

## Apple Menu

The Apple menu gives you access to developer information, on-line help for Presenter, and desk accessories.

### About Presenter 3.0

Displays the splash screen which you see briefly upon launching the application. Simply click anywhere on screen to return to Presenter.

### Help...

The Apple menu gives you access to the on-line help for Presenter. Follow the instructions for navigating in the Help file to locate the information you want. This easy-to-use on-line help is a good companion piece to this printed Reference Manual.

### Desk Accessories

Presenter 3.0 allows for normal access to all Desk Accessories.

## File Menu

The File menu gives you access to the most basic file generation and maintenance functions. In addition to these basic functions, you may open non-Presenter databases, save your model in a non-Presenter format, save your animation sound track, view finished images and movies, and transfer to ModelPro.

Keystroke equivalents appear next to commonly used commands, allowing you to work quickly and efficiently.

### Open Model...

This command opens an existing ModelPro or Presenter file. Choosing Open presents you with the standard Apple Open dialog box.

#### To Open a file:

Click on its name to highlight it, then click on the Open button; or double-click on the name.

In the Open dialog box, click on Desktop to list all of the files, disks and shared volumes available from the Desktop.



**Note:** It is recommended that you periodically save working files to prevent the loss of an entire file due to a power failure, etc.

**Tip:** Use Save Model As... to save multiple revisions of a Presenter file at its various stages of development. These “extra” files are helpful if you encounter a system crash or any mishap which destroys the current database.

### **Close Model**

Closes the current file. If you attempt to Close a file that has not been saved since making changes, you will be prompted to do so.

### **Save Model**

This command saves the current file to the location from where it was loaded, updating the original file. To save without overwriting the original file, choose Save Model As... and specify a different file name. Files saved in Presenter are maintained in the ModelPro format and can be opened directly in ModelPro.

### **Save Model As...**

The Save Model As... command is used when renaming an altered file to preserve the original, or when first saving a new file. If you designate a name that already exists on the disk, Presenter will present a choice to either overwrite the old file or select a different name for the new one. The Save Model As... command is also used when the current file must be saved to a different folder or disk. Use the Drive button to switch to a different disk and the Location pop-up menu to return from nested folders.

Presenter currently supports one file format—the Presenter 3.0 (ModelPro 3.0) database format.

**Open Image/Movie...**

This command allows you to view already completed renderings (PICT or QuickTime movie). Choosing Open Image/Movie... presents you with the standard Apple Open dialog box. Locate the file you wish to open and select Open, or double-click on its name.

**Close Window**

Closes the top-most (active) window (Top-, Front-, Right-View, Script or Active Camera Window).

**Page Setup...**

This is the standard Macintosh Page Setup command and is used to set the page characteristics for your printouts. The dialog which is displayed varies depending upon the type of printer being used. The options for the ImageWriter® includes page orientation, page sizes, and reduction. The Apple LaserWriter® page setup also includes enlargement, font substitution, smoothing and fast bitmap printing. Please refer to your printer manual for additional information.

**Print Window...**

This command prints the top-most (active) window on the active printer or to a file on disk.

**Quit**

This command exits Presenter3.0, and returns you to the Macintosh desktop. If you attempt to Quit without saving changes, you will be prompted to do so.

## Edit

Undo	⌘Z
Cut	⌘H
Copy	⌘C
Paste	⌘V
Clear	
Redo	⌘R
Select All Cells	⌘A
Animation Settings...	
Environment Settings...	

## Edit Menu

This menu gives you access to tools for screen data manipulation. Note that Presenter 3.0 uses its own local clipboard, not the standard Macintosh clipboard (this means the clipboard cannot be used to transfer Presenter 3.0 data to other applications).

### Undo

This command negates the last operation performed. You can undo up to 10 operations. To “redo” an Undo, select the Redo item also in the Edit menu.

### Cut

This command removes the current selected item from a design and places it in a temporary Presenter clipboard (not to be confused with the standard Macintosh Clipboard). All attributes pertaining to that group are removed from the current database. Cutting a folder removes all elements contained in it.

If a folder or element is Cut unintentionally, you can return it with the Undo or Paste command. Each time the Cut command is used, the cut selection replaces anything previously in the Presenter 3.0 clipboard.

### Copy

This command works like Cut, but does not remove the item from the current design. A copy is placed in the Presenter 3.0 clipboard for later placement in the same or different design. The copied data replaces anything previously in the Presenter 3.0 clipboard.

### Paste

This places the last Cut or Copied selection into a model. The data remains in the Presenter 3.0 clipboard and can be pasted as many times as needed.

### Clear

Clear works like the Cut command but does not save the cut elements in the temporary Presenter 3.0 clipboard. Instead, Clear removes data permanently from a model. If a group is cleared unintentionally, it can only be returned by Undoing the Clear. It is suggested that you always use Cut rather than Clear to delete groups.

## Redo

Restores an operation negated by the Undo command. You can redo up to 10 operations.

## Select All Cells

Selects all cells in the time line.

## Animation Settings

This displays a dialog box with the following time parameters:

**Total Time**—the total length of your animation; displayed as SMPTE time code. SMPTE time code is a time display presented as follows:

hours : minutes : seconds . frames

**Start Time**—the point along the Total Time at which you want to start a preview/render; displayed as SMPTE time code. This parameter may be set intuitively using the slider bar at the bottom of the Active Camera window.

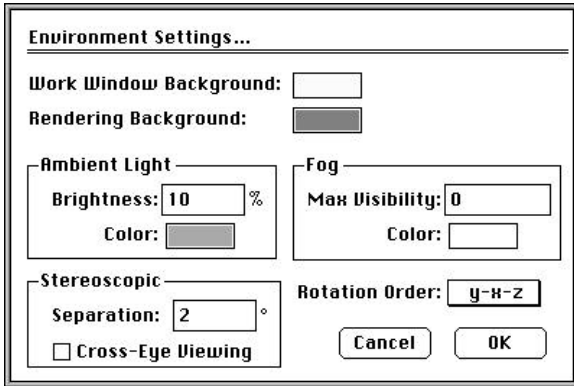
**End Time**—the point along the Total Time at which you want to end a preview/render; displayed as SMPTE time code. This parameter may be set intuitively using the slider bar at the bottom of the Active Camera window.

**Offset**—use this value to align the beginning/end of your rendered animation SMPTE time code with the end/beginning of an existing animation/video SMPTE time code; displayed as SMPTE time code.

**Frame Rate**—the number of frames that will render for each second of your animation. Default is 10 FPS. Standards: U.S. television (NTSC)—30 FPS; European television (PAL)—25 FPS; Motion Picture—24 FPS.

**Play Rate**—this determines the rate at which the preview runs in the Active Camera window. This is also limited by the rate at which your computer can refresh its screen, and the resolution at which you are displaying the animation (bounding boxes, dot mode, splines or solid splines).

Animation Settings...			
Total Time:	00:01:30.00	Start Time:	00:00:00.00
Offset:	00:00:00.00	End Time:	00:00:52.25
Frame Rate:	30	Play Rate:	10
		Cancel	OK



## Environment Settings...

This command gives you access to a dialog box in which you may set parameters for your working background, rendering background, Ambient Light, Fog, Object rotation order, and Stereoscopic rendering. This same dialog box may be accessed by clicking in the Color Chit in the Render Control palette at the top of the screen.

### Work Window Background

This allows you to select the color for the background of the View Windows shown on-screen only. Click on the color box to access the standard color edit dialog. Enter numerical values (0-65535) for Hue, Saturation, and Brightness or Red, Green, Blue, or pick a color intuitively.

#### To pick a color intuitively:

- 1) use the scroll bar at the right side to control brightness.

Note: the numerical values update automatically. The preview color chit in the upper-left shows the existing color at the bottom, and the new color at the top for comparison.

- 2) click in the color wheel to select the color you want.
- 3) click OK to set the color.

### Rendering Background

This allows you to select the color for the background of the rendered image(s). Click on the color box to access the standard color edit dialog. See Work Window Background above for how to pick a color intuitively.

### Ambient Light

This allows you to select the color and intensity of the Ambient Light in your scene. Ambient Light may be thought of as adding a “mood” to your scene. It acts, apart from any other lights you may have in your scene, to add an overall tinge of color. Click on the color box to access the standard color edit dialog. See Work Window Background above for how to pick a color intuitively.

The Brightness of the Ambient Light may be set by entering a numeric value (0-100%). A value of 0% will have no effect. A value of 100% will make the Ambient Light extremely significant. The default setting is 10%.

### **Fog**

Only applies to images rendered with Renderman. This allows you to fine-tune how the Fog function will behave. Fog makes the color of objects further from the camera approach the color assigned to the Fog. Click on the color box to access the standard color edit dialog. See Work Window Background above for how to pick a color intuitively.

The Max. Visibility part of Fog allows for numeric input (feet). Objects at this distance from the camera will be 50% of the Fog color.

### **Stereoscopic**

The Separation part of this allows for numeric input (degrees). The default Separation is 2°.

Click on the check box to enable/disable the cross-eye viewing function.

### **Rotation Order**

This sets the default for the Rotation Order pull-down menu found in the Info Dialog box for all objects. Use the pull-down menu to choose the desired rotation order. Rotation Order determines the sequence in which object rotation on multiple axes will occur. See the Object Geometry and Surface Attributes chapter for more information regarding the Rotation Order.

**Rotation Order:**

x-y-z
y-z-x
z-x-y
y-x-z
x-z-y
z-y-x

Action	
New Folder	⌘N
Re-Calculate ND Cells	⌘T
Re-Calculate Interactive	⌘Y
Delete ND Cells	⌘U
Mix Sound Tracks	⌘M

## Action Menu

This menu gives you access to create New folders in your script list (to fine tune your object hierarchy for better, easier animation), and to re-calculation functions (enabling you to manage your own and your computer's time).

Some Animators (see Attributes below) generate ND cells. ND cells are generated by animation events requiring a software calculation to recognize and display the event properly (i.e. a collision). If an Animator which generates ND cells is applied or altered, a re-calculation is necessary to preview or render the animation.

The user is left to start Re-Calculate ND Cells and Mix Sound Tracks because these functions may take an excessive amount of time. The most efficient/profitable way to conduct an animation/rendering session is to give the user flexibility in allocating time resources.

### New Folder

Inserts a new folder into the database at the current insertion point.

### Re-Calculate ND Cells

Erases any old ND cells from the current database and then creates new ones by calling any animators that create them. Refer to the Script Window Topic for more information on cells. Use this option to quickly re-calculate ND cells.

### Re-Calculate Interactive

Erases any old ND cells from the current database and then creates new ones by calling any animators that create them. Pressing Command-period will abort the operation. Use this option to view the ND cells being set in the Script and to preview the animation as the ND cells are being set.

### Delete ND Cells

Erases any ND cells from the current database.



**Mix Sound Tracks**

This command scans the database for any attached sound attributes and mixes them into the interactive sound track. You must use this command if you want to hear any sounds when the active camera is in play mode.

**Windows Menu**

This menu gives the user control over the screen display (enabling/disabling the display of windows and palettes).

**Clean Up Windows**

Returns all open windows to the most efficient layout; the startup screen.

**Top/Front/Right**

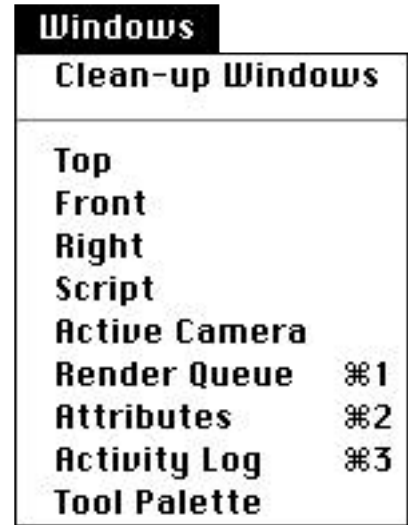
Activate or deactivate display of Top or Front or Right window by clicking on the appropriate name. Check mark indicates window is being displayed.

**Script**

Activate or deactivate display of the Script window. Check mark indicates window is being displayed.

**Active Camera**

Activate or deactivate display of the Active Camera window. Check mark indicates window is being displayed.





## Attributes

This window displays icons (or names) for available attributes (Animators, Textures, Shaders and Sounds). Simply drag the desired icon from the Attributes Window onto the Attributes holding area in an item's Info dialog to apply that attribute.

Included in the pull-down menu are the following:

**Animators**—drag-n-drop icons used to apply automated, unscripted animation sequences.

**Shaders**—drag-n-drop icons used to apply RenderMan shaders.

Double-click on a shader icon to see a preview.

**Textures**—drag-n-drop icons used to apply PICT and QuickTime movies as texture maps. Double-click on a shader icon to see preview.

**Sounds**—drag-n-drop icons used to apply sound effects, and sound tracks.

Double-click on a shader icon to see a preview.

To use attributes (PICTs, RenderMan shaders, sounds) not supplied with this software, be sure to place the attribute file in the Presenter Plug-ins folder: the corresponding icon will then appear in the appropriate Attributes window. Quit and re-launch the application to be sure that Presenter recognizes the new attribute.

## Activity Log

Logs error messages; particularly those associated with render operations. Hold the Option key when choosing to start render for expanded log.

## Tool Palette

Enable/Disable the display of the Tool palette. See the Tool palette chapter for more detailed descriptions of the individual tools and their use.