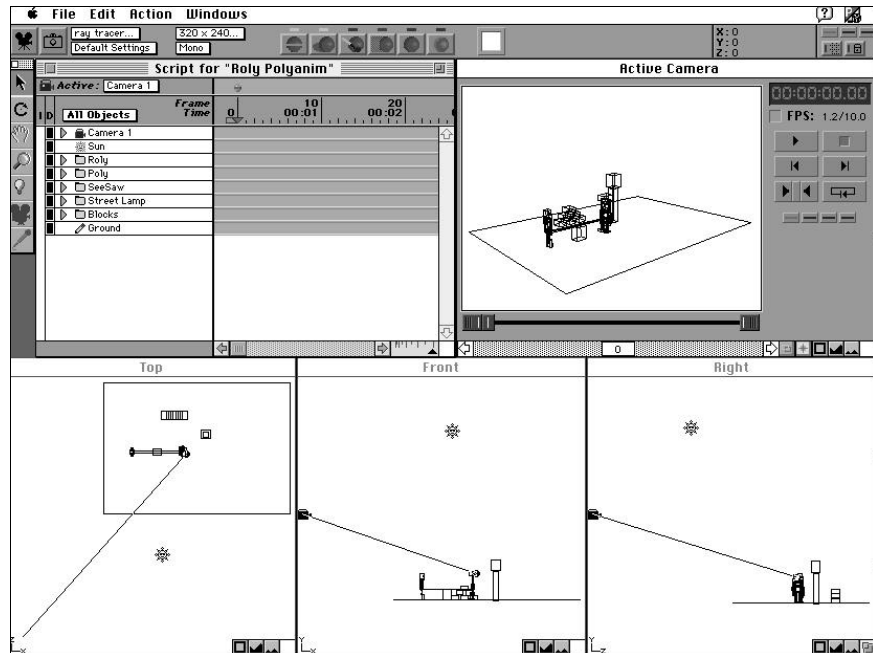


Presenter 3.0

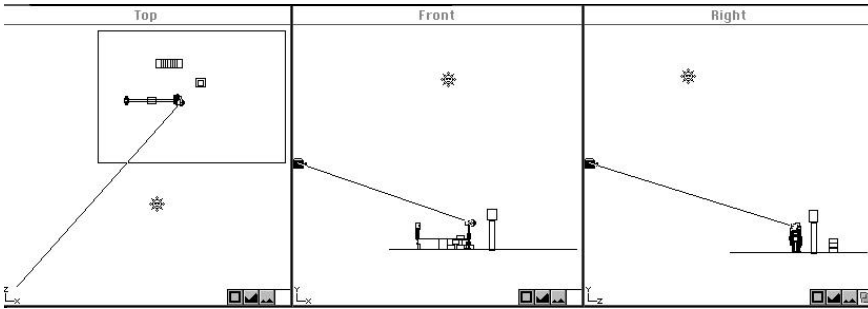
Animating with Presenter 3.0 is the next best thing to having a sound stage, video studio, or on-location shoot. You have the ability to do pre-production and production work for film, video, and multimedia. Whether you are preparing an animated ad, designing a game, or preparing a multimedia presentation, Presenter offers the sound, projection, and animation capabilities that make this a true 3D multimedia, digital production studio.

The Presenter Digital Production Environment

The Presenter environment provides you with the ability to set up a multimedia presentation, broadcast video, and film pre-visualization and production complete with: a virtual stage, lighting, sound recording, and camera equipment; a control room to preview sound, lighting, and the action as seen through each camera as well as the final cut; an effects library where you can store and access movie clips and a variety of animation, shader, texture, and sound effects; and the script that defines the action that occurs on the set.



The digital production environment.



The stage views.

The Stage

The stage is where all equipment, characters, and props are set up. The Top, Front, and Right windows show the different views of the stage.

The Equipment

The Tool palette is the source you go to to set the stage with light, camera, microphone, and projection equipment. It also includes the tools to set up and manipulate the equipment and to position and re-size objects.



The Selector tool provides the ability to position and change the scale of modeled objects that appear on the stage. It is also used to position and set interactive parameters on the equipment.



The Rotate tool is used to change the angular position of an object.



The Hand tool is used to position which parts of the scene are seen in the Top, Front, and Right views and to interactively rotate the scene in the Camera view.



The Magnifier tool lets you focus on certain parts of the stage.



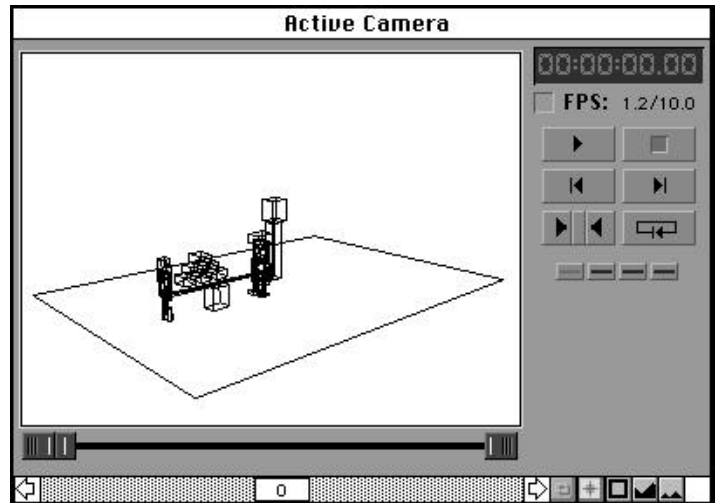
The available lights include the light bulb, sun, spotlight, and projector.



The camera records the action and the microphone records the sound generated in the scene.

The Control Room

The Active Camera control screen and video controls serve as the control room where you preview sound, lighting, and the action as seen through each camera as well as the final cut. The control screen lets you preview the positioning of cameras, spotlights, and projectors as well as the composite cut made from all cameras used. The video controls allow you to play, step forward or back and loop the current camera, spotlight, or projector selected. Mono or stereo sound can be played and the quality of the display can be changed here.



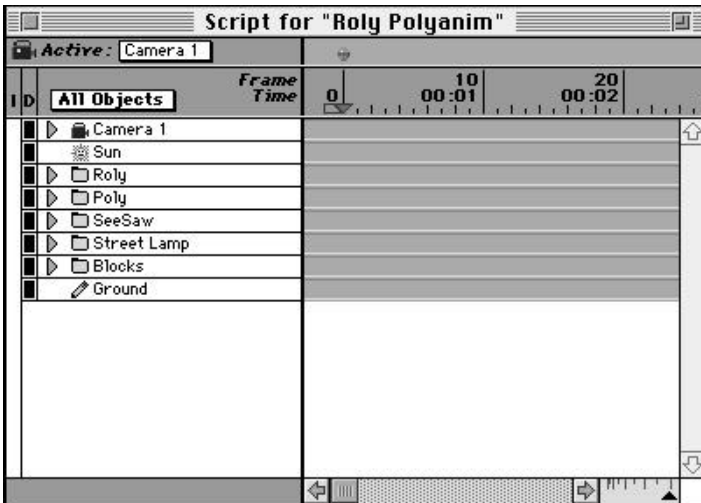
Camera control screen

The Effects Library

The Windows Attributes palette provides the resources of an effects library. It is the source for all the movie clips, and the animation, shader, texture, and sound effects. The animation effects portion contains the animation plug-in icons for effects such as Gravity and Collision. They are used to affect the objects they are applied to according to the basic laws of physics. The shader portion contains the icons for the available RenderMan Shaders. These icons can be used to apply Pixar's RenderMan shading effects. The textures portion contains the icons for the available PICT images, PICS animations, and QuickTime movies. Textures are patterns, logos, images, or background scenes that can be applied to objects in your digital scene. The projection equipment can be used to project textures and movies on objects in your digital scene. The sound portion contains the icons for the available sound effects. These sounds can be used to create 3D stereo and Doppler sound effects in your digital scene.



Attributes Window with pull-down menu



The Script Window

The Script

The Script includes all the components and actions used in creating an animated presentation. The All Objects portion identifies the equipment and objects placed on the stage. The event-based timeline portion identifies the time and the object involved in an action event. Events are marked by colored balls and squares depending on the type of event that has occurred.

Action

Action can involve motion and effects. Linear and angular motion occurs when the linear and angular position of objects is changed over time. Effects changes occur by varying parameters over time. For example, an object can change from blue to orange by assigning a new color at a later time. The Velocity graphs allow you to vary the rate of not only motion, but all parameters.

The Presenter Tutorials

The following tutorials will show you how cameras, lights, microphones, and objects are used in Presenter's digital production environment. The camera tutorial will demonstrate the positioning of two cameras to view a pre-set stage. The lighting tutorial will show you how to use the four types of lights to simulate lighting conditions at sunrise, noon, sunset and midnight. The animation tutorial will show how the Script Window is used for animation, sound generation, and the introduction of motion effects. The sound tutorial will demonstrate how sound is applied to produce stereo and Doppler effects.