

The Exposure Sheet

The menu commands and buttons of the exposure sheet are discussed below:

The File menu:

Save (as) and Open work just like the corresponding commands on the Main

Display menu, but here they handle exposure sheets instead of animation drawings. The x-sheets and drawings are kept in separate files so that several different x-sheets can be tried out and used on the same animation.

NOTE: In order for an exposure sheet to load automatically together with the animation from the Main Display's "File" Menu or in the "Show Animation" program, it must have the same name as the animation, plus the appendage "-xs". If a file of drawings is named "Animation" then the exposure sheet is named "Animation -xs". If you want to store another version of the x-sheet, be sure to give it a name different from any other files you may have on your disk. Otherwise, you may overwrite an important file.

Append x-sheet adds an x-sheet that is stored on disk to the one on screen. The point where the stored x-sheet is to be inserted must first be marked by clicking the mouse on that frame. The frame numbers following this point on the displayed sheet will be overwritten. Any "S" or "R" command preceding the insertion point must be removed before this operation. See "Keyboard commands".

Print screen will output the displayed exposure sheet screen on your printer. If your scene is longer than 31 seconds, you will have to print out two different screens by using the "Page" button.

Print multipage x-sheet... outputs a larger x-sheet, with 100 frames per page. A thick line at regular intervals reflects the exposure sheet display format (feet, 24 fps or 25 fps). NOTE: Remember to include the "S" (Stop) command on the x-sheet on the screen — otherwise you will get many empty pages printed!

The Edit menu:

efore any of these commands can be used, the appropriate frame (or range of frames) on the exposure sheet has to be marked. This is done by clicking

the mouse on one of the frames on the sheet to mark that single frame or an insertion point, or by clicking in one position and dragging the mouse to another, to mark a range. A black rectangle will appear in the chosen frames. By marking a single frame on the sheet, a number can be manually typed into that position using the keyboard. This is also the only way to insert the keyboard commands.

Cut removes the selected frame(s) from the sheet and moves all subsequent frames upwards so that no gap remains. The frames that were cut are stored in an "edit memory" so they can be "Pasted" into another position on the sheet.

Copy puts the marked range of frames into "edit memory" without removing them as in Cut. They can then be duplicated onto another position on the sheet. This is useful for repeating or "cycling" a sequence of the animation.

Paste re-inserts the previously "Cut" or "Copied" frames by "opening up" the exposure sheet on the marked position and splicing the parts together again. If two markers are present, the first marker will indicate the insertion point.

Paste over overwrites frames from the (first) marker onwards, as far as the number of "Cut" or "Copied" frames requires. If you do not want to overwrite frames, use "Paste" instead.

Insert empty "opens up" the exposure sheet by inserting empty frames between two markers. All frames after the first marker will be moved downwards. If the sheet is almost full you may lose some of these last frames. If only one marker is present, a single blank frame will be inserted.

Erase erases the frames between the markers, leaving them empty. When an empty position is encountered during animation, the most recent drawing is "held" for as long as there are empty positions on the sheet.

Auto numbering... brings up this dialog box:

you must input the first drawing number that you wish to appear in the

marked range, the increment to be used on the sheet (usually 2, which is set as the default), whether you want the sequence to be ascending or descending, and if you want the new numbers to overwrite the ones in the marked range or interleave between them. In the latter case, you must choose the same increment as on the sheet, and start on an empty frame. Click the OK button when you're ready, or Cancel if you change your mind.

Adjust timing... allows you to adjust the interval of the drawings in the marked range. Type the number of frames you want each drawing to be shown in the box that appears, and click OK or Cancel.

dd offset... lets you correct the numbering of a marked range, by either adding or subtracting a fixed value to the numbers in the range. A positive value will be added, a negative subtracted. Type the value in the little box and click OK or Cancel.

he Timing menu:

4 fps and 25 fps choose the basic frame rate as described in the Main Display Timing Menu.

Other... (NOT IN LE VERSION) lets you choose a different base speed, as

described under the Main Display 's timing menu.

NOTE: This timing information (as well as the display format) is stored in the x-sheet file whenever you save an x-sheet. This ensures that the proper format and timing are restored when an x-sheet is loaded from disk.

The Display menu changes the exposure sheet format.

toryboard 2 fps (NOT IN LE VERSION) changes the exposure sheet so that every frame represents an interval of 1/2 second. In this way over 10 minutes of storyboarding can be recorded on one x-sheet. The base speed is also set to 2 frames per second.

Feet and Seconds adjust the vertical height of the columns to either 16 frames (one foot of 35 mm film) or one second of either 24 or 25 frames, depending on the fps setting in the timing menu. (The base speed is not changed.)

If you have chosen a base speed other than 24 or 25 fps, the x-sheet's columns will not actually refer to seconds even though "Seconds" is chosen from this menu! With a base speed other than 24 or 25 fps it is safest to display the x-sheet in feet.

The Options menu

Show pop-up image lets you choose whether or not to show a small image of the frame you are currently pointing at (with the mouse button down), while you are marking a range on the x-sheet. Choose this menu again to disable the pop-up image.

Show / Don't show soundtrack determines if the soundtrack is to be shown (provided that a sound is loaded and the chosen timing is either 24 or 25 fps with the x-sheet displayed in seconds, or 30 fps with the x-sheet in feet). When chosen, a graphic representation of the sound will be drawn over the exposure sheet. This obliterates the drawing numbers, but you can still mark a range on the x-sheet and show it by playing the "Show sequence" button.

This feature helps you analyze the soundtrack: You can mark a portion at a time, play it and enter the appropriate drawing numbers (which will obliterate the soundtrack at that point).

When you wish to view the x-sheet normally, choose this menu command again.

"Sound start point" allows you to specify where in the currently open sound file you want playback to start when viewing the animation. This enables you to record a long sound covering many scenes (or a storyboard) and later use the same sound file for many animated scenes by specifying a different starting point for each scene. The value (in seconds) can be input as a decimal number (i.e. "5.34") enabling you to synchronize the sound exactly. This start point value is saved when you save the exposure sheet. The sound file is recorded and stored only once. It must be loaded manually ("Open" in the sound display) if it has a different name from the image & x-sheet files currently used.