



User's Manual

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Table of Contents

1	Getting Started.....	1
	Composer and Player.....	4
	Text, Sound, Paint and Video.....	4
	QuickTime.....	5
	System Requirements.....	5
	Installing MovieWorks.....	6
	Memory.....	7
	Available Memory.....	7
	Preferred and Minimum Size Settings.....	8
	File Management.....	9
	Document Icons.....	9
	Dependent files.....	10
	Getting Help and Support.....	10
2	Tutorials.....	11
	The Basics.....	12
	Creating a New Project.....	12
	Adding a Background Picture.....	14
	Importing a Picture.....	16
	Creating Text.....	17
	Positioning Objects.....	18
	Creating Sound.....	19
	Importing a Button.....	20
	Adding Transitions.....	20
	Saving a Project.....	22
	Editing Object Timing Relationships.....	23
	Scene TimeView Window.....	23
	Previewing a Scene.....	25
	Compressing and Playing a Scene.....	26
	Compressing a Scene.....	26
	Playing a Scene.....	27
	Adding Video.....	28
	Creating a New Scene.....	28
	Importing a QuickTime Movie.....	28
	Doubling the Scene Size.....	29
	Saving with Dependent Files.....	30
	Adding Animation.....	31
	Editing the Scene Size.....	31

Editing the Scene Background Color.....	32
Importing an Animation.....	32
Editing Ink Modes.....	32
Creating a Path.....	34
Object TimeView Window.....	35
Editing Layers.....	36
Linking.....	37
Switching Scenes.....	37
Button Linking.....	38
Scene Linking.....	39
Creating a Runtime File.....	41
3 Composer.....	43
File Menu.....	44
New.....	44
Open.....	45
Close.....	45
Save.....	45
Revert to Saved.....	46
Import.....	47
Export Scene.....	48
Make Runtime.....	49
Quit.....	49
Edit Menu.....	50
Project Menu.....	52
Window Size.....	52
Palette.....	52
Background.....	54
Display Options.....	54
Scene Menu.....	55
New.....	55
Scene Size.....	56
Recalculate.....	56
Links.....	57
Background.....	58
Layers.....	58
Set First.....	59
Convert to Object.....	59
Attributes.....	59
Scaling.....	61
Transitions.....	62

Compress.....	63
Object Menu.....	65
New.....	65
Open Editor.....	66
Links.....	66
Button Link.....	66
Object Link.....	67
Show Links.....	68
Attributes.....	68
Picture.....	68
Movie.....	69
Sound.....	70
Text.....	71
Button.....	72
Paths.....	73
Scaling.....	74
Transitions.....	75
Alignment.....	75
Control Menu.....	76
Windows Menu.....	77
Composer.....	77
Player.....	78
Play Controls.....	78
Scenes.....	79
Objects.....	79
Scene TimeView.....	79
Object TimeView.....	80
Tools.....	81
Tools.....	82
Pointer.....	82
Editor Buttons.....	82
Paths.....	83
Creating Paths.....	83
Registration Point.....	83
Editing Paths.....	84
4 Text.....	85
Main Window.....	86
File Menu.....	87
Edit Menu.....	88
Font, Size, Style and Color Menus.....	88

5	Paint.....	89
	File Menu.....	90
	Edit Menu.....	92
	Selection Menu.....	92
	Options Menu.....	93
	Windows.....	94
	Main.....	94
	Tools.....	95
	Coordinates.....	95
	Color Wheel.....	95
	Pattern.....	96
	Help.....	96
	Tools.....	97
6	Sound.....	107
	Main Window.....	108
	Time, Size, Length and Rate.....	108
	Recording.....	108
	Playing Sounds.....	109
	Scale, Volume and Pitch.....	109
	Output Channel.....	110
	File Menu.....	110
	Edit Menu.....	111
	Effects Menu.....	112
	Record Menu.....	113
	Markers Menu.....	113
7	Video.....	115
	Record Window.....	116
	Edit Window.....	117
	File Menu.....	118
	Edit Menu.....	119
	Record Menu.....	120
	Window Menu.....	121
8	Player.....	123
	File Menu.....	124
	Control Menu.....	125
	Window Menu.....	125
	Player.....	125
	Play Controls.....	125
	Scenes.....	126

1 Getting Started

MovieWorks® Interactive (referred to as MovieWorks in the manual), is a group of Macintosh applications, Composer, Text, Paint, Sound, Video and Player, which work together to easily create high-quality QuickTime movies and interactive multimedia projects.

- MovieWorks applications



Following are the most common uses of MovieWorks:

- **Video Production** - Create and edit your own home movies, marketing and training videotapes, or a documentary for a school project. Equipped with a video digitizing card and MovieWorks, now just about anyone can create professional looking movies, cost effectively, complete with titling, graphics and animation. The end result is a QuickTime movie which may be played directly from your hard drive, or copied to videotape or CD-ROM.

- **Presentations and Briefings** - Your professional success is often determined by how well you communicate. Whether you're trying to raise money, report to your investors, sell your product to a new customer, persuade management, or brief the press, interactive multimedia presentations allow you to bring up any information you need (i.e. pictures, videos, bullet points, technical animation, etc.) at the press of a button.
- **Learning and Training** - Create engaging interactive learning and training programs which incorporate video, pictures, animation and verbal instructions. Testing may be added offering immediate remediation on incorrect answers. Employees and students may view multimedia learning and training projects at their leisure and at their own pace.
- **Photo and Movie Albums** - Digitize your home movies and pictures and incorporate them into an interactive project complete with text overlays, narration and music. Create menus allowing you to access your favorite movies and pictures at the press of a button. Copy your digital photo/movie album to a CD-ROM so it will be preserved for future generations.
- **Reports** - Liven up your next report with video, photographs, narration, music and animation. Add buttons to allow easy navigation through your report's content. Publish your report on the Internet or copy it to a CD-ROM for easy distribution.
- **Storytelling** - Create a simple story, an interactive novel, or your autobiography. Imagine the possibilities if you could enhance your story with actual pictures, video clips, sound effects and music. Be a pioneer in this new and exciting field of multimedia storytelling.
- **Yearbooks** - Record your senior year forever by creating a CD-ROM multimedia yearbook, complete with video, pictures and the actual voices of your classmates. Click a button to bring up scenes from your Senior Ball or an important football game. The possibilities are endless.
- **Trade Show Demos** - Create a self-running or interactive trade show demo. Nothing draws a crowd more than the excitement of sound and video at a trade show. Use the same demo for group presentations and then let your audience take it home on a CD-ROM.
- **Museum Kiosks** - Develop a multimedia museum kiosk incorporating video, pictures, text, music and narration. Add buttons allowing for interactive navigation through your exhibit's content. Make a CD-ROM out of the content from the kiosk and sell it from your museum's bookstore.
- **Holiday/Birthday Cards** - Send your friends and family members a multimedia birthday or holiday card including pictures and video of your family, your vacations, weddings and other important events. Send it over Internet, copy it to a floppy (minimal video) or produce a full-blown CD-ROM.
- **Newsletters** - Liven up your newsletter with video, pictures and sound of your group's accomplishments. Add buttons for easy navigation through the content of your newsletter. Also, save money by eliminating printing and production costs. Publish your newsletter on CD-ROM or the Internet.

- **Animation** - Create dazzling special effects for your presentation, develop an animation demonstrating a difficult to understand process, or create your own animated music video.
- **Portfolios and Resumes** - Create a portfolio of your work or develop a multimedia resume. Include video clips of your best references and narrate the production with your own voice. Add buttons to allow easy navigation. This is ideal for photographers, artists, videographers and musicians.
- **Music Composition** - Record your favorite music from your audio CD's and mix them into a new production. For those of you who are musically inclined, record as many music tracks as you like and experiment with different compositions.
- **Game Development** - Create an interactive adventure game including high resolution graphics, animation, video, photographs, music and narration. Add hidden buttons leading to as many different scenes as you like. Publish your game on the Internet or on a CD-ROM.

These are just some of the uses of MovieWorks. The digital multimedia revolution is just now beginning and the opportunities and applications are limitless.

In the following chapters, you will learn how to create your own QuickTime movies and interactive multimedia projects. Have fun and thank you for purchasing MovieWorks!

Composer and Player

Composer is the heart of MovieWorks and is where you create your projects. Objects created in the MovieWorks Text, Sound, Paint or Video, or imported from other applications, are integrated into a “scene”. These scenes are then linked in sequence, or interactively using buttons. A set of linked scenes is called a “project”.

Composer also provides powerful animation tools allowing you to put any object (except buttons) in motion using the Path tools, change an object's layering priority at any point in time, accelerate or decelerate the speed of an object, and/or scale (resize) an object over time.

Player is a stand-alone application which plays projects created in Composer. Player may be distributed free of any royalties. Projects may also be played from within Composer by switching to the Player window.

Text, Sound, Paint and Video

In addition to Composer and Player, MovieWorks includes four editing programs:

- **Paint** - provides standard line and geometric drawing tools, as well as patterns, gradients, and selection effects.
- **Sound** - provides sound recording, editing, markers, and special effects.
- **Text** - provides text creation tools for titles, bullet points, and copy.
- **Video** - provides video recording and editing.

The MovieWorks applications work together using AppleEvents. AppleEvents is part of the Mac OS, and allows software applications to send commands and files between each other. Rather than develop a “mega” program complete with sound, text, paint, animation and video editing, the MovieWorks' applications automatically transfer files between each other through the use of AppleEvents.

Another very important technology from Apple is called QuickTime.

QuickTime

QuickTime is part of the Mac OS and provides a standard for managing multimedia information, and a new data type called a “movie”. A QuickTime movie may be any combination of text, graphics, sound, animation and video. Scenes created in MovieWorks Composer are saved in the QuickTime movie format, providing the following benefits:

- **High resolution color** - 8, 16 and 24-bit color scenes will play back in less than 8 megabytes of available memory.
- **File size reduction** - scenes are “compressed” by the various QuickTime compressors (Video, Animation, Photo JPEG, CinePak, Graphics, etc.) resulting in reduced file sizes.
- **Windows playback** - scenes created in Composer may be played on computers running Windows.
- **Timing accuracy** - scenes will play back on different Macintosh systems and computer platforms with near perfect timing.
- **Minimized delays** - scenes are “spooled” from disk instead of “paged” into memory eliminating annoying delays.
- **Anti-aliased text** - jagged edges are automatically eliminated.
- **16-bit sound** - scenes can include 16-bit (CD quality) sound.
- **Improved CD-ROM playback** - data rates can be optimized for CD-ROM .

System Requirements

MovieWorks requires a Macintosh computer with a Motorola 68030 or higher microprocessor, including the LC, Performa, II, PowerBook, Centris, Quadra and Power Macintosh series computers. In addition, you need:

- 8 megabytes of main memory.
- 4 megabytes of available hard drive space.
- A CD-ROM drive.
- A color monitor.
- Mac OS 7.0 or better.
- QuickTime 2.0 or better.

Installing MovieWorks

You will need approximately 4 megabytes of free space on your hard drive to install MovieWorks. Before beginning the installation, it is recommended that you turn off unnecessary Extensions. MovieWorks requires the QuickTime, QuickTime PowerPlug (Power Macintosh only) and Apple CD-ROM Extensions. You may turn your extensions on and off using the Extensions Manager Control Panel. It is especially important to start your Macintosh with a minimal set of Extensions if your system is equipped with 8 megabytes of memory. It is also recommended that you set your color resolution to 16-bit (thousands) color. You can change your color resolution in the Monitors Control Panel.

When you install MovieWorks, only the applications are transferred to the selected volume. The User's Manual and tutorial pieces will remain on the MovieWorks CD-ROM.

To install MovieWorks:

1. Insert the MovieWorks CD-ROM into your CD-ROM drive.
2. Double-click the file called MovieWorks Installer.
3. Click Continue.
4. Select the correct destination volume and Click Install.

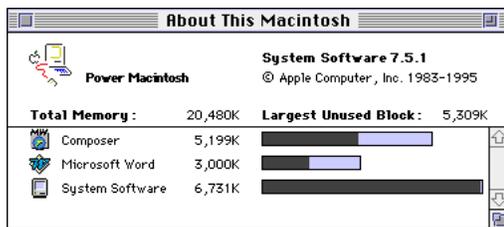
Memory

All software programs on the Macintosh are allocated a certain amount of memory. Often times, it is necessary to change the memory allocated for a particular application. Before changing the memory allocation for a particular application, it essential to know how much memory is available in your system.

Available Memory

To determine the amount of available memory in your system, choose About This Macintosh from the Apple menu.

- About This Macintosh window



The About This Macintosh window lists all software which is currently running, how much memory is allocated for each application, and how much total memory is in your system.

You can double the amount of memory in your system with software programs such as RAMDoubler, but you will lose some speed. You can also use Virtual Memory, which may be turned on from the Memory Control Panel, but again, performance will suffer. If you find you need more memory, we recommend adding physical RAM to your system. Consult your dealer for information on how to upgrade your computer's RAM.

Preferred and Minimum Size Settings

MovieWorks' modular architecture allows you to open one program at a time, or to open all the programs at once. However, we do not recommend opening all programs at the same time unless you have at least 16 megabytes of memory in your system.

Most of the time, you will be working in Composer. If you need to create a new object, the appropriate MovieWorks' editor can be launched directly from Composer. If your system has 8 megabytes of memory, we recommend quitting the editors once you've created your object. There is no need to leave the editors open, and this frees up memory to open other applications.

If you see a warning message indicating that Composer is low on memory, or that there is not enough available memory to open one of the MovieWorks' editors, you need to adjust your Preferred Size settings. This is accomplished in each application's Info window.

To view or edit an application's Preferred Size setting, click the icon of the application in Finder, and choose Get Info from the File menu. Its corresponding Info window appears.

- Info window



To increase the Preferred Size value, click the Preferred Size field and type a new value. The number you enter depends on how much memory you have available, and how many applications you want to open at the same time.

File Management

Before using MovieWorks, it is important to become familiar with the various document icons, and the meaning of dependent files.

Document Icons

Projects created in MovieWorks Composer are comprised of a master Project document (blue) and a Scene document (light green) for each scene in your project.

- Project and Scene document icons



The Project document contains the background picture (if used), and information about which scenes are included in the project. The Scene documents contain the media objects (text, sound, picture, movie, and button) and the compressed scene.

In addition to Project and Scene documents, Player documents (dark green) are created when you make a runtime version of your project from Composer. Player documents may be opened by MovieWorks Player only.

- Player document icon



It is recommended that you save your project, scene, and player documents in the same folder. MovieWorks Text, Paint, Sound and Video also have their own unique document icons as shown below.

- Text, Paint, Sound and Video document icons



Text-1



Sound-1



Picture-1



Movie-1

Dependent files

When you import a QuickTime movie into one of your scenes, rather than copying the data, a “pointer” is created to the original movie. This movie is referred to as a dependent file. When you save, you have the option of either copying the movie to your scene or referencing it through the pointer. It is only recommended to copy the movie if you will be transferring your project to a different drive or system.

Getting Help and Support

If you have any problems operating MovieWorks, contact Interactive Solutions, Inc. from 9:00 a.m. to 5:00 p.m. PST, at (510) 734-0730, use the Tech Support option on our Web page (<http://www.interactivesol.com>) or send an E-mail to support@interactivesol.com. Technical Support is only provided to registered MovieWorks users.

2 Tutorials

In the following tutorials, you will create a multimedia project comprised of three scenes. Each scene will take you through different features available in MovieWorks. The steps you are required to perform are marked with a “””. Once you create your scenes and link them together, you will create a runtime version of your project which may be distributed with MovieWorks Player.

We recommend that you print out the following tutorials and that you set your monitor to thousands of colors (if available) before beginning. You may change your color resolution in the Control Panel called Monitors.

The Basics

In the following tutorial, you will create a new project, import a background picture, import a picture object, create a new text object, position the objects, create a new sound object, import a button object, add transitions to the picture and text objects and save your project.

Creating a New Project

In this tutorial, you will launch Composer, and create the first scene of your project.

Double-click the MovieWorks Composer application icon.

Composer's Introduction window appears.

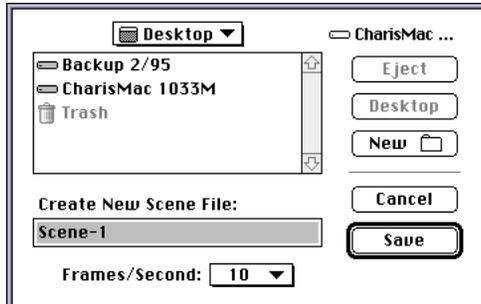
- Introduction window



- ✓ **Click the New Project button.**

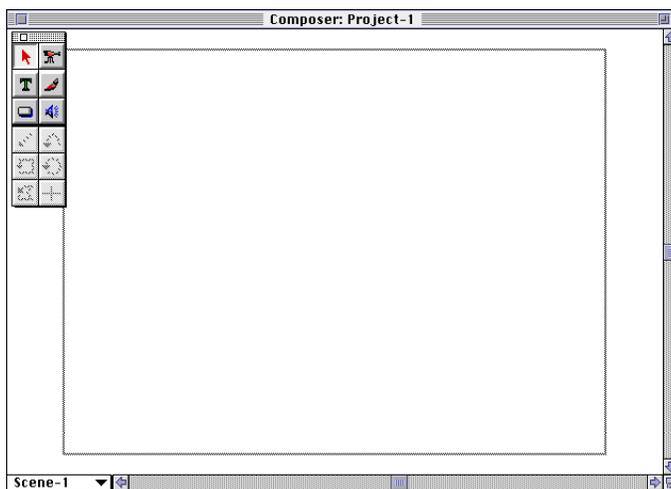
The New Scene dialog box appears.

- New Scene dialog box



- ✓ Click the Desktop button.
- ✓ Click the New Folder button.
- ✓ Name the folder Apollo 11 Project.
- ✓ Click Create.
You are returned to the New Scene dialog box.
- ✓ Click Save.
The Composer window appears.

- Composer window



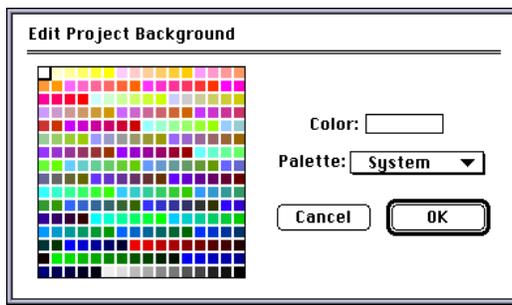
Adding a Background Picture

In this tutorial, you will fill the screen with a solid color and import a background picture. To help you create a professional looking project, a variety of backgrounds, frames and buttons are included with MovieWorks. The background picture used in this tutorial was created using these pieces.

✓ **Open the Edit Project Background dialog box.**

Choose Background from the Project menu, and then choose Solid Color from the Background submenu.

- Solid Color dialog box



✓ **Click the color "black".**

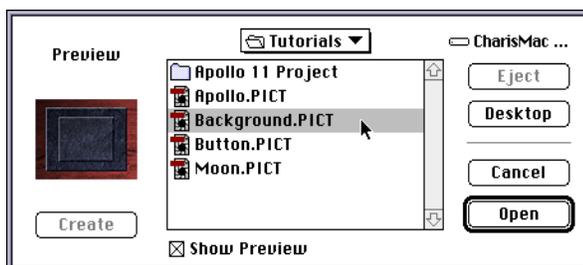
✓ **Click OK.**

The entire screen will be filled black, regardless of the size of your monitor.

✓ **Open the Import Background Picture dialog box.**

Choose Background from the Project menu, and then choose Import from the Background submenu.

- Import Background Picture dialog box



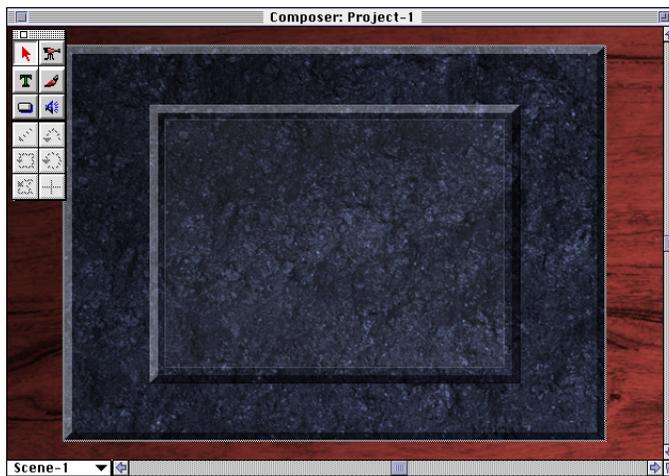
✓ **Locate the picture called Background.PICT.**

Background.PICT is located in the Tutorials folder on the MovieWorks CD-ROM.

✓ **Click Open.**

You will follow the above procedure numerous times to locate files used in the tutorials.

- Composer window with Background.PICT



It is important to note that MovieWorks Paint or any other paint/image processing application may be used to create background pictures.

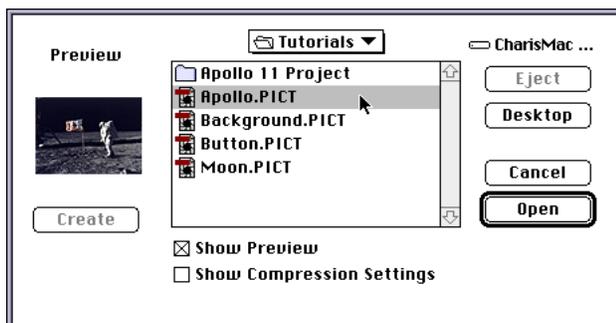
Next, you will import a picture.

Importing a Picture

- ✓ **Open the Import Picture dialog box.**

Choose Import from the File menu, and then choose Picture from the Import submenu. The Import Picture dialog box appears.

- Import Picture



- ✓ **Locate the picture called Apollo.PICT.**

Apollo.PICT is located in the Tutorials folder on the MovieWorks CD-ROM.

- ✓ **Click Open.**

- Composer window with Apollo.PICT



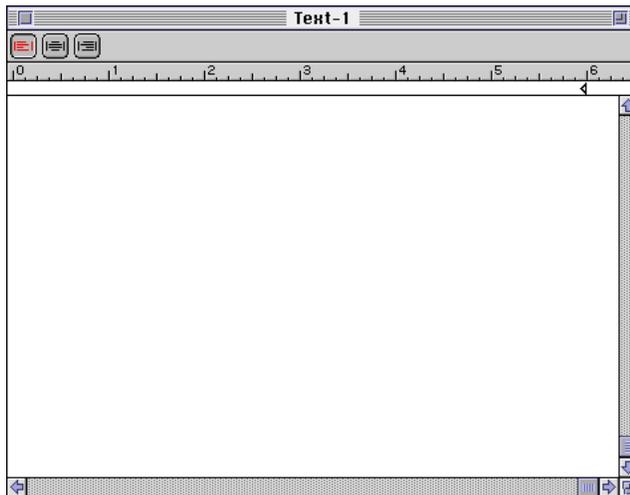
Creating Text

- ✓ Click the Text tool in the Tools window.
 - Text tool



Text's Main window is opened, as shown below.

- Text's Main window



- ✓ Type "Man Goes To The Moon".
- ✓ Highlight the text.
- ✓ Choose yellow from the Color menu.
- ✓ Choose 28 in the Size menu.

✓ **Save text to Composer.**

Choose Save To Composer from the File menu, and then choose Quit Text from the submenu. Your text is automatically returned to Composer and Text is Quit.

Positioning Objects

✓ **Click and drag the text to the top of the picture.**

Any jagged edges on the text are automatically removed. This process is called anti-aliasing.

Use the arrow keys on the keyboard to move the text one pixel at a time. Holding the Shift-key down will restrict movement to either horizontal or vertical directions when moving objects.

- Composer window with text



Creating Sound

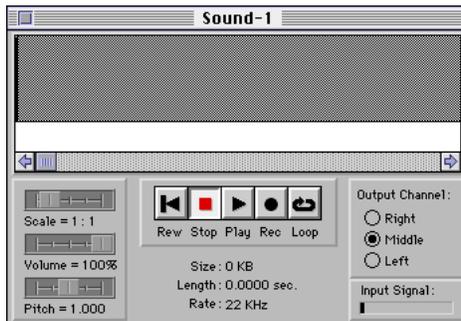
- ✓ **Click the Sound tool in the Tools window.**

- Sound tool



Sound's Main window is opened.

- Sound's Main window



- ✓ **Make sure you have a microphone connected to your system.**
If you don't have a microphone, import the sound called Sound-1 and advance to the section called "Scene TimeView window".
- ✓ **Click the Record button.**
Say, "On July 20, 1969, man walked on the moon for the first time in history."
- ✓ **Click anywhere to stop recording.**
- ✓ **Click the Play button to listen to your sound.**
- ✓ **Delete any unwanted segments.**
Select the unwanted region and press the Delete key.
- ✓ **Save sound to Composer.**

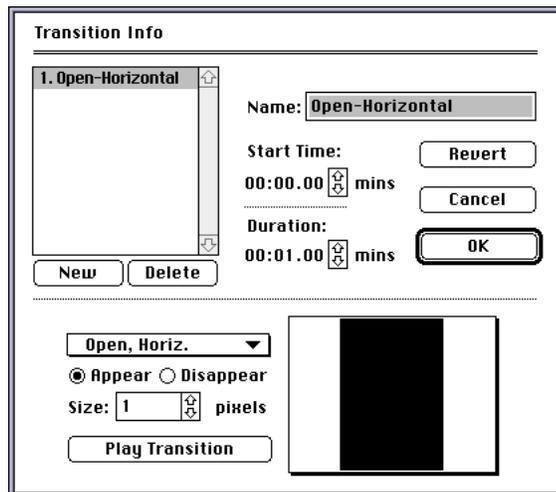
Choose Save To Composer from the File menu, and then choose Quit Sound from the submenu. Your sound is automatically returned to Composer and Sound is Quit.

Importing a Button

- ✓ **Open the Import Button dialog box.**
Choose Import from the File menu, and then choose Button from the Import submenu. The Import Button dialog box appears.
- ✓ **Locate the button called Button.PICT.**
Button.PICT is located in the Tutorials folder on the MovieWorks CD-ROM.
- ✓ **Click Open.**
- ✓ **Position Button.PICT.**
Click and drag the button to the bottom right corner of the screen.

Adding Transitions

- ✓ **Select the text.**
- ✓ **Choose Transitions from the Object menu.**
The Transition Info dialog box appears.
 - Transition Info dialog box

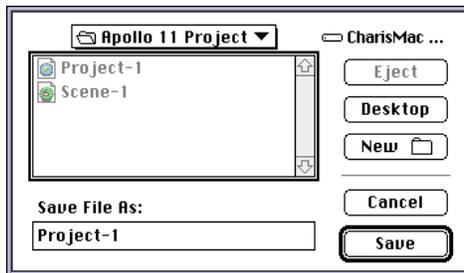


- ✓ **Click the New button.**
A new transition appears in the transition list.
- ✓ **Select a transition type.**
Choose the Open Horiz. transition from the pop-up menu on the dialog box.
- ✓ **Click Play Transition.**
A preview of the transition effect is displayed. Notice that the “Appear” radio button is selected, indicating that the object will appear with the selected transition.
- ✓ **Click OK.**
The text will not appear on your screen because it is transitioned out. When you play or preview your scene, the text will slowly appear over one second (the default duration for transitions).
Next, you will add a transition to Apollo.PICT.
- ✓ **Select Apollo.PICT.**
- ✓ **Choose Transitions from the Object menu.**
The Transition Info dialog appears.
- ✓ **Click the New button.**
A new transition appears in the transition list.
- ✓ **Select a transition type.**
Choose the Circle transition from the pop-up menu on the dialog box.
- ✓ **Click OK.**
Apollo.PICT will not appear on your screen because it is transitioned out. When you play or preview your scene, the picture will slowly appear over 1 second (the default duration for transitions).

Saving a Project

- ✓ **Choose Save from the File menu.**
The Save File dialog box appears.

- Save File dialog box



- ✓ **Click the Desktop button.**
- ✓ **Select the Apollo 11 Project folder from the list.**
- ✓ **Click Open.**
- ✓ **Click Save.**

Project-1, the default name for your project, is saved in the Apollo 11 Project folder.

Next, you will adjust the start time's and duration's of the objects in your scene.

Editing Object Timing Relationships

In this tutorial, you will use the Scene TimeView window to edit the timing relationships of the objects in your scene. In addition, you will learn how to preview your scene.

Scene TimeView Window

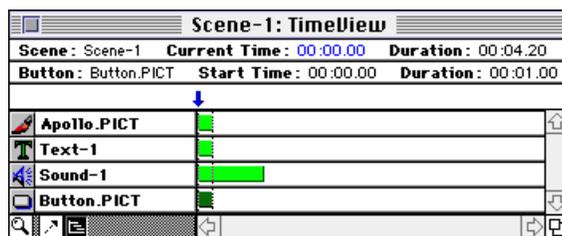
The Scene TimeView window is where you edit the timing relationships of the objects and special effects in your scene. The Scene TimeView window displays timebars for each object in your scene. The timebars give a visual representation of an object's Start Time and Duration relative to the other objects in the scene.

An object's Start Time can be adjusted by selecting its timebar in the middle and dragging to a new location. As the timebar is repositioned, its current Start Time is displayed in the header of the Scene TimeView window. An object's Duration can be adjusted by clicking the end of its timebar, without releasing the mouse button, and dragging. The Duration is also displayed in the header of the Scene TimeView window.

✓ **Select Scene TimeView from the Windows menu.**

The Scene TimeView window is opened.

- Scene TimeView window

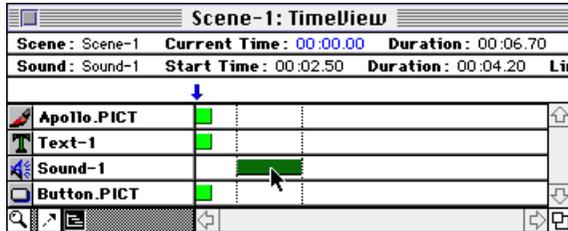


Button timebars are defaulted to automatically extend to the end of the scene. The duration of your scene is dependent on the length of your sound and may be different than the duration above.

✓ **Delay Sound-1's Start Time.**

Click the center of Sound-1's timebar and drag until Start Time says 2.5 seconds, as shown below.

- Changing Sound-1's Start Time



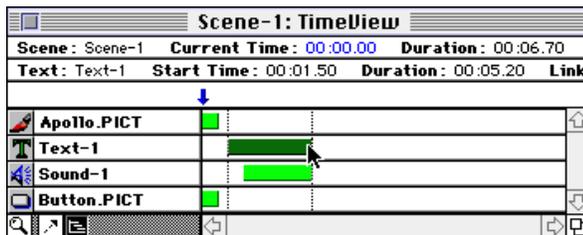
- ✓ Delay Text-1's Start Time.

Click the center of Text-1's timebar and drag until Start Time says 1.5 seconds

- ✓ Increase Text-1's Duration.

Select and drag the end of the Text-1 timebar until it ends at the same time as Sound-1, as shown below.

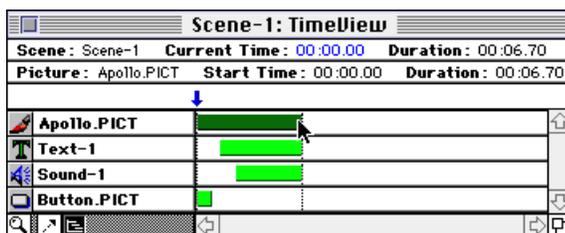
- Increasing Text-1's Duration



- ✓ Increase Apollo.PICT's Duration.

Select and drag the end of the Apollo.PICT timebar until it ends at the same time as Sound-1, as shown below.

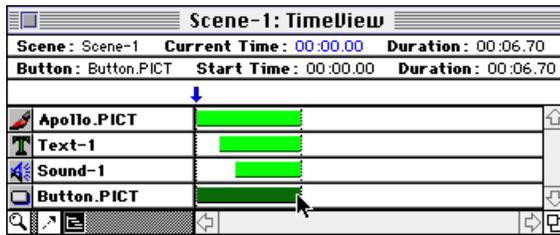
- Increasing Apollo.PICT's Duration



- ✓ Increase Button.PICT's Duration.

Select and drag the end of the Button.PICT timebar until it ends at the same time as Sound-1, as shown below.

- Increasing Button.PICT's Duration



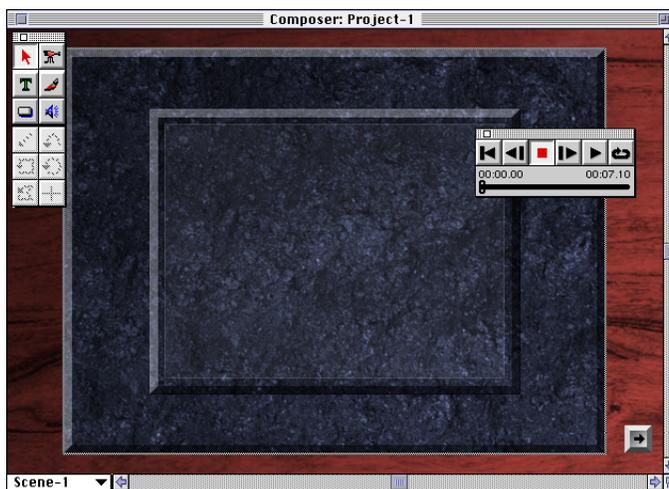
- ✓ Close the Scene TimeView window.

Previewing a Scene

Before compressing and playing your scene in real-time, it is recommended that you preview your scene.

- ✓ Choose Play Controls from the Windows menu.

- Scene-1 with Play Controls open



- ✓ **Click the Play button or navigate to different times using the Slider.**

It is recommended that you click at different points on the black Slider bar to preview different points in time. Previewing your scene on a frame by frame basis can be time consuming.

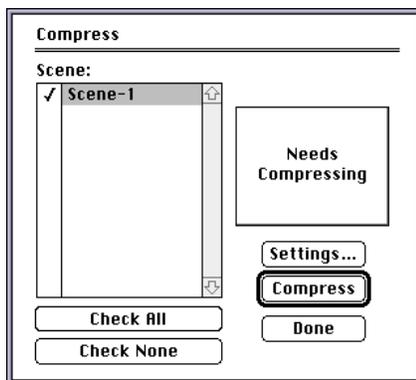
Compressing and Playing a Scene

In the following tutorial, you will learn how to compress and play your scene in real-time.

Compressing a Scene

During compression, the objects in your scene are compiled into a QuickTime “movie”. A movie is a standard file type and runs consistently on different systems and computer platforms. Furthermore, compression reduces the size of your runtime file and ensures that your project plays in as little as 4 megabytes of available memory.

- ✓ **Choose Compress from the Scene menu.**
 - Compress dialog box

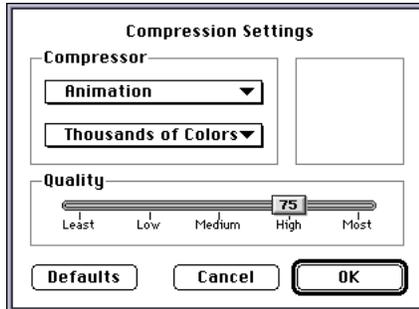


Before compressing, you must choose a specific QuickTime compressor.

- ✓ **Click Settings on the Compress dialog box.**

The Compression Settings dialog box appears.

- Compression Settings dialog box



- ✓ **Select the Animation compressor (default).**
- ✓ **Move the Quality slider to High (default).**
A lower Quality settings will result in a smaller scene file size, but the image quality will suffer.
- ✓ **Click OK.**
You are returned to the Compress dialog box.
- ✓ **Click Compress.**
A small picture of the scene, called a Poster, will appear in the Compress dialog box once compression is complete.
- ✓ **Click Done .**
You are returned to the Composer window.

Playing a Scene

- ✓ **Choose Player from the Windows menu.**
Notice that the window name now says "Player: Scene-1" instead of "Composer: Scene-1".
- ✓ **Press the Spacebar.**
Pressing the Spacebar hides the window and menubar. Pressing the Spacebar again displays the window and menubar.
- ✓ **Type Command-G to begin playing your scene.**
Alternatively, open the Play Controls from the Windows menu and press Play, or choose Play from the hidden Controls menu. It is also possible to start the playback of a scene by clicking on a button, by simply linking a button to its current scene. Button linking is explained later in the Tutorials.

- ✓ **Choose Composer from the hidden Windows menu .**

Adding Video

In this tutorial, you will create a scene which includes a QuickTime movie. Digital video clips are saved in the QuickTime movie format and are available from a number of sources, including clip media CD-ROM's or the Internet. To create your own movies, you need an "AV" Macintosh or a video capture card.

If you import or create a new movie, and there are no existing objects in the scene, the movie may be played immediately from the Player window without compressing. If other objects are present, or if changes are made, you must compress the scene before viewing it in the Player window.

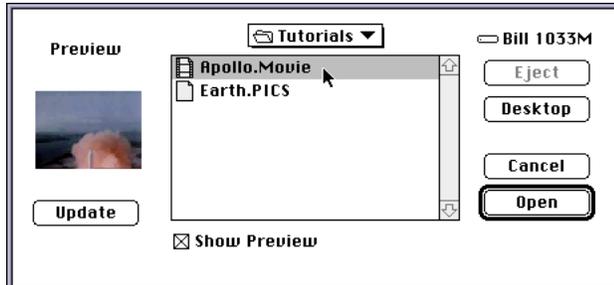
Creating a New Scene

- ✓ **Choose New from the Scene menu.**
The New Scene dialog box appears. Notice that the Frames/Second field is set to 10.
- ✓ **Locate and open the folder called Apollo 11 Project.**
The Apollo 11 Project folder should be located on the Desktop.
- ✓ **Click Save.**
Scene-2 is the default name assigned to this scene.

Importing a QuickTime Movie

- ✓ **Open the Import Movie dialog box.**
Choose Import from the File menu, and then choose Movie from the Import submenu.

- Import Movie dialog box



- ✓ **Locate and select Apollo.Movie.**
Apollo.Movie is located in the Tutorials folder on the MovieWorks CD-ROM.
- ✓ **Click Open.**
Scene-2 will be created including Apollo.Movie, as shown below.

- Scene-2 with Apollo.Movie

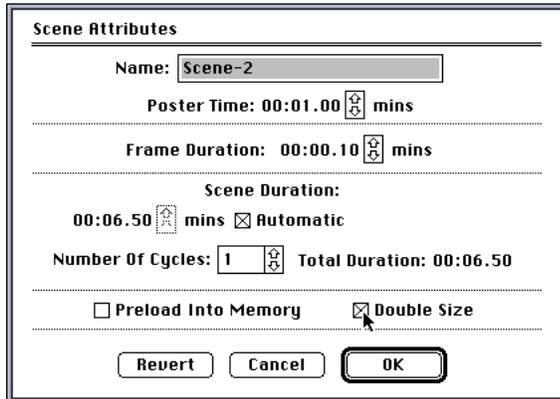


Doubling the Scene Size

Doubling the Scene Size will cause your scene to play at twice its normal size in the Player window only. It is important to note that everything on your scene, except the background picture, will be enlarged.

- ✓ **Choose Attributes from the Scene menu.**

- Scene Attributes dialog box

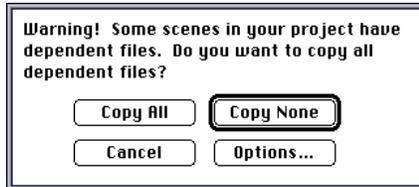


- ✓ **Check the Double-Size check box.**
- ✓ **Click OK.**
You are now ready to play your scene. You do not need to compress Scene-2 to view it in real time.
- ✓ **Choose Player from the Windows menu.**
The Player window opens.
- ✓ **Press the Spacebar (only if window and menubar are not hidden).**
- ✓ **Type Command-G to begin playing your scene.**
- ✓ **Choose Composer from the hidden Windows menu.**

Saving with Dependent Files

- ✓ **Choose Save from the File menu.**
The Copy Dependent Files dialog box appears, as shown below.

- Dependent Files dialog box



- ✓ **Choose Copy None.**

When you imported Apollo.Movie earlier in this tutorial, the actual data was not duplicated. Instead, Scene-2 “points” to Apollo.Movie. To copy the data, click Copy All or Options. This is recommended if you plan on transferring your project to a different drive.

Adding Animation

In the following tutorial, you will create a new scene, edit the Scene Size, edit the Scene Background color, import an animation object, edit object Ink modes, put an object on a path and change the object layering.

Editing the Scene Size

The Scene Size is the region that is compiled into a QuickTime movie. By default, the Scene Size is set to 512 x 384. The Scene Size is shown by a rectangle in your Composer window.

It is important to note that smaller Scene Sizes result in smaller file sizes and better frame rates. Buttons and the background picture may reside outside of the Scene Size.

- ✓ **Choose New from the Scene menu.**

The New Scene dialog box appears.

- ✓ **Locate and open the folder called Apollo 11 Project.**

The Apollo 11 Project folder should be located on the Desktop.

- ✓ **Click Save.**

Scene-3 is the default name assigned to this scene.

Next, you will reduce your Scene Size.

- ✓ **Set Scene Size to 320 x 240.**
Choose Scene Size from the Scene menu, and then choose 320 x 240 from the Scene Size submenu.
- ✓ **Click the Arrow tool to exit Scene Size editing.**

Editing the Scene Background Color

- ✓ **Choose Background from the Scene menu.**
The Scene background dialog box appears.
- ✓ **Click Use Project Color.**
- ✓ **Click OK.**
Next, you will import an animation object.

Importing an Animation

- ✓ **Open the Import Animation dialog box.**
Choose Import from the File menu, and then choose Animation from the Import submenu.
- ✓ **Locate Earth.PICS.**
Earth.PICS is located in the Tutorials folder on the MovieWorks CD-ROM.
- ✓ **Click OK.**
The Frame Duration dialog box appears.
- ✓ **Click OK.**
Animation objects are converted to Movie objects when they are imported.

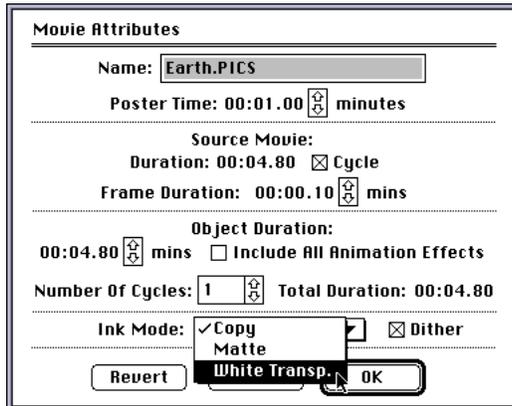
Editing Ink Modes

The Ink mode is used to eliminate the white around irregular shaped objects such as Earth.PICS. **White Trans.** makes all the white in the object transparent, **Matte** makes the white around the outside of the object transparent and **Copy** does nothing to the object.

- ✓ **Select Earth.PICS.**
- ✓ **Choose Attributes from the Object menu.**

The Movie Attributes dialog box appears.

- Movie Attributes dialog box



✓ Choose “White Transp.” from the Ink mode menu.

✓ Click OK.

Next, you will import Moon.PICT.

✓ **Import Moon.PICT**

Moon.PICT is located in the Tutorials folder on the MovieWorks CD-ROM.

✓ Choose Attributes from the Object menu.

The Picture Attributes dialog box is opened.

✓ Choose “White Transp.” from the Ink Mode menu.

✓ Click OK.

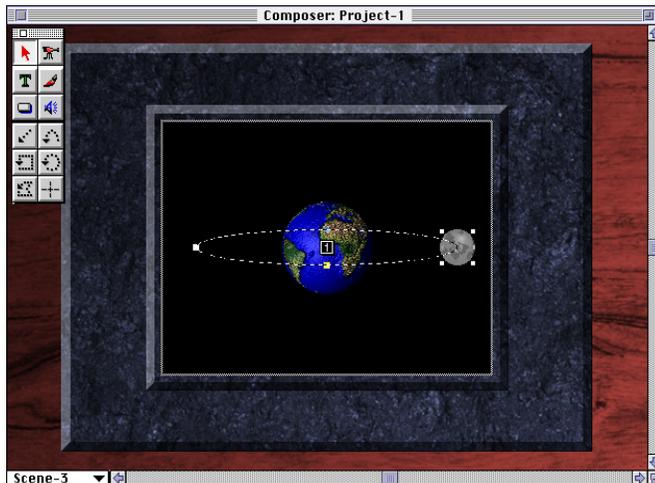
Next, you will put the moon in orbit around the earth.

Creating a Path

- ✓ Click the Oval path tool in the Tools window.
- Oval path tool



- ✓ Click in the center of the earth.
- ✓ Release the mouse.
- ✓ Set the path's end point.
Move the mouse to the right and down slightly to create an elliptical orbit and click, as shown below.
- Creating an oval path



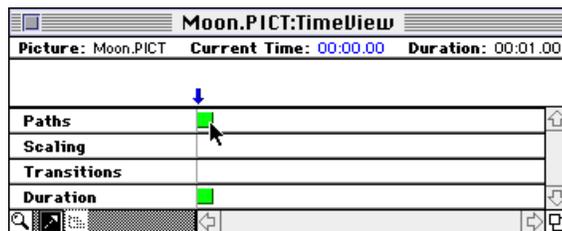
The path may be resized by clicking and dragging one of its handles, or repositioned by clicking directly on its number and dragging.

Next, you will use the Object TimeView window to adjust the path's duration.

Object TimeView Window

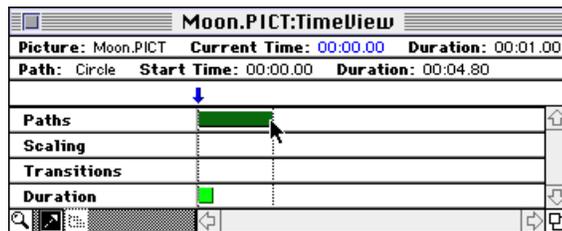
- ✓ **Select Moon.PICT.**
- ✓ **Choose Object TimeView from the Windows menu.**
Alternatively, double-click Moon.PICT. The Object TimeView window opens.

- Object TimeView window



- ✓ **Increase the path's Duration.**
Click and drag the end of the Moon.PICT timebar until its duration is 4.8 seconds. This is the time it takes the earth to rotate once in this example.

- Increasing Moon.PICT's duration



Double-clicking on the Path timebar will open the Paths Info dialog box where other path characteristics can be edited.

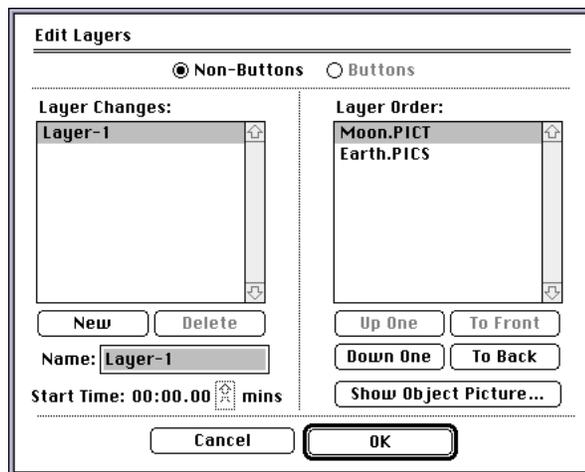
- ✓ **Double-click the Duration timebar.**
The Picture Attributes dialog box is opened.
- ✓ **Check "Include All Animation Effects."**
This option adjusts the object's duration to include all the animation effects. For example, if you drag the path timebar, the duration timebar is automatically increased.
- ✓ **Click OK.**
Next, you will edit the layers of the objects in the scene to make the moon go behind the earth on the second half of the orbit.

Editing Layers

- ✓ **Choose Layers from the Scene menu.**

The Edit Layers dialog box appears.

- Edit Layers dialog box



- ✓ **Click New.**
Layer-2 is added to the list.
- ✓ **Change the Start Time to 00:02.40 .**
- ✓ **Click Down One.**
This makes the moon go behind the earth from 2.4 seconds to 4.8 seconds.
- ✓ **Click OK.**
- ✓ **Open the Import Button dialog box.**
Choose Import from the File menu, and then choose Button from the Import submenu. The Import Button dialog box appears.
- ✓ **Locate the button called Button.PICT.**
Button.PICT is located in the Tutorials folder on the MovieWorks CD-ROM.
- ✓ **Click Open.**
- ✓ **Position Button.PICT.**
Click and drag the button to the bottom right corner of the screen.
You are now ready to compress and play your scene.

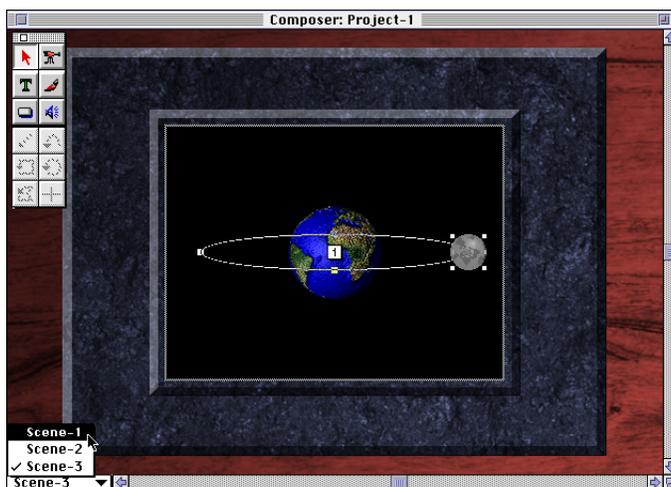
- ✓ **Press the Enter-key (not Return).**
Pressing the Enter-key is a shortcut for compressing your scene and automatically switching to the Player window.
- ✓ **Press the Spacebar (only if window and menubar are not hidden).**
- ✓ **Type Command-G to begin playing your scene.**
- ✓ **Choose Composer from the hidden Windows menu.**
- ✓ **Save your project.**

Linking

In the following tutorials, you will link the button on Scene-1 to Scene-2, and you will link Scene-2 to Scene-3.

Switching Scenes

- ✓ **Choose Scene-1 from the Scene Navigation menu.**
The Scene Navigation menu is located at the bottom left of the Composer window.
- Scene Navigation menu



Button Linking

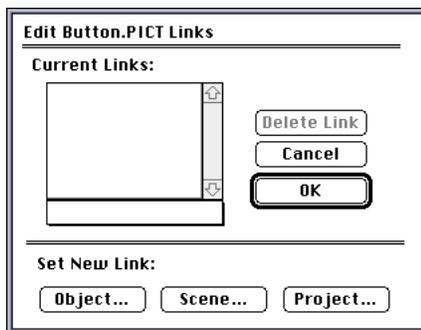
✓ **Select Button.PICT.**

Button.PICT is located in the bottom right corner of Scene-1.

✓ **Choose Links from the Object menu.**

The Edit Button.PICT Links dialog box appears.

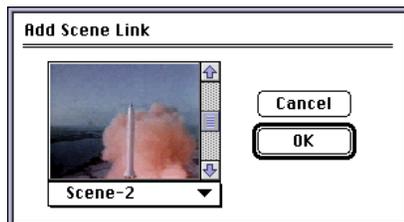
- Edit Button Links dialog box



✓ **Click the Scene button.**

The Add Scene Link dialog box appears.

- Add Scene Link dialog box



✓ **Select Scene-2 from the pop-up menu.**

✓ **Click OK.**

The Edit Button.PICT Links dialog box should now display the new link to Scene-2.

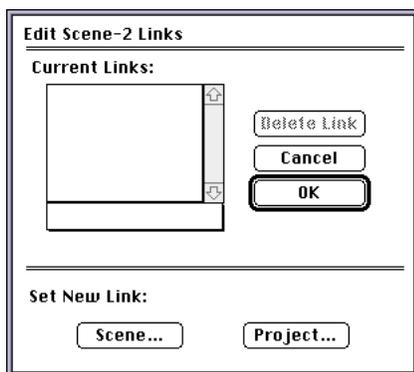
✓ **Click OK.**

You are returned to the Composer window.

- ✓ **Choose Scene-3 from the Scene Navigation menu.**
- ✓ **Select Button.PICT.**
- ✓ **Choose Links from the Object menu.**
The Edit Button.PICT Links dialog box appears.
- ✓ **Click the Scene button.**
The Add Scene Link dialog box appears.
- ✓ **Select Scene-1 from the pop-up menu.**
- ✓ **Click OK.**
The Edit Button.PICT Links dialog box should now display the new link to Scene-1.
- ✓ **Click OK.**
You are returned to the Composer window.
Note - You can also have a button which starts the play back of your scene, instead of typing Command-G, by linking a button to its own scene.

Scene Linking

- ✓ **Switch to Scene-2.**
- ✓ **Choose Links from the Scene menu.**
The Edit Scene Links dialog box appears.
 - Edit Scene Links dialog box



- ✓ **Click the Scene button.**

The Add Scene Link dialog box appears.

- ✓ **Select Scene-3 from the pop-up menu.**
- ✓ **Click OK.**
You are returned to the Edit Scene Links dialog box.
- ✓ **Click OK to return to the Composer window.**
- ✓ **Save your project.**

Creating a Runtime File

In this tutorial, you will learn how to create a runtime file that will play from MovieWorks Player. Before attempting this tutorial, you must complete the above tutorials, and you must have at least 3 megabytes of available drive space.

- ✓ **Select Scene-1 if it is not your current scene.**
- ✓ **Choose Make Runtime from the File menu.**
The name of your Runtime file will be the Project name with “.player” attached to the end.
- ✓ **Locate and open the Apollo 11 Project folder.**
- ✓ **Click Save.**
After a short delay, you are returned to Composer.
- ✓ **Quit Composer.**
- ✓ **Double-click the MovieWorks Player application icon.**
Player opens.
- ✓ **Choose Open from the File menu.**
- ✓ **Locate the file called Project-1.player.**
- ✓ **Click Open.**
Scene-1 should be displayed in the Player window.
- ✓ **Hide the window and menubar.**
Press the spacebar to toggle the menubar and window on and off.
- ✓ **Type Command-G.**
Scene-1 will begin playing.
- ✓ **Click the button to begin playing Scene-2.**
Scene-3 will automatically begin playing at the end of Scene-2.
- ✓ **Quit Player.**
Please note that Player documents, as well as the MovieWorks Player application may be distributed free of any royalties.