

Title-Studio

for Bogart SE

Manual

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Chapter 1

Welcome

Welcome to the new title design program for Bogart: Title Studio. Title Studio is a newly developed program for the Casablanca, which is simple and intuitive to use and which offers very extensive design possibilities for working with titles in HD quality.

We hope that Title Studio will support your creative work with the Casablanca. Should you have suggestions for improving Title Studio, please let us know.

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What is Title Studio?

Title Studio is a new video titler for Bogart SE. You can use it to add a text to a scene and have it rendered with a title effect. Once it has been installed, this software will replace the current titler. Thanks to Title Studio, you have at your disposal not only the current possibilities but also a great many extra useful and helpful functions that have been developed in large part to accommodate the wishes of the users.

You can individually format any letters of a line. A large selection of predefined styles has already been included. In addition, you can also continue to format the letters using the usual functions. This way, you can give your text a surface structure and edged borders. There is a large library of structures for designing texts and backgrounds for tables.

Individually created styles can be stored and are easy to find again thanks to a sample image in the styles archive.

Title Studio shows you in its menu what you will see after the title has been calculated. This is called WYSIWYG, except when entering a moving text. All common text formatting is also supported.

Chapter 2

Installation

Title Studio is available as an additional product for Bogart. This titler cannot be installed under Smart Edit under this time. The software is installed from a product CD/DVD. You should insert it in the unit of your Bogart System and then open the „Settings - Product Installation menu“. When the contents of the CD/DVD have been imported and the product list has been updated, you should select Title Studio and activate it. Once the installation is finished, you will be asked to enter the activation code. You have received it when you acquired the product. If you did not yet buy the product, you can install it as a test version. When you are asked to enter the product number, you should click on the Demo button, without entering a product number. Your product will then be installed as a demo version. When using a demo installation, you can make unlimited use of the functionality of the product. When the titles are calculated, a note will be included that this is a demo version. After the installation, you will be able to find the Title Studio in the product list. The mode in which the product has been installed is indicated after the name of the product. After installing and activating in „Product installation“, Title Studio will not be included in the title effect list as an operator. Title Studio will be launched as soon as you change to the effect in the text input. To do this, go to the „Titling“ menu in Bogart. There, you should first select the scene in the storyboard, on which you want your text to appear. You should then select the desired title effect in the effect list. Next, click on the „Enter/edit text (Title-Studio)“ button to start the text input.

Note: Depending on the version of your Bogart software, this button can also have a reference to the titling system

If you have activated Title Studio or if you have installed it as a Demo version, the program will be launched now.



2.1 Switching between Title Studio and Standard Titler

Installing Title Studio does not remove your usual Standard Titler. It remains available on your system.

Title effects that have been added to your projects before activating Title Studio will continue to be started with the Standard Titler. Only newly inserted title effects will start with the new Title Studio. Should you want an existing effect to be launched by the new titler, you must delete it from the storyboard and reinsert it. It will then be started with Title Studio. However, the title archive and the available texts of the Standard Titler cannot be taken over. Similarly, it is not possible in Title Studio to access the archives that have been saved in the Standard Titler. By hiding Title Studio, newly inserted title effects can be started again with Standard Titler.

Chapter 3

First Steps

After installing Title Studio, the program will be started whenever you want to enter text for a title effect. To do this, insert the title effect in the storyboard as usual and click then on „Enter/edit text“. In order to work with Title Studio, you must insert a new title effect in the storyboard. Existing title effects will continue to be opened with the Standard Titler. When you delete or hide Title Studio, any titles that have been inserted with Title Studio will continue to be opened with Title Studio, until you have removed these titles from the storyboard. Newly inserted titles will be opened again with the Standard Titler.



When you start the text input by clicking on the „Enter/edit text“ button, you will get to see the main menu of Title Studio. Behind it is the first image of the scene to which the title effect will be applied. A text has already been displayed on top of this scene image.

This can be either the standard text, or the most recent text you have deleted. It will be displayed in different positions, depending on the project settings. In order to enter a completely new text, you should delete pages and/or boxes that are no longer needed. In order to delete several pages, you must open the Pages menu and click on Delete.

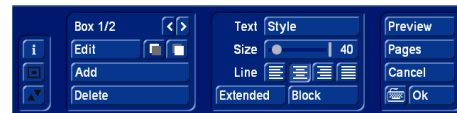
It is not possible to delete the last page. In order to delete several boxes, return to the title menu and delete the boxes in the left part of the menu, until only one remains. You can now start with the design of your title.

Chapter 4

The main menu of Title Studio

When you start Title Studio, you get to see the main menu for title design.

When working with lower screen resolutions, the Title Studio menu will be displayed in a reduced version. The options that remain hidden in smaller versions can be made visible by clicking on Extended.

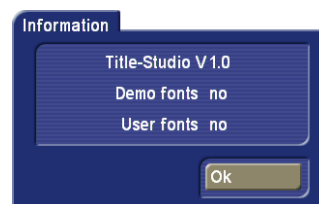


On the right side of the main menu of Title Studio, is the Preview button. Click on this button to apply your title effect to the scene and you will be shown a small preview, enabling you to evaluate how your text looks. The preview will not be available when the title effect has already been calculated and inserted in the storyboard.

You can leave Title Studio by clicking on the OK button in the bottom right corner. This will save all changes you have applied to the text. You can then let the machine calculate your title effect, or restart Title Studio at a later time. If you click on the Cancel button, all changes to the title will be rejected and the situation as it was before the last time the titler was started will be kept.

The Pages button will be described further in its own chapter. Text can be entered via an external keyboard, connected to the device, or via the on-screen keyboard, built into Title Studio. This can be opened by clicking on the button next to OK. The on-screen keyboard menu can also be used to apply text formatting which is also available in the main menu.

The settings in the middle are described in their own chapters.



On the left side of the menu, there is a column of three buttons.

Click on the „i“ button to find the version of Title Studio you are using. It will also show you if you have used fonts that are only installed as demo versions in your text box. This is useful in case you mistakenly used a demo font while experimenting and you don't know where it is (an empty line or even a space is enough). Try to find this location. In large texts, this becomes a difficult undertaking. It is easier when you select the entire text and choose a single uniform font. Unfortunately, this will change areas that have been modified separately. Several menus can change their position. This is the function of the two buttons on the left side of the menu. When you want

to edit the part of the title that is covered by the menu, or when you want to have a better view of the scene in its entirety, you can use both these buttons. The menu can be positioned close to the lower or the upper screen border. Use the button with the double arrow to move the menu to the opposite border. The other button in the menu reduces the menu to a minimum to allow you to view nearly the complete scene with the title uncovered.

Chapter 5

Text input and formatting

You can enter and edit text via an externally connected keyboard, the keyboard of the laptop, or the on-screen keyboard of the titler. Click on the keyboard symbol at the bottom right of the menu to open this keyboard.

Regardless of whether you want to format a previously written text or a new text, you should bear in mind one thing: in this Title Studio, you can apply different formats to a text, even on a single text line. In the Standard Titler of Bogart, it was sufficient to ensure that the cursor was positioned on a line in order to change it. Now, you must select the text you wish to change before you can do so. Otherwise you are formatting a new text (therefore only the current text cursor) and continue writing from this position in your newly defined style.

5.1 Text operators and text input

5.1.1 Page operator

A page operator is a text display that adapts a text to the size of a scene. The text written on a page must therefore be linked within the page.

Text is always entered in a selected text field, the so-called box. A box delimits an area in which a text can be written. The text that is being entered is scrolled up in the box when more text is entered than can be displayed in the box. That makes it possible later on to format the text in such a way that it fits within the box limits. Should the text still be longer than is possible to display within the box, it will be cut at the end. A page operator can therefore use several pages and several boxes per page for formatting purposes.

5.1.2 Scrolling titles

A scrolling title is a text that scrolls vertically over a scene. This makes it possible to display a longer text, rendered visible thanks to the scrolling. Here, text is also entered in a box that represents the text field. The text in this box is scrolled up, when it becomes longer than the box can display. Since this is a scrolling title, this does not pose any problems. When it is calculated later on, the text is scrolled over the scene, rendering it completely visible. Hence, the box only marks the left and right positions of the text in the scene. The text is scrolled

over the entire height of the scene, within those limits.

The box does not put limits on the height of the area in which the text should be seen scrolling.

It is not possible to create a background for the box of a scrolling title. Should you nevertheless need a background that is distinct from the scene for the scrolling title, you should create it beforehand with another effect. It is possible to use several pages and boxes for scrolling titles. This gives you the possibility to position the text in a scrolling title in a distinct position.

5.1.3 Ticker tape

When you choose a ticker tape, the title will be scrolled horizontally over the scene. Here too the text input must be entered in a box, which goes against the nature of a ticker tape. Should the text still be longer than the box can contain, it will be scrolled upward. This is a display that is nothing like the resulting ticker tape. Please do enter the text in this form. It will be displayed as lines in a ticker tape later on.

There are two ways to format the text.

If you write your text without indicating the end of lines (Return/Enter), the text will be rendered in the ticker tape as a single sentence.

When you insert an end-of-line (Return) in your text, this will start a second sentence in the ticker tape that will be displayed seamlessly after the first sentence.

It is not possible to create more than one page in a ticker tape. It is also not possible to use a box background. It is possible to display more than one box. The boxes will be displayed in the position determined by their relationship to each other in the titler.

5.2 Marking, moving and copying text

All menus that allow you to edit text also allow you to mark text. This is, for example, not possible in the page settings, and partially also not in the box. You can mark text with the trackball. To do this, you must go in front of the first character that must be marked. Next, click the left trackball button and hold it down. Move the pointer over the text in order to mark the characters. Move the marking until it passed the last character you want to mark.



You can also mark the text using the Block menu included in the main menu and the keyboard menu.

Position the text insertion mark in front of the first character that is to be marked. Open the Block menu. This menu contains functions for marking, copying and deleting. You should now click on Mark. The menu will disappear again. When you now click with the trackball (or navigate to it with the cursor keys of your keyboard) on the endpoint or any other position in your text, your text will be marked. Should you wish to change the marking, simply click on a new location in the text. This function continues to exist until you deactivate it again in the Block menu.

There are additional methods to quickly mark a range.

Marking a word: Position the cursor in the word and double click (click twice, very rapidly) with the trackball. The word will be marked in its entirety.

Marking a line: Position the cursor on the line and triple click (click three times, very rapidly) with the trackball. First, the word at the cursor's position will be marked, and then the entire line.

Marking everything: Press Strg-a (Ctrl-a)

Tips:

- When a text block has been marked, you should not press any key on your keyboard. Otherwise, it will replace all the text that has been marked. Unless, of course, you want to delete the marked text or unless you want to replace it by another text.
- When you mark two lines with different style settings, the values shown for font size, character spacing, line spacing and others, you will not get percentage values, but the „---“ symbol. When you move the sliders, you will get percentage values again. They will apply to all marked text.
- A text can be marked to format it, to delete it completely, to copy it or to cut it and then paste it somewhere else.

You can also cut or copy using the Block menu button. This button can be found in the on-screen keyboard menu and in the main menu of Title Studio. Click on the Block button to open an extra menu.

Mark: Clicking on this button activates a mode in which you are marking a block starting at the current position and containing everything you pass over, until you click on Mark again and deactivate marking mode.

Mark all: This is used to mark all text in the active box. Other boxes on this page will not be marked.

Cut: Marked text is deleted. You can now use „Paste“ to insert the text at another position. The cut text can be inserted until you exit Title Studio or until you copy or cut another block.

Copy: The marked text is copied and you can use Paste to insert a copy of the text elsewhere.

Paste: Inserts the text from the clipboard. The Button will only be active if a text has previously been made available through Copy or Cut.

Delete: Deletes a marked text. In contrast to Cut, the text will not be made available for reinsertion.

Cancel: This will close the menu.

5.3 Text style

When you want to change the look of a text by changing its font, shape or color, you should mark the text (see above) and click on the Style text menu. You can find this menu in the main menu of Title Studio or in the menu of the on-screen keyboard.



The Style menu contains a horizontal row of text styles that have already been saved. There is also a vertical list in which different groups can be chosen. When you create your own styles, you can include them in other groups to increase the choices and the order.

You can also format your text with an existing style. Select one of the existing text styles and apply it to your text by clicking the TE symbol at the bottom right of the menu.

If you need to format parts of your text with different styles and if the styles are already stored in the style selector, you can use this menu to mark these text parts and assign a style to them.

To do this, you must not leave the menu. You can also switch between boxes. However, you cannot browse to a next page in this menu. To do this, you must switch to the desired page via the page menu.

If you want to create a new look, you should click on Edit. To simplify the task, you should select a style that comes close to what you need, or that has style properties that you want to use. Next, click on Edit.

This will open a menu that will enable you to create the style of the text you have marked. Part of the text you marked is displayed in the middle of your scene to give you a preview of your formatting (If you have not marked any text, the name of

the style you chose will be shown as a preview.). You can also easily change the preview text. To do this, simply click in the text field of the menu. You will get an input menu with which you can change the preview text.

This menu will present you with the following functions to format your text:



5.3.1 Text

Click on the text field next to it to get a preview text you would like to see while creating the style. The text is limited to 15 characters.

5.3.2 Surfaces

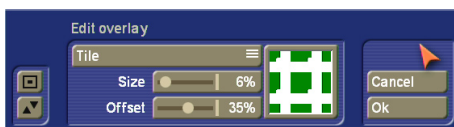


Format the surface of your text. Go to the „Edit surface“ menu. Here you have the possibility to give your text a solid color (transparent or opaque), a pattern from other products, or a material (more precise instructions for the selection menu can be found below).

Once you have assigned a material or a pattern, you can determine the placement on the characters.

Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of the Symmetrical, Asymmetrical, Scale and Tile functions.

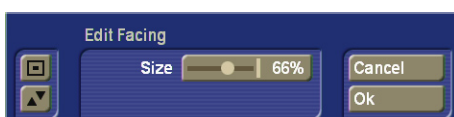
5.3.3 Overlay



This setting ensures that your character will not be displayed in areas defined by the selected mask.

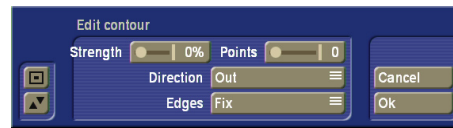
If you want to use this overlay, you should switch it from „Off“ to „Tile“ or „Scale“. To choose a pattern, click on the pattern field that is currently displayed. This will give you the ability to choose an overlay (more precise instructions for the selection menu can be found below).

5.3.4 Facing



The edge of the characters can be slanted. The inclination of the edges can be set using „Size“. The setting is displayed as a percentage of the character width. If you do not want to create a facing, you should set the Size to 0%.

5.3.5 Contour

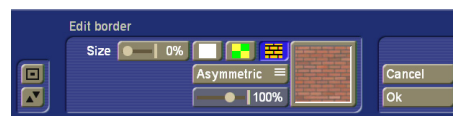


Bend the character borders inward or outward to distort the characters. You can choose the direction in which to bend the characters. You can also determine whether or not the corners of the characters should remain fixed or move along. Movement will make for stronger shape changes of the characters. The strength of the contour is determined by the Strength slider. The number of Points determines the number of points between corners that should be included when shaping characters.

If the Strength setting is 0%, shape and look of the text will not change. The other settings in this menu will not have any effect.

Note: *Changing the contours works substantially better for large fonts than for small ones.*

5.3.6 Border



Draw a border around your font. The border size can be set from 0%-10%. The border is not drawn outside of the characters; it goes inwards instead. The advantage of this is that the distance between characters does not change and that there is no overlap with borders of neighboring characters. The border can have a color, a pattern or a structure (more precise instructions can be found further below).

Once you have assigned a material or a pattern, you can determine the placement on the characters. Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of the Symmetrical, Asymmetrical, Scale and Tile functions.

5.3.7 3D-look



Give your font a 3-dimensional look. Use Depth to set the strength of the 3-dimensional effect. Use Direction to set the direction in which perspective is created.

The 3-dimensional effect can be assigned a color, a pattern or

a structure (more precise instructions for the selection menu can be found further below).

Once you have assigned a material or a pattern, you can determine the placement on the characters. Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of the Symmetrical, Asymmetrical, Scale and Tile functions.

5.3.8 Font



Click on the Font button to open a window in which you can choose a font and set a font size (10-500 points). You can choose the font by clicking on one, or by using the scroll bar in the same way as in the effect list. Next to the fonts in the list, there are also different symbols. Most of the fonts that come with the program are marked with an „A“. This means that they contain all usual Western European characters). Fonts that have a face next to them (one is included in the package) do not contain letters and punctuation marks, but images or symbols. Fonts that are marked with „A+“ also contain Eastern European characters. These fonts are available as extension products. Fonts marked with „A-“ are not always complete and may contain deviations from the usual fonts.

The size of the font is determined with the slider. The display shows a preview of the current font type and font size as applied to „MacroSystem“. In addition to using installed fonts, you can also directly import your own fonts. Only TrueType fonts can be imported. To do this, click in this menu on the „Import font(s)“ button. This will lead you to a selection menu in which you can select and confirm the storage medium that contains the fonts. You will get a list of available fonts. The currently selected font will be shown in a preview. This way, you can use the multi-select function to select the fonts you want to import. You can import a maximum of 100 fonts. Once you have checked all fonts you want to import, click on OK to start importing them. After this, the fonts will be included in your font selection. These fonts are listed with their font name. They are marked by an „A“ with a superscript „x“.

Should you have installed too many fonts, you can remove the superfluous ones by clicking on the „Delete font(s)“ button. You should then mark the ones you want to delete and click on OK to delete them.

In the description above the selection menu for structures has

been mentioned. This selection is possible when working with Surfaces, Overlay, Border and 3D.

In some menus, it is possible to choose between different types of look. In other menus, only a single selection is given.

Color: When you want to select a color, you can do this in the „Select color“ menu. You know this menu from using the Bogart SE basic software. If you are not familiar with it, we suggest you refer to your Bogart manual.

Pattern: You also already know the menu to select patterns. You may know it from Bogart SE and its Pattern effect to create an „empty scene“ or from the creation of menus in Arabesk.

Material: Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of these functions.

You can leave this menu via the following routes:

Save: Use this to save your text design. This way, you will be able to access it directly in the selection list later on. In the Save menu, please select a group in which you can store the design. If the group is not available, you can create one with „New Group“. On the right side of the table, there is a list with the current contents of the group you selected. Click on the text field below it to give the new style a name. The starting letter of the name will be the letter that appears in the archive as text preview. Click on OK to save the style. You will then get to the Style selection, where the style you just saved will immediately be visible and selected.

Discard: All changes you have applied to the style will be reset to the value they had when you started editing the style. The menu will then be closed. You can achieve the same result by clicking the right trackball button. You will then be returned to the Style selection.

Use: Click on this option if you do not want to save the style settings you made, but only want to use them for this text. You will then arrive directly in the „Choose style -“ menu, but the changes you have made for your marking will be transferred.

You can then return from the „Choose style“ menu to the text editor by clicking on the „TE“ symbol button.

Chapter 6

Lines

In addition to formatting the font, it is also possible to format the entire text line or paragraph. It is possible to change or set the distance between characters of a line, the distance between lines, the character width and the formatting of sentences.

In the main menu of Title Studio, you have the ability to change the font size of the selected text. Below that, you will find four buttons to format the line. Use the buttons to indicate whether the text should be left aligned, centered, and right aligned or justified.

Depending on the screen resolution, there is a Block button below the line settings that you need for marking and moving text. In the smaller menu display, there is also an Extended button. This button opens a menu that will be included in a neighboring menu panel if you are working in higher resolutions. The Extended menu can also be found in the on-screen keyboard display. Here you can set line distances and widths.

Note: When you have opened the Extended menu, settings will only be applied after you have closed the menu with OK.

Buttons that are used to set percentage values, allow for values between 50% and 200% to be set and are preset to 100%.

Use the function Charwidth to change the width of letters and punctuation marks of a line. Since this can also be applied to a part of a line, you must first mark the range to which the width should be applied. You can then enter the desired percentage in Charwidth. The changes will immediately become visible in the text. The letters are now -depending on the percentage- wider (>100%) or narrower (<100%), which has a corresponding effect on the complete line.

The Charspacing function stretches or compresses a line, while the width of the individual letters stays the same. Mark a range for which you would like to set the distance, and set the desired distance percentage with Charspacing. Depending on the percentage you have set, the line will be stretched (>100%) or compressed (<100%).

If you need to change the distance between lines, you must mark the lines you wish to modify. Use Linespacing to make this modification. If you choose a setting smaller than 100%, the lines will be pushed closer together, while a larger percentage will increase the distance between them. This setting will, of course, also adjust the lines below the lines you marked to the new settings.

This part of the menu also contains the „delete active line“ function. This function deletes the line in which you are currently located.

Chapter 7

Page



Several title effects offer support for the display of more than one page. If your text is divided in several pages, you can maintain this structure in Title Studio. To do this, click on Pages on the right side of the main menu of Title Studio. This will open a smaller menu in which you can insert and move more pages.

In the top left of the menu, you can see the text information: Page x/y. This means that page x is currently displayed and that the document has y pages. This will usually start as: Page 1/1

Add: The Add button in the menu will add a new page at the end of the document. This means that your text document will have a new page.

<: Use this button to switch to the previous page.

>: Use this button to switch to the next page.

Copy: Click on this button when you need to add a copy of the current page to the document. The copy will consist of the complete page with all tables and texts. This will help you to maintain a uniform page layout for all text pages. To do this, you only need to design the first page and then transfer its layout to the next pages by using Copy.

If you have written several pages, and you would like to re-sort one or several pages, you can do this with the button to the right of the Add button. Click on the left symbol to insert the currently displayed page before the previous one. Click on the right symbol to insert the current page after the next one. The position in which you have inserted this page will be displayed in the upper part of the menu. „Page 4/7“ means that the current page sits at position 4 of 7 pages.

Delete: To delete a specific page, select this page and click on this button. The current page will be deleted without asking for confirmation. Careful, this page is now irreversibly lost.

Archive: Use this button to archive a single page. This will enable you to use it in another document, or to keep it as a backup copy.

Click on this button to open a new menu with the following buttons:

Load: Select a page archive among the ones that have already been saved, and confirm by clicking on OK. The page will be loaded and appended to your existing document as a new page.

Archive: Open the text field in the next menu to enter the name under which this page should be archived. Confirm the save by clicking on OK.

Delete: Select an archive among the existing ones that you want to delete, and confirm your selection by clicking on OK.

Note: It is not possible to enter a text in this menu. To write a text on a page, you must first exit the menu. Some title effects, such as ticker tape or scrolling titles, cannot use more than one page. They will only use the first page for display.

Chapter 8

Box

Each document cannot only contain several pages, but also several boxes on every page.

A box can be compared to a sheet of paper on which you can write. It is also possible to paste several sheets over each other, so that one page consists of several parts, the so-called boxes.

Use the left part of the main menu of Title Studio to insert boxes. This is also where you will find information about how many boxes are included on the page and which one is currently being modified. This is the meaning of „Box 2/2“.

Add: Insert an additional text box on this page. A new box always has a standard size. Besides this, the table will have a slightly grayed background to increase visibility. The background can only be changed with „Edit“.

<: Use this button to switch to the previous box.

>: Use this button to switch to the next box. You can also use the trackball pointer to click directly on a box in order to change to that box.

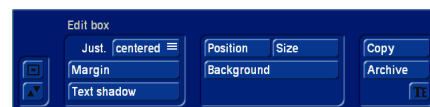
If you are using several boxes on a page, and you would like to re-sort them, you can do this with the button to the right of the Edit button. Click on the left symbol to insert the currently displayed box before the previous one. Click on the right symbol to exchange the current box with the next one.

Delete: Use this button to delete the currently selected box from the page. This irrevocably deletes the box. It is not possible to delete the last box on a page. The button is inactive in that case.

Note: If you have placed several boxes on a page, in such a way that they overlap each other, you will only be able to directly edit the part of a box that is not covered by the one that lies on top of it. Should you have, for example, two boxes and you activate the lower one, you will only be able to change the dimensions of the box using the part of the border that is not overlapped. The table that you have activated is not automatically pulled forward to the foreground. Only the part that is really visible can be edited directly. If you click with the mouse pointer in the other part, the box on top will be activated.

8.1 Box - Edit

Should you want to shape a box further, or change its size, click on Edit. This will open a new menu that will enable you to set a background and text borders for the box. This is also the place where you can format your text for the entire table. The way the menu will be displayed depends on the screen resolution. In smaller resolutions, you will need to open another submenu to gain access to all settings.



The „Edit box“ menu offers you the following functionality: These text-formatting functions can be applied to the box as a whole:

Text justification: This is used to determine how your text is to be positioned in the box. You can choose between having your text positioned against the upper border or lower border of the box, or to have it centered at an equal distance from the upper border and the lower border.

Margin: This option is available when working with lower screen resolutions. It opens a menu to set the distance from the text to the table border. Please refer to a description of this function further in the text under the keyword „Margin“.

Text shadow: Click on this button to open an extra menu that will enable you to define the shadow of a text on/in this box. The shadow can be assigned a color, a pattern or a color/pattern/material. To do this, use the three buttons with the displayed color content. Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of these functions. To determine the direction in which the shadows should fall and how they look, you can choose among the following possibilities:

Distance: Use this function to determine the distance between the text and its shadow. Changes of the slider will be applied immediately to the text shadows.

Unsharp: The edges of text shadows can be sharp or blurred. This can be set using the slider. For this setting to have an effect, the shadow distance must be different from „0“.

Direction: Use this to set the direction in which the shadow should fall. For this setting to have an effect, the shadow distance must be different from „0“.

Click on OK to close the menu and to apply all settings to the box. Click on Cancel to close the menu without applying the changes to your box.

These menu options can be used to set the properties of a box:

Position: Click on this button to change the location of the box. This will give you extra options with which you can center the box directly, put it in the middle of the page, or move it manually (Change).

Size: Open this menu if you wish to change the size of the box. This will give you the following choices:

Minimum: The box is reduced as much as possible without hiding text and while keeping the border settings intact. The position of the box remains unaffected.

Maximum: The box is enlarged to the maximum extent possible (overscan). This means that the box is now as large as the scene. The position of the box may be changed as a result.

Visible: The box is enlarged to the size of the visible video area. This means that the box is now as large as the „Visible area“. The position of the box may be changed as a result.

Change: This allows you to use the trackball to manually change the height and width of a box. The position of the box remains unaffected.

You can also use the trackball to change the size and the position of the box directly.

Move the arrow on the screen with the help of your trackball to the dashed line of your box. As soon as you reach the line, the arrow will change. Depending on where on the line the arrow is located, its shape will be different.

On a line, you get a double arrow, pointing up/down or left/right. If you click with the left mouse button in this location, you will be able to move the frame in the directions indicated.

If the arrow is located on one of the corners of the box, you will get a different view. You will now get a diagonal double arrow. When this arrow is displayed, click with the left mouse button to simultaneously change the height and the width of the box.

Only the upper left corner of the box behaves in an exceptional way. Here, you will get a mouse pointer with arrows that point in four directions. If you click with the left trackball button now, you will be able to move the box in its entirety. The size will remain unchanged.

8.2 Background

Use this to define the background of the box. This setting will only be active when the chosen title effect includes the use of a background for the box. The background is the area on which your text will be displayed. Please refer to the „Formatting with colors, patterns or materials“ chapter for a description of the design possibilities. Please read about the function there.

Should you not want to use a background for your box, but prefer to place your text directly on the scene, you should choose a color or a pattern as your background and then set the alpha value to 0% in the selection menu. This will make the background of the box completely transparent, regardless of the color you have chosen.

8.3 Border

These functions are not available in this menu at lower resolutions, but clicking on the Border button will open an extra menu to make them available.

Use these four sliders to define the border of the box. It is then no longer possible to write in the border. You will be able to see the result of changes to the border settings immediately in your box. This is not possible when the border settings are changed in an extension menu. In that case, the menu must first be closed, after which the changes will be applied and displayed.

It is not directly possible to color a border. To do this, you must place two boxes of different size on top of each other and give both of them a background. The larger box will then act as a border around the smaller text box in front of it.

Copy: This will place a copy of the current box on this page. The copy will be somewhat displaced from the original one. The text content of the box will not be copied, only its design.

Archive: Should you want to save the box design in order to be able to use it again later on, you should use the archive. With Archive, you can save a box, or load one.

Use the TE button to return to the main menu of Title Studio.

Chapter 9

Formatting with colors, patterns or materials

Many menus with design functions refer to a menu that gives you the ability to choose between a color, a pattern or a material. This goes hand in hand with further settings in the menu. These settings can be found when designing a text style, the background of a box or text shadows. This menu will now be explained in general.



In order to make the selection, you must first click on the small switch areas for colors, patterns or materials. Next, you must click on the larger preview image in the menu. This is where the currently selected setting is displayed.

Click on this preview image to open the menu for the design element you have selected.

Color: When you want to select a color, you can do this in the „Select color“ menu. You know this menu from using the Bogart SE basic software. If you are not familiar with it, we suggest you refer to your Bogart manual.

Pattern: You also already know the menu to select patterns. You may know it from Bogart SE and its Pattern effect to create an „empty scene“ or from the creation of menus in Arabesk.

Material: When you want to select such a property, you should switch to the „Select material“ menu. The menu can be positioned close to the upper or bottom screen border. That depends on your last position. The menu is divided in a horizontal and a vertical area.



At the start, the vertical menu is interesting. It will always be shown on the right in what follows. In this selection, you will find the group arrangement. For more clarity, each group has been assigned specific materials. When you look for a speci-

fic property, such as a stone wall, you should look in the list of groups for a group called „Stone“. You could also look for a group called „Wall“. When you have selected a group, the contents of the horizontal menu will change. This is where the materials stored in the group you selected are listed using preview images. When you select one of the images, the material will immediately be applied to your text example, so that you may see the result. This way, you can quickly see if the choice meets your expectations.

However, should you be looking for something with water, you could find something in the Element group.

Once you have assigned a material or a pattern, you can determine the placement on the characters.

Symmetrical: The chosen pattern or material will be scaled and adapted to the largest possible character. The application to other characters is based on this and they are covered with the pattern/material accordingly. This way, the image content lies on each character in just the same position and has the same size.

Asymmetrical: The chosen pattern or material will be scaled in the best possible way to each character. As a result, the character exhibits other parts or sizes of the pattern/material.

Freely scaled: Use the slider below to vary the size of the structure and therefore the look of the characters. When the structure becomes smaller than the character, the remaining areas of the character will remain free.

Tiled: Use the slider below it to vary the size of the structure image and therefore the look of the characters. If the size of the structure is smaller than the character, it will be repeated next to it. This will lead to a tiling of the structure in the character.

9.1 Transparency

Once you have assigned a pattern or a color to the object, you can assign this selection an alpha value, i.e. a transparency. Transparency can be quite useful for some settings.

This can be very useful when defining a shadow, to make sure that the shadow does not dominate the text itself.

The background of a box can also be made somewhat transparent. This way, the scene content behind it will still be recognizable. When an alpha value of 0% is set for the background of a table, it has no visible background and the text is placed direct on the scene.

Even when using a text style, it can be useful to work with transparency.

When you make the surface a little more transparent, the border, or the 3D effect of the text becomes stronger. This can be used as a particular stylistic tool. When you set the alpha value for the surface to 0%, the text surface becomes completely

transparent. The text can now -for example- only be displayed through a border, resulting in a so-called hollow font.

To set the transparency, you should use the Alpha slider in the Color or Pattern selection menu. The transparency will be shown immediately in the preview image above your colors or patterns.

This consists of left aligned, right aligned, centered and justified.

You can use this area to directly set the font size and to see the result, if you have previously marked a text passage. Use the Style button to open the comprehensive menu for designing and archiving your styles.

Chapter 10

On-screen keyboard



The on-screen keyboard can be opened by clicking on the keyboard button at the bottom right of the main menu of Title Studio.

This will open a small keyboard that will display the keys as defined by the active keyboard layout (The keyboard can be set in System settings - Operation - Keyboard).

The keyboard that is being displayed is divided in two parts: keyboard and text formatting.

The keyboard can be operated using the trackball. Move the trackball pointer to the character on the keyboard that you want to use, and click with the left trackball button.

To position the cursor at the location where you want to insert text, you should move the trackball pointer to that location and click with the left trackball button. In addition to the immediately visible characters on the keyboard, the selection changes -as is the case for an external keyboard- when you click on the Capitals key (Shift). This will give you access to capitals and a few special characters. You can also gain access to extra characters by clicking on the Alt key.

You will get a list of all special characters when you click on the S key (to left of the Alt key). This character list is dependent on the font you have chosen, since not all fonts have the same special characters.

The right area of the menu contains text-formatting functions. The individual functions have already been described in detail in the manual.

To apply formatting to an existing text, this text must first be marked. One method to do this is by using the Block button. In this menu, you will also find functions to copy, move or delete texts.

Click on the Extended button to activate a menu that will enable you to set the character width, character distance and line distance. The result of the changes that will be applied here will only become visible after you close the menu. If you want to see the result of settings changes immediately, it would be best to use the identical slider in the main menu of Title Studio. You can also use this menu area to set formatting for lines.

