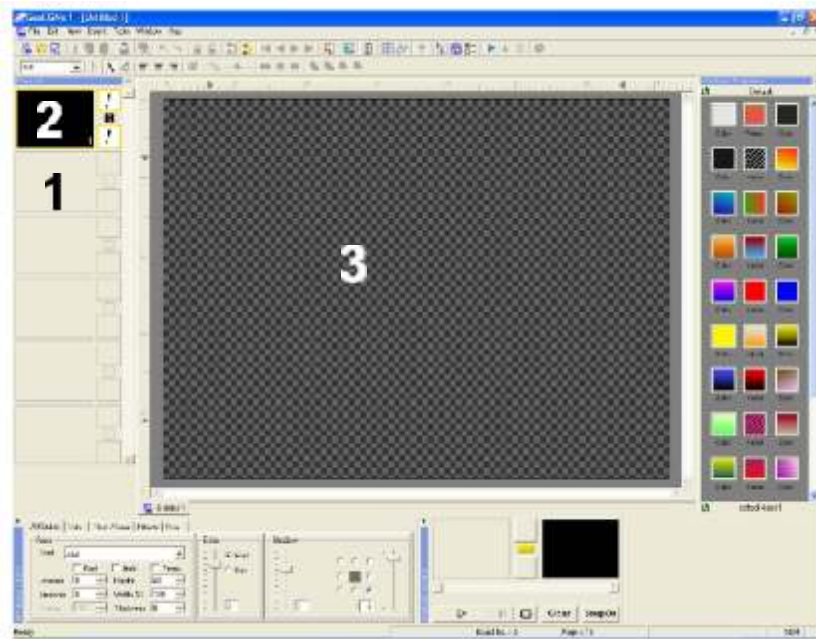


Studio Titling with Gen CG



Log into the computer. Before you make your titles you may want to set up a folder in which to save your work. You can make a folder **My documents** folder on the desktop of the computer. Just click the right mouse button on an empty space in the open window and select **New>Folder**. Name the folder with your name and type Return to save the name.

Start up **Gen CG** by double clicking on the **Gen CG** icon on the desktop.

Gen CG will open up with a new and unnamed project. To save it as your own, select **File>Save** and then find your folder on the desktop. Save your project in your folder.

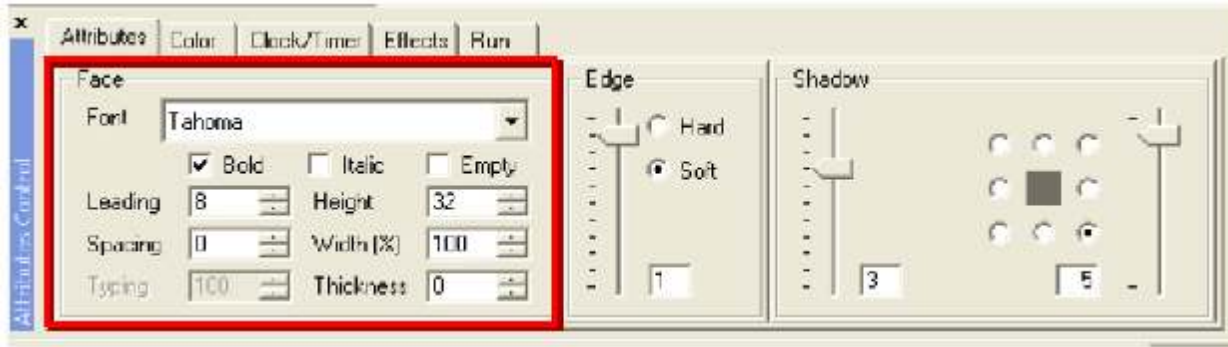
On the left side of the screen you will find the **Page List** (1). Note that there is one empty page in the list (2). This page will look black. Pages that do not yet exist appear gray. To make a new page, just click in one of the gray squares.

In the middle of the desktop is the **Create and Edit Screen** (3). To make a title, click on the **Text Mode Tool** (a) in the tool bar at the top of the screen. Click in the Create and Edit Screen to place your cursor. Type in your text.



To resize your title, click on the **Select Mode tool** (b) in the toolbar. Then click on the text box in the Create and Edit Text screen. Move the cursor to the edges of the box. Click and drag on an edge (4) of the text box to make the text bigger and smaller.





Click and drag on the middle of a text box (5) side to make it taller or wider.

To make additional changes to your text, look to the **Attribute Controls** on the bottom left side of the screen. Click on the **Attributes** tab to change your font, the space between lines (leading), and shadow and outline sizes and types.

To change the color of your text, look over to **Attributes Template** window (1) on the right side of the screen. Find a color or gradient pattern that you like and drag it over on top of your text. To tweak the color even more, click on the **Color** tab of the **Attributes** window on the bottom left of the screen. Click **Face** (2) on the left side to change the face color, and then **Both** (3) if you have selected a solid color for your text. The **Top** and **Bottom** buttons are for gradients. A gradient is a gradual change from one color to another. To select a color, click in the color



picker area at the bottom middle of the color tab.

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To make sure that your text is visible on all TV sets, you may want to make sure that a TV Safe Area box is on the screen. To make the TV Safe Area box visible, click **Tools>Options** and click on the Editor tab. Make sure there is a check mark in the box next to **Video Safe Title Area**.



It is sometimes easier to read text over video if you put a shape beneath it. To make a shape, select the **Shape tool** (4) in the Tool bar.

Click and drag on the Create and Edit text screen to make a shape. You can specify the specific shape you want in the **Attributes** window (5) on the bottom left of the screen. Click in the window next to **Shape Type** to specify your shape.



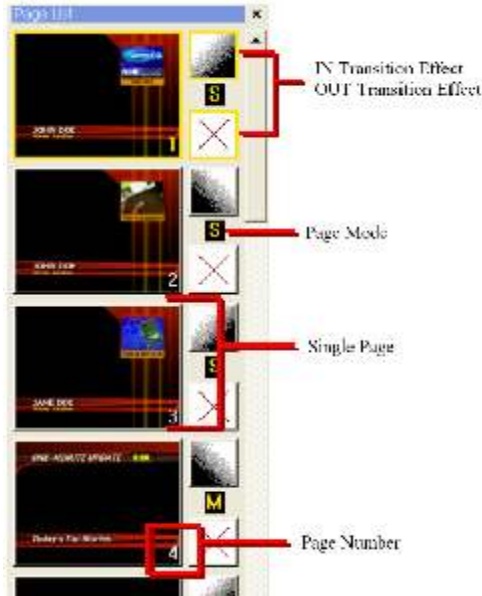
The **Custom** option lets you make your own shape. When you select Custom you will see an object with red dots and green and blue dots. If you pull on a red dot, you will extend a corner. If you pull on a green or blue dot you will make a curve. Use the right click button of the mouse to make more points to stretch, or subtract points.

Drag the color or Gradient option you want for your shape from the **Attributes Template** on the right. Edit the color or gradient with the **Color tab** in the **Attributes** window on the lower left.



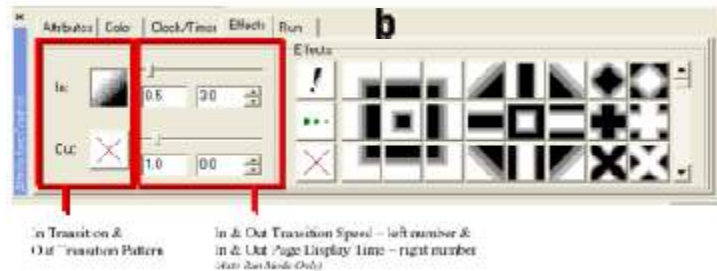
Your title may be behind your background shape. To arrange items on the screen, click the **Arrange buttons** (a) in the tool bar. The large blue box

represents the item you currently have selected. Click the button that puts your selected item in the order that you want it.



Insert a picture of a background image using the **Insert** drop down menu. Notice that the Image folder in Gen CG has thousands of images you can use. Size the image by dragging on the edges with the Select tool.

Most of the titles you make will be still titles. You can make the titles come on screen and go off with an effect. First of all, check the **Page Mode** drop down



box in the upper left hand side of the screen. Make sure this is set at **Still**. Then look at the small boxes to the right of your page in the **Page List** window. Click on one of these boxes to bring up **Effects** in the **Attributes** window (b) in the bottom left of the screen. The top box holds the effect that brings your title In. The bottom box holds the effect that will take your title Out. Select an effect by clicking on an effect icon in the Effect tab of the Attributes window.

Importing text

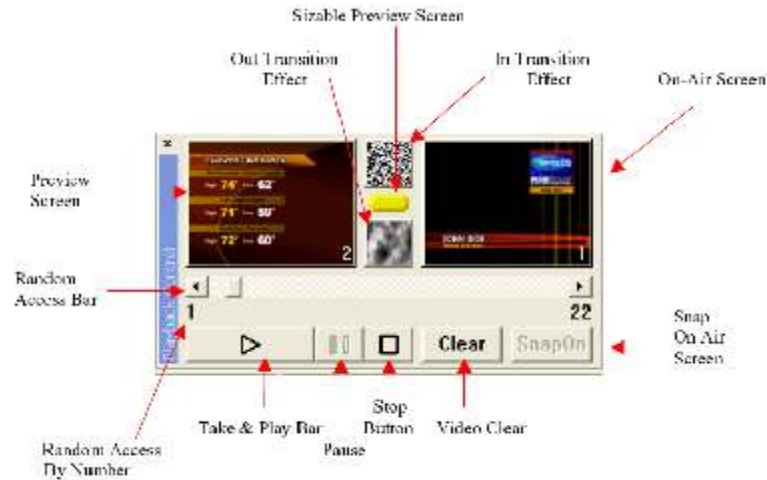
You may import text that you typed into another program. This is particularly handy when making rolling credits. Save your titles as a text file. If you use Word, choose **File>Save As** and in the Save as Type box select **Text Only**. Burn your text file onto a CD and then insert the CD into the CD drive of the Gen CG computer. Find your CD by double clicking on "My Computer" and then drag your text file into your folder on the desktop.

Before you Insert your text into your Gen CG project, you need to make a new page. Then select **Roll** in the **Page mode** drop down menu. To make sure that your text all stays on the screen, select, **Tools>Options** and then click on the **General** tab. Look for **Word Wrap** and make sure the box has a check mark next to it.

Then select **Insert>File As Text...** and then find your saved title document. Click on it and then click Open and your titles will import into the selected page.

To play your pages

Once you have made your Gen CG pages, you can play them very easily using the **number keypad** on the right side of the keyboard. Note the page you want to play and type in that number. Then press the **Enter** key to bring it up into the preview screen. Hit **Enter** again to put the title onto your video. Hit **Enter** once again to take the title away.



While one title is running on video, you can cue up the next one by typing in its number and pressing **Enter**. The idea is that if you just hit **Enter**, it will affect the current title. If you press a number and **Enter**, it will put that title into the preview window.

You can also play your title by clicking on the play, pause and stop buttons in the Play Control menu at the lower right of the screen.

Making Radical Moving Titles with Cool 3D

If you want to make a radical moving title, you can do it easily with **Cool 3d**. Double click the Cool 3d icon to bring up the program. From then on, just click and drag. It is pretty easy to figure out how to type in text, and add a look and an animation effect to it. Just drag the effects from the palette on the bottom of the screen onto your title.

But there are a few things to watch out for. Make sure your screen size is suited for video. Select **Image>Dimensions** and click in the radio button next to **Standard**. Then select from the options **720X480 DV NTSC full frame video**.

Once your animation looks the way you want it, select **File>Create Image File>TGA file...** The TGA file will leave a transparency, so any video coming out of the switcher will be keyed behind your title.

In the **Save as TGA** box, make sure that **Save image sequence** has a checkmark next to it. You will also want to create a new folder just for these files. Cool 3d will make a still image for every frame of your animation. Type in a name for your animation and then click on **Save**. It may take several minutes for Cool 3d to generate your image files.

When the files have been created, exit Cool 3d and double click on **Gen Play** to open that program. Click on the **Import Images** button and then find your image sequence. When you click **OK**, the still images will import into Gen Play and you will be able to play your animation with the play button on the Gen Play window.