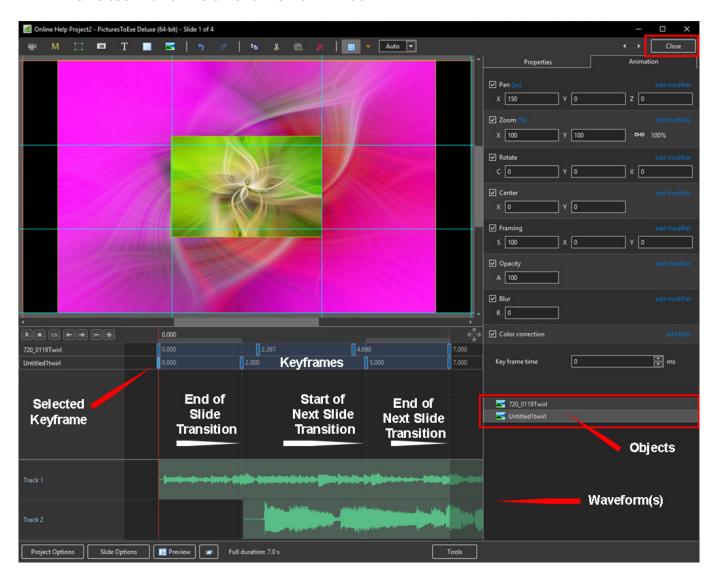
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Objects & Animation Editor

O&A Editor

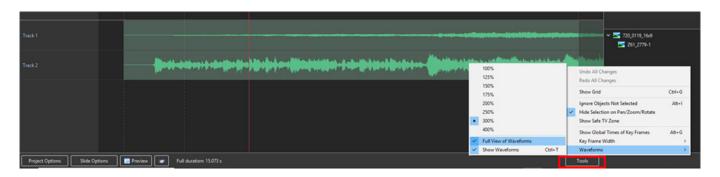
- The Objects and Animation Editor is shown below.
- The various elements of the window are identified.
- There are two tabs for controlling actions in the Editor, "Properties" and "Animation".
- Waveforms are shown in the O&A to aid synchronisation of Slides and Music/Commentary
- The "Close" Button Returns to the Main Window.



Show / Hide Waveform



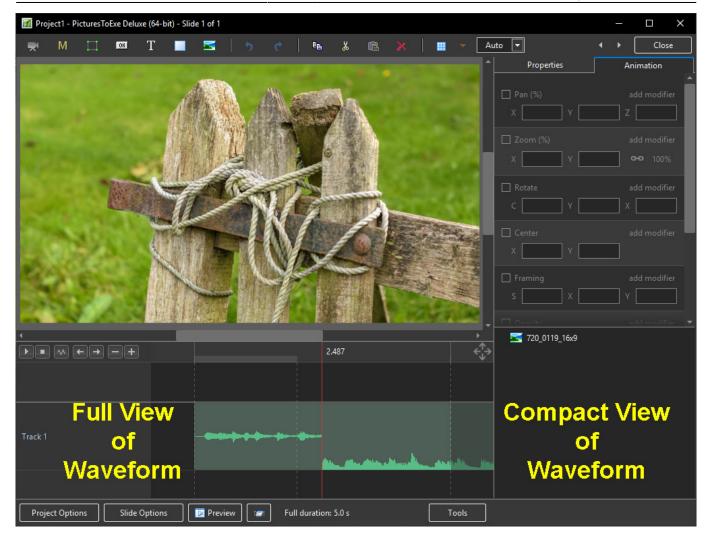
The Tools Menu



Click on Tools and Waveform to display the Waveform options

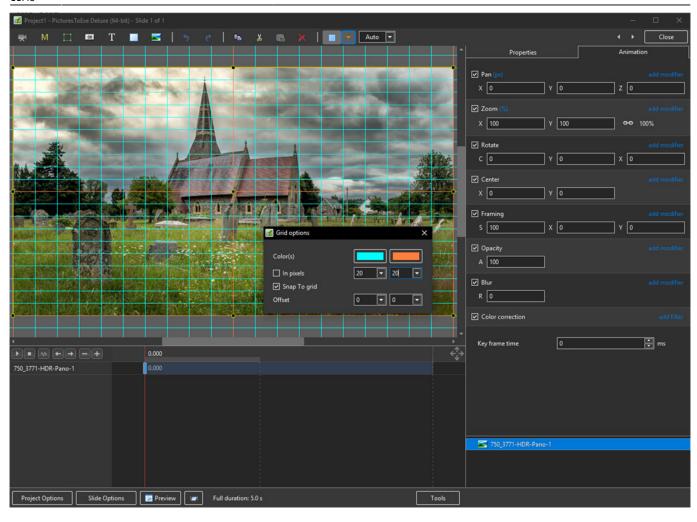
- The height of the Waveform can be selected between 100% and 400%
- The Full View of the Waveform is shown when the appropriate box is ticked
- The Compact View of the Waveform is shown when the box is un-ticked
- Clicking on Show Waveform (Hotkey Ctrl+T) toggles the Waveform display on or off

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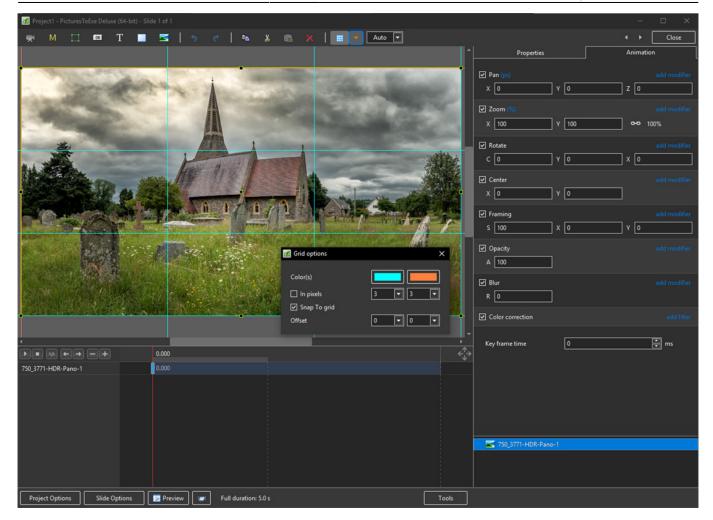
The Grid

- Click on the Grid Icon to apply the Grid (Ctrl + G)
- Click on the down arrow to show the Grid Options
- Select the colours of the Minor and Major Grid Lines
- Select "In Pixels" or in number of divisions per image
- There are 10 minor divisions between Major Grid Lines in the X and Y directions
- Select "Snap to Grid" on or off
- Select "offset" in X and Y directions



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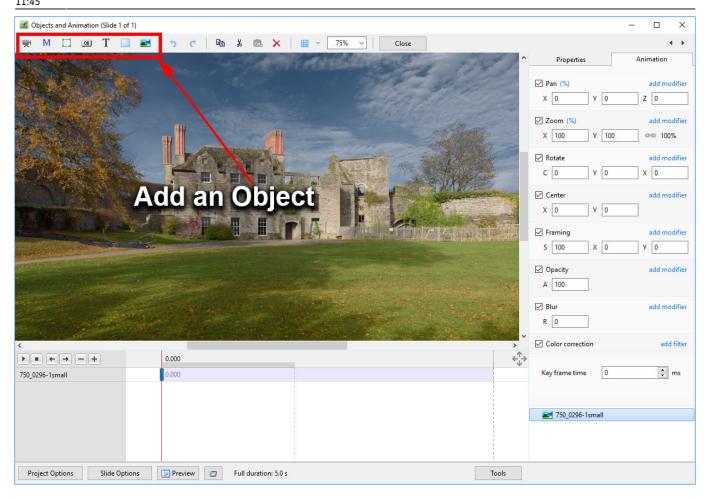
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- In Pixels Mode the size and AR of the grids are set by entering a fixed pixel dimension
- The Grid is therefore made up of squares
- With "In Pixels" turned off the size and Aspect Ratio of the grid is determined by the numbers set
- In the first example above the Grid has been "Centred" by setting a 20×20 Grid
- The second example shows a "Rule of Thirds" Grid
- With "Snap To Grid" ticked the Image/Object will snap to a Major or Minor Grid Line in either direction if dragged close enough

Add an Object

 $\label{local_property} \begin{array}{l} \text{update:} \\ 2022/12/19 \end{array} \\ \text{en-us:} 10.0: \text{objects} \\ \text{and} \\ \text{animation_1:} \\ \text{main_window:} \\ \text{https://docs.pteavstudio.com/en-us/10.0/objects} \\ \text{and} \\ \text{animation_1/main_window:} \\ \text{rev=1568285299} \\ \text{animation_1/main_window:} \\ \text{rev=1568285299} \\ \text{animation_1/main_window:} \\ \text{animation_$



- Add a Video, Mask, Frame, Button, Text, Rectangle or Image Object
- Please refer to Add Object articles in the **How To Section** of the Main Menu

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Permanent link:

https://docs.pteavstudio.com/en-us/10.0/objectsandanimation_1/main_window?rev=1568285299

Last update: 2022/12/19 11:45

