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### About This Manual

We at VIDI have made a concerted effort to give you a complete, accurate set of documentation for Presenter 3.0. In your search for information, look to the Contents pages at the front of the Manual first, then to the Index at the back. Once you are comfortable with using Presenter, you may find the Quick Reference appendix most helpful.

### System Requirements

Presenter Professional 3.0 requires a Macintosh computer with a math coprocessor installed or Power Macintosh (Presenter Professional 3.0 is Power Macintosh Native software), 8 Mb of RAM, and an 80 Mb hard disk drive. System 7.x is required.

A Macintosh IIfx or Quadra with 16 Mb RAM and 160 Mb hard disk drive is recommended.

### Software Installation

1. Insert Program Disk 1.
2. Double-click on the installation icon named Segment.1.
3. Follow the installation instructions. Choose to "run on all Macintosh computers" if you wish to use both the 68000 version and the Power Macintosh version on the same computer.

### Acknowledgements

VIDI would like to thank all of the people involved with the creation of Presenter Professional 3.0. We look with pride at the efforts of all who have endeavored to make this the quality product that you see today, and we wish to give them the credit that they deserve.

We at VIDI are able to generate high-quality products through the combined efforts of our professional staff,  and with the suggestions, ideas, and contributions of an extremely talented customer base.

Presenter Professional 3.0 was developed and implemented by Eric Popejoy and Terry Bertram.

Design and Editorial Content—Mark Richter, MDESIGN, Claremont, CA
Editorial Content—Jason Mooshagian

Welcome to the world of Presenter Professional 3.0. If, as the saying goes, "All the world's a stage," then Presenter Professional 3.0 provides the stage and the tools to set the stage and enact the play. Within a single application, you have the tools to create the models you design, the motion you choreograph, the sound you generate, the lighting you set, the images and film you project, the effects you generate, and the scenery you set.

Presenter Professional 3.0 is a 3-D Multimedia Desktop Studio offering the capabilities of a virtual production studio, sound stage and on-location shoot. It is a digital sound stage, model shop, and animation facility rolled into one integrated application. It offers powerful, intuitive design and sculpting capabilities. It incorporates a time-based script window, path animation, multiple cameras, movie projectors, and lights. It provides 3-D speakers and microphones for the production of natural and special sound effects. The addition of these capabilities make Presenter Professional 3.0 the most complete and effective 3-D multimedia product on the market because sound, images and animation are created as part of a unified pre-production and production effort and not merged together as part of a post-production effort.

Where the original Presenter Professional set the standard for 3-D modeling with its spline-based design and Digital Clay™ sculpting and its rendering with Phong, Ray tracing and RenderMan shading capabilities, Presenter Professional 3.0 provides a new and more intuitive modeling interface and a new database structure. Added features include:

• Freeform hole punch and Boolean operations that greatly increase your ability to create complex models.

• A completely new set of renderers featuring a much faster ray tracer stereo viewing, and improved RenderMan support.

• The most significant changes have occurred in animation. These include an event-based timeline, animation plug-ins and video animation controls.

For training, business, and multimedia presentations, VIDI provides a breakthrough concept in multimedia, video, and film production: 3-D Virtual Audio tightly integrated with Live Action Video Projection and True-To-Life animation. This is accomplished with Presenter Professional 3.0's new animation features:

- TrueAnimation effects—the ability to add natural effects like gravity and collision, special effects like shatter and elasticity, and motion effects like tracking, steering and human motion.

- TrueSound 3-D virtual audio—the audio "mixer" for 3-D sound. An unlimited number of 3-D speakers and microphones can be positioned throughout a scene to provide stereo and Doppler effects.

- TrueProjection display of QuickTime movies and PICT images— the ability to play live action or animated movies with their soundtracks or to project stills on any 3-D object.

The overriding change in Presenter Professional 3.0's animation goes beyond features and interface and extends to the core of how computer-generated audiovisual products are created. The metaphor that VIDI looked for was a three-dimensional virtual world that simulated the environment of a production studio, sound stage, or on-location shoot. This virtual world had to offer real world simulation of sight, sound, and motion and provide the use of equipment and facilities found in a studio or stage setting.

VIDI conceived and implemented the interface, tools and techniques that makes it possible to simulate the real production world on your computer. Where other products support the addition of sound and live action as a post-effect, Presenter Professional 3.0 provides a complete 3-D production environment that offers you:

- The ability to simultaneously control lighting, sound, and film projection. Plus you have the ability to synchronize sound and film to an animation and to synchronize animation to the sound and film.

- As in the real world, the ability to preview the positioning of cameras, spotlights and projectors.

- Complete control over placement of multi-channel speakers and microphones. Generating sound effects like the "Doppler Effect" becomes a snap.

- Multiple film projection with sound tracks can be created on still and moving objects.

- Edits between cameras that can be previewed prior to the production of the animation.

Based on extensive research, I believe that Presenter Professional 3.0 is unique in offering such a rich audiovisual production environment in a single computer application. In presenting the concept of integrating sound effects and live action video with object motion, I have heard comments like, "It's a natural and will make it easier and quicker to produce a total multimedia, video, or film product" and "Combining sound, images and animation in a single, unified production effort is much more effective than merging them together as part of a post-production effort."

With Presenter Professional 3.0, you now have the opportunity to push the edge of your creativity and productivity to new heights. And VIDI will endeavor to bring forth new products that will push that edge even further.

Nick Pavlovic *CEO, VIDI*

## Lights! Camera! Action! and 3-D Sound!!!
### The Presenter Digital Production Environment

Presenter 3.0 offers a new concept in multimedia, video, and film production: A 3-D Virtual Production Studio complete with a virtual stage for lighting, sound recording, and camera equipment; a control room to preview sound, lighting, and the action; an effects library to access movie clips and a variety of animation, shader, texture, and sound effects; a script to define the action sequences.

### The Stage

The virtual stage is where all of the equipment, characters, and props are to be located. The Top, Front, and Right windows show the three principal views of the stage, for intuitive or precise item placement.

### The Equipment

The Tool palette is your source to set the stage with lighting, cameras, microphones, and projection equipment. It includes the tools to set-up and tune the equipment, and to position and re-size objects.

### The Control Room

The Active Camera control screen and video controls serve as your control room to preview sound, lighting, and your action sequences, including on-the-fly edited cuts from multiple cameras. You can intuitively aim the cameras, spotlights, and projectors, using the control screen preview. The video controls allow you to play, step forward or back and loop a preview from the current camera, spotlight, or projector. Finally, choose mono or stereo sound to accompany your action sequence preview.

### The Effects Library

The Attributes windows serve as an effects library. It is the source for all the movie clips, animation, shader, texture, and sound effects. The Animators window contains the animation plug-in icons for unscripted effects such as Gravity and Collision. The Shaders window contains the plug-in icons for the available RenderMan Shaders that can be applied to objects. These icons can be used to apply Pixar's RenderMan shading effects. The Textures window contains the icons for the available PICT images, PICS animations, and QuickTime movies. Textures are patterns, logos, images, that can be applied to objects, or as a background to the scene. The projection equipment can be used to project textures and movies on objects. The Sounds window contains the plug-in icons for the available sound effects. These sounds used creatively with microphones can produce 3-D stereo and Doppler sound effects.

### The Script

The Script shows all of the production components and their actions used in creating an animated presentation. The event-based timeline gives you precise control over action sequences; the color, shape, and position of an event marker indicates how an item will behave at particular points in the sequence.

### Action

Action sequences can involve linear (and/or angular) motion, and/or the progression of a digital effect. A digital-effect motion is made possible by varying a parameter(s) over time. For example: assign a blue color to a object at the beginning of a sequence, and a orange color to it at the end of the sequence to produce a gradual change in color over the length of the sequence. Velocity graphs allow you to control the rate, and manner of change in a digital-effect motion, using pre-set and user-definable graphs.

Presenter provides 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, It offers the sound, projection, and animation capabilities that make this a true 3-D multimedia, digital production studio.