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TITLEMOTION™

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TECHNOLOGY

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Introducing TitleMotion

Inscriber® TitleMotion™ is a professional graphics plug-in for creating high-end video titles and motion effects quickly. TitleMotion offers extensive control of all design and output aspects, and all TitleMotion graphics include full key channel support.

TitleMotion's motion effects let you create multi-layered animations to fly any object around the screen using customized motion paths. All objects can be flipped, twisted, skewed, rotated, or moved individually in virtual 3D space, and each object can have independent acceleration and deceleration. You can also apply filters to animated objects over time.

Rendering time for motion effects is fast and animations are set up in keyframe mode, so you can preview animations in realtime using your NLE.

TitleMotion Overview

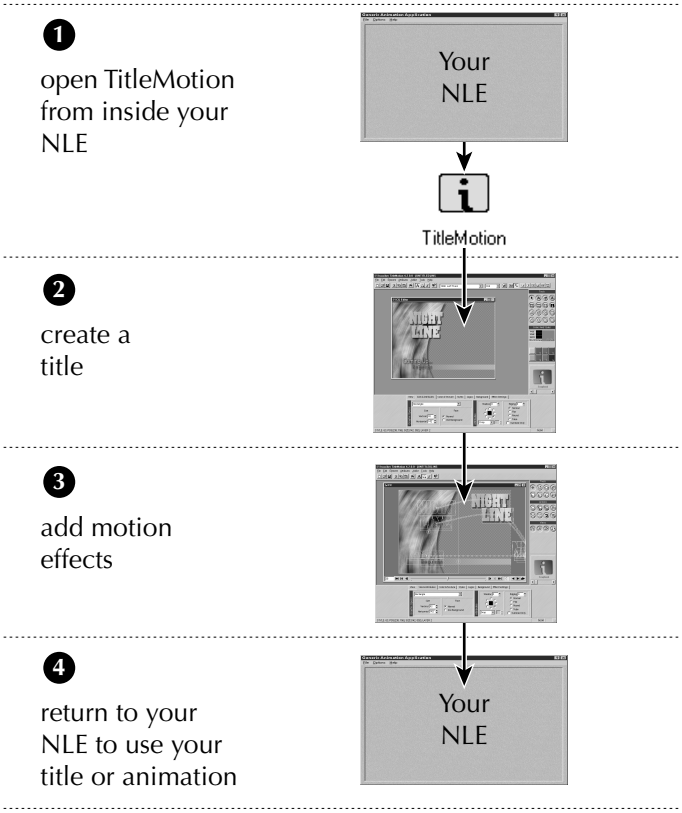
Using TitleMotion consists of 4 basic steps.

1 Open TitleMotion from within your NLE.

2 Create a title.

3 Add motion effects to the title.

4 Return to your NLE to render the title or animation.



Learn About TitleMotion

TitleMotion Modules

TitleMotion consists of three modules: CG, Logo Compose, and FX.

- CG lets you create still, rolls, and crawls, based on blank templates or fully laid out templates. You also use CG to create the initial title for an animation.
- Logo Compose lets you clean up and add alpha to any image, and then use that image in CG.
- FX lets you add animations to any title created in CG.
- The Scrapbook is a TitleMotion feature that lets you transfer images, titles, and styles between titles and between TitleMotion modules.

About this Document

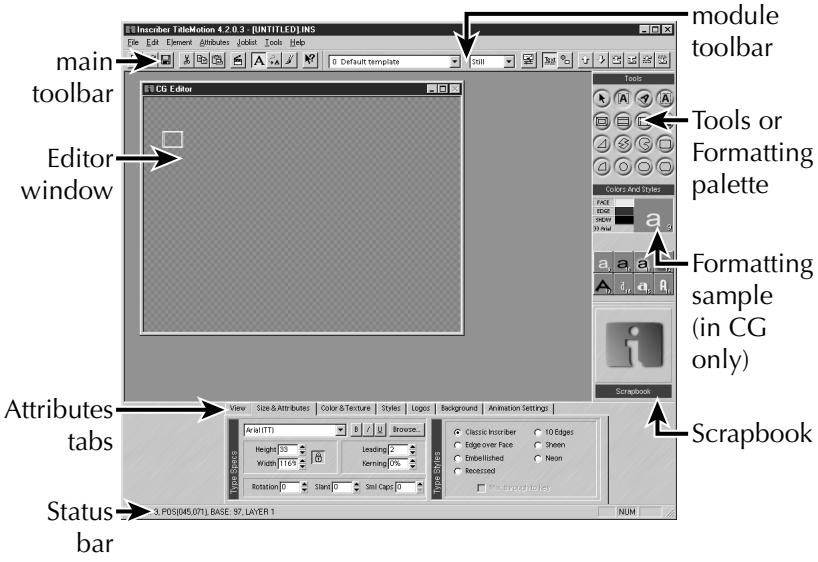
This document is designed to get you up and running with TitleMotion as quickly as possible. It won't teach you everything about TitleMotion, but it introduces you to all the major features available in TitleMotion. By the time you've looked through this document, you should be able to handle all of the basic TitleMotion tasks. From there, you can go to the online help for more detailed information about specific options.

Online Help

The online help system is designed to give you all of the information you need about every feature available in TitleMotion. If you need more details than this document provides, check the online help. You can open the online help by selecting Help→Help Topics from the menu bar.

The online help is arranged by module. It also covers all of the TitleMotion preferences and includes a complete glossary.

The TitleMotion Screen



Did you know...

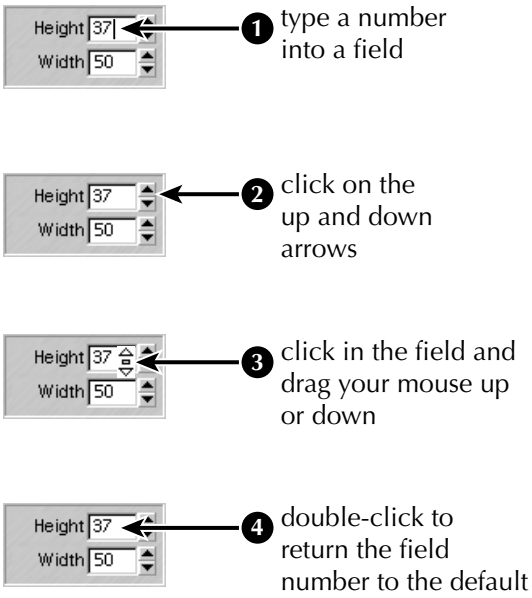
This section explains some global features of TitleMotion that speed up your work. TitleMotion provides additional methods for entering numbers in fields, switching between certain options and dialogs, and getting to useful tools.

Change Field Numbers—Fast

TitleMotion provides several ways to set the numbers in fields.

1. You can type a number directly into a field.
2. You can click on the up and down arrows beside the field.
3. You can use the Inscriber scroll option. Place the pointer over the field, hold down the left mouse button, and drag up or down to increase or decrease the field number.

   The Inscriber scroll option is usually a faster way to change field numbers than any of the standard Windows methods.
4. You can reset a field number to the default by double-clicking on the field.



Did You Know

Change Layers in CG

Each CG title has 10 layers, and each layer is divided into a text plane and a graphics plane. You can see what text and graphics are located on each layer by selecting Element→Layer Control→Layer List to display the Layer List dialog.

The text plane of each layer is always on top of the graphics plane. If you want a graphic object on top of text, you need to put it on the layer above the text.

You can move text and graphic objects among CG layers using the mouse and control keys.

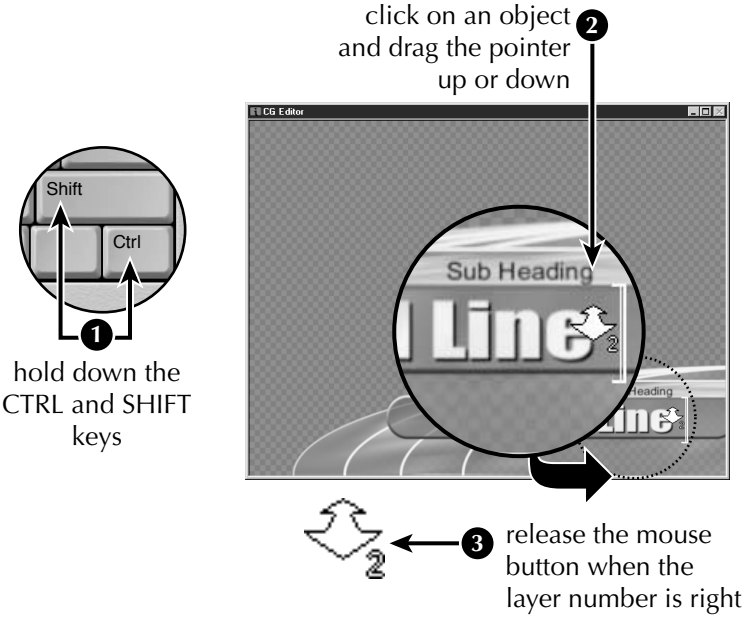
1 Hold down the CTRL and SHIFT keys on your keyboard.

2 Click on the object you want to move and drag the pointer up or down.

The number on the pointer identifies the layer the object is moving to. Moving the pointer up increases the layer number. Moving the pointer down decreases the layer number.

3 Release the left mouse button when the pointer displays the number of the layer you want to move the text or graphic object to.

you can see what layer an object is on by looking at the status line at the bottom of the TitleMotion window



You can also change the layer that a line of text or a graphic object is on by selecting the text or object, holding down the CTRL and SHIFT keys, and pressing the up or down arrow keys. You can see what layer an object is on by looking at the status line across the bottom of the TitleMotion window.

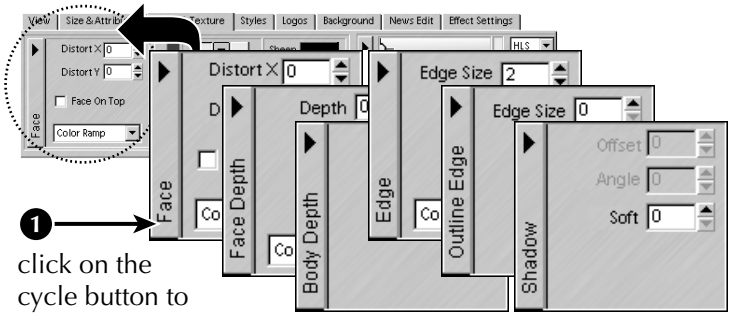
Cycle Buttons

TitleMotion uses cycle buttons to let you access more settings on the Attributes tabs. You can identify a cycle button by the large arrowhead in the top corner of the button.

Left-clicking on a cycle button moves you forward to another set of options. Right-clicking on a cycle button moves you backwards through the set of cycle button options. The following graphic shows you the options accessed by the cycle button on the Color & Texture tab.

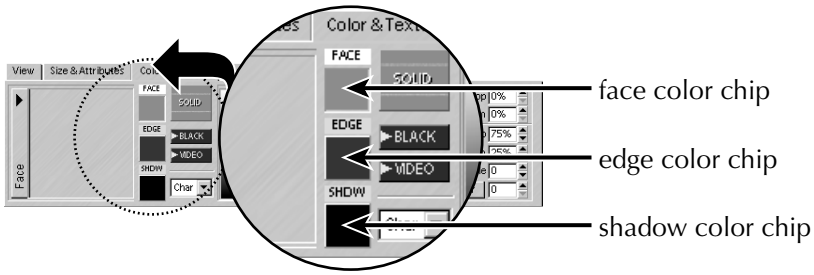
1 Left- or right-click on a cycle button to move to another set of options.

You may have to click on the cycle button more than once to get back to the original set of options.



Color Chips

You can click on face, edge, and shadow color chips to access particular cycle buttons more quickly than clicking on the cycle button itself.



Enter Special Characters

Each font set contains more characters than you can see on your keyboard. Some common special characters include copyright and trademark symbols (©, ™), fractions (¼, ½, ¾), and accented characters (É, è, ü).

Using the Mouse

1 Make sure that you are on the text plane of the current CG layer.

2 Select a font from the Fonts drop-down list on the Size & Attributes tab.

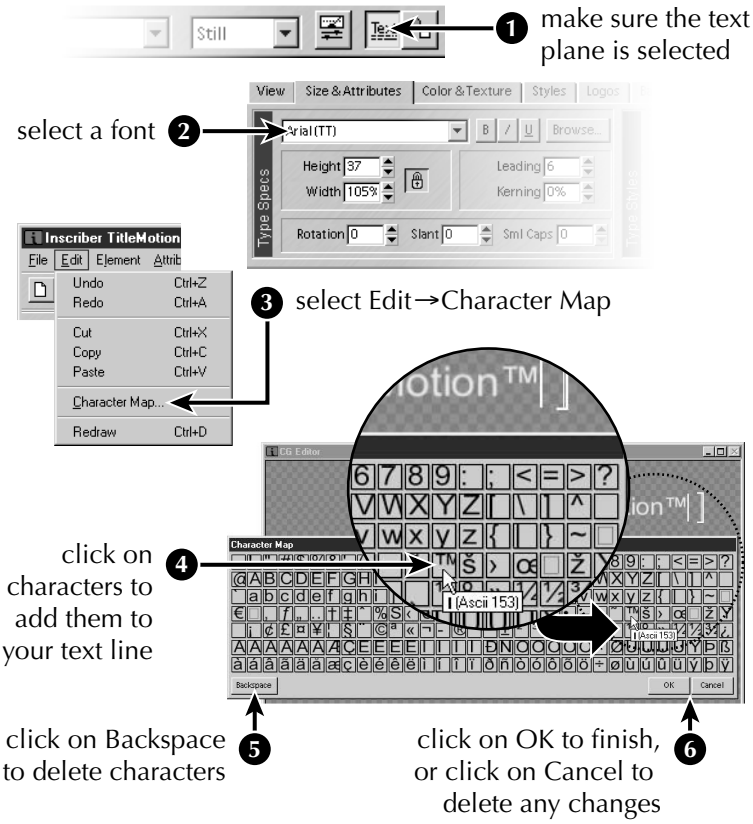
3 Select Edit→Character Map.

4 Click on the character that you want to add to your text line.

5 Use the Backspace button to erase any characters that are incorrect.

6 When you have finished entering characters on your text line, click on OK to accept the characters and return to your CG title.

If you do not want to keep the characters you entered using the Character Map, you can click on Cancel to return to your CG title without entering any new characters.



Using the Keyboard

You can use the keycodes displayed in the character map to enter special characters using the keyboard, if you don't want to display the character map every time you need to add a special character.

1 On the Character Map, place your pointer on top of the character you want to enter.

2 Write down or remember the number displayed in the ToolTip.

3 Close the Character Map.

4 Hold down the ALT key and enter the number from the Character Map using the number pad. Then release the ALT key.

You can only enter the number using the number pad keys.

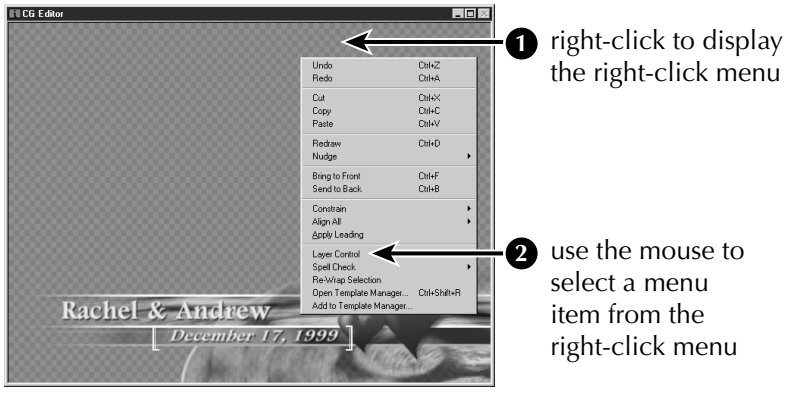
Right-Click Menus

Right-click menus provide you with a quick way of accessing certain common options and commands. Right-click menus occur in these places:

- CG workspace
- CG style chips
- FX workspace
- FX Attributes tabs
- FX Tool palette
- Logo Compose workspace
- Logo Compose tools
- Scrapbook

1 Right-click on one of these areas to display the right-click menu.

2 Use the mouse to select one of the commands from the right-click menu. You can close the right-click menu by clicking anywhere else on the workspace.



TitleMotion Basics

Working with NLEs

TitleMotion acts as a plug-in for your NLE, and since each NLE works a little differently with TitleMotion, Inscriber has created a series of release notes that describe each NLE individually. These release notes are available on our website, at www.inscriber.com.

In general, you open TitleMotion from within your NLE, create and save your titles, close TitleMotion, and return to your NLE, where you can open your titles from the NLE's bin or library.

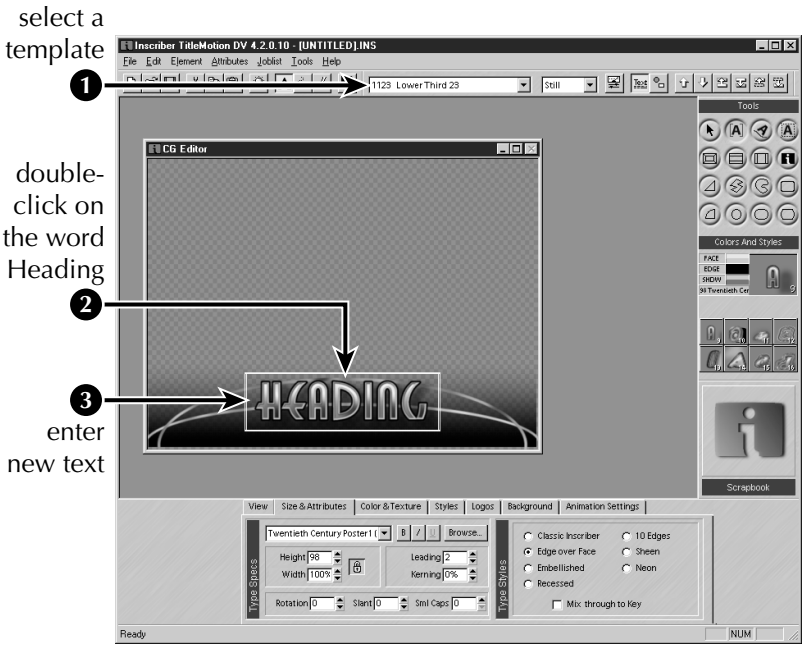
Create a Title

This section explains the fastest way to create a title in TitleMotion. You can find more details about creating titles starting on page 16.

1 Select template 1123 Lower Third 23 from the Templates drop-down list.

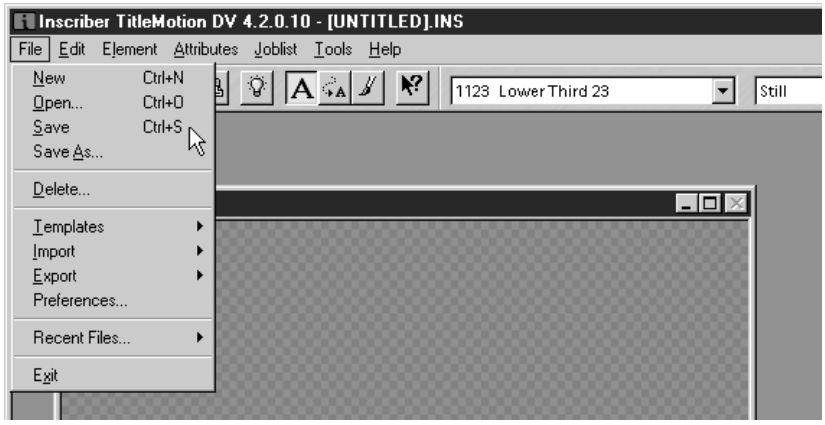
2 Double-click on the word Heading to select it.

3 Enter new text in the text line.



Save a Title

You can save a title by selecting File→Save.

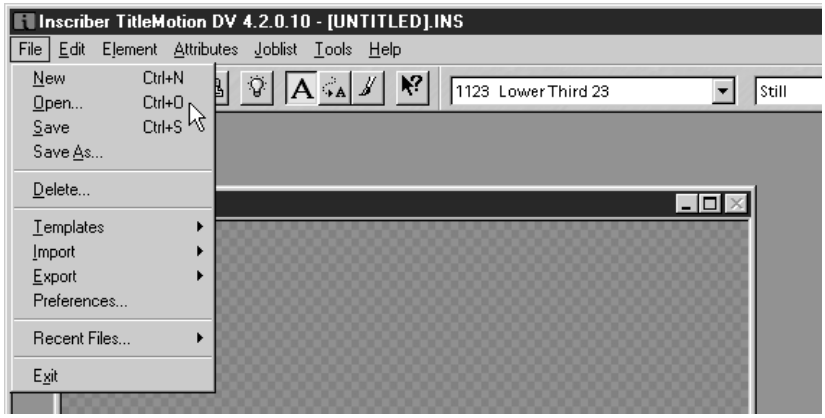


When you save a file in TitleMotion, it is dropped in a bin or library, or otherwise located where your NLE expects to find CG files and animations.

If TitleMotion doesn't plug directly into your NLE, or you are working in stand-alone mode, you can use the File→Export options to export titles and animations as a series of Targa files that your NLE can import and combine. The online help explains how to export titles in detail.

Open a Title

You can open a title by selecting File→Open.



When you open a title, TitleMotion displays a standard Windows dialog that lets you navigate to and select your .ins file.

If you want to open a title that is not in .ins format, you can use the File→Import options to open .cgr, .icg, .sly, or .txt files.

The Scrapbook

The Scrapbook is used to transfer titles, backgrounds, logos, textures, and style chips between titles, and between modules in TitleMotion. Each module uses the Scrapbook a bit differently. Any items in the Scrapbook are saved each time you close TitleMotion. When you open TitleMotion again, your Scrapbook items are still available.

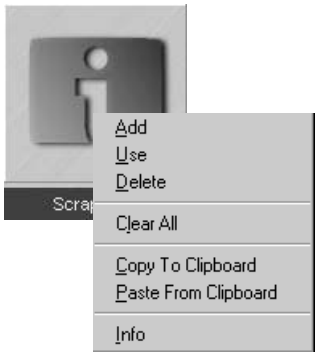
Scrapbook Conventions

When you first open TitleMotion, the Scrapbook is empty and the Inscriber logo above the word Scrapbook is visible.

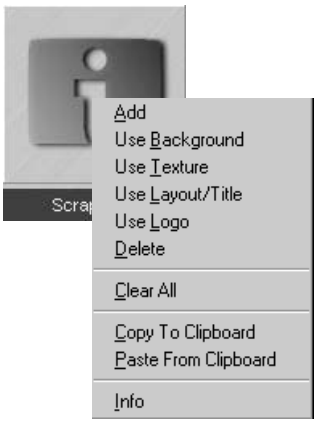
The item that is visible in the Scrapbook is the selected item. When you add an item to the Scrapbook, the new item appears in the Scrapbook and becomes the selected item. You can use the scroll bar below the Scrapbook to select a different item. The scroll bar only appears when you have something in the Scrapbook.

The Scrapbook right-click menu changes depending on what module you are in. In Logo Compose, the Use item in the Scrapbook menu is always the same, but in CG, the Use item in the Scrapbook menu changes depending on the selected item. If the item can only be used for one purpose, only the Use item appears, but if you can use the item for several purposes, a list of possible Use items appears instead.

Scrapbook Right-Click Menus



standard menu



additional CG module menu

The Right-Click Menu Options

This table describes the Scrapbook right-click menu options.

Menu Option	Result
Add	• copies an item into the Scrapbook
Use	• uses the selected Scrapbook item • appears if the item has only one possible Use option
Use Background	• in CG, copies the selected item to the background layer of the title, and replaces any existing background
Use Texture	• in CG, copies the selected item to the Texture map
Use Layout/Title	• in CG, replaces the current title with the selected item
Use Logo	• in CG, copies the selected item to the Logo map
Delete	• removes the selected item from the Scrapbook
Clear All	• removes all items from the Scrapbook
Copy to Clipboard	• copies the selected Scrapbook item to the Windows clipboard
Paste from Clipboard	• adds an item from the Windows clipboard to the Scrapbook
Info	• opens a dialog that tells you how many items are in the Scrapbook and how much disk space Scrapbook is using

The Scrapbook and CG

Add Items to the Scrapbook

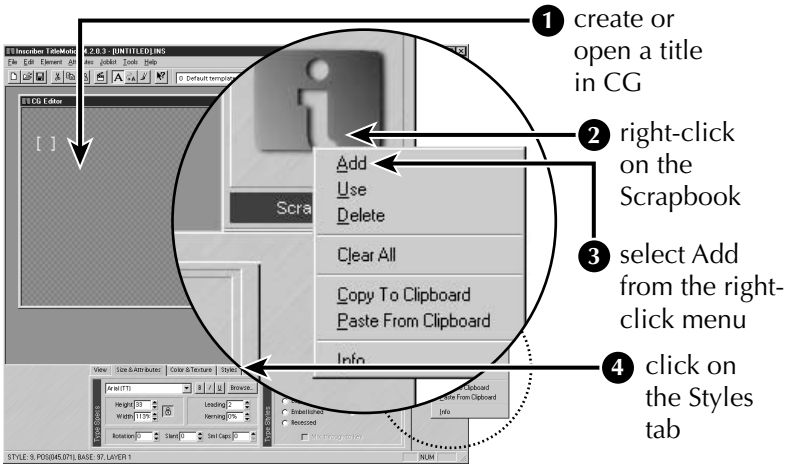
You can add style chips and titles to the Scrapbook using the right-click menu. You can also drag and drop style chips into the Scrapbook.

1 Create a title or select one of the default templates in CG.

2 Right-click on the Scrapbook.

3 Select Add from the Scrapbook right-click menu to add the title to the Scrapbook.

4 Switch to the Styles tab by clicking on the tab name.

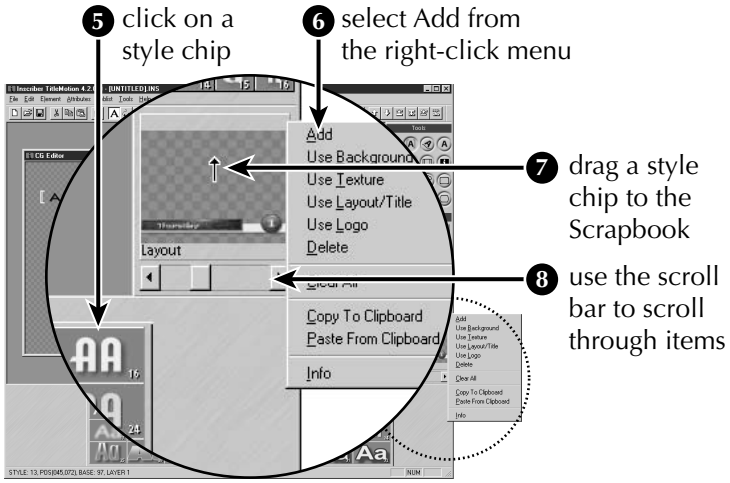


5 Click on a style chip.

6 Select Add from the Scrapbook right-click menu.

7 Click on another style chip and drag it to the Scrapbook.

8 Use the scroll bar to scroll through the items in the Scrapbook.

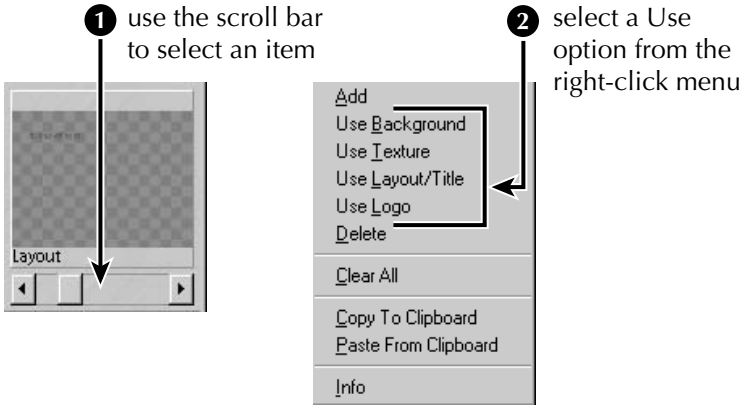


Use Items in the Scrapbook

1 Use the scroll bar to select an item in the Scrapbook.

2 Select one of the Use options from the Scrapbook right-click menu.

The Use options are described in the table on page II.



Delete Items in the Scrapbook

You can remove single items from the Scrapbook, or remove all items in the Scrapbook.

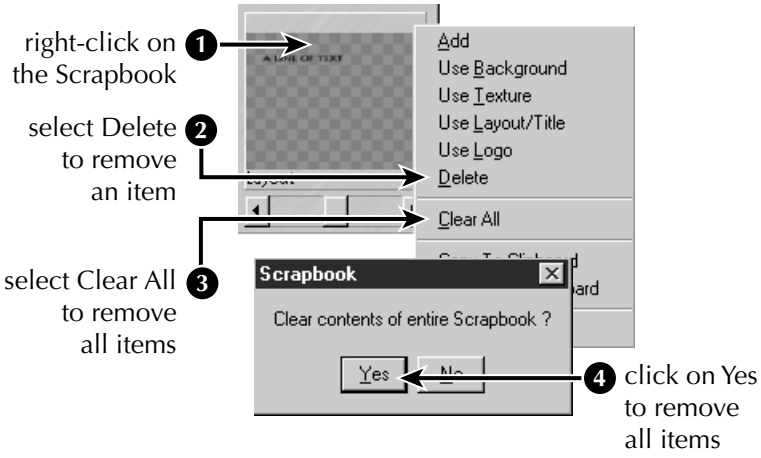
1 Right-click on the Scrapbook.

2 Select Delete to remove the selected item from the Scrapbook.

3 Select Clear All to remove all items from the Scrapbook.

4 Click on Yes to confirm that you want to remove all items from the Scrapbook.

You cannot recover items deleted from the Scrapbook.



The Scrapbook and Other Modules

The Scrapbook and the Clipboard

You can copy images from the Scrapbook to the Windows Clipboard, and from the Windows Clipboard to the Scrapbook. This feature lets you copy images from a third-party package to the Clipboard and then import the image into the Scrapbook so that you can use it in any TitleMotion module.

1 Copy an image to the Clipboard from a third-party package.

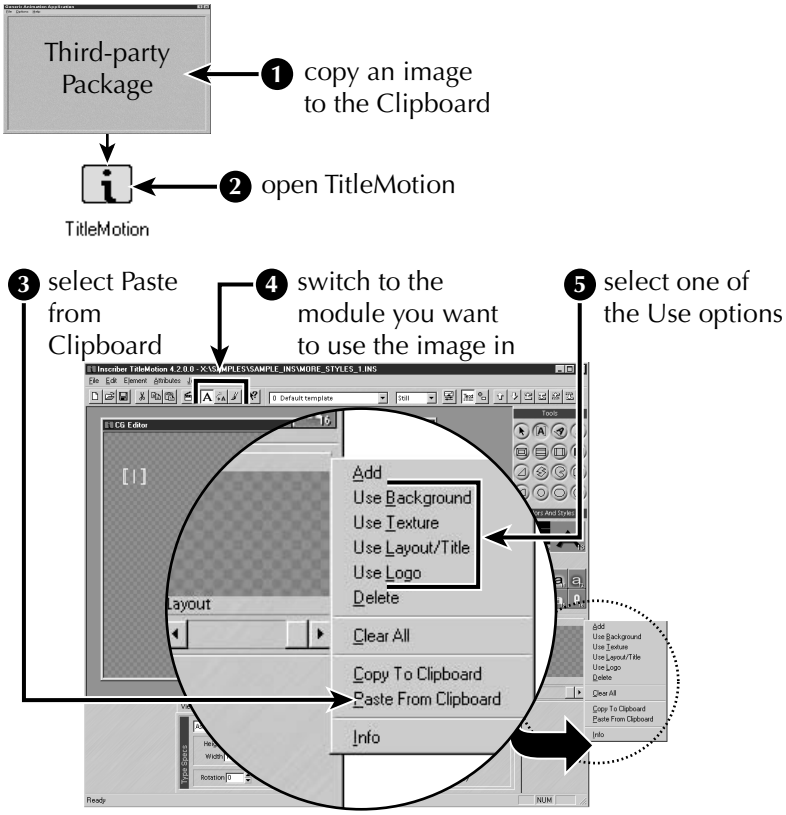
Any copy operation uses the Clipboard to hold the copied image.

2 Open TitleMotion.

3 Select Paste from Clipboard from the Scrapbook right-click menu.

4 Switch to the TitleMotion module you want to use the image in.

5 Select one of the Use... options from the Scrapbook right-click menu.



You can also drag and drop any bitmap file into the Scrapbook from the desktop or a Windows application like Explorer using standard Windows drag-and-drop techniques.

The Scrapbook and Logo Compose

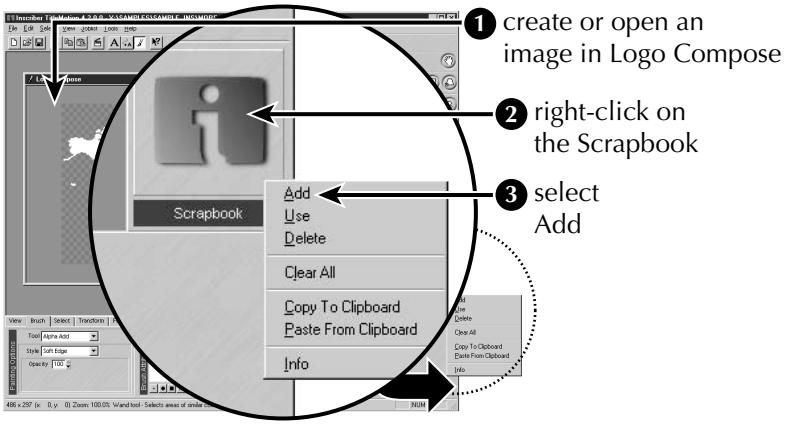
In Logo Compose, you can add images to the Scrapbook, and add Scrapbook items to Logo Compose images. Any Logo Compose image added to the Scrapbook is labelled as a background.

Add Logo Compose Images to the Scrapbook.

1 In Logo Compose, open one of the images in the Samples folder, located in your TitleMotion folder.

2 Right-click on the Scrapbook.

3 Select Add from the right-click menu.



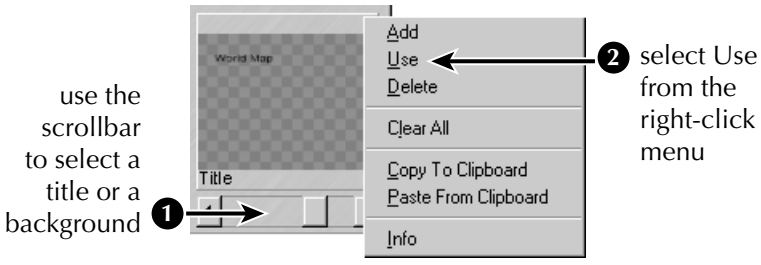
Add Scrapbook Items to Logo Compose Images.

1 Use the scroll bar to select a title or a background in the Scrapbook.

You can't use style chips in Logo Compose.

2 Select Use from the right-click menu.

When you add a Scrapbook item to a Logo Compose image, the image size is not changed. You may have to increase your canvas size if the item is too big, or crop your canvas if the item is too small.



The Scrapbook and FX

The Scrapbook is not used with FX.

Template Manager

The Template Manager collects and organizes title templates. TitleMotion comes with over 150 Inscriber templates, but you can also use the Template Manager to add and organize your own templates.

What are Templates?

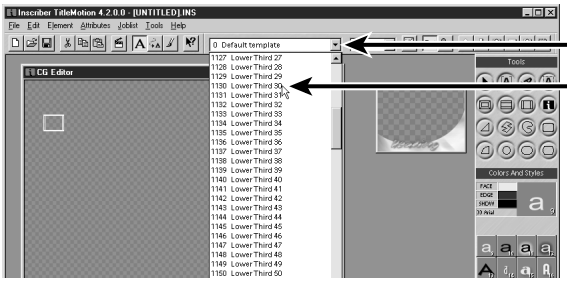
Templates define titles in CG. All titles are based on templates. Your title is based on the default template, unless you select a different template. Templates define the initial settings of your title. Text styles, graphic styles, and logos are included in templates so that titles based on the same template can use the same logos and styles.

Some templates are extremely simple, and others are more complex. You can check out some of the Inscriber templates to get a better idea of what a template is.

1 Click on the Templates drop-down list.

2 Select template 1130 Lower Third from the list.

As you move your pointer over each of the templates in the list, a thumbnail of the title is shown to the right of the list. The thumbnails make it easier to find titles in the list.



Why Use the Template Manager?

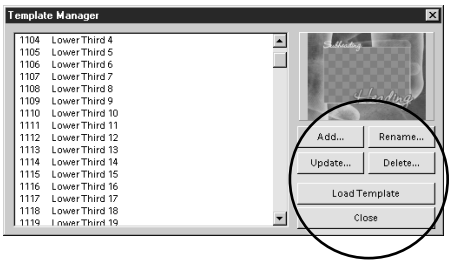
The Template Manager makes your templates accessible from the Templates drop-down list on the TitleMotion toolbar. You can also see a thumbnail of each template as you scroll down the list. The Template Manager provides a quick and easy way to organize and find titles in TitleMotion.

Open and Close the Template Manager

You can open the Template Manager in three ways:

- select File→Template Manager...
- select Open Template Manager from the CG right-click menu
- press CTRL+SHIFT+R

The six buttons on the dialog provide all of the tools you need to manage your templates.



tools to manage your templates

You can close the Template Manager in two ways:

- click on Close
- press ESC

Load a Template

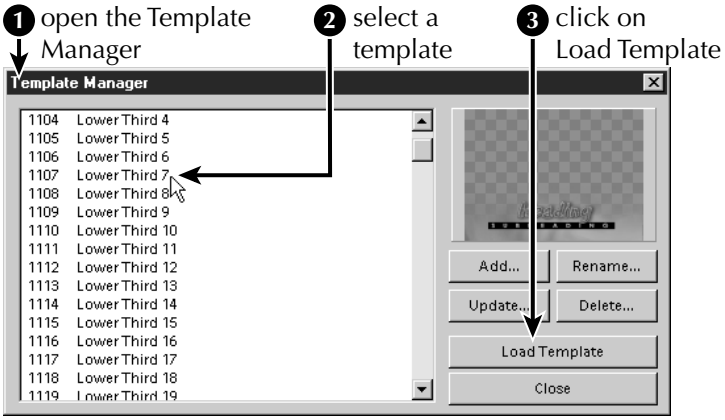
You can load a template as the current CG title.

1 Open the Template Manager.

2 Select a template to load.

3 Click on the Load Template button, or double-click on a template name.

The Template Manager loads the template into CG as the current title and closes the Template Manager.



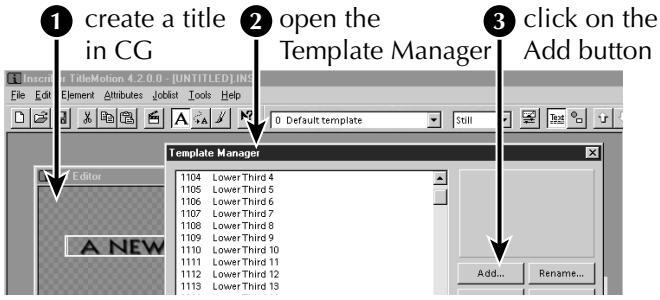
Add a Template

You can add the current CG title to the Template Manager as a template.

1 Create a title in CG.

2 Open the Template Manager.

3 Click on the Add button.

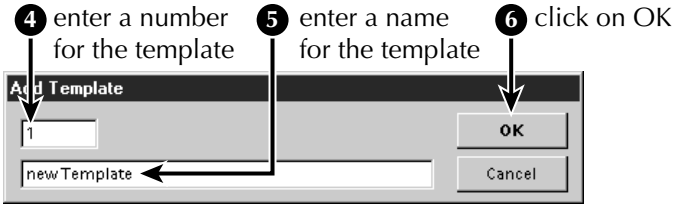


4 Enter a number for the template.

Templates are sorted by number. All of the Inscriber templates have numbers greater than I000, and are grouped according to type. You can do the same sort of numerical grouping with your own templates.

5 Enter a name for the template.

6 Click on OK and then close the Template Manager.



Update a Template

You can update a selected template with the current CG title.

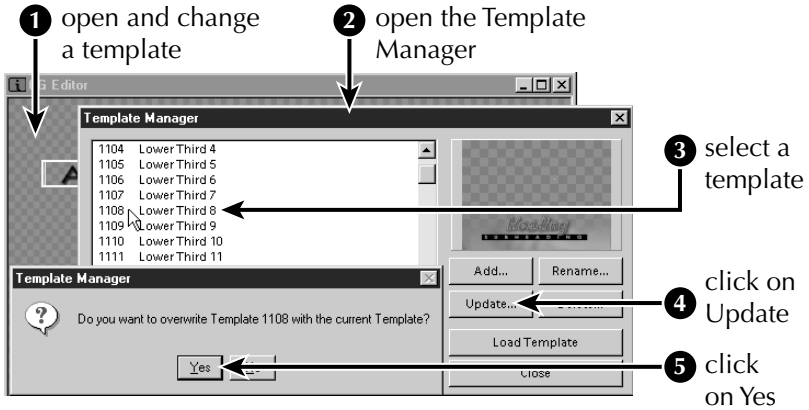
1 Open an existing template in CG and make a change.

2 Open the Template Manager.

3 Select a template to update.

4 Click on the Update button.

5 Click on Yes to replace the selected template with the CG title, and then close the Template Manager.



Rename a Template

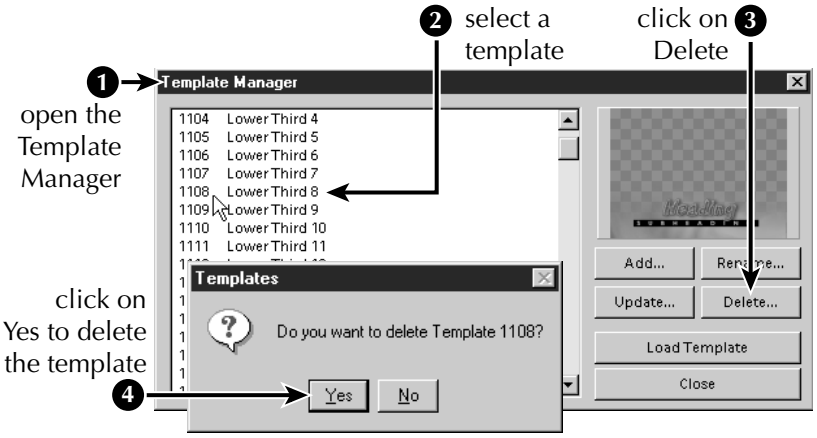
You can rename a template and give it a new number.

1 Open the Template Manager.
2 Select a template to rename.
3 Click on the Rename button.
4 Enter a new name or number for the template.
5 Click on OK and then close the Template Manager.

Delete a Template

You can delete a template from the Template Manager.

1 Open the Template Manager.
2 Select a template to delete.
3 Click on the Delete button.
4 Click on Yes to delete the template.



The Default Template

The default template is always numbered zero (0) and is always called "default template". You can change the default template by updating it with the current CG title, but you cannot rename or delete it.

The default template is used whenever you open TitleMotion or create a new title. All titles are based on a template, and usually the default template is a simple, blank template. However, if you need certain text or graphic elements on every title you create, you can add them to the default template by creating a title with the necessary elements and then updating the default template.

Styles

What are Styles?

Styles define a set of attributes for text in CG, such as height, color, edge size, and shadow settings. All text is based on a style. If you don't select a style, your text is formatted using the default text style for the title.

When you apply a style to a text line, the text line is connected to the style. When you make a change to the attributes of a text line, any other text formatted with the same style is also changed.

All styles are identified by number. You can see all 24 styles on the Styles tab. The number of each style is located in the bottom right corner. The first eight styles are also visible on the Formatting palette.

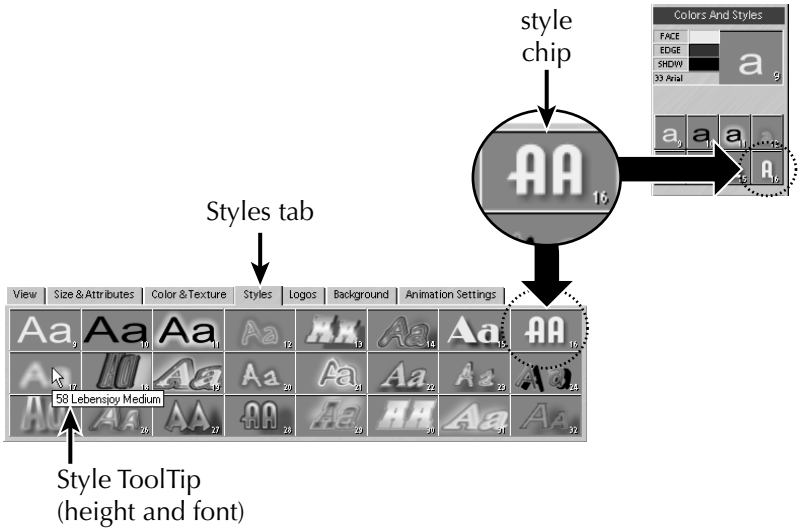
Some text styles are extremely simple, and others are more complex. You can look at some of the Inscriber styles when you open the Style Library.

Text styles save size, attributes, and color information, but they do not save texture information. If you want to use textures, you need to add the texture after you apply the text style.

What are Style Chips?

The 24 styles available in each template are stored in style chips on the Styles tab. Each style chip contains a unique style that can be applied to text lines in a CG title. You can apply a new style to text by clicking on the style chip.

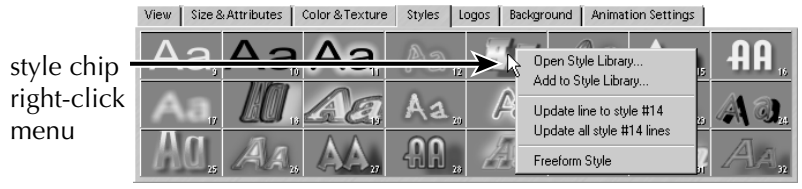
When you place your pointer over a text style, the ToolTip shows you a number and the font used in the style. The number is the total height of the font in scanlines, and gives you an idea of how big the text is.



Style Chip Right-Click Menu

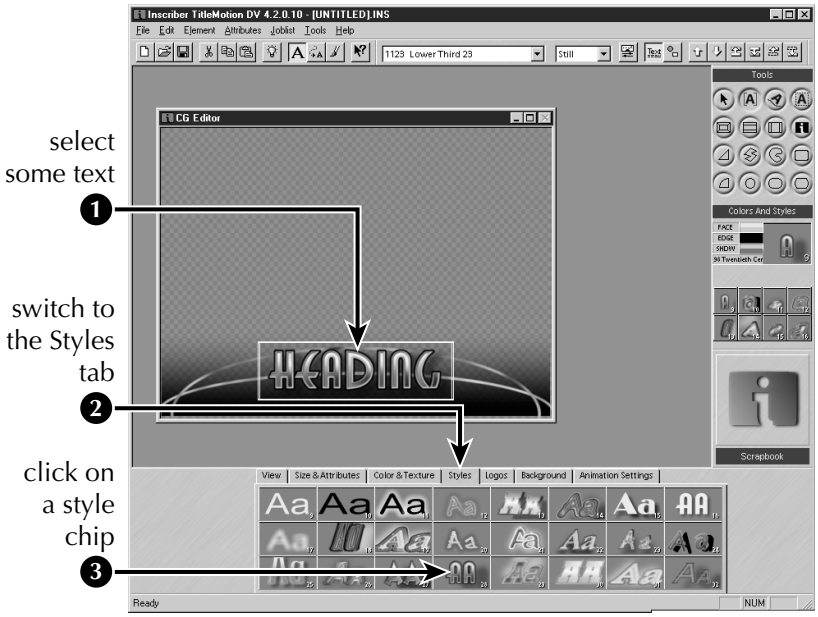
You can right-click on style chips on the Styles tab or on the Formatting palette to display the right-click menu.

The Style Library options on the right-click menu are explained on the next few pages. The other right-click menu items are explained in the online help.



Apply a Style

1. Select some text by either clicking on a text line or highlighting characters within a text line.
2. Switch to the Styles tab.
3. Click on a style chip.



Create a Style

Since all styles in TitleMotion are based on a style chip, you never actually create a style. Instead, you apply a style to text and then use the options on the Attributes tabs to modify the style.

Style Library

The Style Library collects and organizes text styles. TitleMotion comes with over 150 Inscriber text styles, but you can also use the Style Library to add and organize your own text styles.

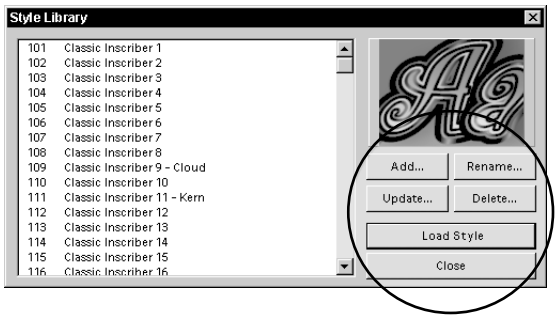
Why Use the Style Library?

The Style Library makes your styles accessible to any title, and provides a quick and easy way to organize and find text styles in TitleMotion. The Style Library also lets you transfer text styles between titles without having to use the same template.

Open and Close the Style Library

You can open the Style Library by selecting Open Style Library from the style chip right-click menu.

The six buttons on the dialog provide all of the tools you need to manage your styles.



tools to manage your styles

You can close the Style Library in two ways:

- click on Close
- press ESC

Load a Style

You can load a style into the selected style chip.

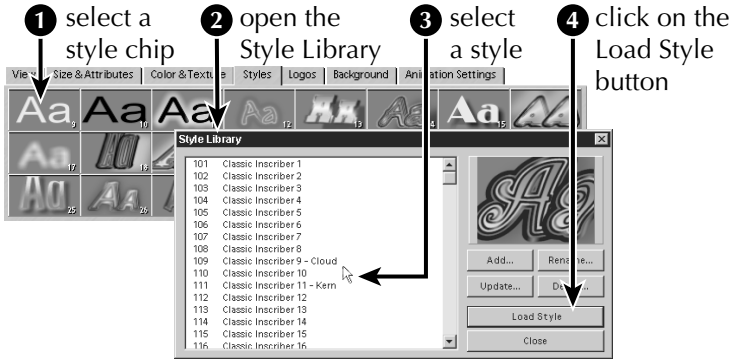
1 Select a style chip.

2 Open the Style Library.

3 Select a style to load.

4 Click on the Load Style button, or double-click on the style.

The Style Library loads the style into the selected style chip and closes the Style Library.



Update a Style

You can update a style in the library with the selected text style on your title.

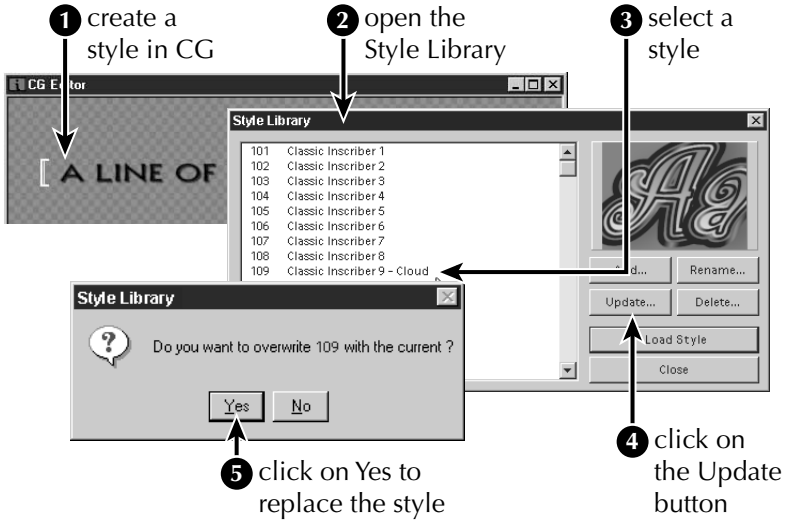
1 Apply a style in CG and change some of the text attributes.

2 Open the Style Library.

3 Select a style to update.

4 Click on the Update button.

5 Click on Yes to replace the selected style with the current CG text style.



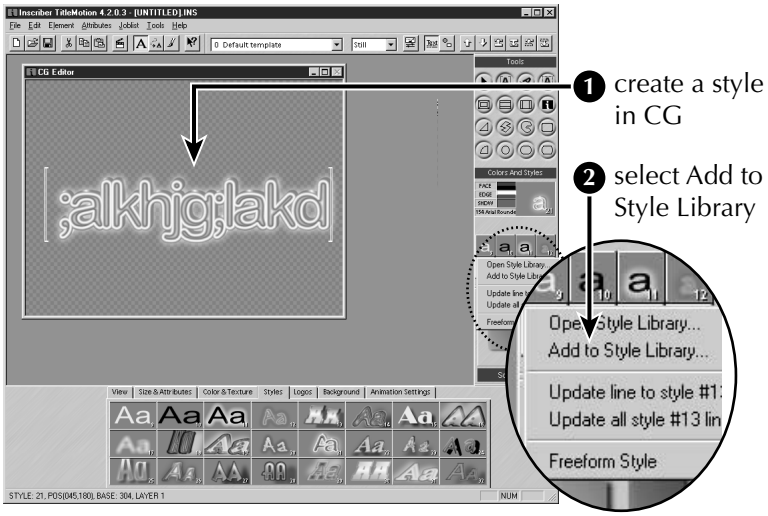
Add a Style

You can add the current text style to the Style Library.

1 Apply a style in CG.

2 Select Add to Style Library from the style chip right-click menu.

You need to right-click on the style chip for the current style when you add a style to the Style Library. CG creates the new library entry using the settings of the style chip that you right-clicked on, not the settings of the selected text line.

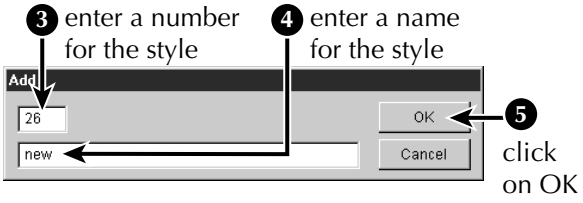


3 Enter a number for the style.

Styles are sorted by number. All of the Inscriber styles have numbers greater than 100, and are grouped according to type. You can do the same sort of numerical grouping with your own styles.

4 Enter a name for the style.

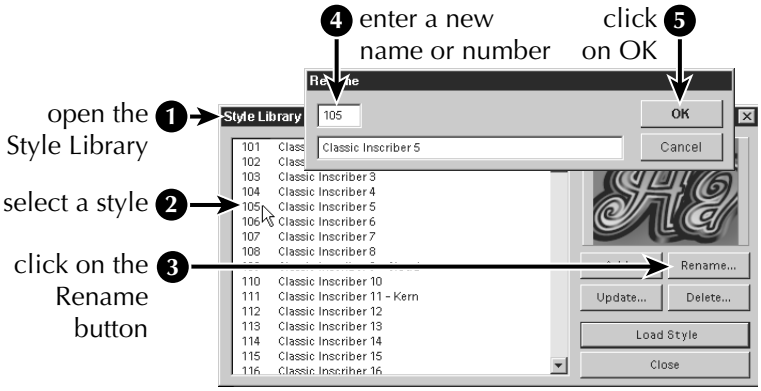
5 Click on OK.



Rename a Style

You can rename a style and give it a new number.

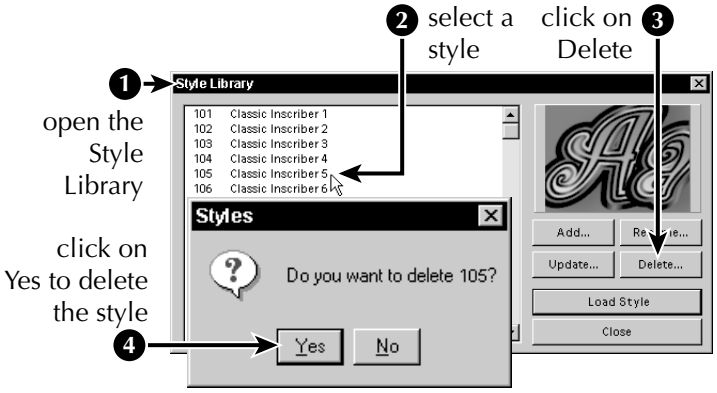
1 Open the Style Library.
2 Select a style to rename.
3 Click on the Rename button.
4 Enter a new name or number for the style.
5 Click on OK.



Delete a Style

You can delete a style from the Style Library.

1 Open the Style Library.
2 Select a style to delete.
3 Click on the Delete button.
4 Click on Yes to delete the style.



Enter and Move Text

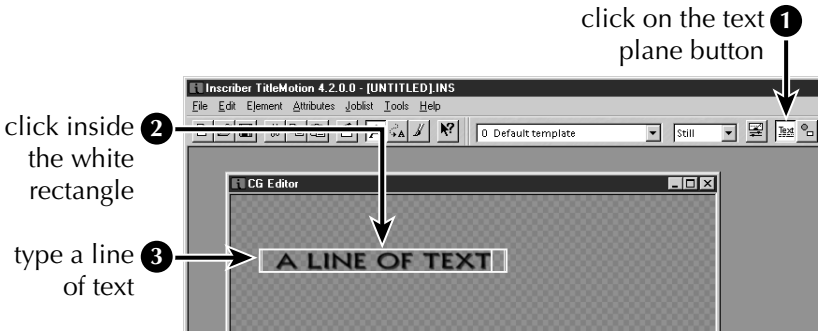
Enter Text

To enter text, you need to be on the text plane and your text line must be selected. When you first open a new title, the text plane is usually selected and the cursor is flashing inside the white rectangle on the title. However, that may not always be the case, so the procedure below explains all of the necessary steps for entering text.

1 Click on the Text Plane button on the TitleMotion toolbar.

2 Click inside the white rectangle in your title.

3 Type a line of text.



Anchored and Floating Text

Anchored text is horizontally constrained to a tab. That means you can move the text up and down, but you can't move it side to side.

Floating text can be moved anywhere on the title.

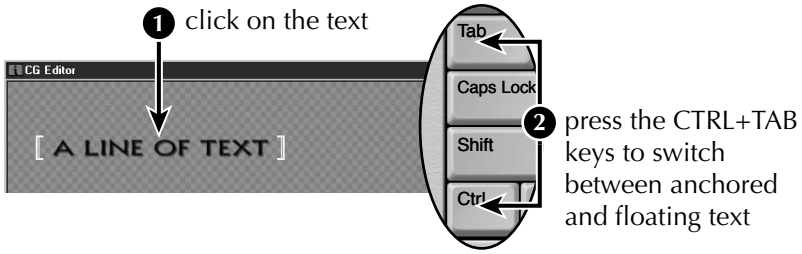
Anchored text appears between brackets and floating text appears in a white rectangle, so you can tell just by clicking on a line whether your text is anchored or floating.

use CTRL+TAB to switch between anchored and floating text

You can switch between anchored and floating text easily.

1 Click on the text.

2 Press CTRL+TAB to switch between anchored and floating text.



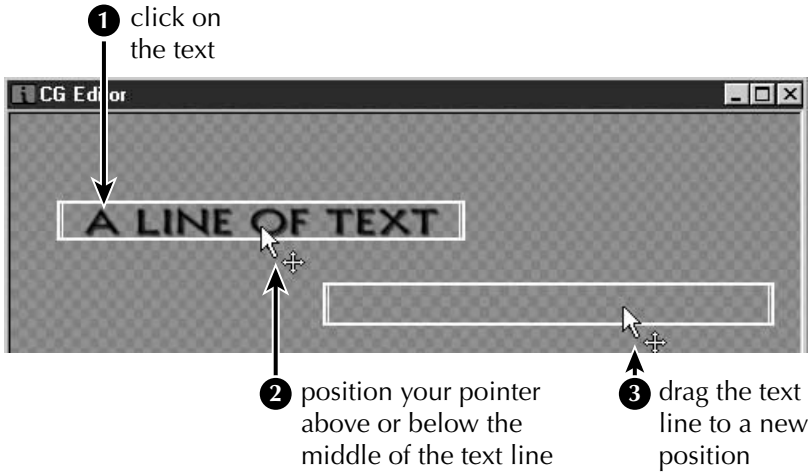
Move Floating Text

1 Click on the text.

2 Position your pointer just above or below the middle of the text line, until the pointer has a small + to the right of the pointer arrow.

3 Drag the text line to a new position anywhere on the title.

you can hold down CTRL and position your pointer anywhere above or below the text line to drag it to a new position



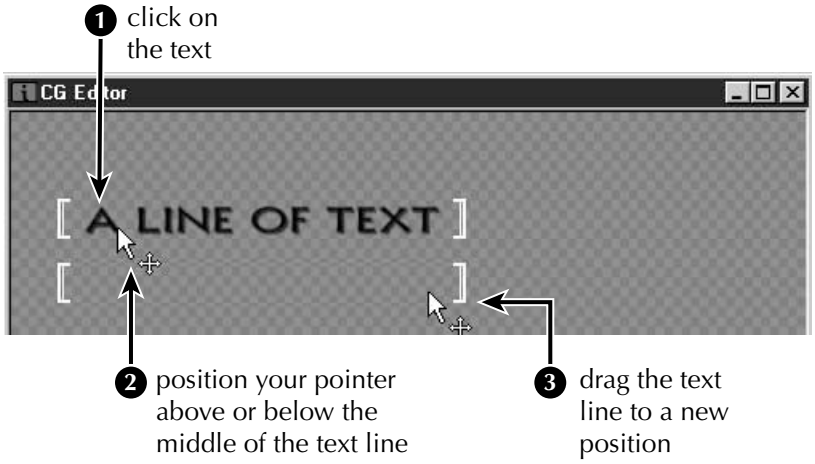
Move Anchored Text

1 Click on the text.

2 Position your pointer just above or below the middle of the text line, until the pointer has a small + to the right of the pointer arrow.

3 Drag the text line to a new vertical position on the title.

Even if you drag your pointer to one side or the other, your text line does not move left or right, only up or down.



Modify Text

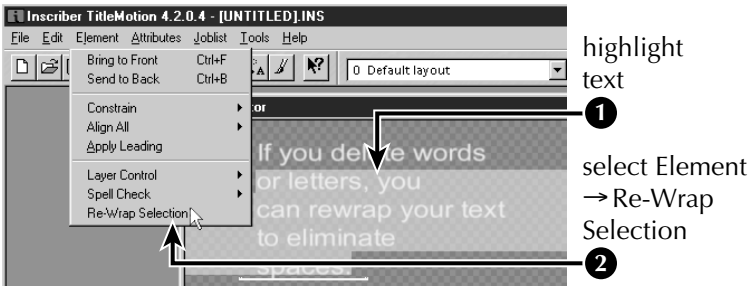
Re-Wrap Text

You can set your text to wrap automatically to the next line when you reach the edge of the video safe title area by selecting Element→Constrain→Word Wrap. If you then delete or modify your text, you can re-wrap it to eliminate gaps or odd line breaks.

1 Highlight the text that you want to re-wrap by clicking in the first text line and dragging the pointer over the text.

2 Select Element→Re-Wrap Selection, or select Re-Wrap selection from the CG right-click menu.

Only the highlighted text is re-wrapped.



Resize and Rotate Text

You can resize and rotate text using the mouse. The pointer changes its appearance depending on where you place it over a text line, and the various pointers allow you to resize and rotate your text. The following diagram shows you the different pointers and where they appear.

Remember that if you make your text too small, you may not be able to highlight it and modify the text style. You should probably set the text style before you resize your text.

Pointer	Description
Move Tool	• moves the text to a new position
Resize Text Height and Width	• resizes the height and width of text
Resize Text Width	• resizes the width of text
Rotate Text	• rotates text

Spellcheck Titles

Spellcheck features let you check the spelling of all text in a title or just the text on a single layer. You can determine the kinds of spelling errors Spellcheck looks for, and set up custom user dictionaries.

1 Type your text.

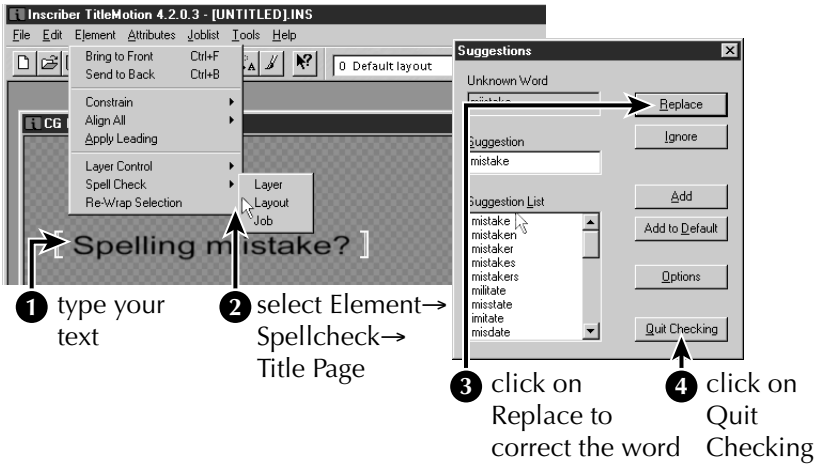
2 Select Element→Spellcheck→Title Page.

If Spellcheck finds an error, it displays the Suggestions dialog.

3 Correct the word by doing one of the following:

- click on Replace to use the word in the Suggestion field
- select another word from the Suggestion List and click on Replace
- type the correct word in the Suggestion field and click on Replace
- click on Ignore to leave the word uncorrected

4 Click on Quit Checking to finish your spellcheck.



Create and Modify Dictionaries

With the Suggestions dialog on the screen, you can also create and modify your dictionaries, as well as modify the Spellcheck options.

1 Click on Add to add the unknown word to your custom dictionary.

The Custom dictionary dialog is displayed, and you can use the dialog to add a word, delete a word, and enter a new filename for your custom dictionary.

2 Click on Add to add the unknown word to the default dictionary.

3 Click on Options to display the options Spellcheck uses to find words that are not spelled correctly.

Options that are checked are used by Spellcheck. Options that are not checked are ignored.

Advanced Text Features

Vertical Text

Vertical text displays your text vertically, one character at a time, starting from the top right corner of your title and moving to the left side of your title.

Vertical text has some limitations:

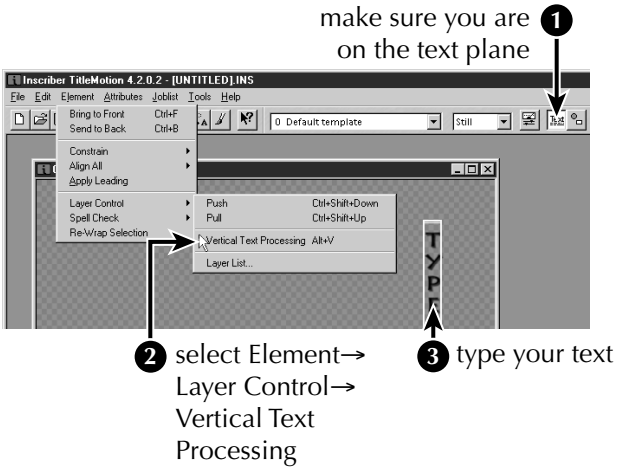
- you can only use vertical text in still and roll titles
- in still titles, text automatically wraps to the top of the next line, but in roll titles, you must press ENTER to move to the top of the next line
- vertical text processing is only available on text layers 1 to 8, not 9 or 10

you can switch between normal text and vertical text by pressing ALT+V

1 Make sure you are on the text plane of a CG title.

2 Select Element→Layer Control→Vertical Text Processing.

3 Begin typing your text.



Text in a Box

You can create text boxes that limit text to the width of the box. When you change the size of the box, the text is automatically re-wrapped to fit the new size.

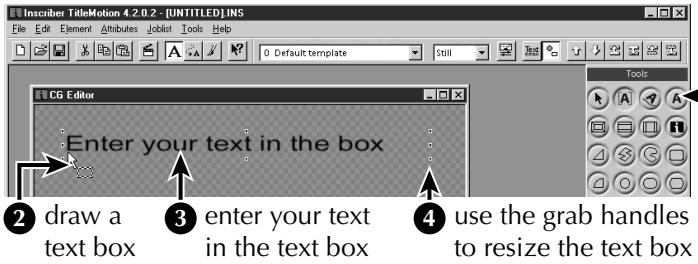
1 Click on the Text Box tool.

2 Draw a text box on your title.

3 Enter your text in the text box.

4 Use the grab handles to resize your text box.

Text is automatically re-wrapped when you resize the text box. You can only adjust the width of your text box—the height is controlled automatically by the amount of text in the box.



Text in a box is placed on the graphics plane. To select text in a box, make sure you are on the graphics plane and then click on your text box.

Text on a Circle

You can create circles for text to run around. When you change the size of the circle, the text is automatically redrawn to run around the new circle.

Text in a circle is placed on the graphics plane. To select text in a circle, make sure you are on the graphics plane and then click on your text circle.

1 Click on the Text Path tool.

2 Draw a rectangle on your title.

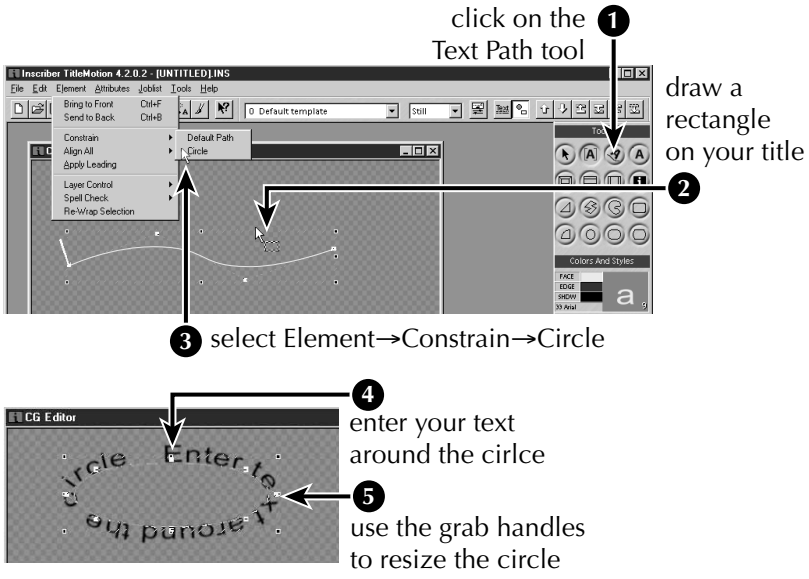
A path appears inside the rectangle.

3 Select Element→Constrain→Circle.

4 Enter your text around the circle.

5 Use the grab handles to resize the circle.

Text is automatically re-wrapped when you resize the circle.



More on Advanced Text Features

Text on a Path

You can create curved paths for text to run along. When you change the shape of the path, the text is automatically redrawn to run along the new path.

1 Click on the Text Path tool.

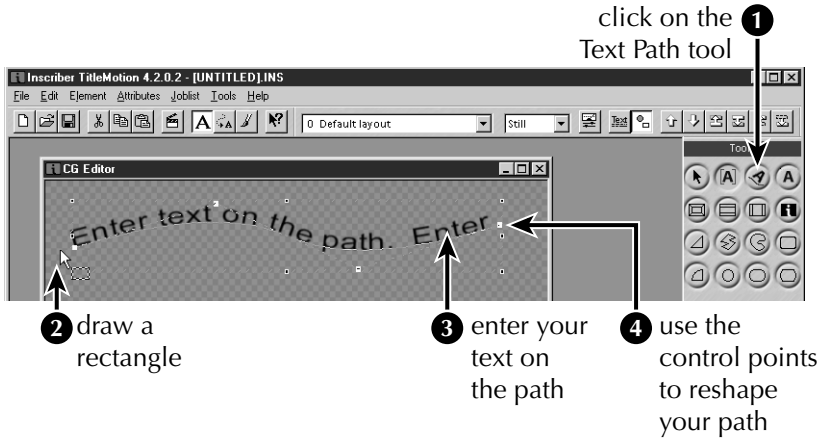
2 Draw a rectangle on your title.

The path appears inside the rectangle if your rectangle is large enough.

3 Enter your text on the path.

4 Use the control points to reshape your path.

Text is automatically re-wrapped when you reshape the path.

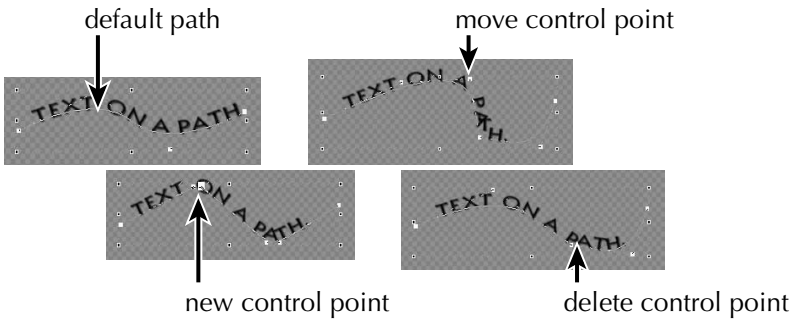


Text on a path is placed on the graphics plane. To select text on a path, make sure you are on the graphics plane and then click on your text path.

CTRL+SPACEBAR adds control points on text paths, CTRL+BACKSPACE deletes control points

You can add control points to a path by clicking on an existing control point and pressing CTRL+SPACEBAR. You can delete control points from a path by clicking on a control point and pressing CTRL+BACKSPACE. New control points always appear on top of the original control point. You need to click and drag the new control point to another position to see it.

You can also return your path to the original, default path by selecting Element→Constrain→Default Path.



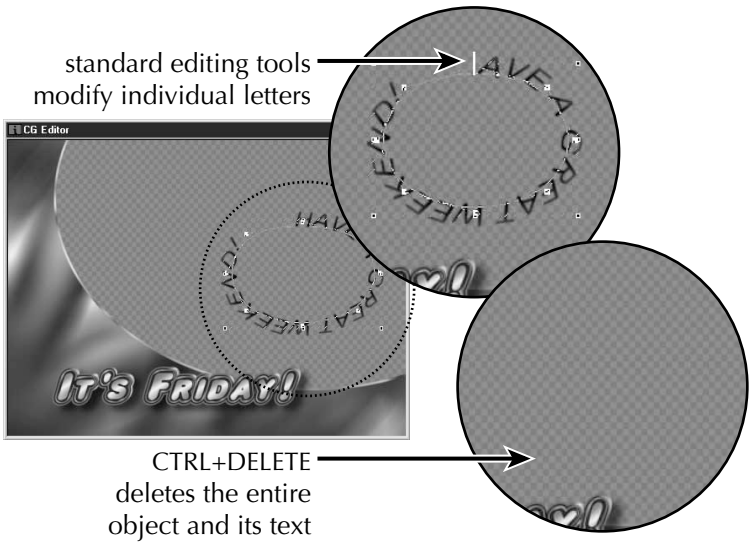
Delete Boxes, Paths, and Circles

Text in a box, on a path, or on a circle use standard tools to edit text, like the arrow keys, the BACKSPACE key, and CTRL+X, CTRL+V, and CTRL+C combinations. Normally, you can use CTRL+X to delete a graphic object, but this key combination doesn't work for text boxes, paths, or circles.

If you want to delete the entire box, path, or circle, use CTRL+DELETE. When you delete a box, path, or circle, the entire object and all the text in it is deleted. If you just want to edit the text in a box, path, or circle, you can click on it and use standard text editing tools.

delete circles, paths, and boxes by pressing CTRL+DELETE

When you delete a box, path, or circle, the object is deleted and you remain on the graphics plane. However, after you delete the object, nothing is selected, so you need to click on a graphic object or switch to the text plane to continue working on your title.



Formatting Text

You can modify the appearance of text in titles by using the Attributes tabs to change various settings.

Some Guidelines for Formatting Text

You can modify your text using the Size & Attributes and Color & Texture tabs. The best way to see what all of the settings do is to enter some text and then change each setting and see what happens. You can also apply a style from the Style Library and then look at the settings for that text style.

However, these guidelines can make formatting text easier.

highlight text before changing it to modify only a portion of your text

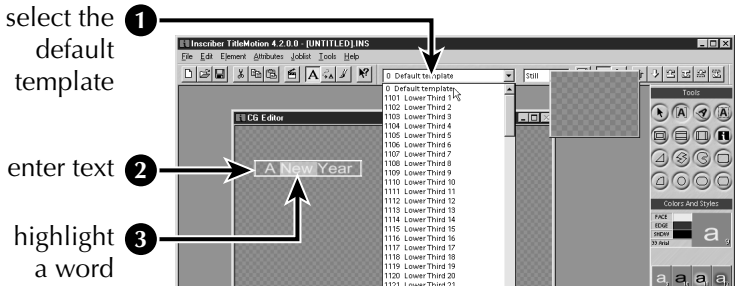
- If you make changes on the Size & Attributes and Color & Texture tabs, all text that shares the same style is changed. If you only want to change some text, highlight the text that you want to change first.
- If you want to edit text, rotation (set on the Size & Attributes tab) must be 0. You should make sure your text is correct and then rotate it.

Change the Face

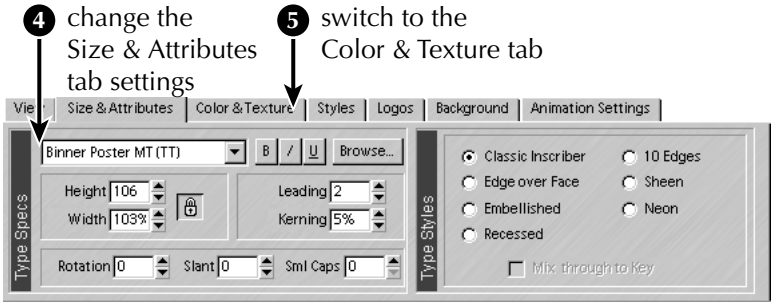
1 In CG, select the default template from the Templates drop-down list.

2 Enter a line of text in the CG title.

3 Highlight one word in your text line.



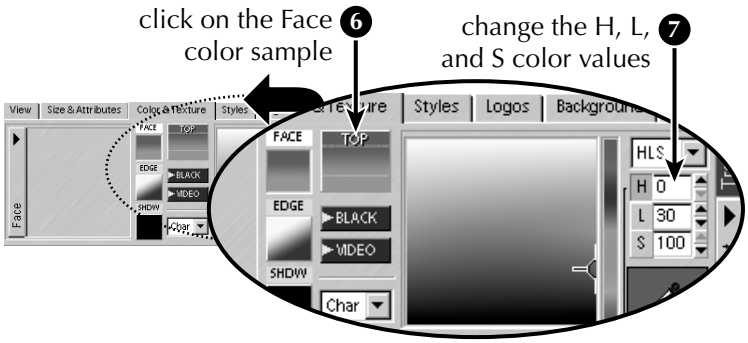
4 Change the selections on your Size & Attributes tab to match the following example:



5 Switch to the Color & Texture tab.

6 Click on the Face color sample until the word TOP appears. You should only have to click once.

7 Change the color values to H=0, L=30, S=100.



Change the Edge

This procedure assumes that you are continuing on from Step 7, above.

1 Click on the Edge color chip.

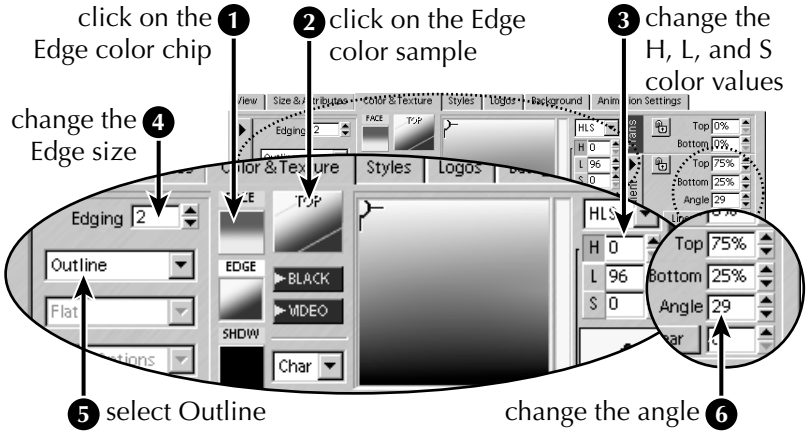
2 Click on the Edge color sample until the word TOP appears.

3 Change the color values to H=0, L=96, S=100.

4 Change the Edging size to 2.

5 Change the Edge type to Outline.

6 Change the Angle to 29.



Change the Shadow

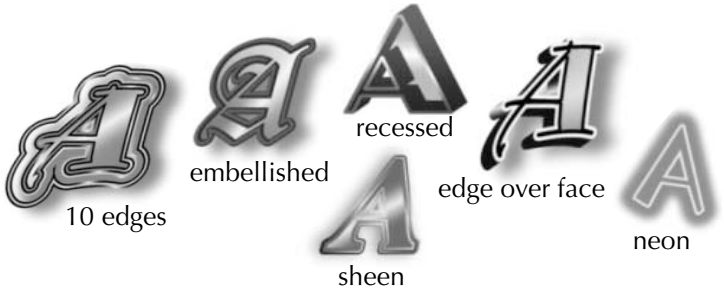
You can change the text shadow in the same way that you change the text edge.

Extended Text Styles

TitleMotion also offers a number of extended text styles. The Style Library contains many samples of extended text styles, but this section shows you how to create your own extended text style.

Types of Extended Styles

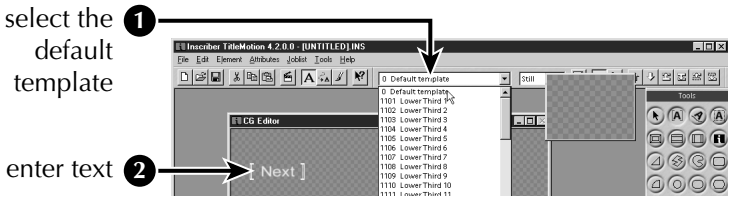
The extended text styles include these six types of styles:



Create an Extended Text Style

1 In CG, select the default template from the Templates drop-down list.

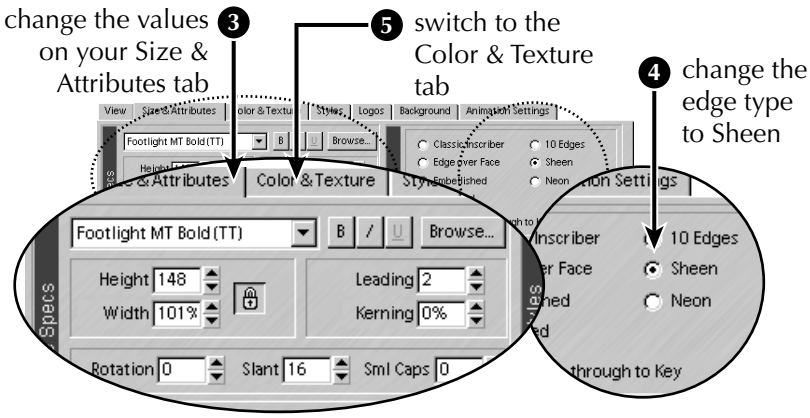
2 Enter a short word, like Next or Live, in the title.



3 Change the selections on your Size & Attributes tab to match the following example.

4 Change your Edge type to Sheen.

5 Switch to the Color & Texture tab.



6 Change all four face colors to H=204, L=31, S=92.

You can change the face colors by clicking on each color sample and then changing the HLS numbers.

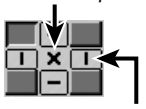
7 Change the Sheen color to H=60, L=89, S=26 by clicking on the Sheen color chip and then changing the HLS numbers.

8 Change the Size to 31, the Offset to -7, and the Angle to -26.

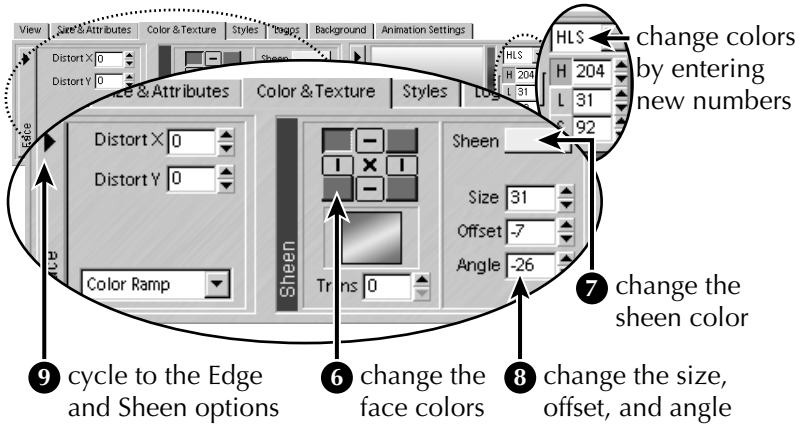
9 Click on the Face cycle button to change to the Edge & Sheen options.

select more than one Face color sample by using the selection buttons

click on the X to select all four Face color samples



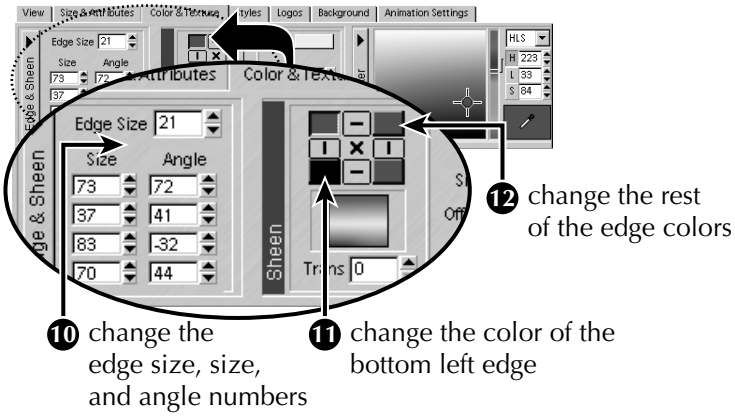
click on a line to select the two Face color samples on either side of the line



10 Change your Edge size, Size, and Angle numbers to match the following example.

11 Change the color of the bottom left edge to H=0, L=0, S=0.

12 Change the color of the other three edge colors to H=223, L=33, S=84.



Learn How to Use Styles

All text is associated with a style group. You can change the style group a line of text is associated with by clicking on a different style chip on the Styles tab.

A key point that you need to remember about styles is that all text formatted with the same style is changed when you adjust settings on the Size & Attributes and Color & Texture tabs. However, you can use highlighting to change only selected text. This section explains how to manage your text formatting, but you can also see the online help for more details on using styles to format text.

Change Multiple Text Lines

Style groups let you format multiple lines of text at the same time.

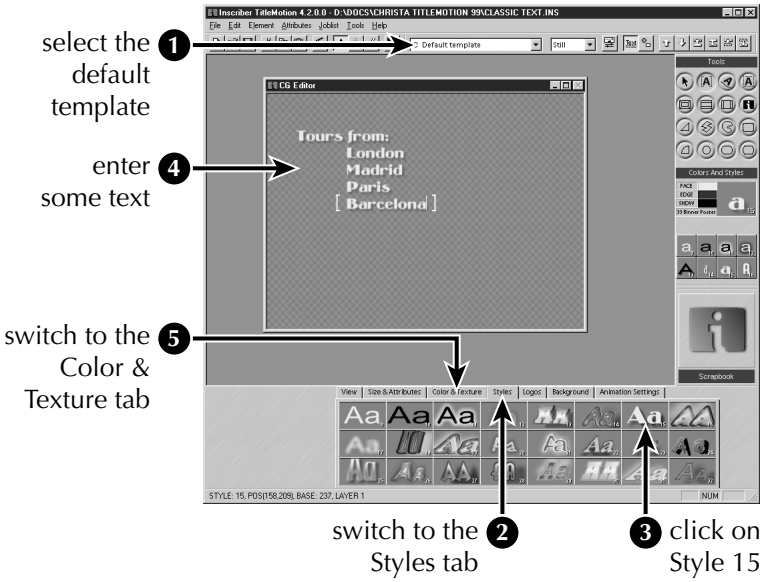
1 In CG, select the default template from the Templates drop-down list.

2 Switch to the Styles tab.

3 Click on Style 15.

4 Enter three or four lines of text in the title.

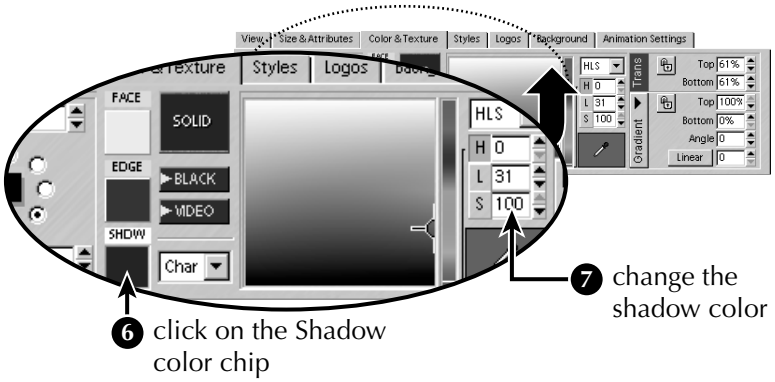
5 Switch to the Color & Texture tab.



6 Click on the Shadow color chip.

7 Change the shadow color to H=0, L=31, S=100.

All of the text in your title changes when you adjust a setting on the Color & Texture or Size & Attributes tabs.



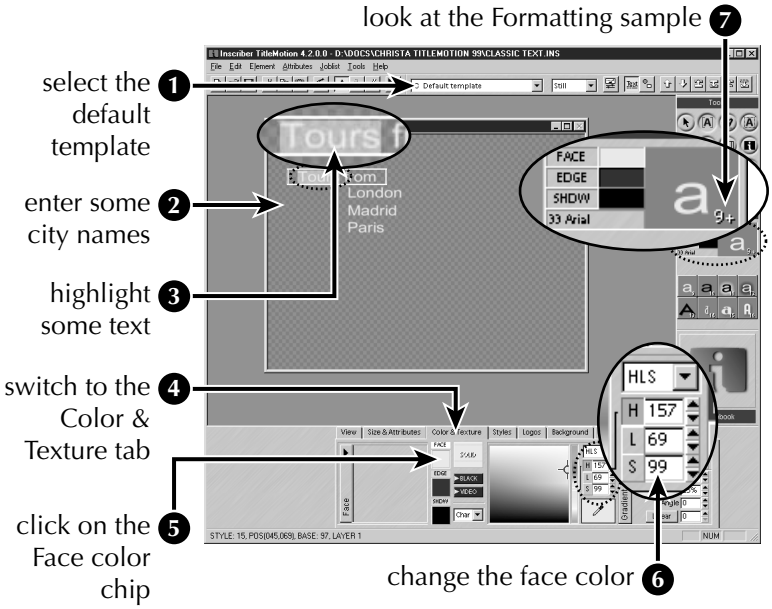
Change Single Lines or Characters

Once you have selected a base style, you can use highlighting to change only a portion of the text. You can highlight a single letter, a few letters, an entire line, or several lines at once.

1 In CG, select the default template from the Templates drop-down list.

2 Enter the names of three cities in the title. Make sure that each city name starts with a capital letter.

3 Highlight a portion of the text by clicking in a text line and dragging the cursor to select text.



4 Switch to the Color & Texture tab.

5 Click on the Face color chip.

6 Change the face color to H=157, L=69, S=99.

7 Look at the Formatting sample on the Toolbar palette.

The + sign indicates that the highlighted text won't be affected if you make changes to the style.

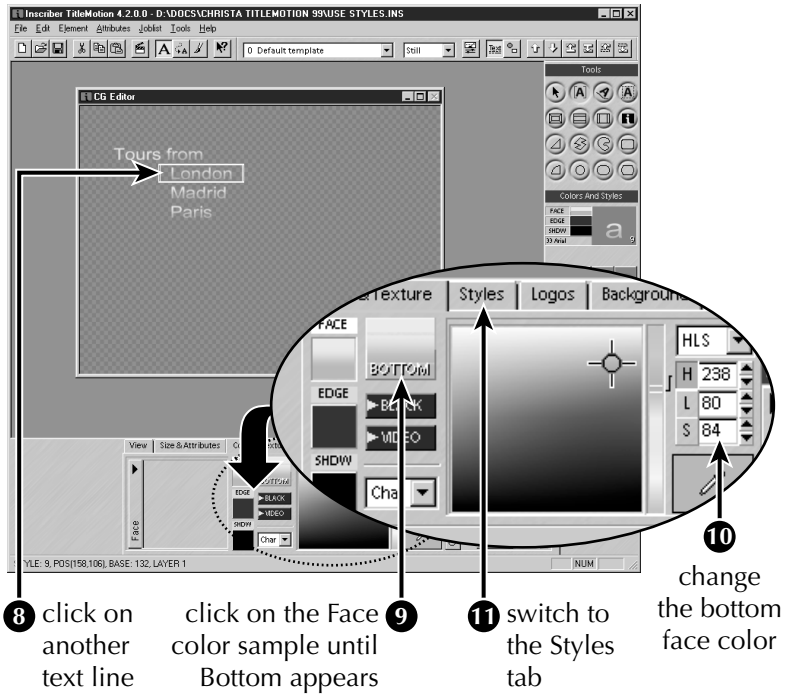
8 Click on another text line to remove the highlight.

9 Click on the Face color sample until the word BOTTOM appears on the chip.

10 Change the bottom face color to H=238, L=80, S=84.

The style chip and the text that you didn't highlight are changed, but the text that you highlighted and changed remains the same.

11 Switch to the Styles tab.



12 Highlight the capital letter of the first city name.

13 Click on Style I5.

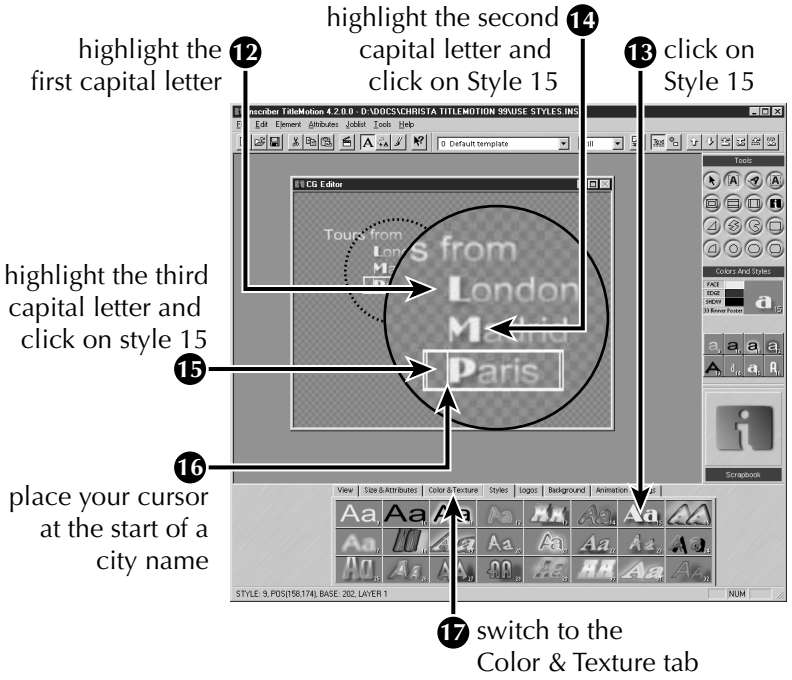
14 Highlight the capital letter of the second name and click on Style I5.

15 Highlight the capital letter of the third name and click on Style 15.

16 Place your cursor at the start of one of the city names.

Your format sample should have a 15 in the bottom right corner.

17 Switch to the Color & Texture tab.



18 Click on the Face color chip.

19 Change the face color to H=162, L=84, S=40.

All of the text formatted with style 15 changes when you adjust the face color, but the rest of the text, including the text you highlighted, remains the same.

Title Elements

You can change other title elements besides text. CG has features that make title elements easier to create and modify.

Backgrounds

The Background tab contains all of the options you need to create backgrounds that use video, color, transparency, patterns, or images and textures.

You can create a video background by clicking on the Video button. You can create a black background by clicking on the Black button.

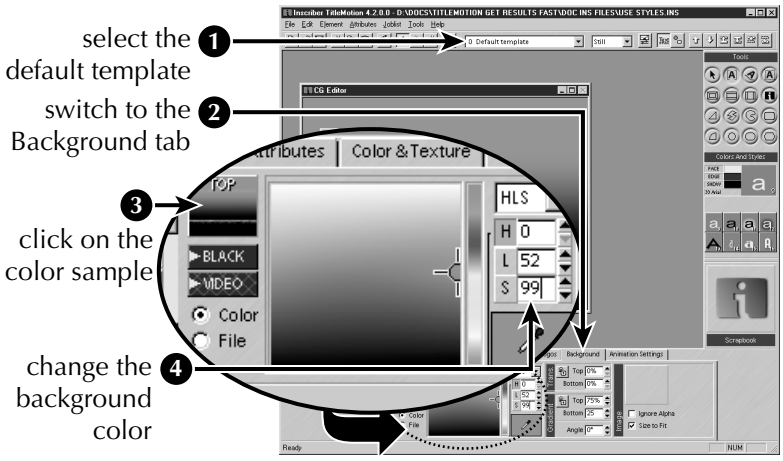
This procedure explains how to create a complex patterned background that uses an angled color gradient. See the online help for more background details if you need more information.

1 In CG, select the default template from the Templates drop-down list.

2 Switch to the Background tab.

3 Click on the color sample until the word TOP appears.

4 Change the top background color to H=0, L=52, S=*99*.



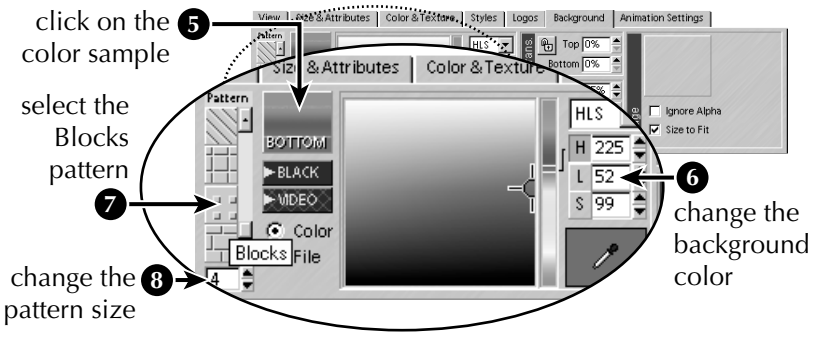
5 Click on the color sample until the word BOTTOM appears.

6 Change the bottom background color to H=225, L=52, S=*99*.

7 Select Blocks from the Pattern list.

You can see pattern names on the ToolTip for each pattern.

8 Change the Pattern size to 4.

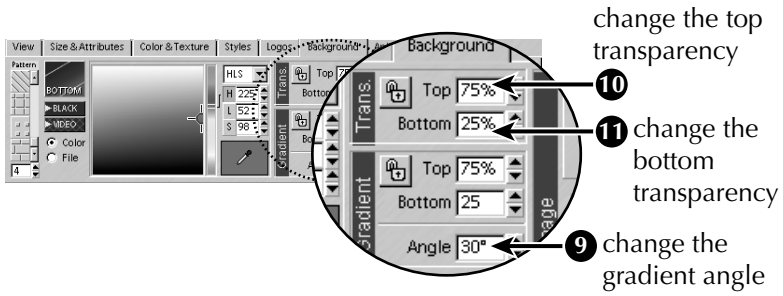


9 Set the gradient angle to 30.

10 Change the Top transparency value to 75%.

11 Change the Bottom transparency value to 25%.

The color background is now semi-transparent, allowing some of the video background to show through, but the pattern elements are not video-transparent.



Screen Markers

The View tab lets you display a number of useful options for aligning and placing text and graphic objects, such as tab stops, the video safe title area, screen centres, and baselines.

You can display each option by checking the checkbox beside the option. You can also modify the video safe title area and the tabs by clicking on the appropriate Edit button.

Layers

Each CG title has 10 layers, and each layer is divided into a text plane and a graphics plane. See "Change Layers in CG" on page 4 for details.

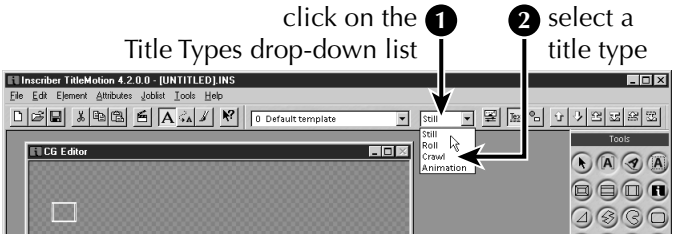
Stills, Rolls, Crawls, and Animations

You can create four types of titles in TitleMotion: stills, rolls, crawls, and animations. Stills, rolls, and crawls can be created entirely in CG. Animations are created in CG and animated in FX.

Select a Title Type

1 Click on the Title Types drop-down list.

2 Click on a title type.



About Stills

Stills are static screen images that contain text and graphic objects on top of a background. Some common types of stills are lower thirds, corner logos, and sports score titles.

About Rolls

Rolls scroll text and graphic objects up or down on top of a static background, and are used for credits or other situations where you want text and graphic objects to scroll vertically.

any graphic objects on a roll scroll with the text

Rolls use a dotted white line to indicate page breaks. These lines don't affect the way the roll is displayed, they simply divide the file visually to make it easier for you to work with. A scroll bar also appears so that you can scroll vertically to see your text.

If you place graphic objects on a roll, they scroll with the text. However, you can create a background for a roll that remains static as the text scrolls across it.

You cannot adjust the speed of a roll in TitleMotion. Any changes to the speed of a roll are made in your NLE.

About Crawls

Crawls display a running line of horizontal text that scrolls from right to left, and usually contains information like warnings, weather reports, and call-in names.

Crawls are not limited to a single line of text. Text can be placed anywhere on the title and you can have as many lines of text crawling across the screen as you want. Crawls don't use dotted lines to show page breaks, like rolls do. The text simply continues across the title and a scroll bar appears at the bottom of the CG Editor so that you can scroll horizontally to see your text.

any graphic objects on a crawl scroll with the text

If you place graphic objects on a crawl, they scroll with the text. However, you can create a background for a crawl that remains static as the text scrolls across it.

You cannot adjust the speed of a crawl in TitleMotion. Any changes to the speed of a crawl are made in your NLE.

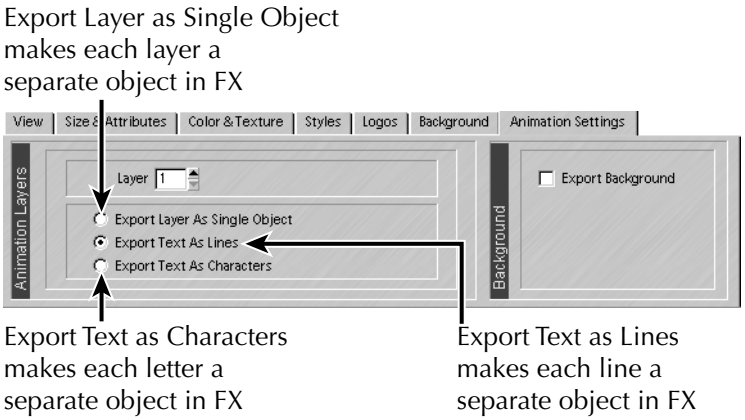
Animations

Animations let you change the way text and objects appear over time. You start with still text and graphic objects, and then use FX to decide how to change each object over time. You can change motion, color, movement, or transparency to fly text and graphic objects around in virtual 3D space. See "Animations and Keyframes" on page 54 for details on animations.

title backgrounds are not visible in animations unless you check the Export background setting on the Animation Settings tab in CG

All animations are based on CG titles. If you create a title and then click on the FX button, TitleMotion asks you if you want to convert the title to an animation. If you click on Yes, TitleMotion converts the title to an animation using the default animation settings and opens FX.

If you select Animation from the Title Types drop-down list, you can use the options on the Animation Settings tab to choose how to export the title text and the title background.



If you are using text in a box, text on a path, or text on a circle, remember that CG treats these kinds of text objects as graphic objects, and can only import them as single objects. The Export Text as Characters doesn't affect these three types of text objects.

Color

You can select colors in TitleMotion using one of three color models (HSV, HLS, RGB) or using the Color Picker. The Color Picker lets you select colors from any application that you can open in a Windows interface.

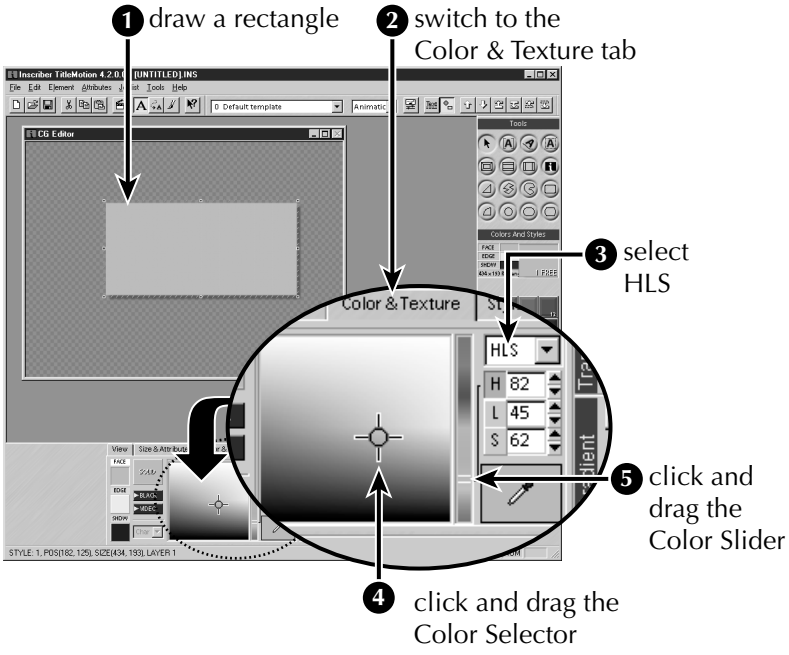
Use Color Models

You can select colors using any of the three color models. This procedure uses the HLS color model, but the methods for selecting colors are similar in all three color models.

1. In CG, draw a rectangle using the Rectangle tool.
2. Switch to the Color & Texture tab.
3. Select HLS from the Color Model drop-down list.
4. Click on the Color Selector and drag it to a new location in the color selection box.

   When you drag the Color Selector, the L (luminance) and S (saturation) values all change, and the color in the Color Picker box also changes.
5. Click on the Color Slider and drag it up or down to a new location on the color slider bar.

   When you drag the Color Slider, the H (hue) value changes, and the color in the Color Picker box also changes.



6 Click on the L button.

The color slider bar now shows you the available luminance options, and the color selection box shows you the available hue and saturation options.

7 Click on the S button.

The color slider bar and the color selection box both change again.

The Color Picker

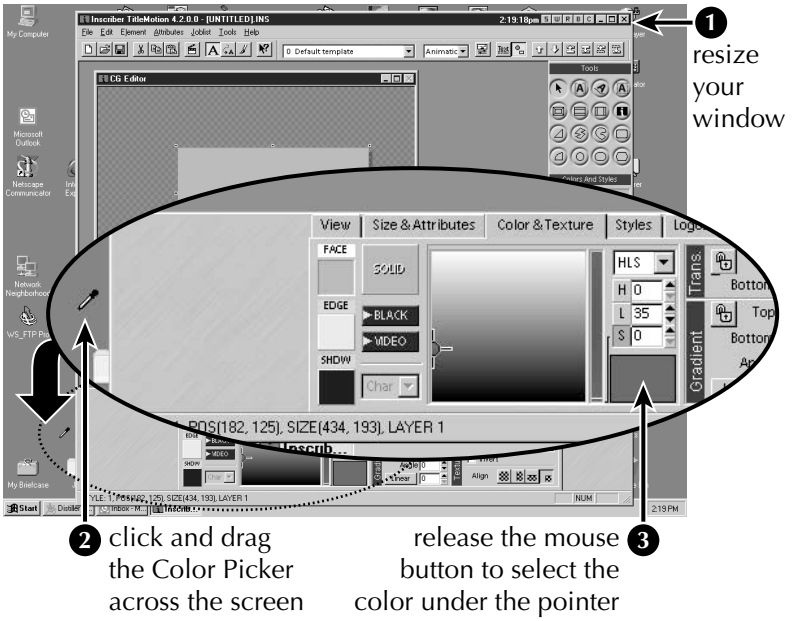
The Color Picker lets you select any color visible on the screen.

1 Resize TitleMotion so that your Windows desktop is visible.

2 Click on the Color Picker and drag it across the visible Windows screen.

The color of the pixel under the tip of the Color Picker is visible in the Color Picker box, and changes as you move the Color Picker around the screen.

3 Release the mouse button to select the color under the pointer, which is shown in the Color Picker box.



Color Gradients

You can create two-color gradients with multiple repetitions for both text and graphic objects.

Create a Gradient

This procedure describes how to create gradients for a text object, but creating gradients for graphic objects works exactly the same way.

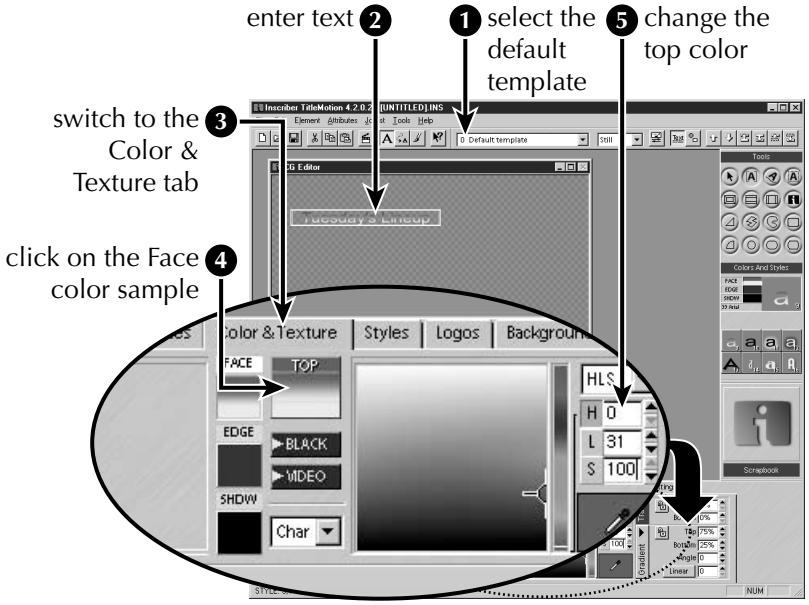
1 In CG, select the default template from the Templates drop-down list.

2 Enter a line of text.

3 Switch to the Color & Texture tab.

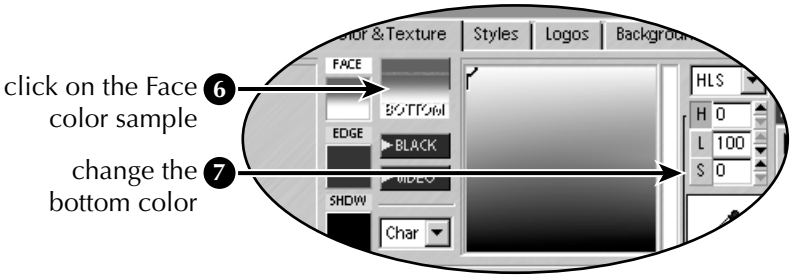
4 Click on the Face color sample until the word TOP appears.

5 Change the top color to H=0, L=31, S=100.



6 Click on the Face color sample until the word BOTTOM appears.

7 Change the bottom color to H=0, L=100, S=0.



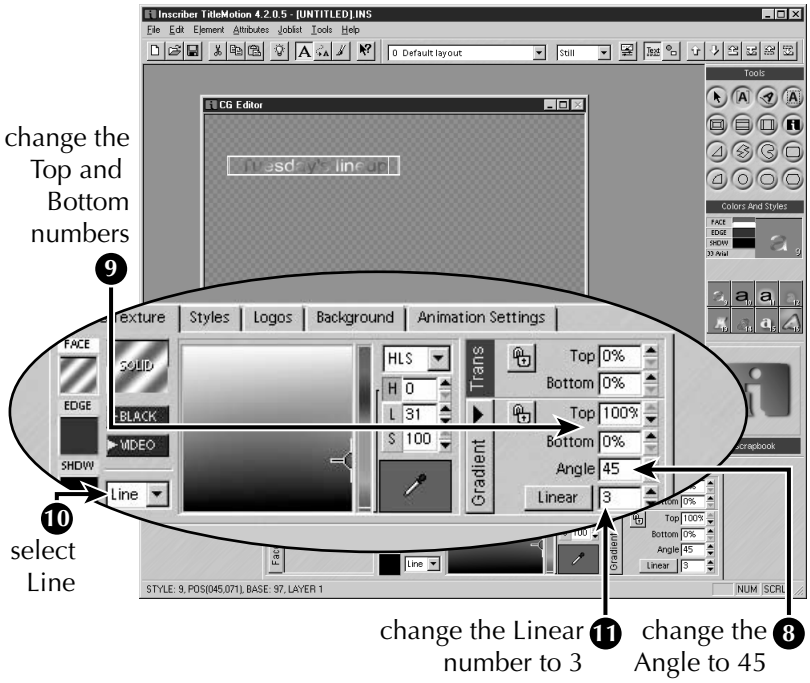
8 In the Gradient section of the tab, set the angle to 45.

If the gradient section is not visible on the tab, click on the cycle button to show the gradient options.

9 Set the Top value to 100% and the Bottom value to 0%.

10 Select Line from the Character/Line drop-down menu.

11 Set the Linear value to 3.



You can create radial gradients on characters by selecting Char from the Character/Line drop-down menu, and then clicking on the Linear button to switch to Radial.

Objects

You can create many different graphic objects using CG's graphics tools. You can also add logos with alpha to CG titles and add textures to your text and graphic objects.

Graphic Objects

The Formatting palette provides all of the tools you need to create any kind of graphic object in CG. The procedure below explains how to use one common graphic shape, but creating any graphic shape follows the same steps.

1 In CG, select the default template from the Templates drop-down list.

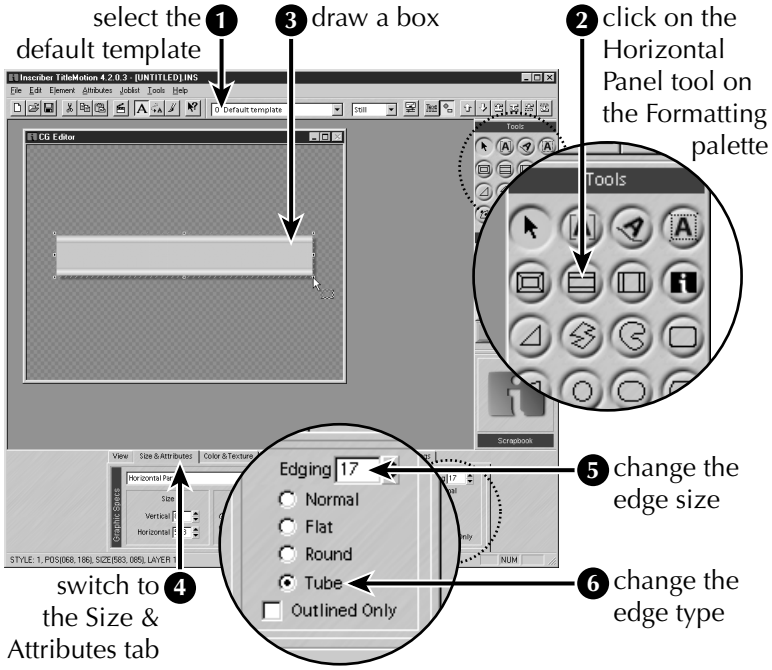
2 Click on the Horizontal Panel tool.

3 Draw a box in the title.

4 Switch to the Size & Attributes tab.

5 Change the Edge size to 17.

6 Change the Edge type to Tube.

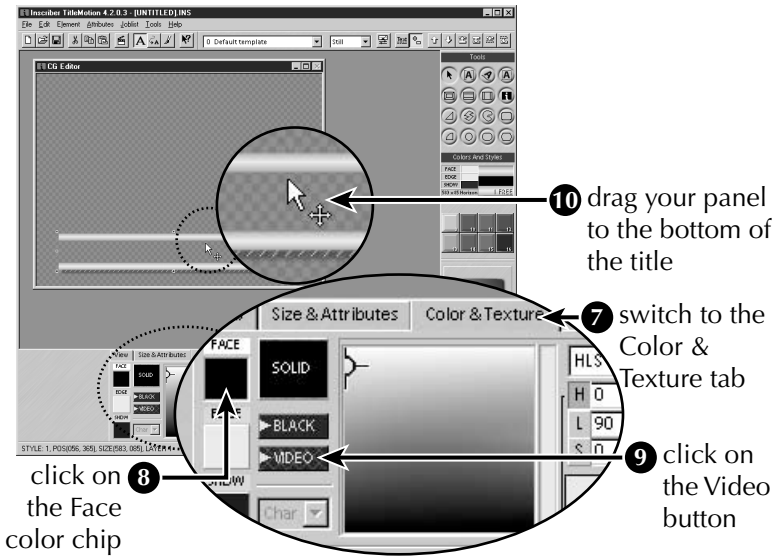


7 Switch to the Color & Texture tab.

8 Click on the Face color chip.

9 Click on the Video button.

10 Drag your panel to the bottom of your title.



Logos

You can add logos to the Logo map and use them as graphic objects. The online help has a more complete discussion of logos and how to create them. This procedure explains how to add a logo to the Logo map.

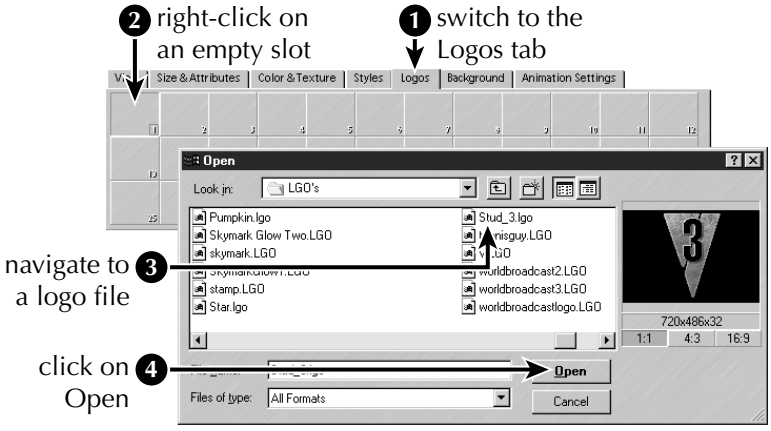
1 Switch to the Logos tab.

2 Right-click on an empty slot.

3 Navigate to the graphic that you want to use as a logo and select it.

You can preview graphics by clicking on the Preview window. Some sample logos are available in the Samples folder, located in your TitleMotion folder.

4 Click on Open.

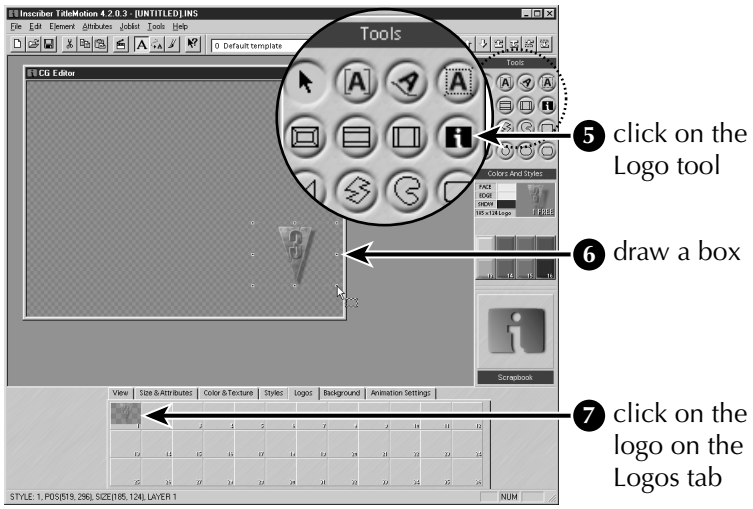


5 Click on the Logo tool.

6 Draw a box in the title.

7 Click on your imported logo on the Logos tab.

The logo appears on your layout as soon as you draw the box, but clicking on the Logos tab scales the logo and box on your layout so that it matches the aspect ratio of the original logo file.



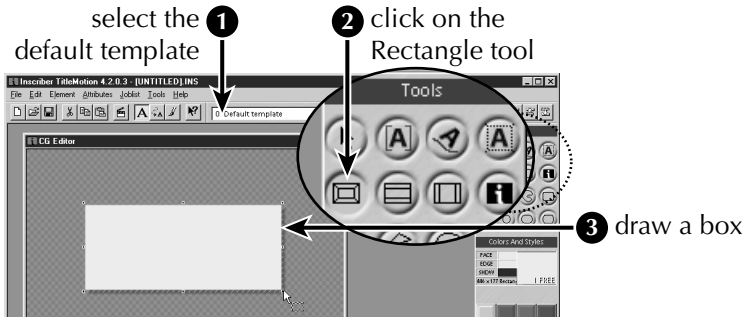
Texture Mapping

You can map textures onto text or graphics, in addition to using solid colors.

1 In CG, select the default template from the Templates drop-down list.

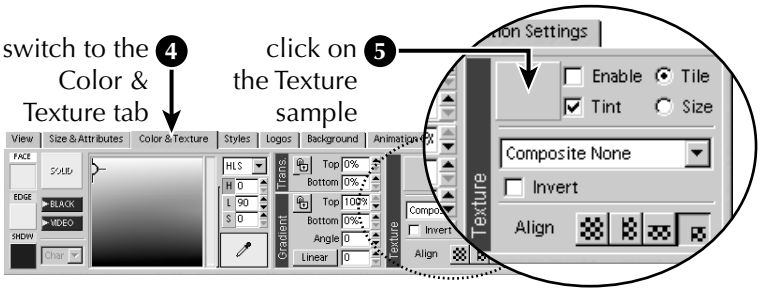
2 Click on the Rectangle tool.

3 Draw a box in the title.



4 Switch to the Color & Texture tab.

5 Click on the Texture sample.

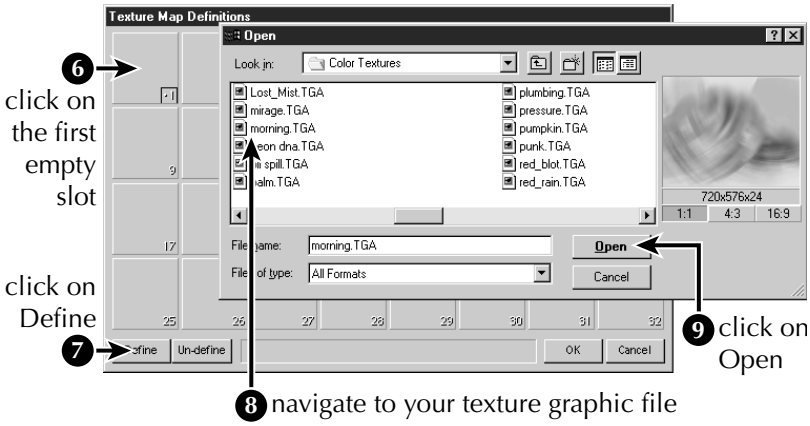


6 Click on the first empty slot on the Texture Map dialog.

7 Click on Define.

8 Navigate to where your texture graphic file is located and select it.

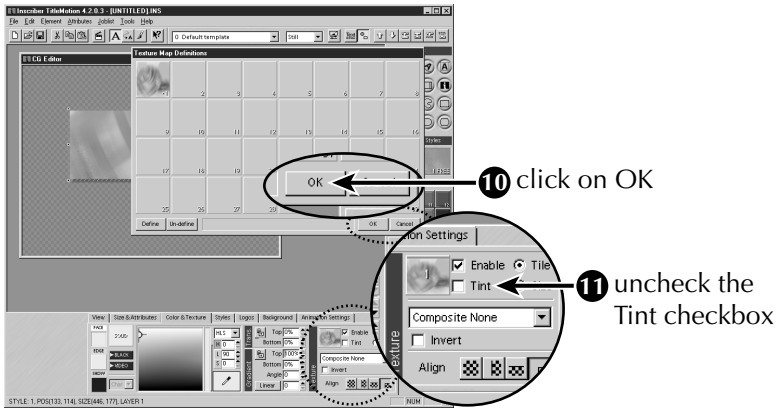
9 Click on Open.



10 Click on OK on the Texture Map dialog.

11 Uncheck the Tint checkbox to see the texture without a color tint.

The tile and size options beside the Texture sample determine if the texture is tiled or sized to fit the object. The alignment options determine how the texture is aligned to the object.



Animations and Keyframes

The animation section explains the basics of animations in FX, including templates and other features. The online help offers a complete explanation of all FX tabs and options, if you need more information than you find here.

Overview

Keyframes identify each significant event in each animation path, such as the start and end points, a change in direction, or the start or end of an effect. Paths in FX are called splines. An animation in FX is the result of creating a number of keyframes and adjusting their splines.

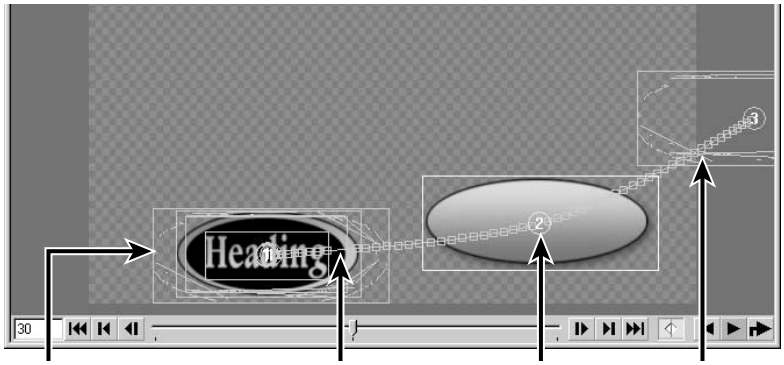
You can add keyframes and build the animation manually, or you can apply a template and then tweak the template. Starting with a template is usually easier, unless you have an extremely precise animation that you need to build. See "Modify Animation Templates" on page 60 for details on using templates to build animations.

select Export Background on the Animation Settings tab in CG to keep the title background with the animation

When you move a title from CG to FX, you can choose how to export each title object. Text can be exported as lines or individual characters, or you can export each layer as a single object. These settings are found on the Animation Settings tab in CG, and need to be set before you move the title to FX.

Markers on Splines

The spline follows the movement of the center point of your object. Splines consist of a line, frames, and keyframes. Each of the small square boxes on the spline represents a frame, unless you add too many frames to a spline for them to be shown individually. Each of the large, numbered boxes is a keyframe.



unselected keyframes are displayed using an outline

the spline connects keyframes and shows the path of the animation

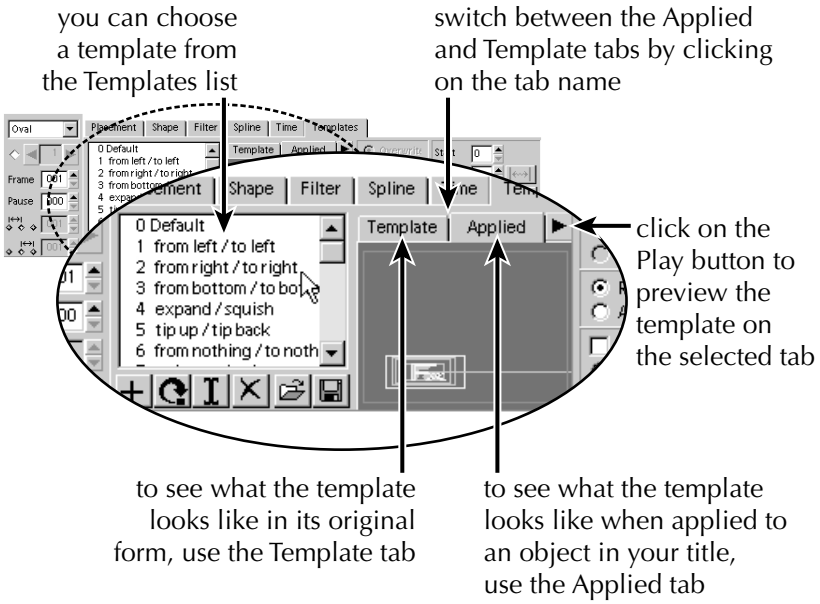
keyframes are identified by the number in the center of the keyframe box

each box on the path represents a frame

FX Template Tips

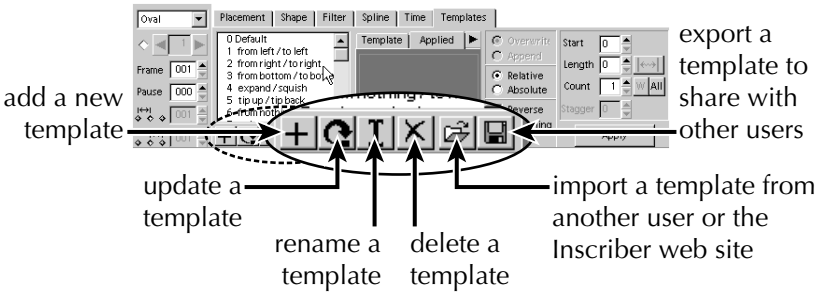
Templates in FX are a quick and easy way to add animation to a title. However, you should understand how the Templates tab works so that you can take advantage of all the available features.

You can select a template and then preview it on the Templates tab before applying it.



The buttons below the Templates list let you create and manage your animation templates. FX comes with a set of standard templates, but you can also create your own or download new ones from the Inscriber web site at www.inscriber.com.

if you don't click on Apply, changes on the Templates tab aren't applied to your animation



You need to click on the Apply button after you select a template and set the options for it, or the changes you make on the Templates tab are not applied to your animation.

Animate a Title

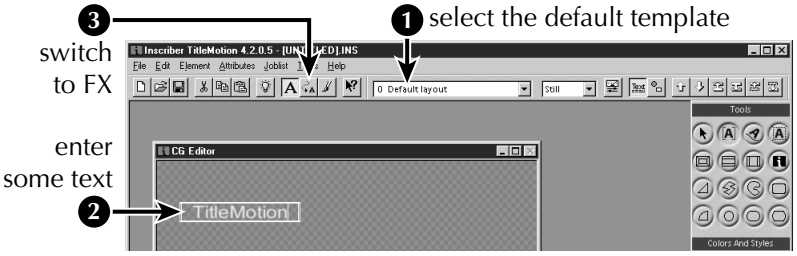
1 In CG, select Template 0 Default Template from the Templates drop-down list.

2 Type the word “TitleMotion”.

3 Switch to FX.

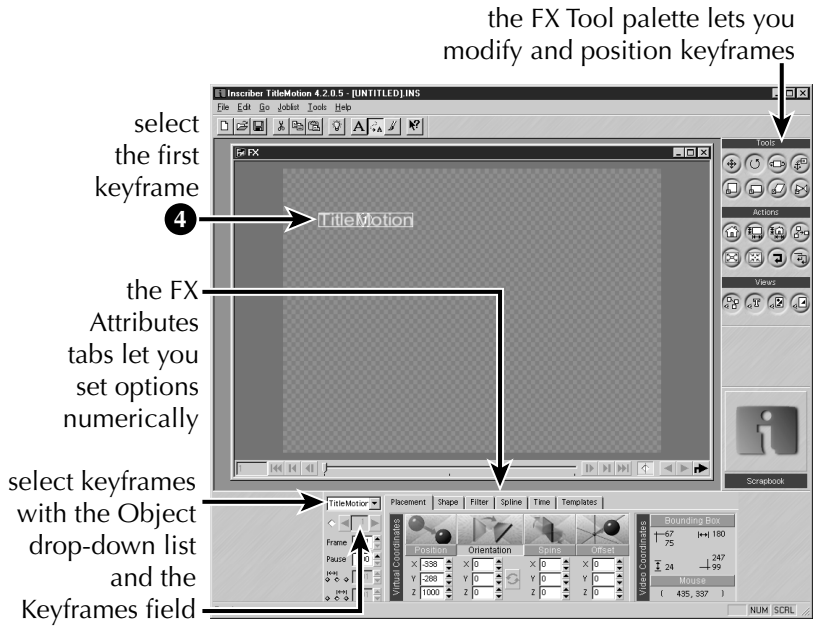
Click on Yes when TitleMotion asks if you want to convert the current title to an animation.

you can still switch between CG and FX to modify the appearance of text or objects without affecting your animation settings



4 Select the first keyframe.

You can select keyframes by clicking on them or by selecting the object from the Object drop-down list and then entering the keyframe number in the Keyframe field. If you have many keyframes in an animation, you may find it easier to select keyframes using the list.

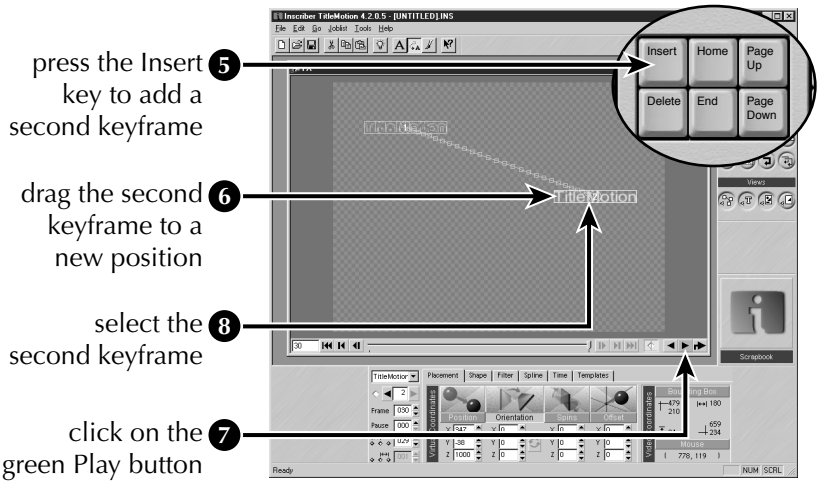


5 Press the INSERT key to add a second keyframe.

6 Drag the second keyframe to a new position.

7 Click on Play to preview your animation.

8 Select the second keyframe.



9 Press the INSERT key to add a third keyframe.

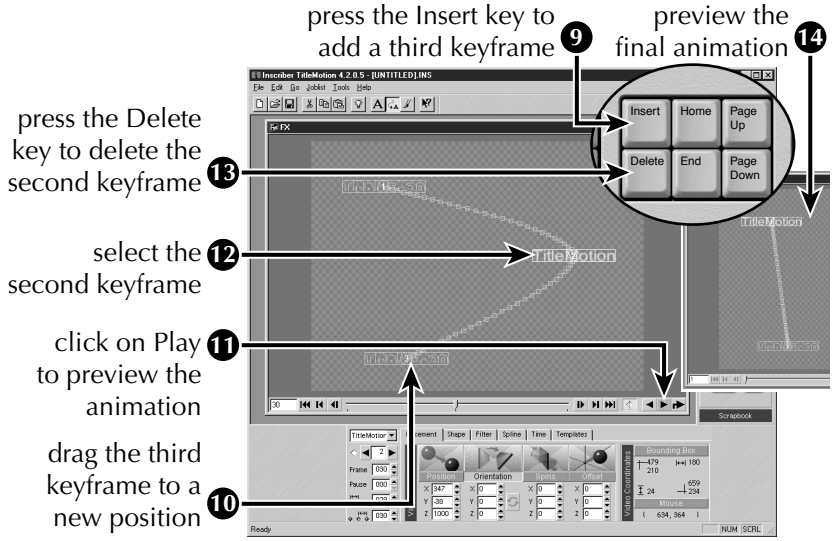
10 Drag the third keyframe to a new position.

11 Click on Play to preview your animation.

12 Select the second keyframe.

13 Press the DELETE key to delete the second keyframe.

14 Click on Play to preview your animation.



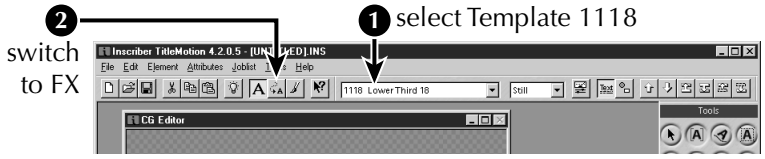
Use Animation Templates

Templates in FX are the easiest way to animate a title.

1 In CG, select Template 1118 Lower Third 18 from the Templates drop-down list.

2 Switch to FX.

Click on Yes when TitleMotion asks if you want to convert the current title to an animation.



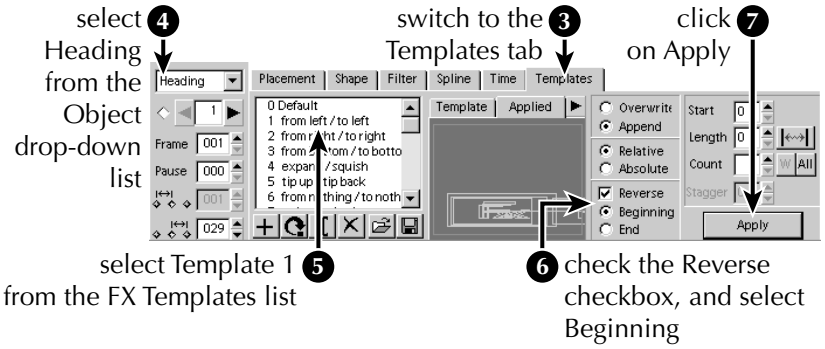
3 Switch to the Templates tab.

4 Select Heading from the Object drop-down list.

5 Select Template I from left/to left from the FX Templates list.

6 Check the Reverse checkbox, and make sure Beginning is selected.

7 Click on Apply.



8 Select the second Heading keyframe.

9 Select Template 3 from bottom/to bottom from the FX Templates list.

10 Click on the Append radio button.

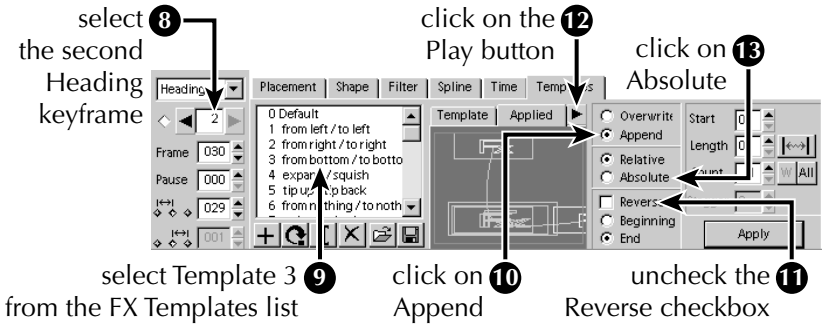
11 Uncheck the Reverse checkbox.

12 Click on the Templates tab Play button to preview the animation.

13 Click on the Absolute radio button.

If you apply a template absolutely, FX ignores the position of your current keyframes and moves them to the original keyframe positions of the template.

If you apply a template relatively, FX maintains the position of the selected keyframe and applies the template relative to this starting position.

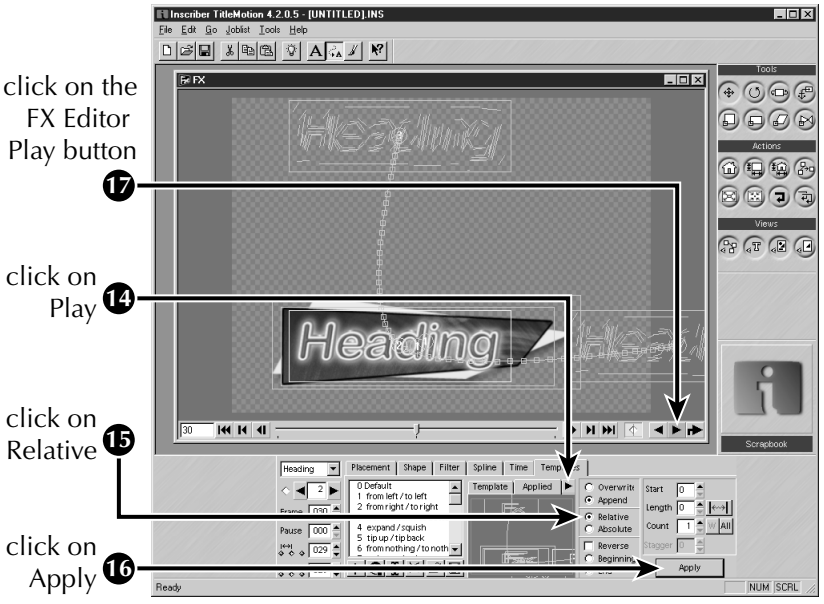


14 Click on the Templates tab Play button to preview the animation positioned absolutely.

15 Click on the Relative radio button.

16 Click on Apply.

17 Click on the Play button at the bottom of the FX Editor to preview your animation.



Modify Animation Templates

You can create, update, and export your own templates, use Inscriber templates, or import and export templates to share with other TitleMotion users.

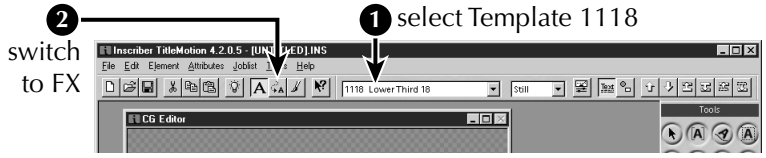
Create a Template

You can create your own templates in FX.

1 In CG, select Template 1118 Lower Third 18 from the Templates drop-down list.

2 Switch to FX.

Click on Yes when TitleMotion asks if you want to convert the current title to an animation.



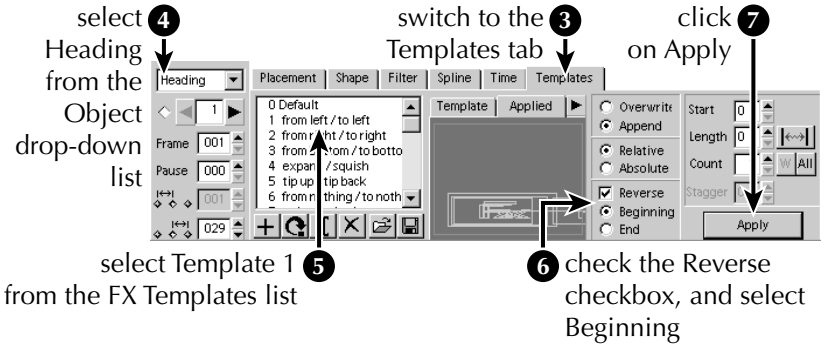
3 Switch to the Templates tab.

4 Select Heading from the Object drop-down list.

5 Select Template I from left/to left from the FX Templates list.

6 Check the Reverse checkbox, and make sure Beginning is selected.

7 Click on Apply.

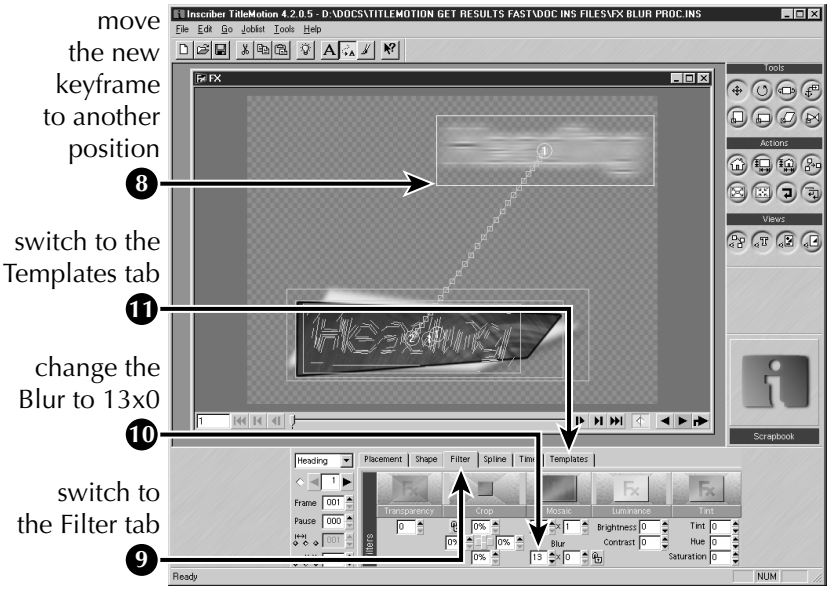


8 Move the new Heading keyframe to a new position.

9 Switch to the Filter tab.

10 Change the Blur to 13 x 0.

11 Switch to the Templates tab.

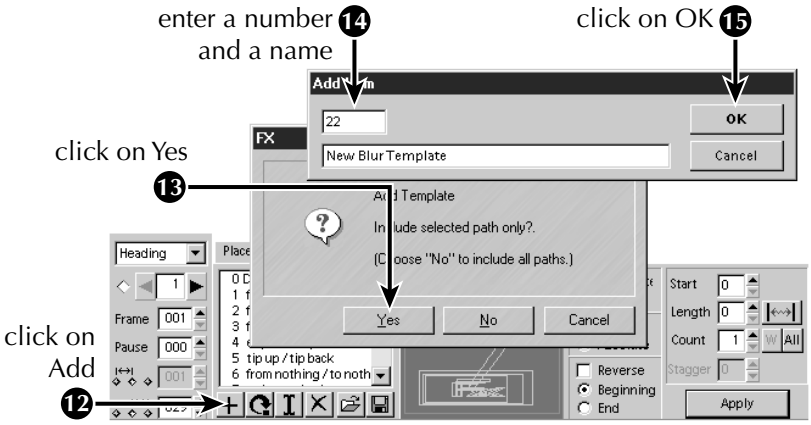


12 Click on the Add button.

13 Click on Yes to include only the selected path.

14 Enter a number and name for your template.

15 Click on OK.



Update a Template

You can update a template by creating an original template or modifying an existing template, selecting the template name from the Templates list, and clicking on the Update button.

Template Options

You can select various options for your templates that determine how each template is applied to your existing animation. You can also exchange your templates with other FX users, or download templates from the Inscriber web site (www.inscriber.com), using the Import and Export options.

Overwrite vs Append

You can overwrite existing keyframes or append a new keyframe to the existing keyframes when you apply a template.

If you select Overwrite, any existing keyframes are deleted and the template is applied to the initial keyframe of the object.

If you select Append, a new keyframe is added to the end of the current spline using the settings of the template.

Relative vs Absolute

You can apply a template relatively or absolutely.

If you apply a template relatively, FX maintains the position of the selected keyframe and applies the template relative to this starting position.

If you apply a template absolutely, FX ignores the position of your current keyframes and moves them to the original keyframe positions of the template.

Beginning vs End

You can apply a template to the beginning or end of a spline.

If you select Beginning, the template is applied before the first keyframe, regardless of which keyframe is selected.

If you select End, the template is applied after the last keyframe, regardless of which keyframe is selected.

The Reverse Checkbox

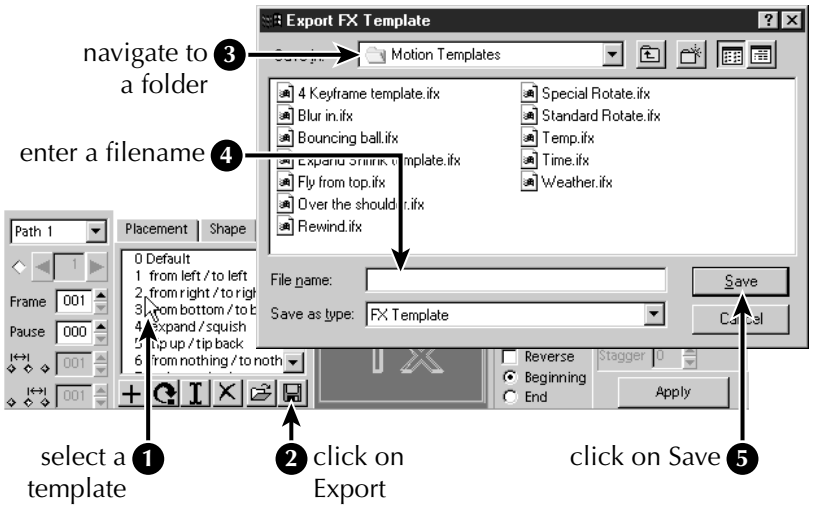
The Reverse checkbox applies the template in the opposite direction, and works in conjunction with the Beginning and End options.

To see what effect the Reverse checkbox has, use the Preview window on the Templates tab to preview a template using the various combinations of the Reverse checkbox and Beginning and End options.

Export a Template

1. In FX, select an animation template on the Templates tab.
2. Click on the Export button.
3. Navigate to the folder you want to save your template in.
4. Enter a name for the template.
5. Click on Save.

   FX adds a .ifx extension to your filename. All FX templates have .ifx extensions.



Import a Template

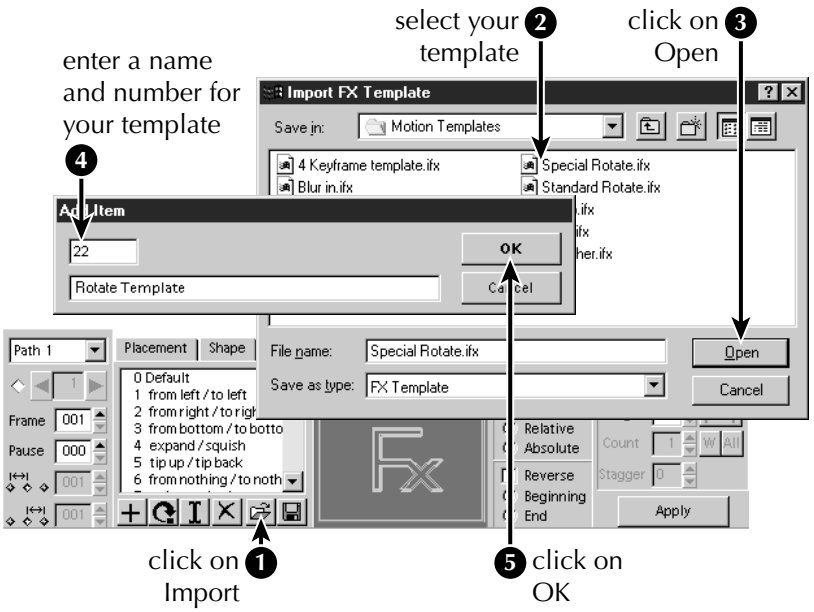
1 Click on the Import button.

2 Navigate to your saved template and select it.

3 Click on Open.

4 Enter a number and name for your imported template.

5 Click on OK.



Adjust Splines and Keyframes

You can adjust the position of a spline by changing the keyframe settings on the Attributes tabs. FX creates the splines automatically, based on the keyframe settings.

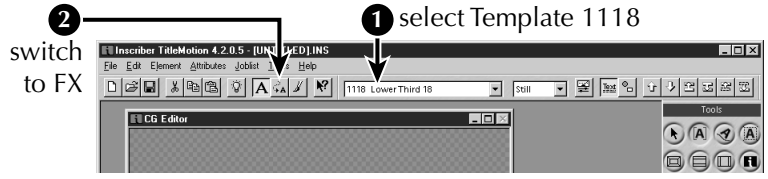
Use the Spline Tab

You can use the Spline tab to change the shape of your spline. The online help provides even more information on using the Spline tab.

1 In CG, select Template 1118 Lower Third 18 from the Templates drop-down list.

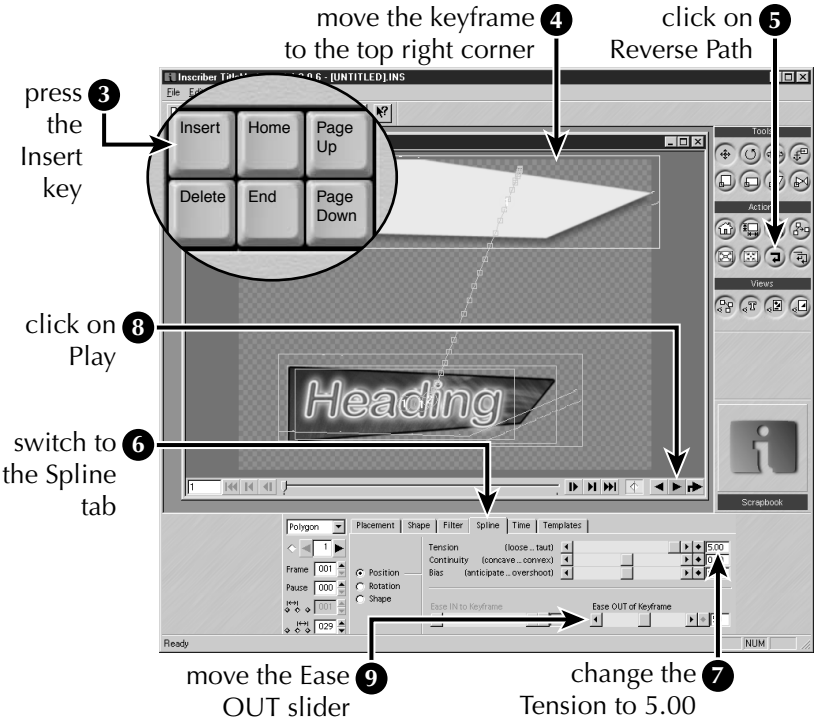
2 Switch to FX.

Click on Yes when TitleMotion asks if you want to convert the current title to an animation.



3 Press the INSERT key.

4 Move the new keyframe to the top right corner of your title.



you can reverse the direction of a spline with the Reverse Path tool

5 Click on the Reverse Path tool.

6 Switch to the Spline tab.

7 Change the Tension to 5.00.

Tension, Continuity, and Bias all change the shape of your spline and the distribution of frames along the spline. You can use the Tension, Continuity, and Bias sliders to see what effect each option has on the selected keyframe's spline.

If you have more than two keyframes on a spline, the effects of the Tension, Continuity, and Bias sliders are more apparent.

8 Click on the Play button to see how this change affects your animation.

9 Drag the Ease OUT of Keyframe slider back and forth.

As you drag the slider, the squares that represent frames move along your spline. You can use the Ease IN and Ease OUT sliders to control the way frames are spaced along the spline.

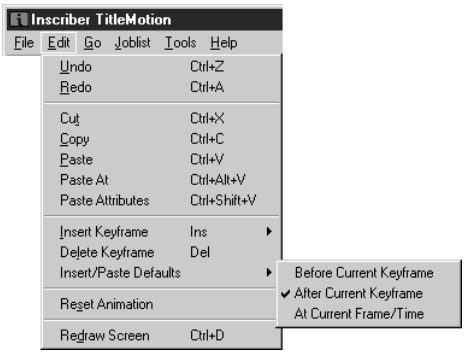
Copy and Paste Keyframes

You can copy and paste keyframes to transfer attributes from one object to another. When you copy and paste keyframes, you are not copying the object, just the FX attributes you have applied to that keyframe.

Copying a keyframe and pasting its attributes follows this general pattern:

- select a keyframe
- select Edit→Copy
- select another object from the Object drop-down list
- select Edit→Paste

When you paste the copied attributes, FX adds a new keyframe which has all of the attributes, including position, of the copied keyframe. You can decide where the new keyframe is added by selecting Edit→Insert/Paste Defaults and choosing an option.



You can copy the attributes of a keyframe to another existing keyframe by selecting Edit→Paste Attributes, instead of Edit→Paste. When you select Edit→Paste Attributes, FX does not add another keyframe to the end of the spline. Instead, it modifies the settings of the selected keyframe.

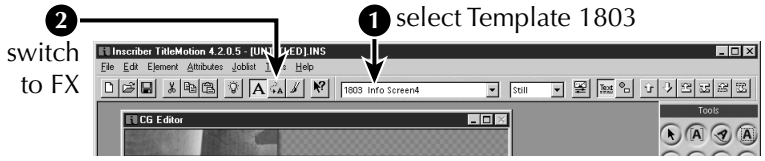
Animation Timing Options

You can control the timing of each object's motion path, including the positioning of each keyframe and the positioning of keyframes and splines relative to each other.

1 In CG, select Template 1803 Info Screen4 from the Templates drop-down list.

2 Switch to FX.

Click on Yes when TitleMotion asks if you want to convert the current title to an animation.



3 Select the Heading keyframe.

4 Press the INSERT key twice.

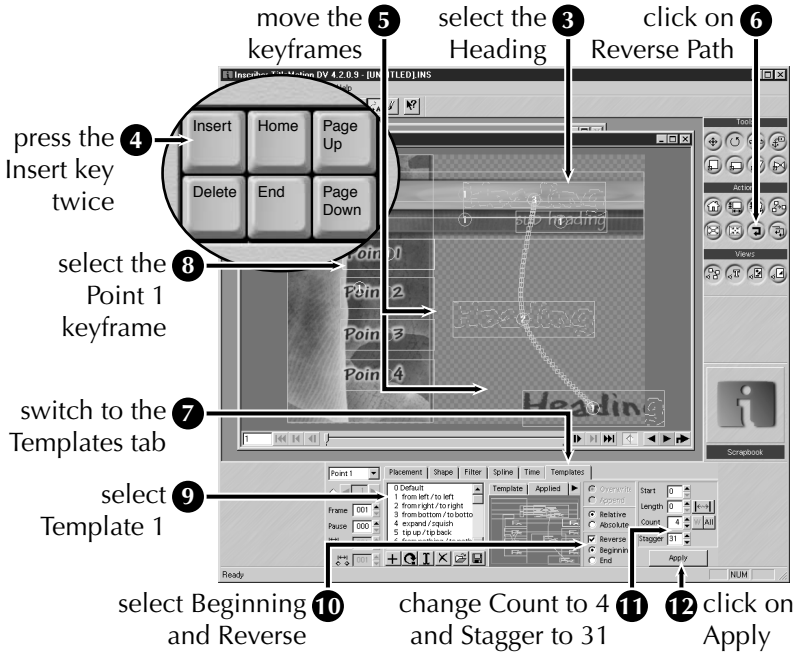
5 Move the new keyframes to new positions.

6 Click on the Reverse Path tool.

7 Switch to the Templates tab.

8 Select the Point 1 keyframe.

9 Select Template 1 from left/to left.



10 Select Beginning and Reverse on the Templates tab.

11 Change the Count to 4 and the Stagger to 31.

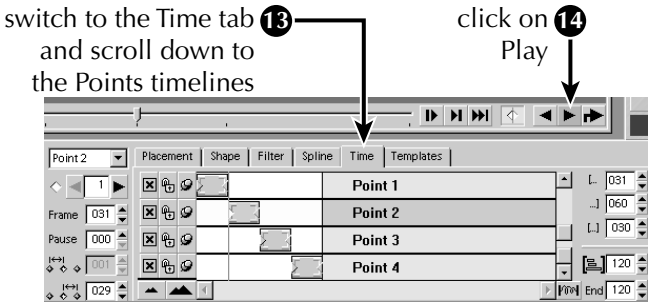
A Count of 4 automatically applies the template to the selected object, and to the next three objects in the Object list. You can rearrange the order of objects in CG by using the Bring to Front and Send to Back options.

The Stagger value spaces the four timelines evenly apart in time. The first timeline starts at 0 frames, the second timeline starts at 31 frames, the third timeline starts at 62 frames, and the fourth timeline starts at 93 frames.

12 Click on Apply.

13 Switch to the Time tab and scroll down until you see the Points timelines.

14 Click on Play.



15 Scroll to the Heading timeline.

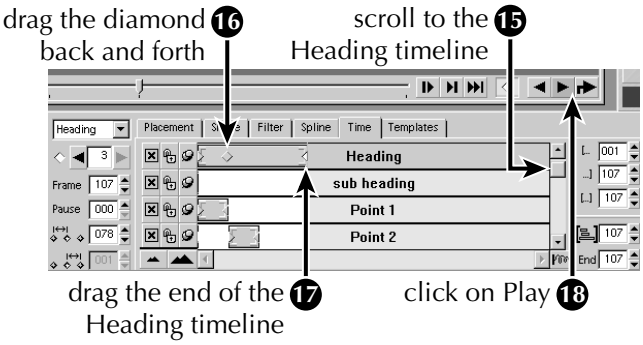
move keyframes on a spline by dragging the diamonds on the timeline

16 Click on the diamond in the middle of the Heading slider and drag it back and forth.

17 Drag the end of the Heading slider to the right.

You can shorten or lengthen the path of any object by adjusting its slider on the Time tab.

18 Click on the Play button.



Alpha and Selections

You can use Logo Compose to clean up logos and add alpha to them.

Select Areas of an Image

This section explains how to use the Lasso tool, but each selection tool works in the same way.

1 In Logo Compose, select File→Import/Export→Import image and import Samples\Vendor Sample Images\Aztec\I553_043.tif from your TitleMotion CD ROM.

2 Select the Lasso tool from the Tool palette.

3 Switch to the Select tab.

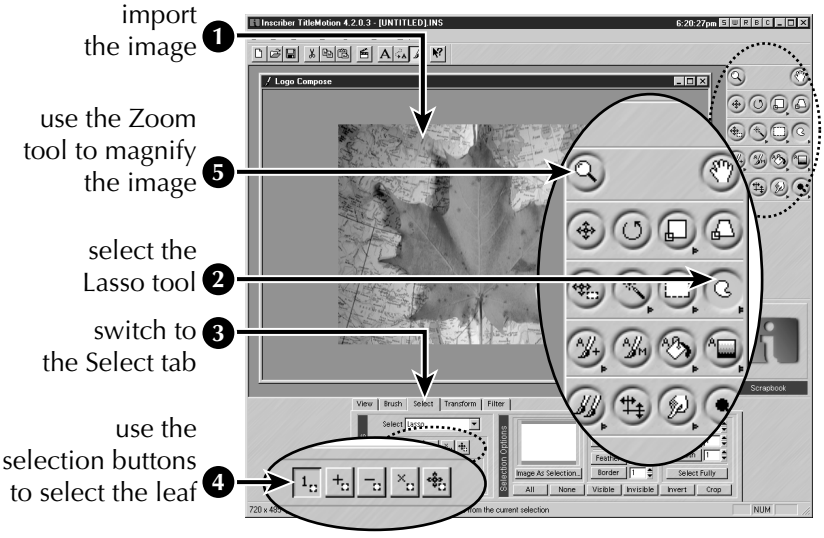
4 Use the Lasso tool to select only the leaf in the centre of the image.

The buttons on the Select tab determine how each selection is treated.

- single selection creates a new selection every time you draw a new outline
- add to selection adds the new selection to the current selection
- subtract from selection subtracts the new selection from the current selection
- intersect selection intersects any new selections with the current selection so only areas common to both remain selected
- move selection moves the selection to wherever you drag it

5 Use the Zoom tool to magnify the image so that you can do detail work more easily.

Click on an area of the image to zoom in on it. Hold down ALT and click on an area to zoom out.



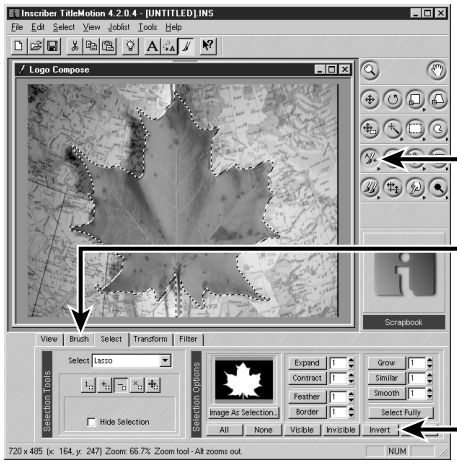
Add Alpha

You can add alpha to an image using the Logo Compose alpha tools. In Logo Compose, you can paint with alpha, fill with alpha, and create alpha gradients. This section explains how to add alpha to an image, and assumes that you have just finished the previous procedure.

1 Click on the Invert button on the Select tab.

2 Select the Add Alpha tool from the Tool palette.

3 Switch to the Brush tab.

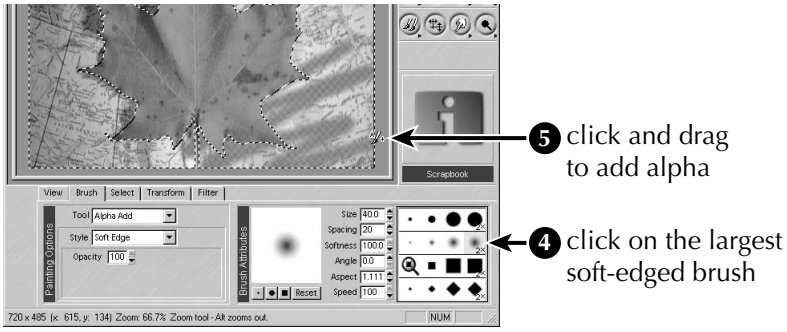


4 Click on the largest soft-edged brush.

5 Click and drag anywhere on the image to begin adding alpha.

Because you are using a selection, Logo Compose only adds alpha to the area within the selection, so that the leaf is untouched, even if you drag the brush over the leaf.

You can also quickly fill the entire selection with alpha by selecting the Alpha Fill tool from the tool palette and clicking anywhere inside the selection.



Clean Up Logos

You can remove unwanted details from images, and use filters to modify the images.

Remove Unwanted Details

You can use Logo Compose to remove unwanted details from an image. The easiest way to remove these details is to replace them with other areas of the image using the Clone tool.

1 In Logo Compose, open Samples\Vendor Sample Images\Aztec\I553_043.tif on your TitleMotion CD ROM.

2 Select the Zoom tool from the Tool palette.

3 Click on a spot on the leaf two or three times to magnify it.

4 Select the Clone tool from the Tools palette.

5 Switch to the Brush tab.

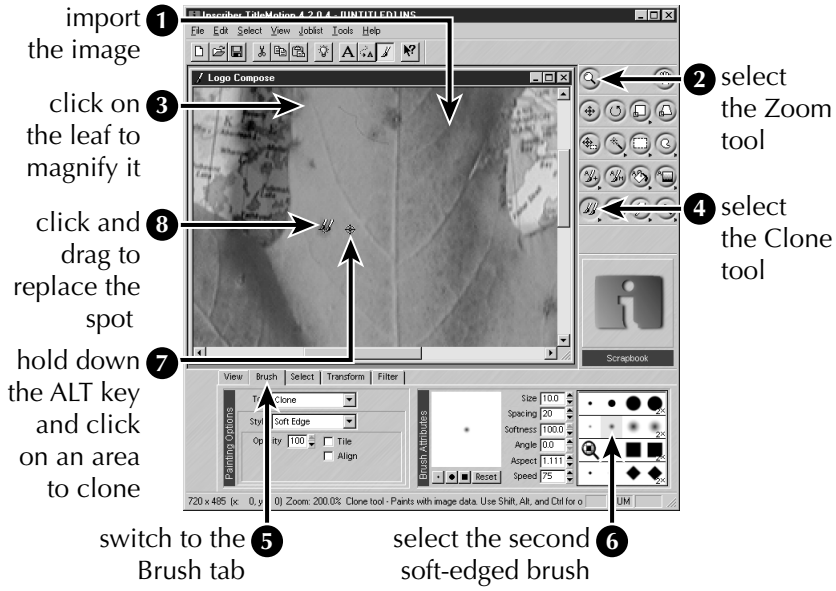
6 Select the second soft-edged brush.

7 Hold down the ALT key and click on an area near the spot that you can use to replace the spot pixels with.

Make the best color match you can, and remember the grain of the leaf.

8 Move the pointer over the spot and click and drag to replace the spot with the selected area of the leaf.

You can see how the spot is going to look by placing the pointer over the spot. Logo Compose shows a preview of the brush stroke underneath the pointer, so you can make sure that your cloning blends before you apply it. You can change the selected area of the leaf at any time by holding down the ALT key and clicking on a new area.



Use Filters

You can use filters to adjust, legalize, and clean up your images.

1 In Logo Compose, open Samples\Vendor Sample Images\Aztec\I553_043.tif on your TitleMotion CD ROM.

2 Switch to the Filter tab.

3 Select the Inscriber filters.

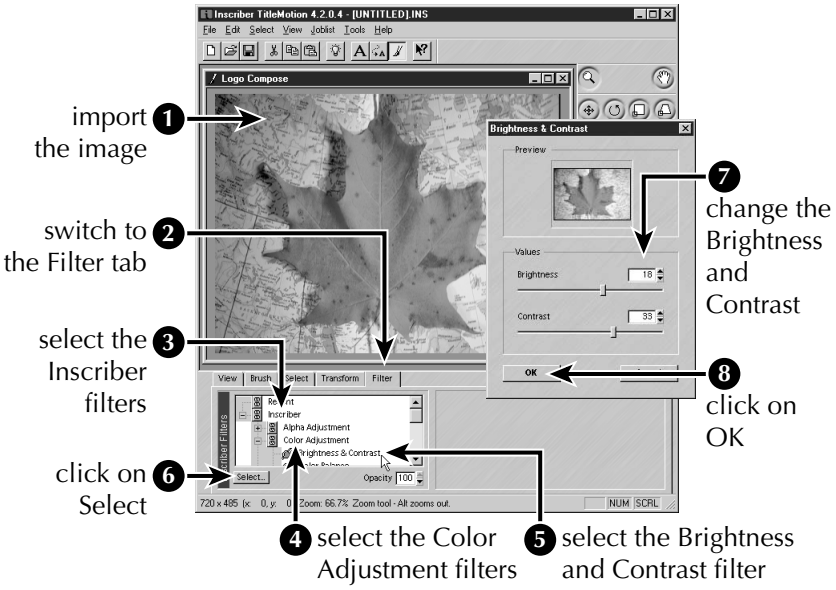
4 Select the Color Adjustment filters.

5 Select the Brightness & Contrast filter.

6 Click on the Select button.

7 Change the Brightness to 18 and the Contrast to 33.

8 Click on OK.



The online help describes each filter available in Logo Compose and explains what each of the settings does.

When you have finished modifying your image, you can add it to the Scrapbook so that you can use the image in CG. See "The Scrapbook and CG" on page 12 for details.

TitleMotion and Non-Linear Editors

Working with NLEs

TitleMotion acts as a plug-in for your NLE, and since each NLE works a little differently with TitleMotion, Inscriber has created a series of release notes that describe each NLE individually. These release notes are available on our website, at www.inscriber.com.

When you save a file in TitleMotion, it is dropped in a bin or otherwise located where your NLE expects to find CG files and animations.

If TitleMotion doesn't plug directly into your NLE, or you are working in stand-alone mode, you can export titles and animations as a series of Targa files that your NLE can import and combine.

You can also export an image or a sequence of images using the File→Export options. The online help explains how to use the export functions in detail.

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Technical Support

You can get TitleMotion technical support from several places.

Technical Support from your dealer

Contact your dealer first. Since your dealer helped you configure your system, your dealer is also the best resource for system configuration issues and problems.

If your dealer can't help you...

If your local dealer is unable to resolve your technical support problems, contact Inscriber Technology Corporation.

Please have your software serial number available when you call Inscriber Technical Support. Your serial number can be found in a number of places, including software packaging, on the dongle, and on your TitleMotion CD ROM.

Phone: 1.519.570.9111 (9:00 a.m. – 5:00 p.m. EST)

Fax: 1.519.570.9140

Email: support@inscriber.com

You can also post a technical support question on our web site, and our support staff will answer your questions.

Product Updates

You can download product updates from our web site, or you can use one of these methods to receive updates.

Fax: 1.519.570.9140

Web site: www.inscriber.com

Email: support@inscriber.com

Send Us Your Comments!

We would like your feedback on our documentation. If you have any comments or suggestions for us, please send us email at docs@inscriber.com. We can't respond to these emails, but we will definitely use your comments in our next update.

Email: docs@inscriber.com