



User Manual

Copyright © AquaSoft GmbH 1999-2021

Contents

1	General notes	1
1	System requirements	1
2	Installation and uninstallation	1
3	Preparations	3
4	Memory and screen size	4
5	Keyboard layout	5
2	Designing step by step	6
1	AquaSoft Stages - First steps	6
2	Adding images	9
3	Adding videos	10
4	Adding sounds	11
5	Aspect Ratio 16:9 or 4:3?	13
	3:2 Photos without black bars and trim	18
6	Saving a project	20
3	Program overview	21
1	The Layout designer	26
2	Live Preview	28
3	Motion path preview	29
4	The Toolbox	30
5	The Timeline	31
6	The Storyboard	33
7	Image list	34
8	Working with key frames	35
4	Texts and labels	37
1	Labelling an image	37
2	Text design	38
3	Labeling videos	41
4	Rotating text	43
5	Text with colored background	43
6	Multiple texts	45
7	Animating texts with a motion path	47
8	Subtitles in different languages	50
9	Inserting credits	53
5	Inserting sound and music	53
1	Background music tracks	53

2	Settings for music	56
3	Align objects in time with the music	57
4	Store image group with music	58
5	Individual volume control	58
6	Save track list	59
7	Sound Wizard	60
6	Inserting and editing videos	62
1	Cropping videos	62
2	Change playback speed	63
3	Rotating and positioning videos	64
4	Separating sound from video	66
5	Deinterlacing	67
7	Camera pans	68
1	Camera panning - Introduction	68
2	Determining an image's display detail	69
3	Zooming in	70
4	Zooming out	73
5	Camera panning with rotation	74
6	Creating the Ken Burns effect manually	75
7	Panorama pans	78
8	Motion paths	80
1	Introduction to motion paths	80
2	Motion path in the Toolbox	81
3	Creating your own motion path	82
4	Rotations	84
5	Motion paths with resizing	85
6	Motion paths with rotations	87
7	Motion paths with text	88
8	Editing the path	90
9	Manual Input	91
9	Intelligent templates	92
1	Using the wizard	92
2	Adjusting templates	94
3	Using multiple templates	95
4	Keeping random values	95
5	Editing templates	96
10	Fade-ins and fade-outs	97
1	When should I implement fading in or out?	97
2	Assigning transitions	98

3	Adjusting the transition	101
4	Creating your own selection	102
11	Working with multiple tracks	102
1	Using a background	104
2	Picture-in-picture / Collages	107
3	Inserting a text track	107
4	Inserting a sound track	108
5	Creating a video track	109
12	Grouping with Flexi-Collage	109
13	Maps and animated paths	112
1	Inserting a map	113
2	Inserting a decorated path	115
3	Merging map sections	119
14	Live effects	123
1	Glowing transparency	123
2	Bump mapping effect	126
3	Chroma key	128
4	Color shift	129
5	Color effects	131
6	Displacement effect	133
7	Mask effect	136
8	Halftone	139
9	Layer effects	142
10	Blur effect	143
11	Masked blur	145
12	Old-fashioned movie	147
13	Mosaic	148
14	Shadow effect	151
15	Texture tiles	153
16	3D rotation	154
17	Tonal correction	156
15	Object effects	158
1	Image strip	158
2	Film strip	160
3	Photo collage	162
4	Animator	166
5	Gallery	168
6	Ken Burns effect	171
7	Overlapping	173

8 Path effect	174
9 Motion path wobbling	176
10 Camera wobbling	177
11 Transparency fluctuation	178
16 Using shapes	179
1 Circle, triangle, rectangle	179
2 Fractal structures	180
3 Special shapes	182
17 Assigning and creating image effects	183
1 Image effects	183
2 Functions in the image editor	184
3 "Nostalgia" image effect	186
18 Creating particle effects	187
1 Basic particle effect	187
2 Sprite animation	188
3 Change over lifetime	189
19 Scriptlets	190
20 Saving your custom settings	191
1 Saving custom objects	192
2 Saving your customized text effects	193
3 Saving motion path / Camera panning	194
4 Saving image effect	195
21 Control of the presentation sequence	196
1 Automatic sequence	196
2 Manual control	196
3 Automatic and manual sequencing	197
4 Endlessly repeat the presentation	198
5 Using the remote control or presenter	198
6 Object events	199
7 Random control	200
22 Importing data	200
1 Importing templates and effects	200
2 Import Wizard	201
3 PowerPoint Wizard	201
23 Export a project	203

1 Archiving a project	203
2 PC presentation	203
3 Video Export	205
4K Video Output	209
4 Picture frame wizard	209
5 Blu-ray player	211
6 DVD player	212
7 Menu Wizard	213
A brief overview	214
8 YouTube Wizard	215
9 Vimeo Wizard	217
10 Saving the Image list as text file	219
24 Saving and recovering	219
1 Auto recovery	220
2 Recovering files	221
25 Properties of objects	222
1 Image	223
2 Flexi-Collage	226
3 Chapter	227
4 Particles	228
5 Sound	233
6 Text	234
7 Video	235
8 Placeholders	237
9 Animated transparency	237
10 Working with variables	239
26 Settings	240
1 User interface selection	240
2 Setting the view	241
3 Project settings	242
4 Program settings	246

1 General notes

1.1 System requirements

To install AquaSoft Stages you should have the following minimum system requirements available. It is even better for the quality of the display if you have the following resources:

Hardware

CPU	2 GHz, multi-core processor advantage
Graphics card	DirectX 9c (must support Shader Model 2), min. 256MB memory
Working memory	2 GB
Free space on hard disk	500MB (for the burning of (S)Video CDs it may be briefly necessary to have up to 1.2GB of free hard drive space, and up to 10GB for the burning of video DVDs)
Burner	optional
Supported operating systems	Vista, Windows 7, Windows 8, Windows 10 up to the time of creation of the program version used Both 32-bit, and 64-bit systems are supported.



If possible, install the software in your C: drive:.

This ensures that all necessary files can be found straightaway, including templates and sample projects.

1.2 Installation and uninstallation

Installation of the software via download or DVD

Immediately after purchase on www.aquasoft.de you will receive a download link and serial number. If you can previously installed the trial version, you can activate it directly with the serial number.

If you need the installation file again, you can download it again at any time here login.aquasoft.de using your customer log-in.

If you have purchased your software through a reseller, you can register your serial number here login.aquasoft.de to receive regular updates.

If you have purchased the software as a box, you will find the installation file on the DVD. Insert this into your DVD drive and the Installation Wizard will take you through the installation.

64-bit version available

If you own a computer with 64-bit operating system, install the 64-bit version of the software. It has been made available at the customer log-in here: login.aquasoft.de. With the 64-bit version, you can use more memory and work more efficiently with large files.

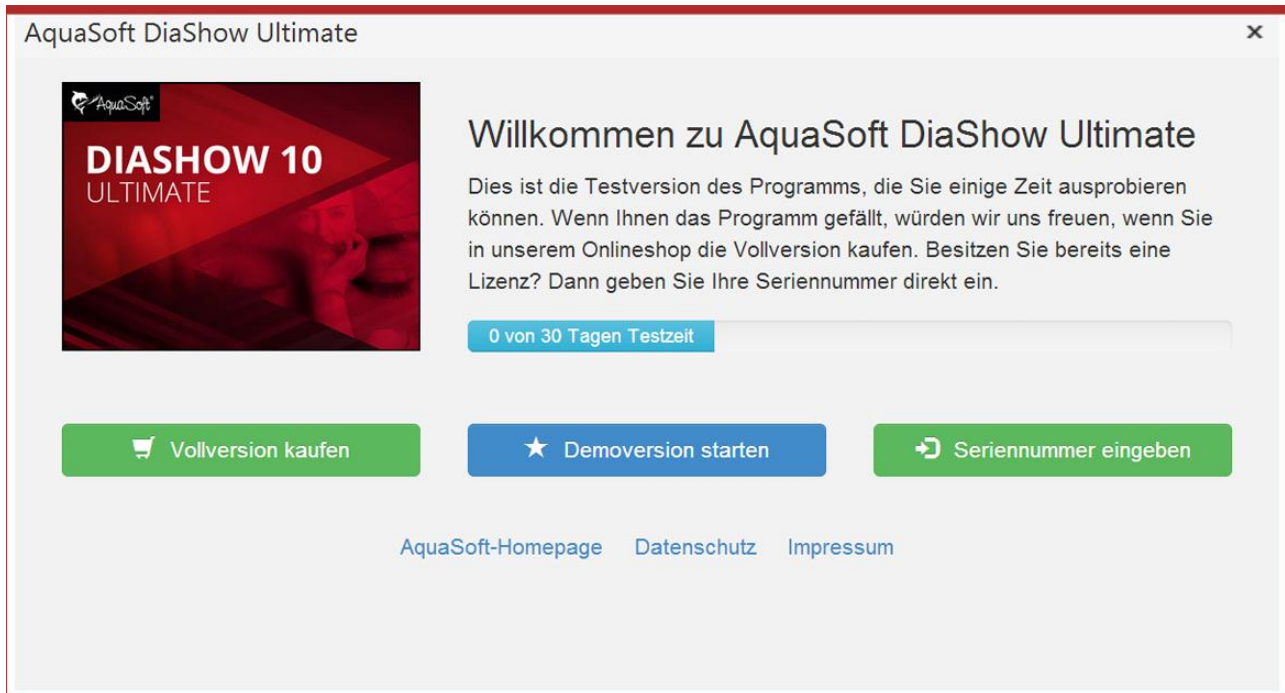
The previous version is already available

If you have installed an earlier version it may not be necessary to uninstall it. Differently numbered main versions can run next to each other without affecting one another.



If you open a project file which was created with an older version of the program and work on it, do not save this under the same name. Instead select *Save As* and give the file name an additional suffix, such as: "Filename_Version 10.ads". This means that you can open the source file again with the old version.

Activating the software



Activation with serial number or login data

After starting the software you will be prompted to activate it.

To do this, enter your serial number which you received after your purchase.

Alternatively you can activate the software by using your log-in information (i.e. your customer log-in).

Uninstallation of the software

If you wish to uninstall the software you can do this via the Windows Control Panel under *Programs*.

In addition we supply an uninstallation file. You can use this should you be unable to remove the program using the Control Panel. You can find this file here: "[AquaSoft Wiki: Uninstallation](#)" (Link: aquasoft.de/go/ggww).

1.3 Preparations

Windows 10 with activated Ransomware protection



Microsoft has built a so-called ransomware protection into Windows 10. If this is activated, Microsoft blocks some folders from being accessed by almost any program. By default, the Public and My Documents, Pictures, Music, and Videos and My Favorites folders are protected. These cannot be removed from protection without disabling it completely. However, you can even include folders that you want to protect.

The Temp folder and the Application data must not be protected, because programs store data necessary for the process and user-specific data there.

If ransomware protection is active, <%PROGNAME_3%> must be enabled for access to protected folders to function properly.

Number of images

If the presentation is varied and exciting, friends or family will agree with you, that time is relative. In the same way, the number of pictures is a very subjective decision. The better you “write your script”, the better you will know, how many pictures you should show.

With reference to the question about “optimal number of pictures” there is no single answer.

Before you design a presentation, ask yourself the following questions:

- Is there sufficient variety among your pictures, videos and music?
- Are the pictures and the videos of adequate quality?
- Have I designed the presentation so that the audience will experience moments of tension and surprise?

As a result of thorough preparation you have already selected images, and within that selection motifs are not repeated and the images are interesting and varied.

Through the use of appropriately emotional music you can accent particular moments.

Sort pictures

To quickly and effectively achieve a good result you can make advance preparations. It is sensible to create a directory, which may then be divided into sub-directories. Into these you can drop your pictures, sorted by your own criteria.

Additionally, if you would like to rename the images, you should do so now. If the images are only inserted and then renamed or moved, they will no longer appear in the project.



Organize your pictures before you start creating your project. If you insert the images, these will once again not be stored. Only the reference is saved to the location where the images are. When the images are moved or renamed in a different folder, you can no longer be accessed via the link.

File types

The AquaSoft Stages supports the following file types (among others):

Image formats

Alias / Wavefront images (*.rla; *.RPF)
 AquaSoft image Container (*.asimage)
 Arts & Letters thumbnail images (*.ged)
 Autodesk images (*.cel; *.Pic)
 CompuServe images (*.gif)
 Dr. Halo images (*.cut)
 Encapsulated PostScript images (*.eps)
 Device-independent Windows bitmaps (*.dib)
 JPEG 2000 (*.jp2)
 JPEG 2000 code stream (*.jpc)
 JPEG images (*.jpg; *.Jfif; *.Jpe; *.jpeg.)
 Kodak Photo CD images (*.pcd)
 LuraWave (*.lwf)
 Paint Shop Pro images (*.psp)
 Paint Shop Pro frames (*.pfr)
 Paint Shop Pro Tubes (*.tub)
 Photo shop images (*.pdd; *.psd.)
 Portable Bitmap Images (*.pbm)
 Portable Gray Map Images (*.pgm)
 Portable Network Graphic Images (*.png)
 Portable Pixel Map Images (*.ppm)
 Yardage Encoded Windows bitmaps (*.rle)
 SGI black / white images (*.bw)
 SGI TrueColor images (*.rgb; *.sgi.)
 SGI TrueColor images with transparency (*.rgba)
 TIFF images (*.tif; *.Tiff)
 TrueVision images (*.icb; *.Tga; *.Vda; *.Vst; *.win.)
 Windows bitmaps (*.bmp; *.Msk)
 Windows Extended Metafile (*.emf)
 Windows icons (*.ico)
 Windows Metafile (*.wmf)
 Word 5.x Snapshot images (*.scr)
 ZSoft Paintbrush images (*.pcc; *.Pcx)

Video formats

DVD-Video (*.vob)
 Flash Video (*.flv)
 OGG Theora video (*.ogv)
 Animated GIF (*.gif)
 MPEG (*.mpg; *.mpeg)
 MPEG-4 Video (*.mp4; *.M4v)
 Digital Video (*.dv; *.Dif)
 Windows Media Video (*.wmv)
 Common Intermediate Format (*.cif)
 WebM video (*.webm)
 MPEG-2 Transport Stream (*.mts, *. M2ts)
 Matroska Media Container (*.mkv)
 Flic Animation (*.flc)
 Video for Windows (*.avi)
 QuickTime (*.mov)
 Video for mobile devices (*.3gp; *.3gp2.)

Sound formats

WAV files (*.wav)
 OGG Vorbis files (*.ogg)
 MP3 files (*.mp3)
 MP2 files (*.mp2)
 AIFF files (*.aiff)
 Advanced Streaming Format (*.asf)
 Windows Media Audio (*.wma; *.Wmv)
 XM / FastTracker music (*.xm)
 IT / Impulse Tracker music (*.it)
 MOD music (*.mod)
 S3M / ScreamTracker music (*.s3m)



You should only use unencrypted music tracks for your projects. For legal reasons, AquaSoft Stages only supports the use of music titles that have been encrypted. The song must be available on your computer as locally saved file (music that is streamed or directly from a CD cannot be included).
 In the case of public or commercial contracts you must be aware of copyright and GEMA fees. Always consider copyrights!

1.4 Memory and screen size

AquaSoft Stages is available as a 32-bit application and as a 64-bit application. Under Windows 64-bit you can choose between both versions in the setup. However, only use the 32-bit version if absolutely necessary.

The memory available in the 32-bit version is limited.

If you use the 32-bit application only 2 GB of memory can be taken, meaning that it is of no consequence how much RAM is otherwise available on your computer.

The program uses only a small portion of the 2 GB. The remaining portion is then used for your images and the live calculation of effects. It is crucial how strongly the remaining working memory is fragmented by system components since it is not only hard drives which can be fragmented, but also the RAM address space (working memory).

The number of pixels is critical.

The size of the images which can still be processed is dependent upon the memory fragmentation.

It is not critical how much space takes up an image on the hard drive. Its file size may for example be relatively low by strong compression. What counts is the number of pixels. It is this, multiplied by four, which gives the number of bytes which this image requires in RAM memory. In addition, the number of effects used and the number of tracks visible at the same time determines the memory capacity.

If you are having problems with memory usage and you are not using strong zooms or camera pans, we recommend that, before using the images in AquaSoft Stages that you reduce the resolution of the intended playback medium.

1.5 Keyboard layout

In AquaSoft Stages you can use the keyboard for some functions.

Many of the keyboard shortcuts will appear if you hover the mouse over the relevant control. These shortcuts facilitate your work and offer quick access to some of our features. It is also possible to use some of the standard Windows keyboard shortcuts.

Keyboard shortcuts / keyboard combinations in AquaSoft Stages

Play (full screen): **F9** or **F5**

Play from playhead position (full-screen): **F8**

Preview from the Layout designer: **F7**

Preview from Playhead position from the Layout designer: **F6**

Use manual control in the Layout designer: **CTRL + M**

Insert Movement Mark in the Layout designer: **INS**

Delete Movement Mark in the Layout designer: **DEL**

Open all chapters: **CTRL + +**

Close all chapters: **CTRL + -**

Layout designer zoom in and out: **CTRL + MOUSE WHEEL**

Scroll vertically in Layout designer: **MOUSE WHEEL**

Scroll horizontally in Layout designer: **SHIFT + MOUSE WHEEL**

Scroll vertically in Timeline: **SHIFT + MOUSE WHEEL**

Scroll horizontally in Timeline: **MOUSE WHEEL**

Change the width of the Timeline: **CTRL + MOUSE WHEEL**

Change the height of the Timeline: **SHIFT + CTRL + MOUSE WHEEL**

Set marking line in the Timeline while Player plays in the Layout designer: **SPACE BAR**

Set marking line in the Timeline when the Player is inactive: **SHIFT + MOUSE CLICK**

Remove marking line in the Timeline: **RIGHT-CLICK** on the line

Maintain Aspect Ratio when resizing the selected Object in the Layout designer: **SHIFT** + **MOUSE MOVEMENT**

Ignore screen settings in Layout designer: **CTRL** (hold) and move object with **MOUSE**

Move several selected objects in Timeline at once: **ALT** (hold) and move objects with **MOUSE**

Shortcuts / key combinations from Windows

Some of the known Windows or Windows Explorer standard shortcuts apply to AquaSoft Stages.

Undo action: **CTRL** + **Z**

Select all: **CTRL** + **A**

Copy: **CTRL** + **C**, Cut: **CTRL** + **X**, Insert: **CTRL** + **V**

Delete: **DEL**

Select multiple elements: **CTRL** (hold) and click on the elements

Open: **CTRL** + **O**

Save: **CTRL** + **S**, Save as...: **SHIFT** + **CTRL** + **S**

Help / Manual: **F1**

Rename: **F2**

Open drop-down menu: **F4**

Activate / deactivate Full screen mode: **F11**


2 Designing step by step

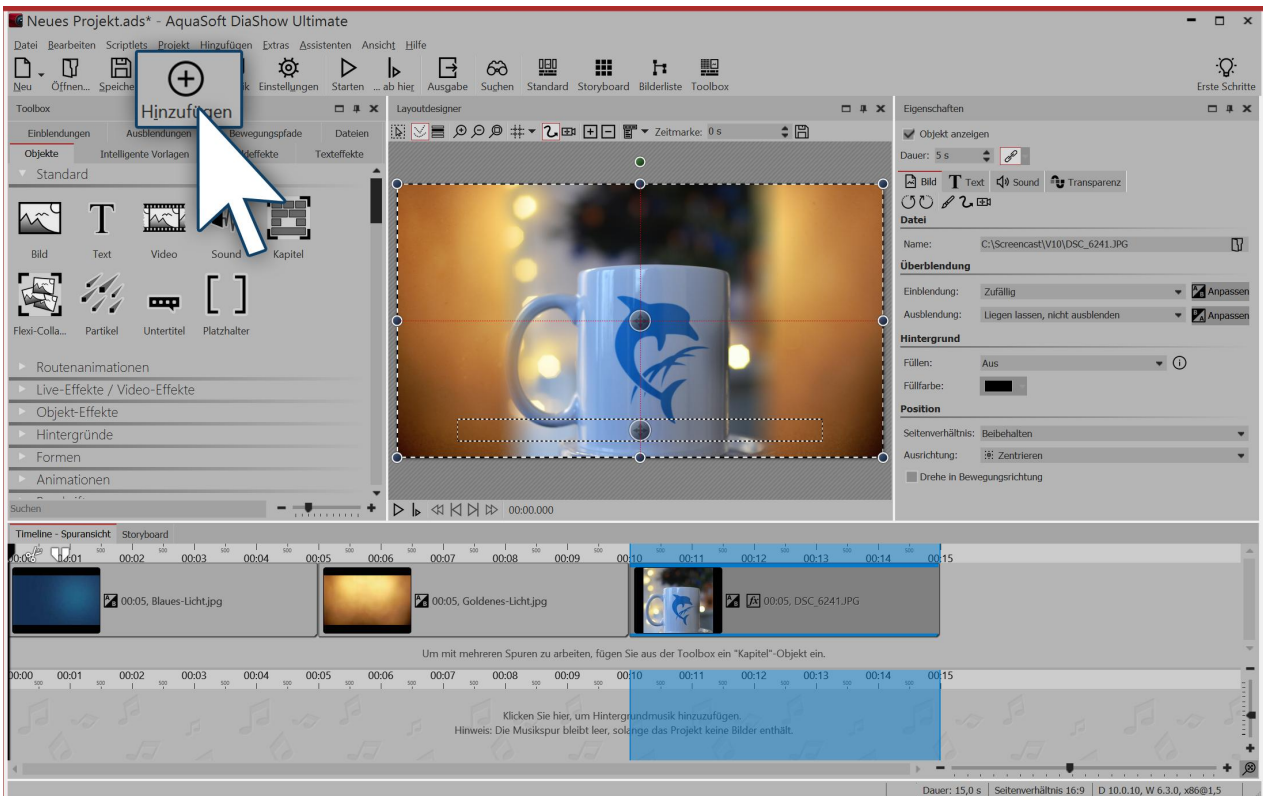
2.1 AquaSoft Stages - First steps

1. Adding images

Start the program and in the Start menu select a new 16:9 project.



Does your screen not look like the example below? In the Toolbar click on *Default*,  to access the default view.

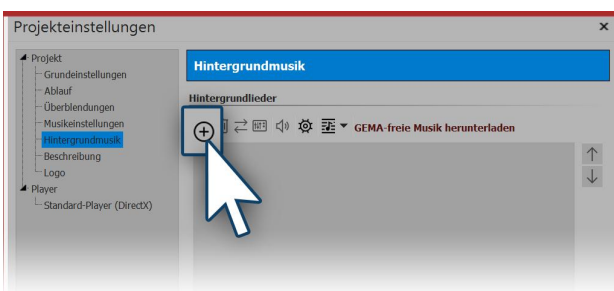


Click on the plus symbol to add images

Click on the plus symbol in the Toolbar to add images. If you would like to add multiple photos hold down the **CTRL** key while clicking on the images you would like to add. If you want to add an entire folder then select *Add / Directory* from the menu bar.

- In the chapter "[Adding images](#)" you will learn more ways to add images.
- Want to add captions or titles to your images? Then read the chapter on "[Adding text](#)".
- If you want to add audio commentary to your photos see the chapter on "[Sound Wizards](#)".

2. Adding background music



Adding background music

Click on the music symbol in the Toolbar. A menu pops up with various options for music and a blank title list. You will see a plus symbol which is used to add background music to your title list. Click OK, to confirm and add the music to your project.

3. Let the show begin

You have added pictures and music in the first two steps and can now play your presentation. Click on the *Play* button from the menu bar or tap the **F9** key. The transition from one photo to the next is selected randomly, if not set by the user. In the chapter "[Assigning a transition](#)" you will learn how to set this yourself.



You will also find a short introduction to the program in the video "[AquaSoft DiaShow 9: Programmübersicht](#)"

(Link: aquasoft.de/go/2dn2)

2.2 Adding images

With AquaSoft Stages there are various ways to add photos. Some of them are very intuitive to use, while others may take some time to become familiar with. In this chapter you will learn more about the various methods for adding images.

Adding photos using the “plus symbol”



In the *Toolbar* at the top of the program, there is a plus symbol within a circle, labeled “Add”. Clicking on the icon will open a view of your computer’s folders and storage locations. You can then select one or more photos to add to your project. Select the photo or multiple photos (**CTRL** + **LEFT MOUSE CLICK**) that you would like to add and then confirm by clicking *Open*.

Adding images with the image icon from the Toolbox

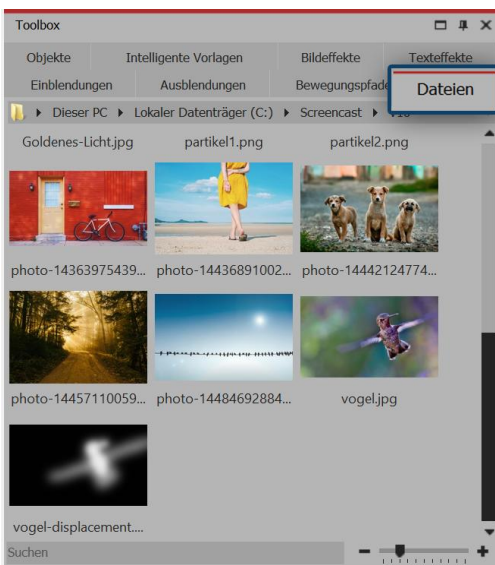


Image object

In the *Toolbox* select the *Objects* tab. Under the headline *Default* you’ll find the *Image* object. Add photos by either double clicking the icon or by dragging and dropping it into the *Timeline* or *Image list*. It is also possible to drag the *Image* object and drop it on to the *Layout designer*.

Once the *Image* object is placed (on the *Timeline/Image list*), a folder view will open from which you can select your desired photos. In order to select multiple images, proceed as described above.

Adding images using the File explorer



In the *Toolbox*, under the *Files* tab, you can find the *File explorer*. From the top row you can select the directory or folder in which your files are located,

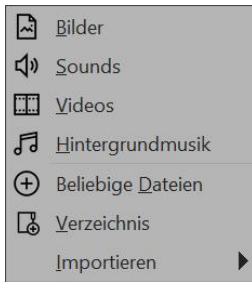
The images appear as thumbnails in the *File explorer*, below which are the file names. Using the search field located at the bottom left, you can search by file name and find your desired file faster.

To place the files, just drag the thumbnails to the desired location on the *Timeline*. Be sure to pay attention to the little red line, as it will show you exactly where your media is being placed.

Adding images using ‘Drag and Drop’

“*Drag & Drop*” means clicking an icon, dragging it with the pressed mouse key to another place and letting it drop. When you’ve opened a folder outside of AquaSoft Stages that contains media, you can easily drag and drop the files directly into AquaSoft Stages. Minimize the program window by holding down the **WINDOWS** key and the **DOWN ARROW ON YOUR KEYBOARD AT THE SAME TIME**. Now you can comfortably drag and drop files from a folder or your desktop into the program.

Adding images using the “Add” option in the menu bar



In the menu bar there is a drop down menu labeled *Add*, where you will find a variety of options/file types to add.

Select *Images*, and a file selection dialog pops up from which you can select one or multiple images. To select multiple images, hold down the **CTRL** key, while clicking on the files.

Utilizing another option under the *Add* menu, *Directory*, you can easily add entire folders. A dialog box pops up in which you can define exactly which data (type) is added and whether sub folders should be added as well.

Adding images with the Import Wizard

In the drop down menu *Wizards* you will find the *Import Wizard*. With this Wizard you can add images directly from your camera or scanner into your project. You can find a detailed description of the process in the chapter "[Import Wizard](#)".

Adding images with the PowerPoint Wizard

Have a PowerPoint presentation and want to transfer individual slides into your project? Then follow the instructions in the chapter "[PowerPoint Wizard](#)".



For more info on adding images check out our video "[AquaSoft SlideShow 9: Adding and arranging videos](#)".

(Link: aquasoft.de/go/nh72)

2.3 Adding videos



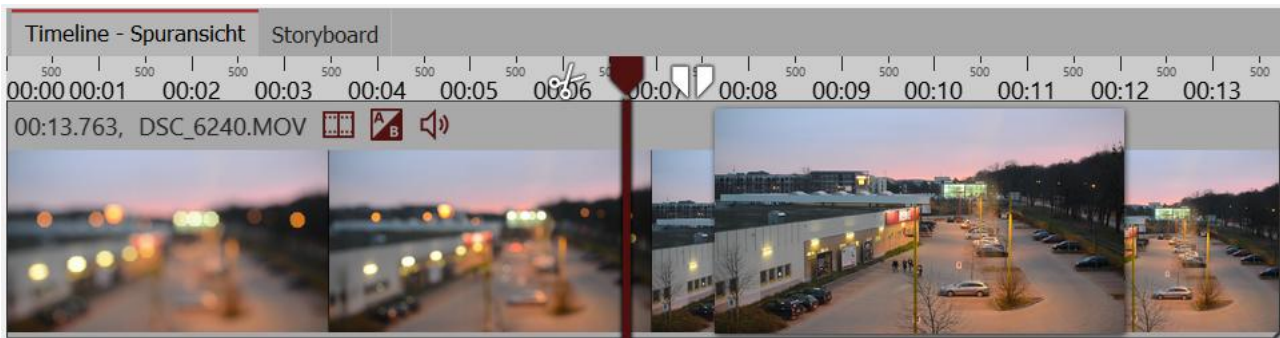
Video object

With AquaSoft Stages you can add and edit videos.

To add a video select the *Video object*, from the *Toolbox* under the tab *Objects*. Drag the *Video object* from the *Toolbox* into the *Timeline*.

You will then be prompted to select one or more video files.

This sentence removed!!! Depending on the level of zoom you've set in the Timeline, you will see your video clip as a number of single frames. You can control the level of detail (second by second or minute by minute) by adjusting the level of zoom. If you hover with the mouse over the video, you can view each individual frame.



Single frames view of video in the Timeline



In the *Properties* window, there are various options you can make adjustments regarding the *Video object*. In case you cannot view the *Properties* window, you can right click on the video in either the *Timeline* or the *Image list* and it will pop up. You can find more detailed information in the chapter on "[Video](#)" for all of the functions of the *Video object*.

Technical Information

AquaSoft Stages plays the majority of common video file formats, and uses (where available) the graphics hardware for efficient video decoding.

2.4 Adding sounds



Sound object

In the *Toolbox* you will find the *Sound object* under the *Objects* tab.

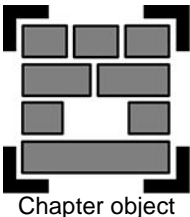
Using the *Sound object* you can add music, sounds, tones, commentary, etc.

The *Sound object* can be used regardless of whether or not you are using *background music*.

You can add the *Sound object* to your project in two ways, first by dragging and dropping it into your desired location in the *Timeline*, or by double clicking on the *Sound object*.

You can adjust the volume for a sound independently from the sounds in the rest of your project. For information on how to do this, refer to the chapter on "[Individual volume control](#)".

1. Adding multiple images and sound

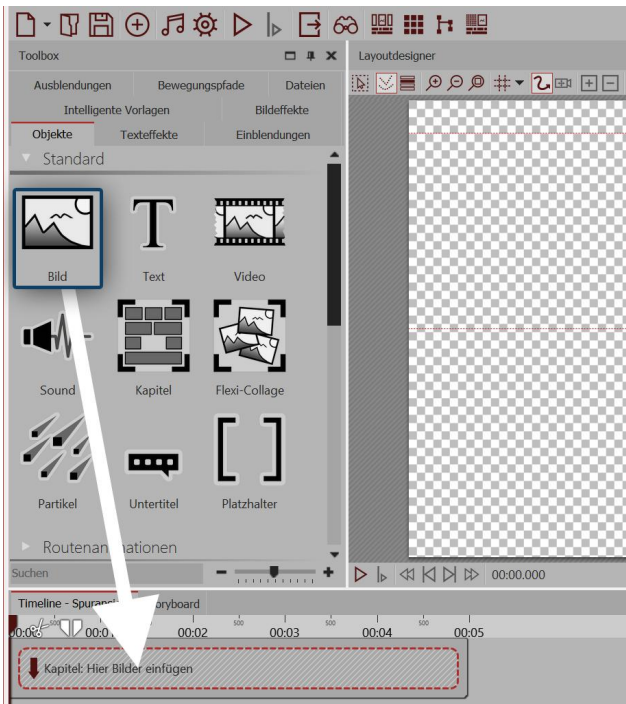


Chapter object

The *Sound object* is typically used when a piece of music is to be played for a fixed number of images and not throughout the whole show.

In order to link the images and sound, we group them together using the *Chapter object* from within the *Toolbox*.

Drag a *Chapter object* from the *Toolbox* into the *Timeline*.

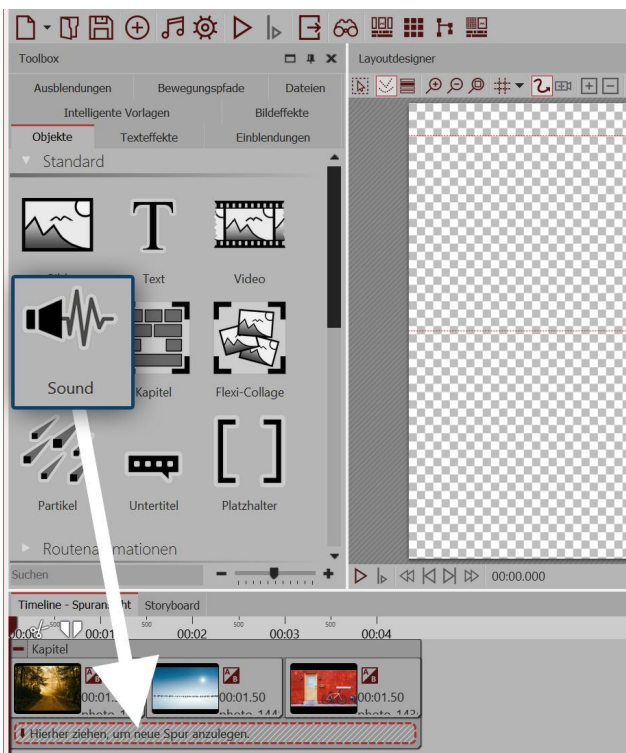


1.1. Adding an Image object

Drag an *Image object* into an empty *Chapter object*.

Then you can select one or multiple images to add to your project.

The images should now appear side by side in the *Timeline*.



1.2. Adding a Sound object

Drag and drop the *Sound object* into the field labeled "*Drag here to create new track*" and select a sound file.

This way a new track for the sound is created.



1.3. Customized sound length?

In case your sound file is too long you can easily adjust this in the *Properties panel* by entering the desired time under *Duration*.

Another possibility is to drag the edge of the *Sound object* left or right to adjust (reduce or increase) the duration.



You should only use unencrypted music tracks for your projects. For legal reasons, AquaSoft Stagesonly supports the use of music titles that have been encrypted. The song must be available on your computer as locally saved file (music that is streamed or directly from a CD can not be included).

Always consider copyrights!

2. Recording your own sound

Using the *Sound Wizard* you can record your own audio commentary. In the chapter "[Sound Wizard](#)" you can learn more about how to do this.

2.5 Aspect Ratio 16:9 or 4:3?

The first step in setting up your project is to select the appropriate aspect ratio. The aspect ratio defines the ratio between image width and image height. In this chapter we will show you where you can find the aspect ratio and how to select which one best fits your needs. Before creating your project it is important to know which devices you want to play it back on. The best scenario is when the aspect ratio of your project and your playback device match. That way no part of your project is distorted or cropped.

Always align your project's aspect ratio to your playback device.

It is possible that your photos and videos have a different aspect ratio to your presentation:

- Images captured with an SLR camera usually have an aspect ratio of 3:2
- Point and shoot cameras (compact cameras) take photos in 4:3.
- Smart phones take pictures in 16:9.
- An iPhone or iPad takes photos in the 4:3 format.



Your playback devices on the other hand, may have a different aspect ratio:

- For modern flat screen, LED, and Plasma TVs an aspect ratio of 16:9 is recommended.
- Most PC monitors also have an aspect ratio of 16:9.
- An old CRT TV usually has an aspect ratio of 4:3.
- When using a projector the aspect ratio often varies. You will need to check this in advance.

As you can see, the contents of your project and the equipment on which you wish to play your presentation can have very different aspect ratios. If you can adjust your photos and videos to fit the aspect ration of your device, you can achieve a consistent and professional looking project. AquaSoft Stages offers many ways to do this, which you will learn about in more detail in the following pages.



The selection of the appropriate aspect ratio at the start of your project is important so that your finalized presentation is undistorted and has no black side bars.

1. Select the aspect ratio in the Welcome dialog box

When you open the program, you will see the Welcome dialog box. It gives you the option to create a new project and, in doing so, allows you to choose between two different aspect ratios. You may choose between aspect ratios 16:9 and 4:3. If the Welcome dialog box doesn't open, or if you've already closed it, you can create a new project with the desired aspect ratio by going to *File / New*.

You have now chosen your aspect ratio. Now insert your photos. Depending on the device used to take the photos, your photos could have a different aspect ratio to that of your project. If the aspect ratio of your photos does not match that of your project, you will see empty spaces in the display, which are usually colored black. To avoid this, you can choose to display your images in full frame view.



You can go back and adjust the aspect ratio of a previously saved project at any time. In the top icon bar click on the button *Settings*.

2.1. Automatically adjust the aspect ratio of images

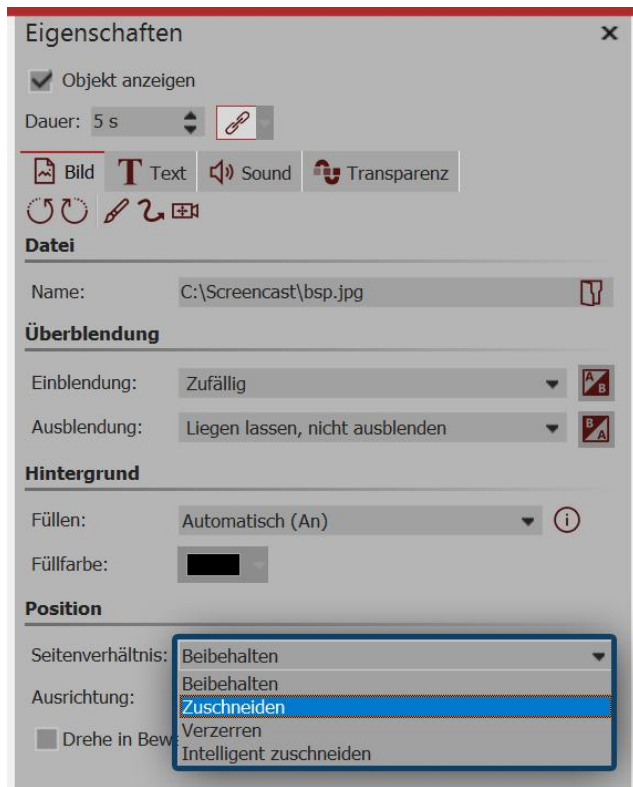
In the *Properties* window under *Position / Aspect ratio* you may configure various settings in order to match the aspect ratio of your photos automatically to those of your project. AquaSoft Stages does the work for you.

The following options are available:

- *Keep* - The image retains its aspect ratio.
- *Crop* - The image is cropped at the edges to match the aspect ratio of the project (the original file remains unchanged, only the image as it is displayed within the project is cropped).
- *Distort* - The image is compressed or stretched to fit the aspect ratio of the project. This option is not suitable for images of people, because this can lead to an unnatural or unflattering shape.
- *Intelligent cropping* - The edges of the image are cropped to match the aspect ratio of the project (the original file remains unchanged, it's only being cropped within the program). While cropping, facial recognition is used to detect where the people are in a photo so that they remain as intact as possible.

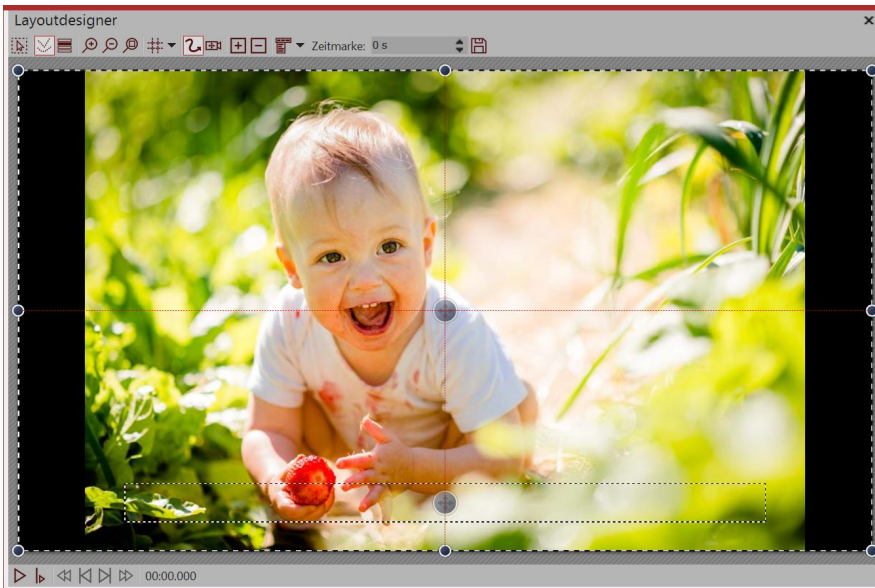


If you wish to edit multiple images at once, use the keys **CTRL + A** to select them. Now the desired option must be selected, and this will be applied to all of your photos.



Choosing the automatic adjustment options

2.2. Manually adjusting the image size and position

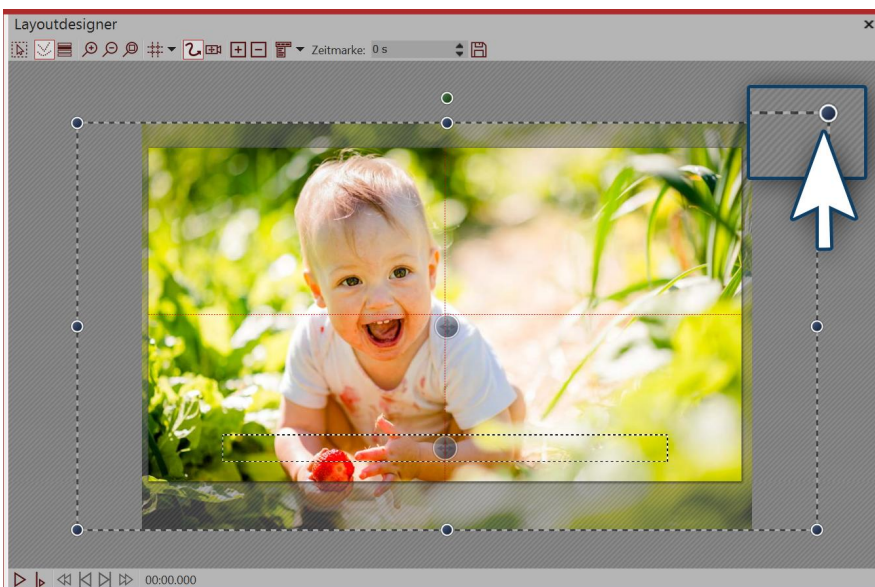


Black borders, to the left and right

In the following example, you will learn how you can adjust the aspect ratio of your images to your own liking, while still matching those of your project.


Create a new project with an aspect ratio 16:9 format by going to *File / New / New project* in 16:9 format. Add an image that does not have the aspect ratio 16:9.

You will see black borders beside the image, which you would rather avoid.



Enlarge the image in the Layout Designer

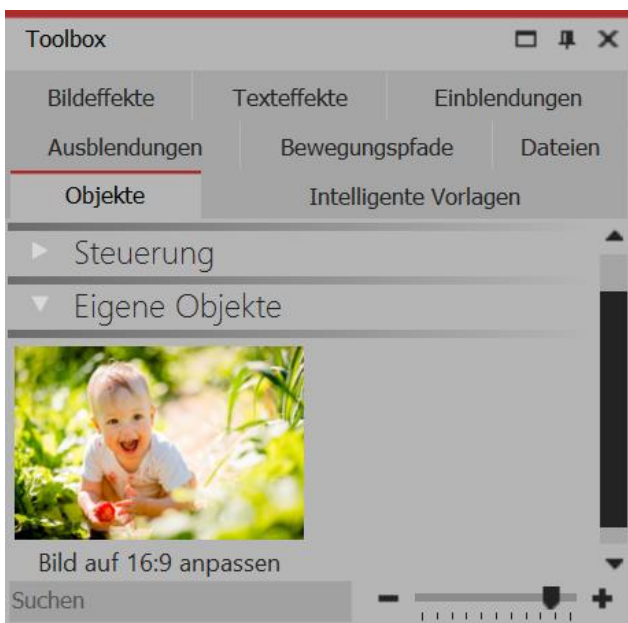
Zoom out in the *Layout designer* by clicking the magnifying glass with the minus

sign  in the top left. Now increase the size of the image by dragging the corner points of the *Positioning frame* until the black borders disappear. Position the preferred section of your image in the visible area.

3. Save as a template (optional)

Form for description of your own template

If you have a lot of images whose aspect ratios need to be manually processed, consider saving the positioning you have just created as a custom template. This means that you can manually adjust the aspect ratio in only one step. Drag the image that you have just manually adjusted from the *Timeline* into the *Toolbox* and give the template a name in the dialog box which appears.



Custom templates can be found under "My objects"

Template in the Toolbox

The template you have just created can now be found in the *Toolbox* under *Objects / Custom objects*. In order to insert more images in the same format, simply drag the saved template with the mouse into the *Timeline* or *Image list*. This will open the dialog box relating to the insertion of images. Now select the images that are to be inserted with the settings of the stored template. The inserted images have now the saved formatting and no longer need to be adjusted.

4. The images should not be distorted or cropped.

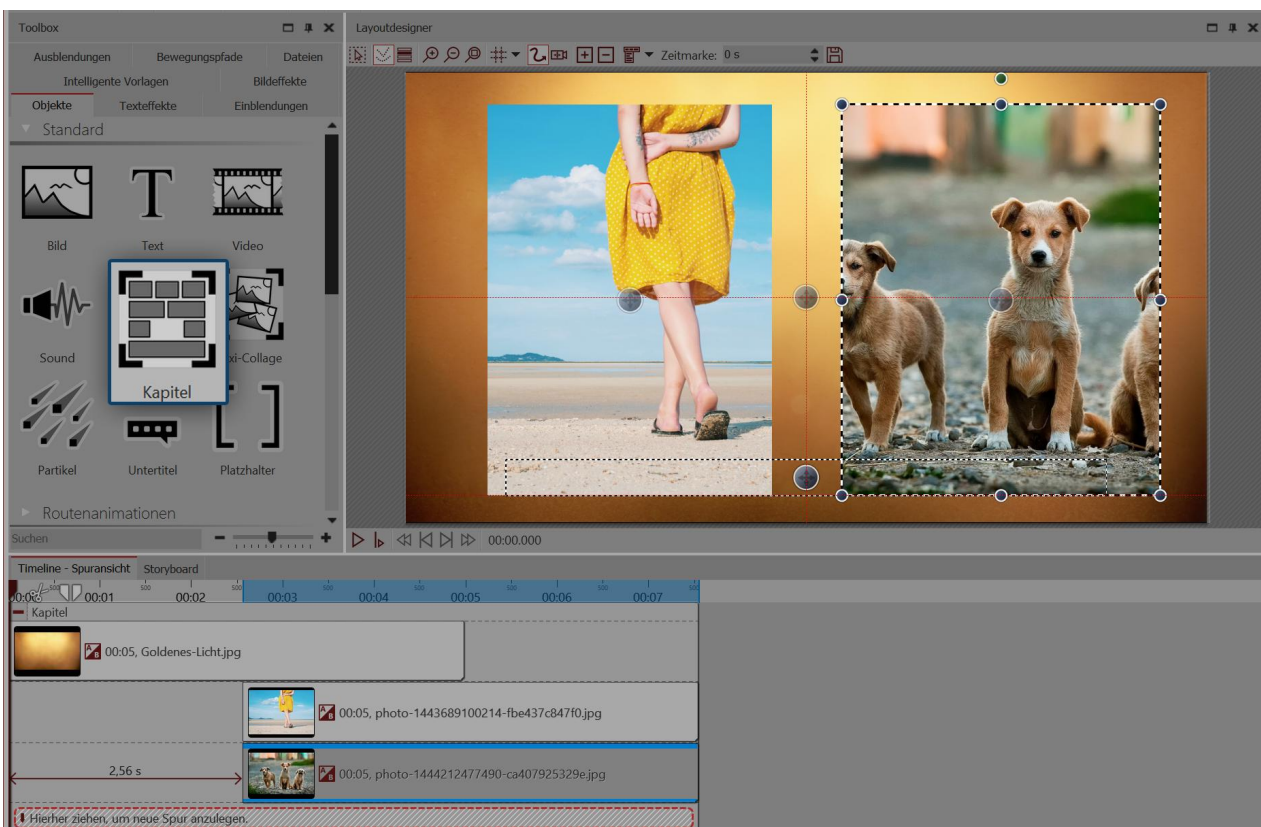
Sometimes you will have given some thought to the form and composition of some images. This work should not be influenced by cropping or distortion. Even in this instance, you need not accept black borders. It is highly recommended that you work with multiple tracks, and in the chapter "[Working with multiple tracks](#)" you will learn how to do this.

The tracks inside a section allow you to use images in the background, while other images appear in the foreground.

1. Use the mouse to drag a *section* out of the *Toolbox* and into the *Timeline*.
2. Drag an *image* object into this *section* and choose an image to use as background.
3. Then drag this under another *image* to the words "Drag here to create new track". Now select all the images that are to appear in the foreground.

If there are portrait-style images in your project, you can place two images side by side in the Layout designer and display them simultaneously.

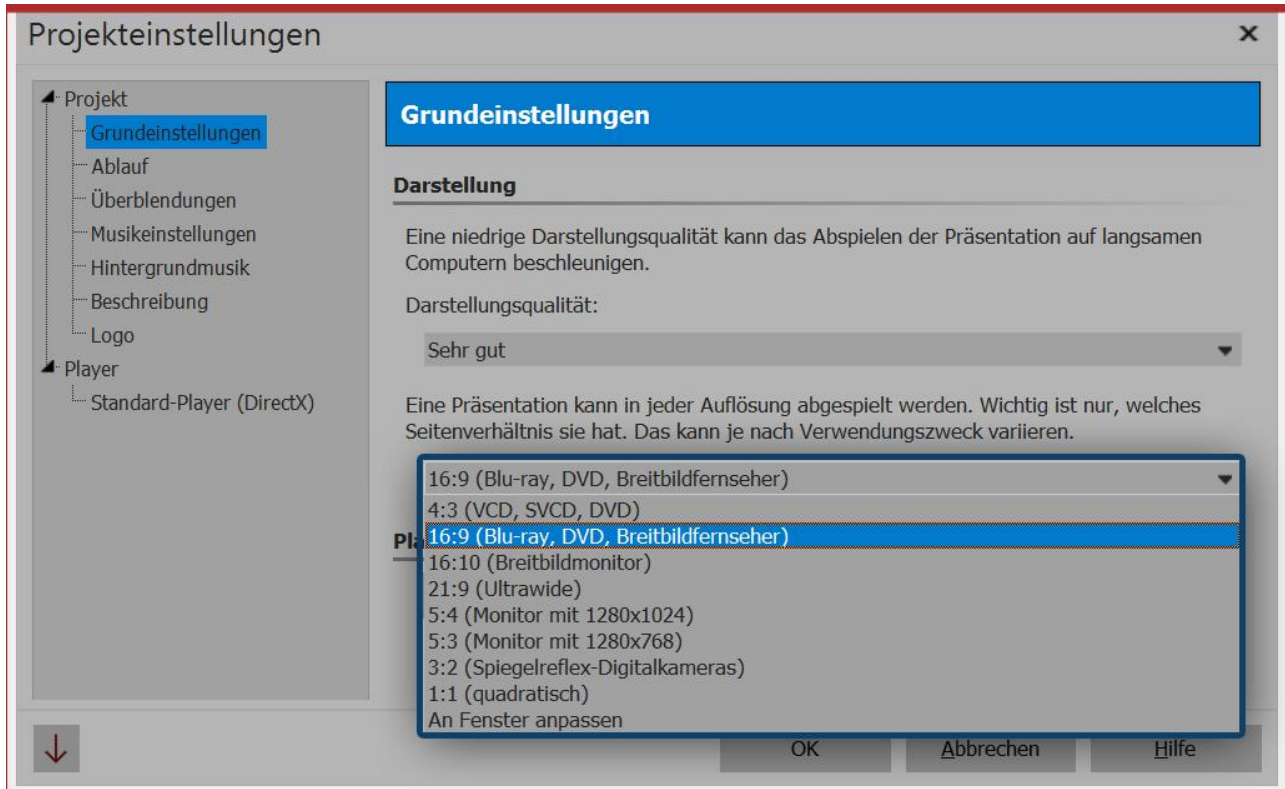
1. Use the mouse to drag a *section* from the *Toolbox* into the *Timeline*.
2. Now drag an *image*-object into the *section*, select two pictures.
3. Now drag one of the portrait-style images under the other (again onto the words "Drag here to create a new track").
4. In the *Layout designer* you can place or rotate the images as desired.
5. You can finish each image by giving it a frame. You can find this option in the *Toolbox* under the tab *image effects - frame*.



Creative workaround for unsuitable aspect ratio

5. Change the aspect ratio of an existing project

If you notice that you have chosen the wrong aspect ratio for a project, you can still create a different aspect ratio later on. To do this, click on *settings*, which you can find at the top of the *Toolbar*. In *basic settings* under *aspect ratio* you can select different options (see picture below).



The aspect ratio can be changed retroactively



This sentence needs to be removed!!![***](#).

(Link: aquasoft.de/go/sfc6)

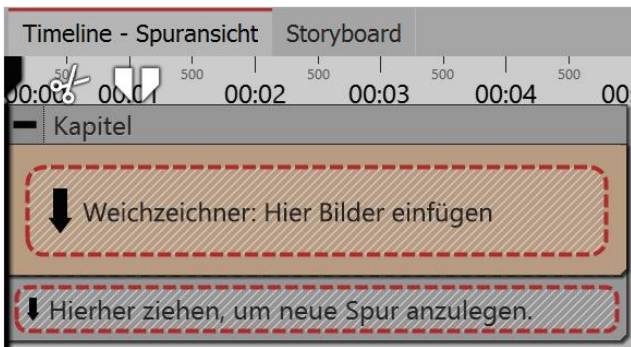
2.5.1 3:2 Photos without black bars and trim

Most SLR cameras take photos in aspect ratio 3:2. Some photographers attach great importance to the image composition, and as a result it is sometimes undesirable that the image is cropped to fit the aspect ratio 16:9.

However there are some playback devices which support the aspect ratio 16:9, meaning that if you do not crop, you will see the black bars at the sides of the images. This is also undesirable in some cases.

For this dilemma there are many solutions of varying results and difficulty. Mostly there is a desire that the focus is primarily on the photos and no animations or effects are used. Again, here there are numerous variants.

In the following example we will demonstrate how to insert images whose aspect ratio does not match that of the project without either black borders or the need to crop.

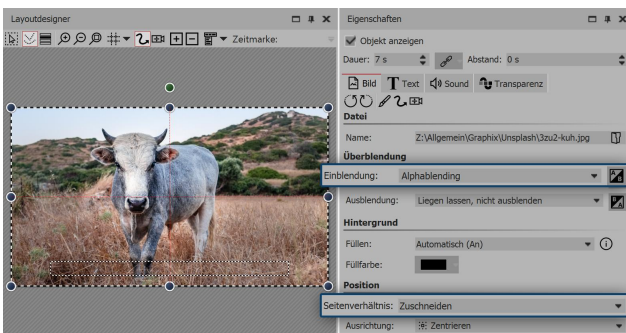


Blur effect is located in section object

1. Insert section and blur effect

Drag a *section object* from the *Toolbox* into the *Timeline*.

Drag the *blur effect* into the *section object* from the field of *Live effects / Video effects*.



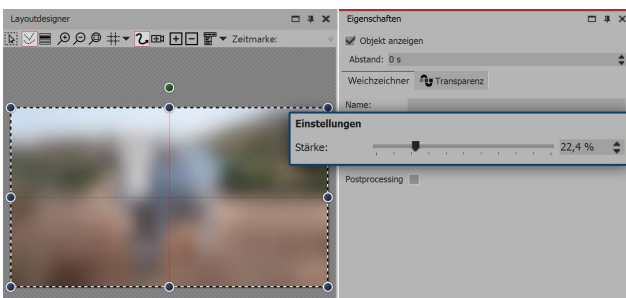
Settings for image in blur effect

2. Insert images in blur effect

Drag an *image object* from the *Toolbox* into the empty *blur effect box*, which is located in the *Timeline*.

Select one or more images. It will be the images that you want to show later without cutting. They are inserted again in step 4.

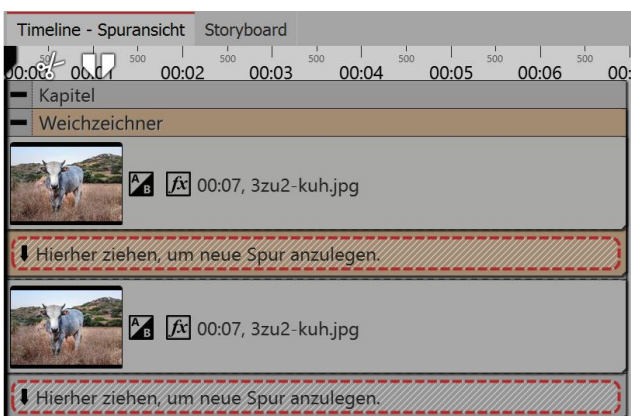
In the *properties box*, select *Alpha blending* for the fading. In *aspect ration* select the option *crop*.



Settings for blur effect

3. Blur effect editing

Click in the *Timeline* on the yellow frame of the *Blur Effect*. In the *Properties box* you can now define the strength of the effect. The picture now serves, in effect, as a background.



The image is located under the Blur Effect.

4. Insert a 3:2 photo without cropping

Drag an *Image Object* from the *Toolbox* into the *Chapter* beneath the *Blur Effect*. The images which you select should be the same images which are already located in the *Blur Effect*.



The image is located under the Blur Effect.

5. Processing of the main image (optional)

If you wish to edit the main image unobtrusively, you can select the tab *Image Effects* in the *Toolbox*. There you will find the in the range of masks, the image effect *Fade, lightly*. Drag this image onto the bottom image in the *Timeline*, if you would like your image to have a soft edge.



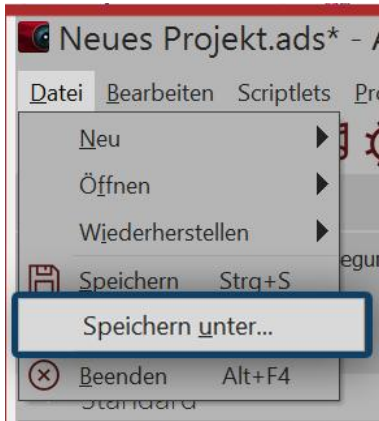
You can find a finished project here - *File - Open - Sample Project* which used this method. You can also copy the example project and paste it into your project. You can change the text. The sample project can be found under the title "3:2 into 16:9". In this sample project you will also find two other solutions.

2.6 Saving a project

If you are satisfied with the project and you have previewed your project at least once, you should save your results.

Even if you have only reached an intermediate stage in the work with the program, you should save it. In AquaSoft Stages there are various possibilities that are explained in more detail below.

1. What you must always do: Save as an ads file



Save as an ads file

As soon as you would like to save your project - either at an intermediate or finished stage, go to *File / Save as*.

Enter a name for your project and select a directory which you will be able to find again easily.

Always save the project as an ads file.

Sometimes it is useful to create a separate directory for projects.



Always save the project file from the ads file. Now you can edit your project later. The editing of texts, images fades etc. is only possible within the ads file.

No images, music or videos are stored in the ads file itself. The program remembers where your data is and retrieves it from there. As soon as you adjust the saving location of your file, they are deleted or renamed, the data cannot be retrieved. You can [archive the project](#), to prevent you from [later being unable to find your file](#).

2nd output as video for PC and TV

Many smart TVs or mobile devices can play videos very well. AquaSoft Stages can create videos suitable for this.

The MP4 format especially is playable on many devices.

In the *Wizards* menu, select the *Video Wizard* and create an MP4 video. Under destination folder, specify the location where the video is to be stored. Find out more about this topic in the chapter "[Output as video](#)".

Output as DVD

If you wish to create a DVD out of your project, refer to the chapter "[DVD-Player](#)".



You can discover how to save a video on a USB stick in our chapter "[Saving a video on a USB stick](#)".

4. Output for live presentation or archiving only on a PC

If you wish to present a project live, in AquaSoft Stages you have the ability to store this with all related files in a separate folder. To distribute to other PCs, you can export your own player and protect your images.

This option is also useful when you have finished a project and want to store all of its data in one place. In the chapter "[PC presentation](#)" you can find out more.

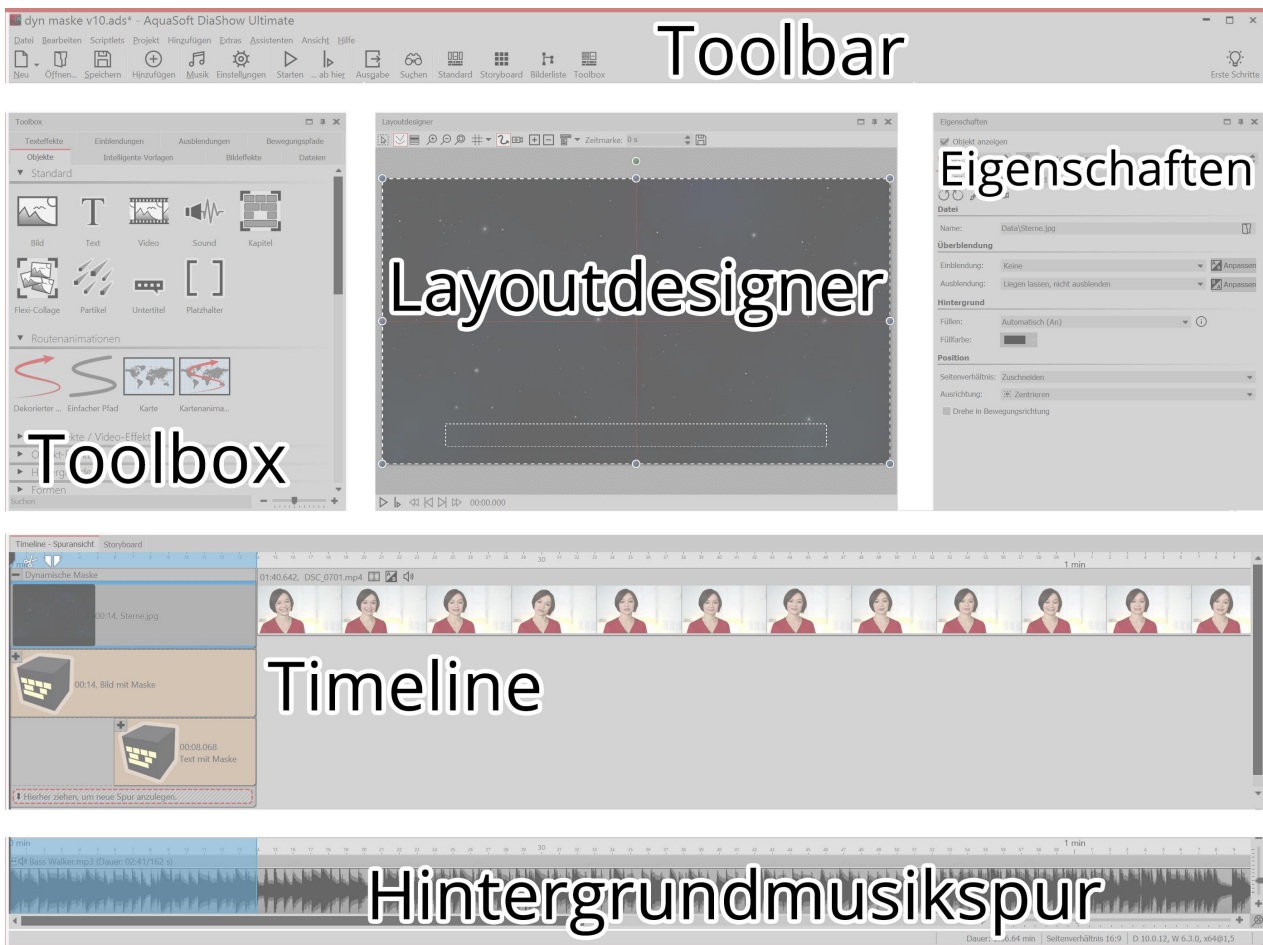
3 Program overview

Interface structure



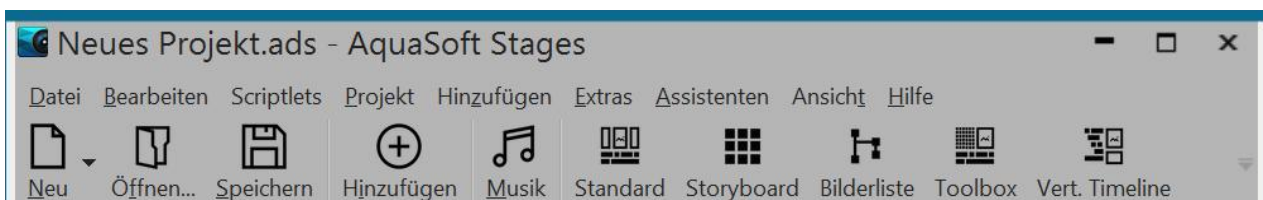
The description of the control elements refers to the *Default* view. You can set these under *Workspace / Default*.

AquaSoft Stages contains a large repertoire of tools with which you can work on your project. The following graphic provides an overview of the most important control elements. You will find that here *objects* are often talked about. Objects are all elements that can be added to a project, such as images, text, music, video, Flexi-Collages and more.








Areas of the program

The toolbar



Toolbar at the top of the user interface

-  Creates a new, empty project.
-  Opens a previously saved project.
-  Saves your project.
-  Inserts images into your project.
-  Opens the menu for inserting background music.



Opens the project settings. These settings apply only to the currently open project.



Play your presentation from the beginning.



Play the presentation from the marked spot.



Opens the output wizard for creating CDs/DVDs.



Lets you search for text, file names and keywords in your projects.



Loads the *Default* view of the program.



Loads the *Storyboard* view of the program.



Loads the *Image list* view of the program.



Loads the *Toolbox* view of the program.



Loads the *Vertical Timeline* view of the program.

Object properties

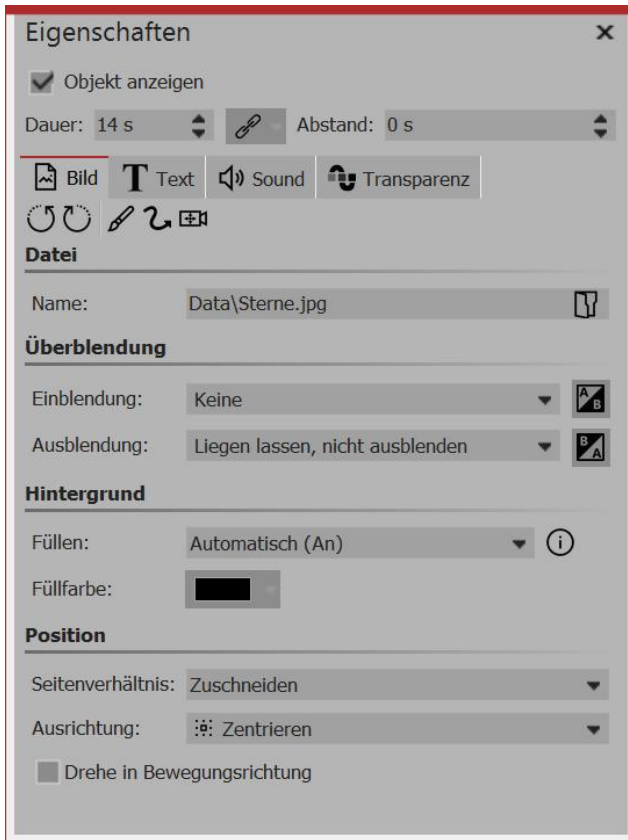


Image object properties

Each *object* has certain *properties*, that are displayed when you click on the image in the *Image list*, *Timeline* or in the *Storyboard*. In the example, the *properties* of an *image* object are displayed.

Here you can, for example determine the display time (under *duration*) of your image and the type of *fade in and out*.

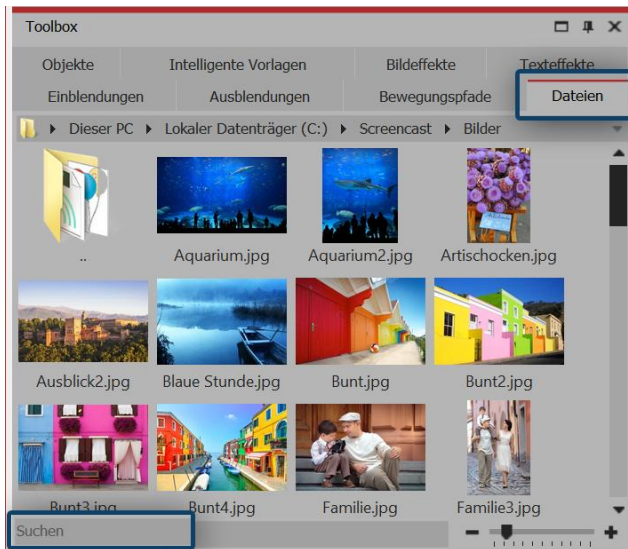
Under *Text* you can label the image and specify the text format.

Under *Sound* you can assign a self-recorded commentary or sound to the image.

Under *Transparency* you can set a transparency curve.

The individual objects and their *properties* are described in detail in the chapter "[Object properties](#)".

The File browser



Preview of your data in the file browser

In the *Default* view you will find the *File browser* on the left hand side. Find it in the *Toolbox* via the *files* tab. Here you can select a drive or directory where your videos, sounds or images will be located. Drag the files from the *File browser* into the *Timeline* or into the *Layout designer*.

In the upper row you can see, similar to Windows Explorer, the file path. Zoom in on the preview images using the slider located at the bottom right.

In the *Search* field you can search for file names that are in the currently opened folder. This means that you do not have to scroll for long to find the desired image or video.

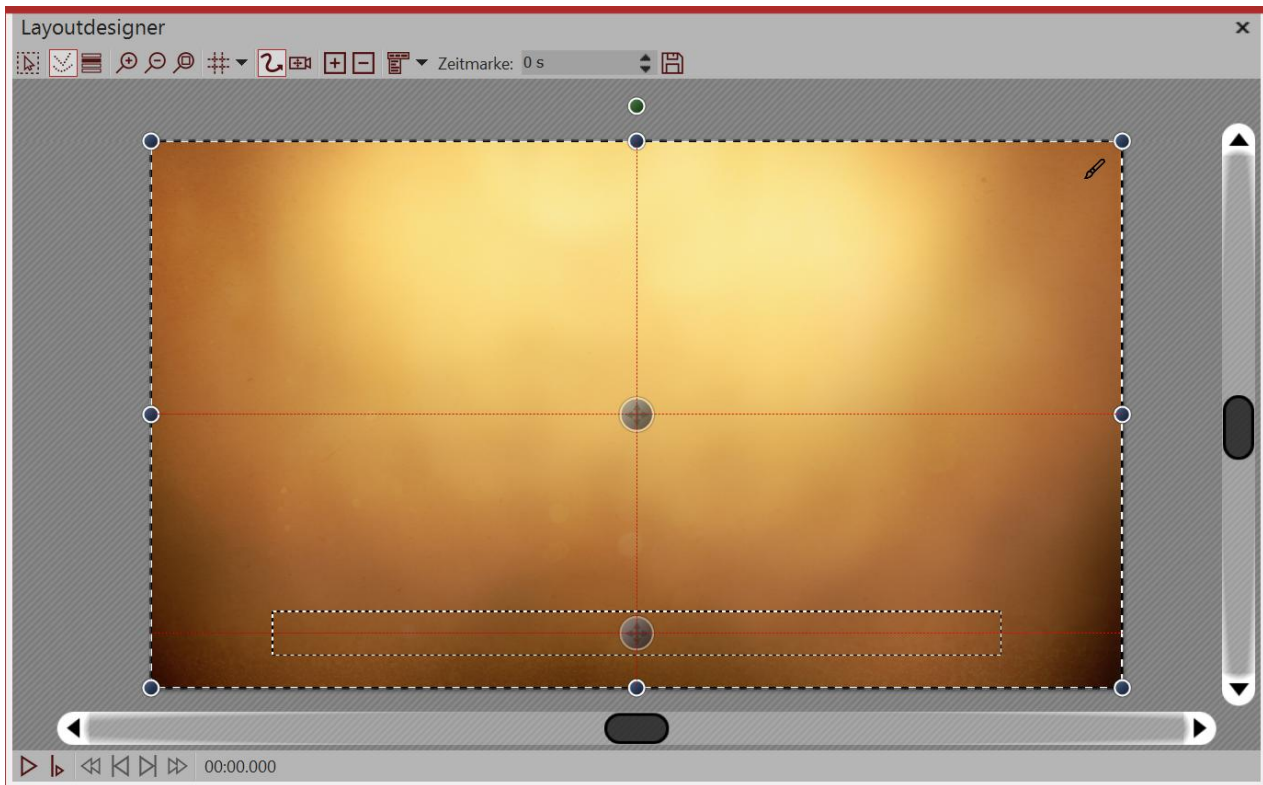
Insert images from the *File browser* by dragging them into the *Layout designer* or dragging the images into the *Image list* or *Timeline*.



If you click here with the right mouse button on a file, you will see the context menu, as you would in Windows. Here you can, for example, open the file in an external application to edit.








3.1 The Layout designer

In the *Layout designer* you can see a preview of your presentation. Here you can see how images and text are displayed on the screen. The *Layout designer* is your work surface for where you place objects. Slide images, videos, texts and more to the preferred location and use the drag points to make them bigger or smaller. In the *Layout designer* you also specify the sequence of [Motion paths](#) and [Camera Pans](#).

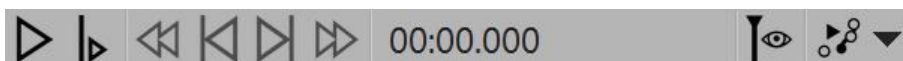






Preview in Layout Designer

The following symbols are available in the *Layout designer*:

-  Sampling frame can be pulled over the entire area of the *Layout designer* in order to select multiple objects.
-  Displays Paths and path points of all selected objects.
-  Displays objects that would obscure those selected.
-  Zooms into the *Layout designer*.
-  Zooms out of the *Layout designer*.
-  Resets the standard view / size of window.
-  Selection of the grid, to which you can align the images and objects.




At the lower edge of the *Layout designer* you will find buttons which control playback behavior.



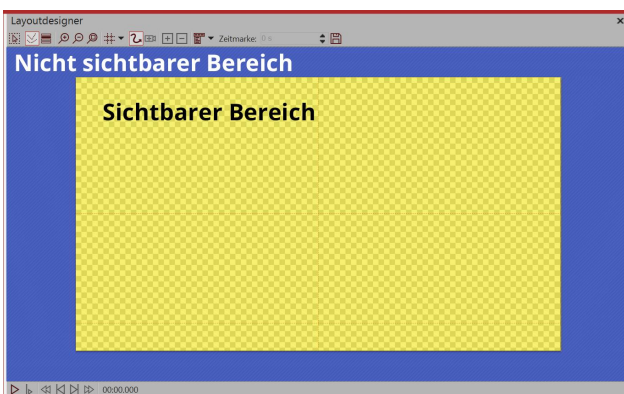
-  Plays the presentation from beginning to end.
-  Plays the presentation from the point at which the playhead is located.
-  Activates [Live-Preview](#) (only in Stages)
-  See the preview of the motion path directly in the Layout designer and edit the motion path whilst this runs.

If you play the presentation in the *Layout designer* then the bar changes.



-  Pauses playback.
-  Stops playback.
-  Jumps to previous image

Sections in the Layout designer



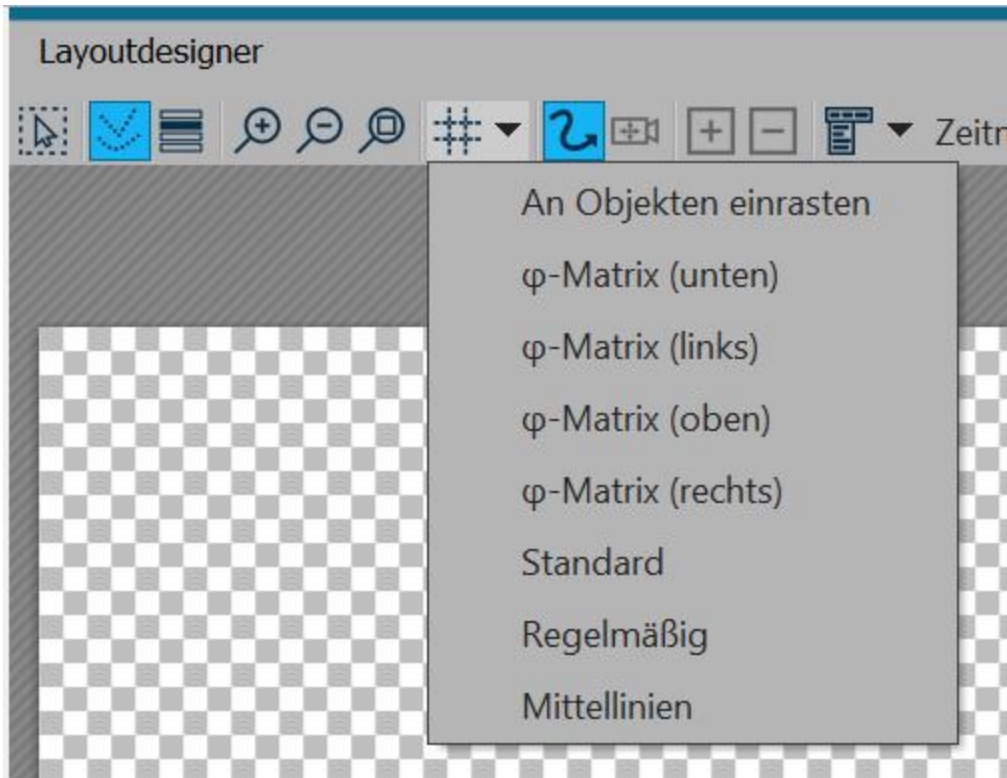
Sections in the Layout Designer

section.

The *Layout designer* has two sections. The visible section contains all elements which are later visible when playing the Presentation. The elements which are placed in the non-visible section are not visible when you play the presentation. The non-visible section can be used to lead *Paths of Motion* over the edge of the image. This means that elements in your Project can fly in or out of the visible section. Movements can take place outside the visible section and then move into the visible section. In this way you can have images and texts for example moving from left to right across the screen.

With the magnifying glass icons in the *Layout designer* you can zoom in and out of the visible

Grid in the Layout designer



Grid options

In the *Layout designer* you can superimpose a Grid. There are several options:

<i>Snapping to Objects</i>	Objects, such as images or text orientate towards Objects which already exist in the <i>Layout designer</i> and snap onto them.
<i>Standard</i>	The grid is divided to fit the Aspect Ratio
<i>Regular</i>	The grid's squares have the same height and width
<i>Center line</i>	A horizontal and vertical center line is indicated
<i>Phi-Matrix</i>	Displays the golden section lines

All grids can be combined with one another. Select the different grid options and in front of each active option you will see a check mark. You can deactivate the option with a click.

Controlling the view in the Layout designer

You can control zooming in and out in the *Layout designer* with the magnifying glass symbol, but also with the combination of the **CTRL** key and turning the mouse wheel.

3.2 Live Preview



This feature is only available in AquaSoft Stages.



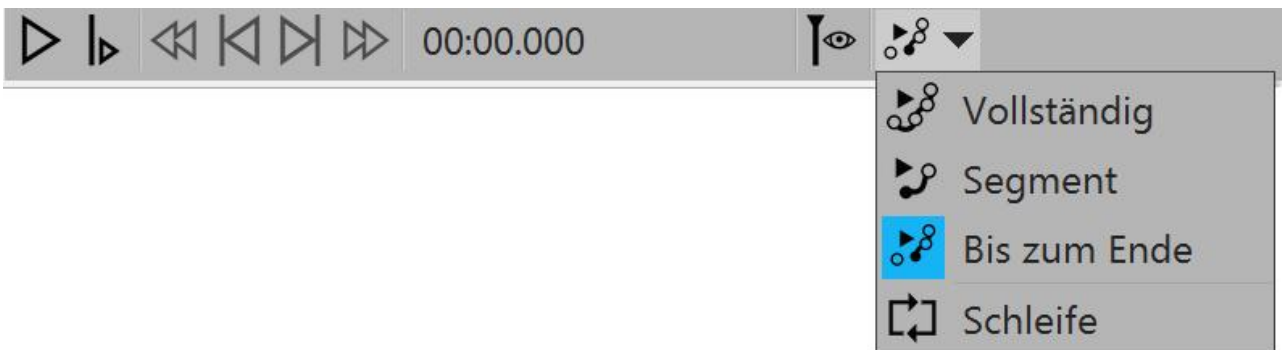
In Stages you have the option of looking live at specific sections or Tracks in the Layout designer. This functions above the Playhead which you can manually move in the Timeline. To activate the Playhead, click

on the playhead-eye icon at the bottom of the Layout designer.

Then click on the area in the Timeline that you want to look at. If you want to consider for example everything which is found in a Chapter, select that Chapter from the Timeline. If you would like to see the Preview only up to a certain track, click on the Track in the Timeline up to which the Preview will be shown.

Slide the playhead back and forth to see the preview. You control the speed of the Preview via the speed of movement of the Playhead.

3.3 Motion path preview

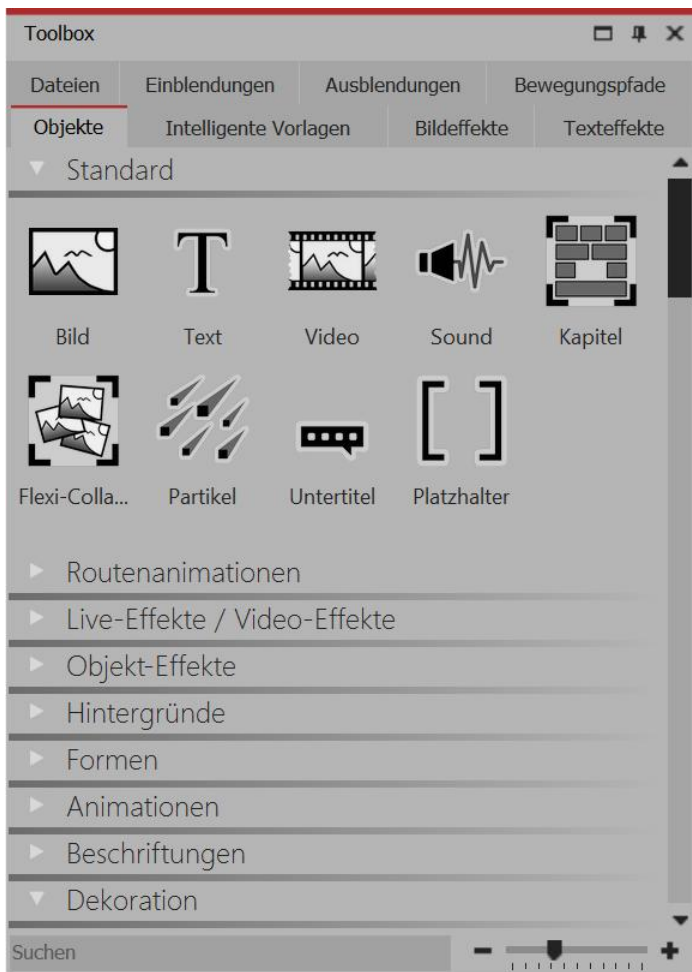


Motion path preview in the player control

In Stages you have the option to play the motion path of an object, even whilst you are adjusting it.

<i>Complete</i>	Plays the entire motion path
<i>Segment</i>	Plays a particular segment of the motion path
<i>To the end</i>	Plays motion path from a selected point to the end
<i>Loop</i>	Repeats the selected motion

3.4 The Toolbox



Objects in the toolbox

You will find the *Toolbox* in the *Standard* view, on the left side.

In the *Toolbox* you will find all the objects which can be inserted into a Project. You may click and drag these with the left mouse button to the desired location in the *Image list* or *Timeline*. This process is called "drag and drop". Alternatively you can double click on an Object which will then be inserted into your project to the right of the currently selected Object.

Enlarge or shrink the icons with the help of the Controller, which is located at the bottom right. In the *Search* field you can search for Effects, Transitions or Objects that are in the currently opened tab.

All Tools, Objects, Effects and more which you can find in the *Toolbox* you can drag, using Drag & Drop, onto the *Layout designer*, into the *Timeline* or into the *Image list*.

1. Sections of the Toolbox

The Toolbox has several sections that can be accessed via tabs. The following provides a brief overview of the various areas. For more information, refer to the appropriate sections of this manual.

1.1. Objects

Under the Tab *Objects* you will find the most powerful, yet most basic tools of AquaSoft Stages. In the first place you will find the standard Objects like *Image*, *Text*, *Video* and *Sound*. These are the most important Elements which will make up the main portion of your Project.

- The *Chapter* object enables you to create any number of tracks. See the chapter "[Working with multiple tracks](#)" for more.
- You will also find the *Flexi-Collage*, whose function you will take a closer look at in the chapter "[Flexi-Collage](#)".
- Particles are explained in detail in the chapter "[Creating particle effects](#)".
- The use of subtitles is explained in the chapter "[Subtitles in different languages](#)".
- The function of the Placeholder is explained in the chapter "[Placeholders](#)".
- For how to use Sound Objects, refer to the chapter "[Store Image group with music](#)".

Under *Live effects* you are offered the AquaSoft Stages Effects, with which you can influence the appearance of your photos and videos. In the chapter "[Live effects](#)" you will read more about each individual Effect and learn how to apply them.

In the section *Object effects* you will find finished effects where you only need insert images or videos. In the chapter "[Object effects](#)" each of the Effects will be discussed individually so that they are easy to understand and apply.

Would you like a line, a vehicle or another Object to move along a specific Path? Or are you looking for maps so that you can show your itinerary in your presentation? Help yourself in the section *Route Animation* from the wide range of possible designs. In the chapter "[Animated Paths and Routes](#)" you will get an insight into the possibilities for design.

In the *Control* area, you will find Objects which you can use to control the Presentation manually. Read more in the chapter "[Automatic and manual process](#)" and learn how to use the *Pause Object* and the *Play Object*



In our video "[Standard-Objekte in der Toolbox](#)" you can find out more about the functions.

(Link: aquasoft.de/go/1bcj)

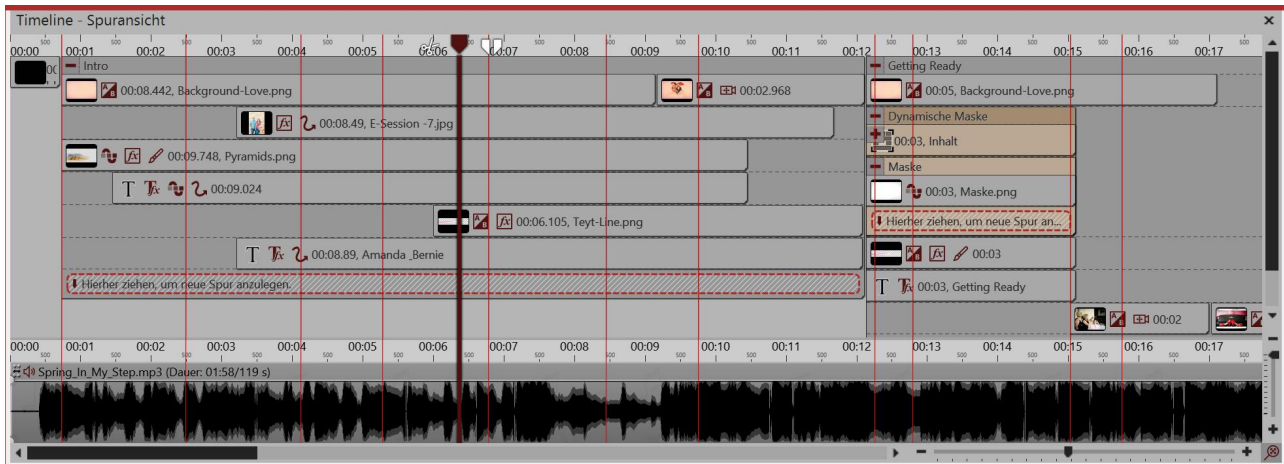
1.2. More Toolbox areas

Next to the Objects area the Toolbox offers further areas, the instructions to which you will find in this manual. To facilitate the overview, you will find a selection of chapters in which you can find explanations of the areas of the Toolbox:

- You can find out how to apply Image effects in the chapter "[Image Effects](#)" and how you can create your own effects in AquaSoft Stages is demonstrated in the chapter "[Functions in Image editor](#)".
- You will find information for the application of Text effects in the chapter "[Labelling Text](#)". In AquaSoft Stages you can also save your own Text effects. Read the chapter "[Save your own templates](#)" for more on the creation and saving of your own Text effects.
- For fading in and out, you can find more information in the chapter "[Assigning Transitions](#)".
- For detailed assistance regarding Paths of Motion, see the chapter "[motion path](#)".
- You can get to know the intelligent templates better in the chapter "[Intelligent Templates](#)".

3.5 The Timeline

With the help of the *Timeline*, you coordinate the timing of your images, texts, sounds and videos. So you can display several elements simultaneously or at different times. In the *Timeline* it is possible to create multiple tracks. You implement this with the *Chapter* object. You will find the *Chapter* in the *Toolbox* under *Objects*. To find out how to create multiple tracks, refer to the chapter "[Multiple Tracks](#)".



Timeline with multiple tracks

Zooming in or out

In the lower right corner there are two small regulators, one vertical and the other horizontal. With these you can specify how high and how wide the Objects are displayed in the *Timeline*. You can zoom in or out of the Timeline with the help of the mouse wheel.

- Changing the width: **CTRL KEY** + *mouse wheel*
- Changing the height: **SHIFT KEY**+**CTRL KEY**+ *mouse wheel*

Navigating in the Timeline

Using the mouse wheel you can navigate in the Timeline:

- Scroll horizontal: *Only the mouse wheel*
- Scroll vertical: **SHIFT KEY** + *mouse wheel*

If there is a large number of Objects in the *Timeline*, it can be helpful to choose a smaller view, so as to obtain a better overview.

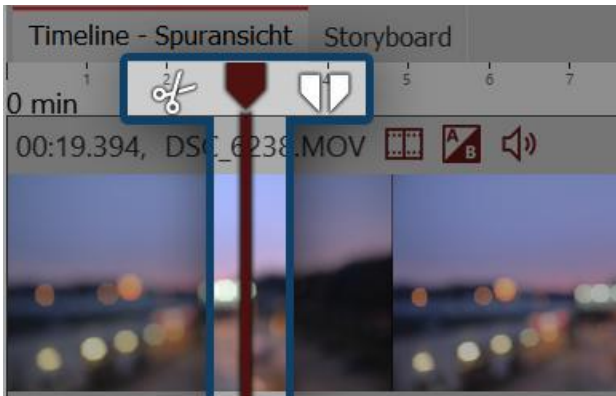
For a better overview, you can also collapse the open tracks. To do this use the small minus icon - find at the top left - which dictates which Track can be open for each Object.

Icons in the Timeline

In the *Timeline* you will also be able to see which effects, animations etc are assigned to which Object. This can be identified by the small icons that are displayed on each Object in the *Timeline*. The following symbols are available in the AquaSoft Stages:

	Cross-fading		Image effect
	Text without animation		motion path
	Text with animation		Camera panning
	Video file		File containing sound

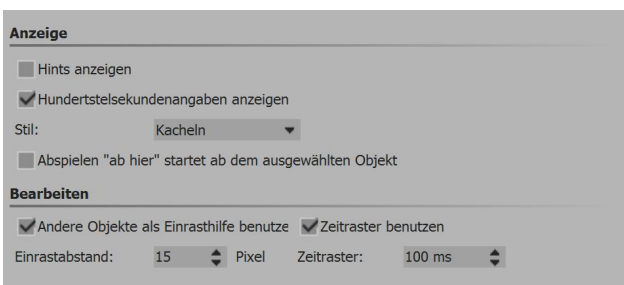
Play "from here" with the Playhead



Playhead shows playhead

In the *Timeline* you will find a vertical line, with which you can set the Playhead. This line is called "*Playhead*". At the top of the *Playhead* you will see two icons which you can use as cutting tools (more on this in the Chapter "[Cutting videos](#)").

Drag the *Playhead* or click with your mouse on the *Timeline* at the point you want to start the *Preview* and then click on the "*From here*" button.



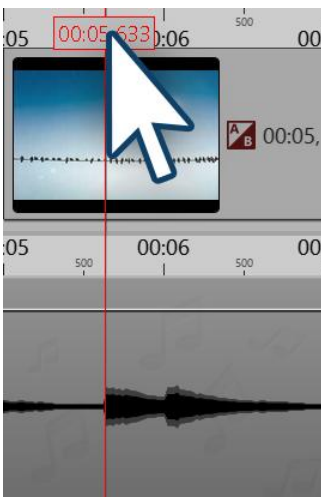
Timeline settings

Under *Extras / Program settings / Timeline* you can configure the *Timeline* further.

Here you can adjust the stopping behavior and the display of the *Timeline*. If you want to place an object directly below another object or at a certain time, the stopping behavior can help you with the exact positioning of objects.

Additionally you can set the old "*From here*" playback for the *Preview*, which was standard prior to version 10.

Markers in the Timeline



Background music tracks in the Timeline

Press the **SHIFT** and click on the time axis in the *Timeline* (see picture left). You will see a red line that you can move with the mouse. The line goes across your inserted objects and the *Background music track*.

You can also set markers while the project is in progress as a preview in the *Layout designer*. Press the **SPACE BAR** always at the point at which you want to insert a marker.

To delete a line you only need to click with the right mouse button on the relevant line.

The markers act magnetically and help you align your images in multiple *Timeline* tracks, or matching to musical beats.

3.6 The Storyboard

Next to the tab for the *Timeline* there is also a tab for the *Storyboard*. In the *Storyboard* you can see all the preview images for all the Objects. Here the presentation of the time is waived, all Objects are the same length and ordered in sequence. In case you are creating an extensive project, you can find a specific image here quickly. You can also rearrange the objects here using the drag function of the mouse.

If, under *View / Storyboard* you change the *Storyboard view*, the *Storyboard* will be displayed larger. This gives you a much better overview of the already inserted files. With the size slider at the bottom left, you can shrink or enlarge the thumbnails.



The Storyboard view of your Project



If you have deactivated an image in your Project (removed the "show Object" check in Properties), it will no longer be displayed in the *Timeline*. The *Timeline* displays only Objects which may be played. If you would like to activate an image, you can do this via the *Storyboard* or the *Image list*.

3.7 Image list

You can load the *Image list* under *View / Controls / Image list* or select from *View / Image list*. In the *Image list* all Objects of the current project are displayed, including the corresponding time period. The date of recording and other parameters can also be displayed. To understand how to integrate this into your Interface, refer to the chapter "[Setting the View](#)".

Objekt	Startzeit	Dauer	Dateigröße	Dateidatum	Einstellungen	Spur	Stichworte	EXIF
<input checked="" type="checkbox"/> 1. Blaues-Licht...	0 s	5 s	154.828	01.10.2015				<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> 2. DSC_6238.M...	5 s	19,3...	50.618.420	11.12.2015				
<input checked="" type="checkbox"/> T 3. Text	24,394 s	5 s						
<input checked="" type="checkbox"/> 4. DSC_6241.JPG	29,394 s	5 s	1.185.935	11.01.2016				<input checked="" type="checkbox"/>

Clearly arranged display of the Image list

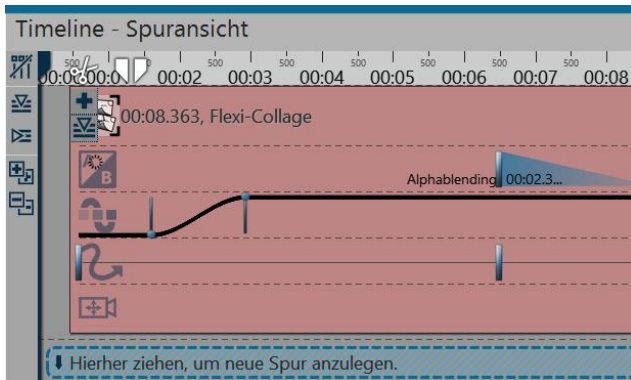
Here you can see the start time and duration of the Objects. The file size and the file name of the images are displayed. You can select for yourself under *Extras / Program settings / Image list* which parameters should be displayed.

If, in the *Exif* column, there is a check mark, your images contain Exif data (e.g. date of recording, camera model and image resolution). These can also be displayed in the current presentation. In the chapter "[Variables](#)" you will find out more about how you can embed Exif data into your project.

In the *Image list* the *Track* column tells you in which Track the Object in the *Timeline* is located. If the item is empty, the Object will be located in the first track. Within a *Chapter* you can create still more tracks. You can change the order of the Elements here by shifting them with the mouse ("drag and drop").

3.8 Working with key frames

1. How can you use key frames in Stages?



For each animation the object contains multiple keyframe tracks

In Stages you can control, among other things, transparency, fading in and out, screen panning, the motion path and the text display in the Timeline, over Key frames.

This allows you to match the effects by time.

If you are using music or sound, the effects can be matched precisely to the audio with the help of the Key frame track, but the effects are also matched better to each other with the help of the Key frames.

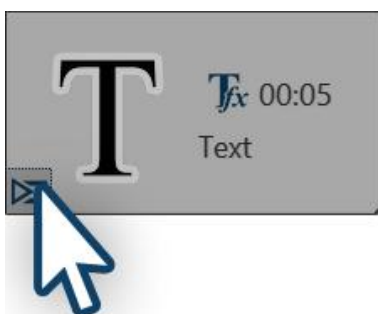
A Key frame always stands for a particular setting, which is displayed at a specified time. The values which lie between the two Key frames are automatically generated by Stages.

In this way you can completely control a process of transparency, a movement or a cross-fade using Key

2. How do you open the Key frame tracks?

Every *Object* in the *Timeline* has *Key frame tracks*, with which various Effects can be controlled.

On the left side of the *Timeline* there are five small buttons which help you work with the *Tracks* and the *Key frames*. Using this you can open and close all the *Tracks* all at once, as well as getting all the *Key frame Tracks* to fade in or out.

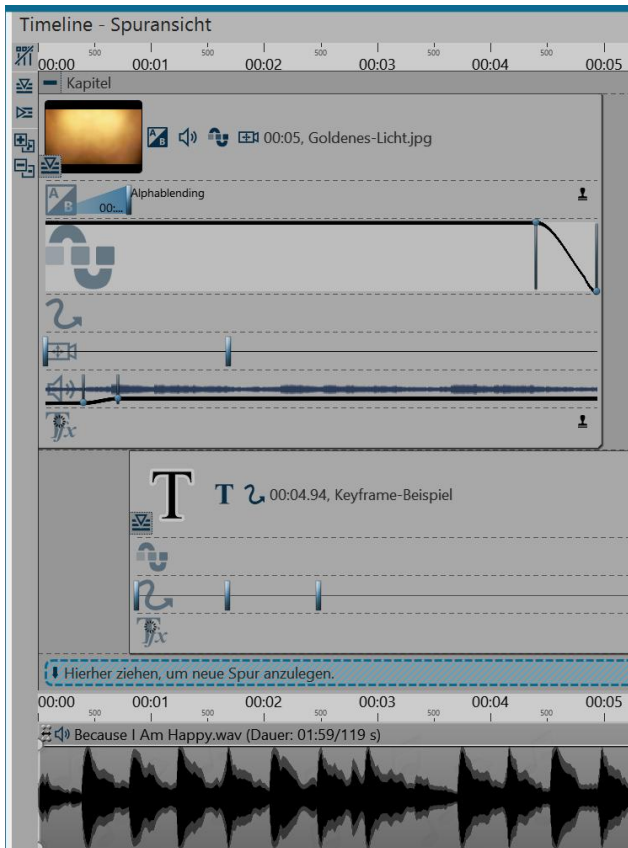


Open Keyframe Tracks for Text Object

The symbols to open and close the *Key frame Track* can also be found on the individual Objects.

If you wish to save space in the *Timeline* and prefer not display every individual *Key frame Track* to be displayed, simply close the others. Then use the button to open the *Key frame Track*, which is located on the respective object.

3. How do you use Key frames?



Opened Keyframe Tracks

First of all open the *Key frame Tracks* of the Object. Depending on the type of Object, there are differing *Key frame Tracks* available. You can see which Effect or which Property can be set for each Track thanks to the symbols at the beginning of each Key frame Track.

If you wish to edit the *Key frames* in a particular track, first click on the relevant Track. This is then highlighted by a slight enlargement.

Then click anywhere within this Track to create a *Key frame*. This *Key frame* can create a new *Motion Marker* in the Track for the *pan shot* whose Properties you can, for example, set precisely in the *Layout designer*.

A *Key frame* in the Track for *Transparency* creates a new point in the *Transparency Curve*. You see this curve with your ups and downs directly in the *Key frame Track*.

4. Meaning of the symbols in the Key frame Tracks

When you have opened the *Key frame Tracks* you will see an individual symbol at the beginning of each Track. The symbol indicates the Effect you influence with each Key frame Track.

	Duration and type of fading in or out
	Duration and modulation of opacity (transparency curve)
	Time interval between the markers on a motion path.
	Time interval between the markers of a pan shot
	Chronological sequence of volume change
	Duration and type of text effect

4 Texts and labels

4.1 Labelling an image



Inputting text to an image

In the *properties* section of an *image* and *text object* there is a *text* tab.








If you cannot see the *properties* window, right click on the image and select the option *properties* from the context menu.

You can also find this via *view - controls - properties*.

1. Entering text in the properties window

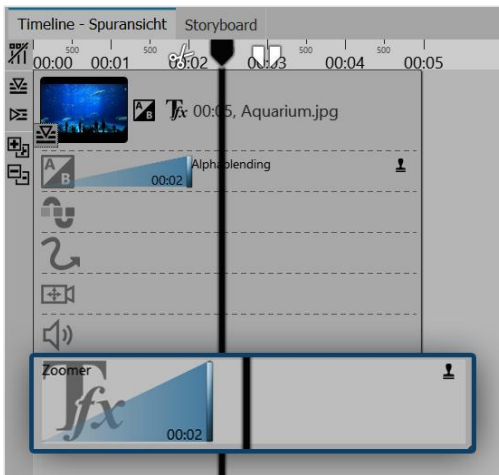
To label an object, go to *properties* and click on the “text” tab.

In the text field you can enter text and adjust the formatting - font, font size and color. Under orientation, you have the following options for the positioning of your text:

-  Position the text at the bottom of the selected frame.
-  Position the text in the middle of the selected frame.
-  Position the text at the top of the selected frame.
-  Fits the text to the frame (font size is reduced if applicable)
-  The text appears at the bottom edge of the image. This also applies when the image is reduced in size.

In the text box, type the desired caption for your image. Select the font and size. If you wish your text to be a specific color, you can select this via the color selection (this is located on the right, next to the font size).

2. Controlling the length of time it takes for the text to fade into the key frame.



Keyframe track for text animation

In Stages you can control the duration of the text fading in or out via the *key frame track*. Just open the key frame track and click in the track for the text animation.

Here there is a fade-in and out for each key frame (assuming it is activated), and you can use this to control the end of the fade in as well as the beginning of the fade out.



You can find out how to underline your text in our SnapTip "[underlining text](#)".

(Link: aquasoft.de/go/83ad)

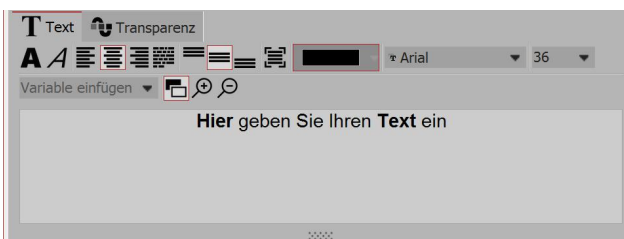
4.2 Text design

In the text field you can enter your own text for your image or text object. You can change the font size, color and type of the text. You can also give the whole text a text effect. For this there are text-friendly effects available. However you can also create effects yourself in the [image editor](#).



You can find a finished project under file / open / sample project which contains various formats. The sample project can be found under the title "quote with image".

1. Text input in the text field (rich text)



Combining text styles

In the *properties* field, click on the *text* tab. Here you will see an empty field. Click the field and enter your text. If you need more space, drag the text box to make it larger with the help of the shaded area, which is located centrally below the text box. With the magnifying glass icons you can zoom in or out to make the writing in the text field seem bigger or smaller.

You can customize the background color of the text box so that you can see the text more clearly. To do

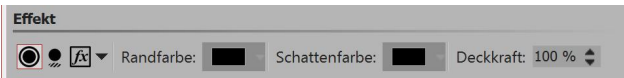
this you can switch between light and dark by clicking on the black and white button.

If you want to make changes to certain areas of the text, highlight the field and then set, for example, the font or color.

You can then combine different text styles with each other, without having to use multiple text objects.




If you want to customize the entire text, you can click in the text box and use the key combination **CTRL + A** to select all.

2. Border, shadow and effects for text

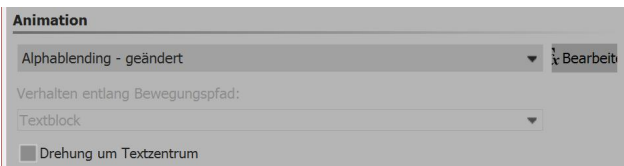


Activating border, shadow or text effects

In the *effect* section you can define the settings which are applied to the whole text which is in the text box.

	Activates the text border for the text in the text box.
	Activates the shadow for the text in the text box.
	Activates the text effect for the text in the text box. By clicking the arrow located next to image editor , a separate text effect can be created. However you can also use a ready-made effect from the <i>Toolbox</i> . You can find these in the <i>image effect</i> tab in the section <i>Text friendly</i> .
Border color	If you have clicked on the border icon, you can select a color for the border here.
Shadow color	If you have clicked on the shadow icon, you can select a color for the shadow here.

3. Furnishing text with effects and animation



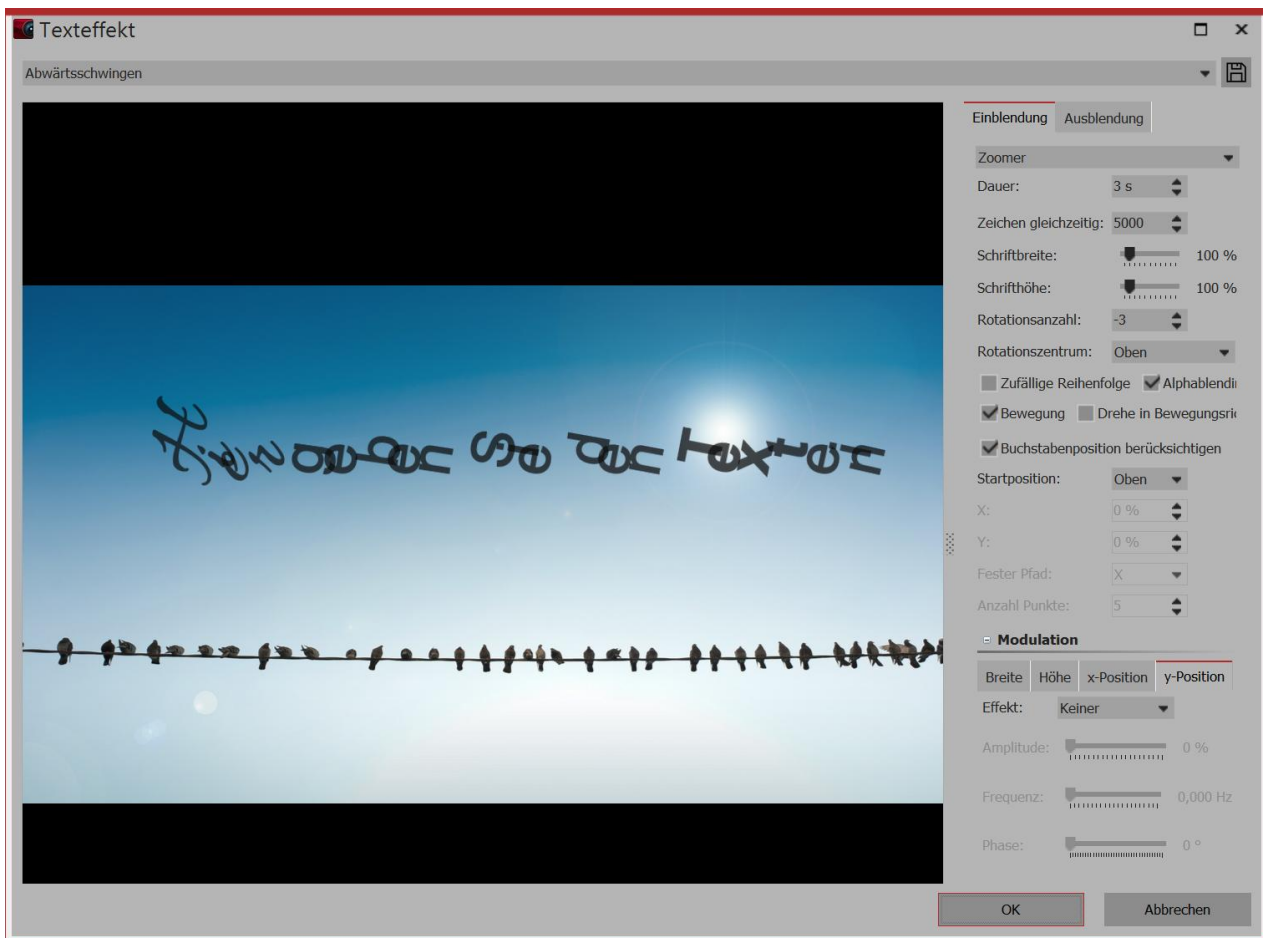
Editing text animation

In addition to the normal settings for color, font and size, in the *properties* window you can also assign a border and a shadow effect to the text. Under *animation* you can select an effect for the text which can make it fade in or out. If you click on the *editing* icon next to the animation selection you can customize each effect.

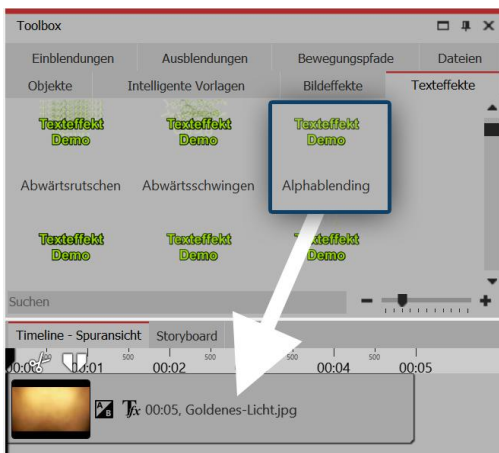


You can also find the window for editing text animation when you right click on the *Image list* or *Timeline* and then click on *Choose text animation*.

In the menu for editing the text effect, you will see, in addition to the customization options for the animation, also a preview of the selected animation.



Editing text animation with preview



Drag the text effect onto the image in the timeline or in the layout designer

It is not only via the *properties* window that you can select a *text effect*. In the *Toolbox* you can call up the same *text effects* as via *properties*.

Drag the desired *text effect* from the *Toolbox* onto the image.

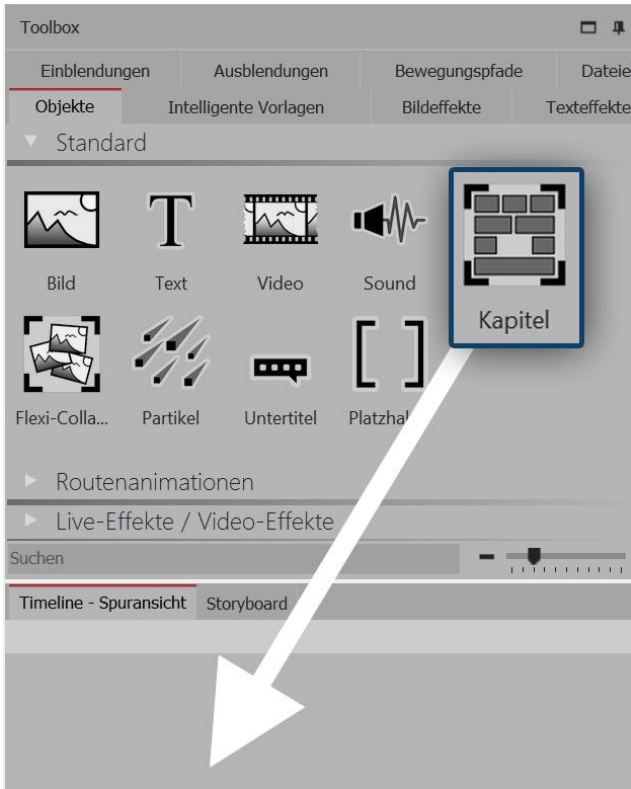
If you would like to use the same *text effect* for all images, select all images with **CTRL + A**. Now double click on the desired *text effect*.

Should the same *text effect* be used for several images at the same time, then hold down **CTRL** and use your mouse to click on the images on which the *Text effect* is to be used. If the images have been selected, then double-click on the desired *text effect*.

4.3 Labeling videos

Since videos are often displayed for longer than images, a permanently visible label is not always useful. Unlike images, videos therefore have no built-in captions. If you would like to label a video, use the *Text Object* in a separate text track. In order to get a text track, you must first of all insert a *Chapter*.

1. Inserting a Chapter for multiple tracks

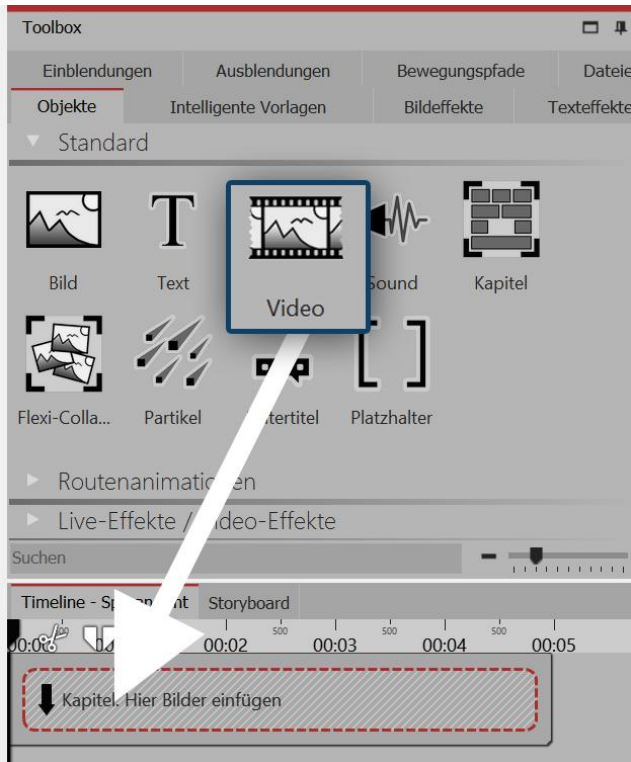


Drag the Chapter into the Timeline

Once a text is to be superimposed over a video, a second track is necessary. You achieve this with the *Chapter Object*.

Drag a *Chapter Object* from the *Toolbox* into the *Timeline*.

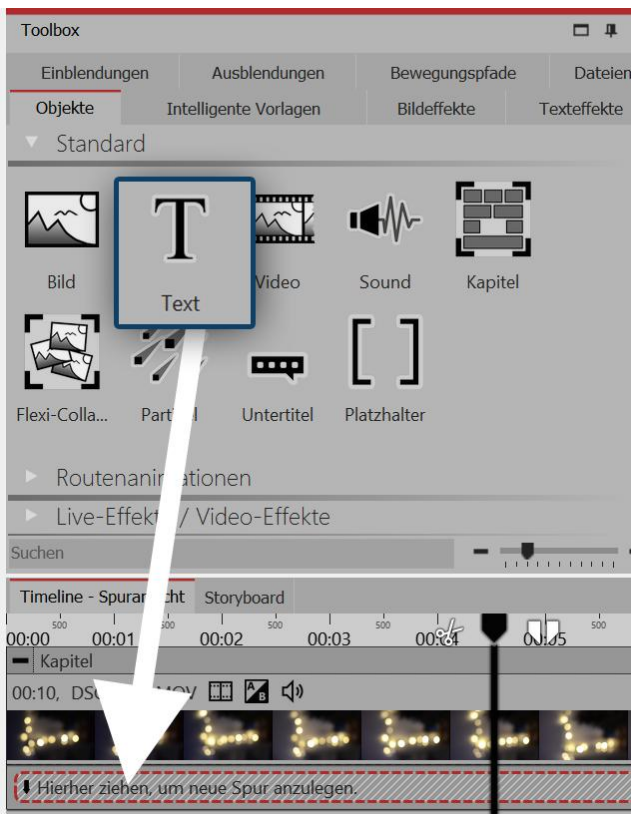
2. Adding a video



Adding a video to Chapters

Drag a *Video Object* into the *Chapter*. Select one or more video files.

3. Inserting text

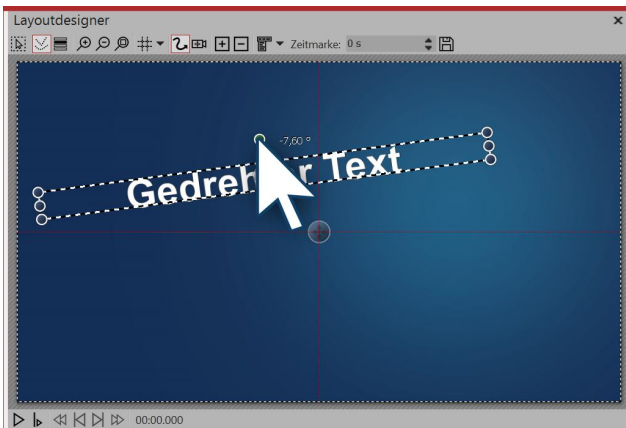


Inserting text under a video

The text track will be superimposed over the video. In order to do this, insert in the *Timeline*, under the inserted video, a *Text Object*. Drag the *Text Object* onto "*Drag here to create a new track*".

In the *Properties* section, enter the text into the text field.

4.4 Rotating text



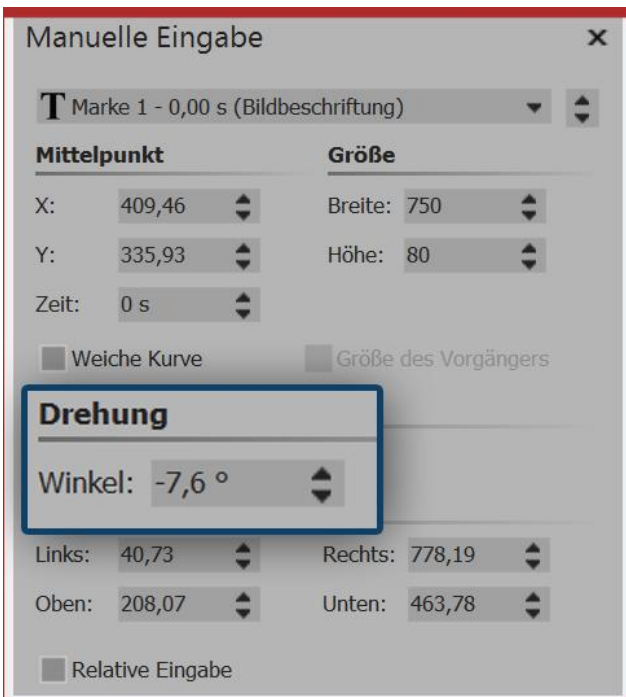
Rotating text in the Layout Designer

1. Rotate text in the Layout designer

Insert an image and type a caption in the *Properties* window, under the *Text* tab. Your text will appear on the screen, surrounded by a dashed border. Outside the border, centered over the text, there is a point. Click on the point and hold the mouse button down. The cursor is displayed as a directional pad. Now rotate the mouse: This shows you how the text rotates.

As soon as the text has reached the desired position, you can release the mouse button. Next to the point which you click to rotate the text, a number appears. This is the angle of rotation in degrees.

2. Specify angle of rotation



Manual input

If you want to specify the precise angle, use *Manual Input*. Bring this up by pressing **CTRL** + **M** together. Under *Rotation / Angle* you can now enter the value yourself.

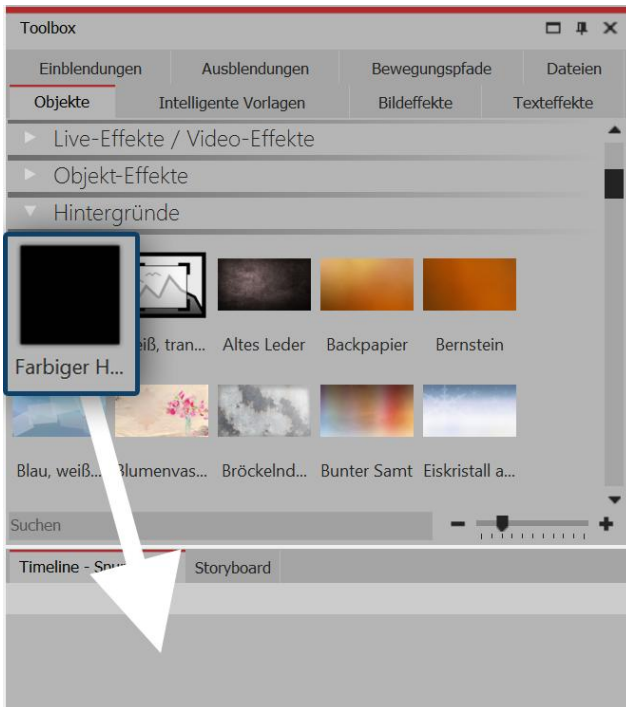


You can find a finished project under File / Open / Sample Project which used this text rotation. You can also copy the example project and paste it into your project. Here you can change the text. The sample project can be found under the title "Text with Momentum".

4.5 Text with colored background

If you would like to display your text as a text panel with a plain background, follow these instructions.

1. Insert the object "colored background"



Drag "colored background" from the toolbox into the timeline

In the *Toolbox* under *objects* you will find in the *backgrounds* area *colored background*. With this you can display texts independently of images. The *colored background* can also have a *fade in or out*. Drag the *colored background* from the *Toolbox* into the *Timeline* and position it at your desired location.



If you wish to position your *colored background* precisely on a certain point, you can use your mouse to drag it from the *Toolbox* to the desired position in the *Timeline* or *Image list*. If you hold down the mouse button and move between the existing objects, a red line appears. This line serves as an indication of where the *colored background* will be inserted when you release the mouse button.

The same principle also applies to other *objects*.

2. Selecting your background color



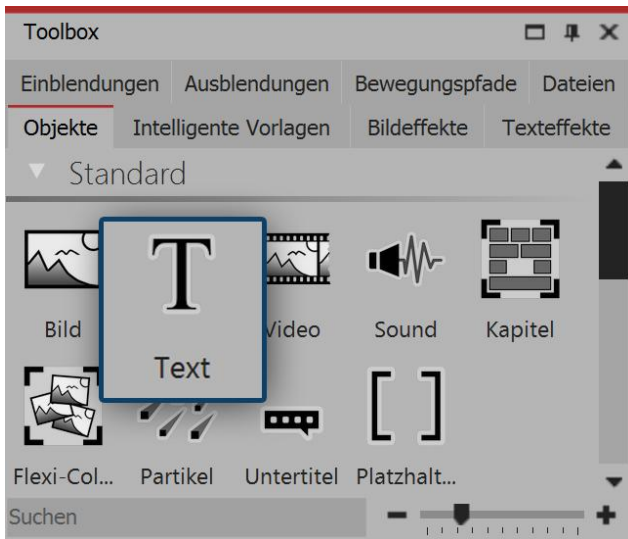
Selecting your background color

The *colored background* that initially appears after its insertion is always black. However, you can change the color properties in *properties* via *background / fill*.

3. Inserting text

Now enter the label via *properties- text* in the text box provided. Proceed according to the principles laid out in "[Labelling an image](#)".

4.6 Multiple texts



Text Object in the Toolbox

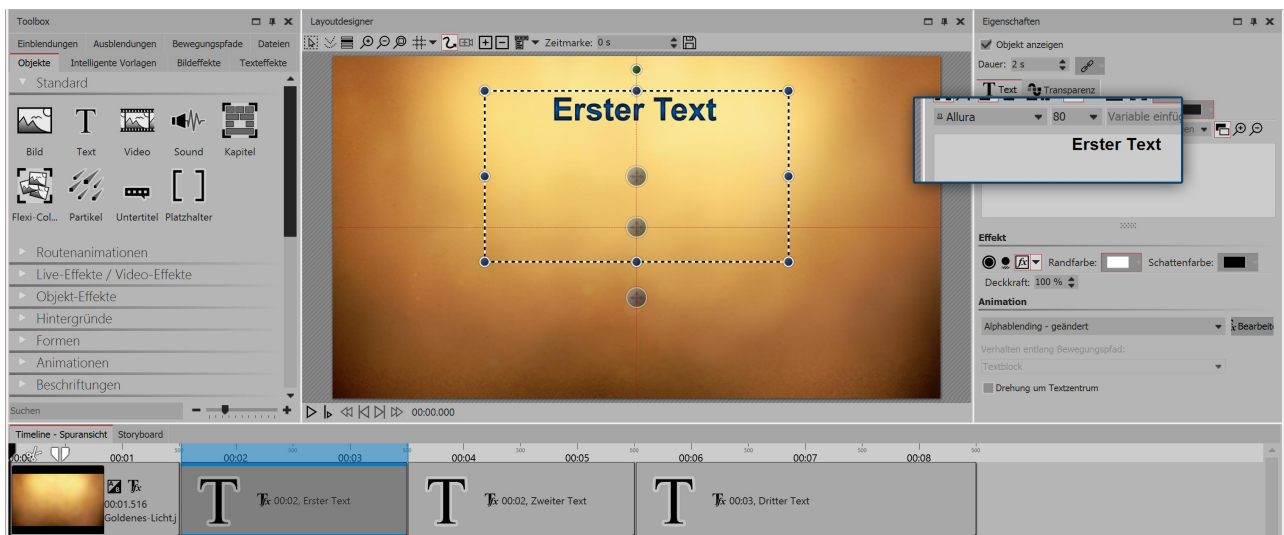
In AquaSoft Stages you can display several texts at the same time or at different times.

For this, use the *Text* Object from the *Toolbox*.

1. View multiple texts sequentially

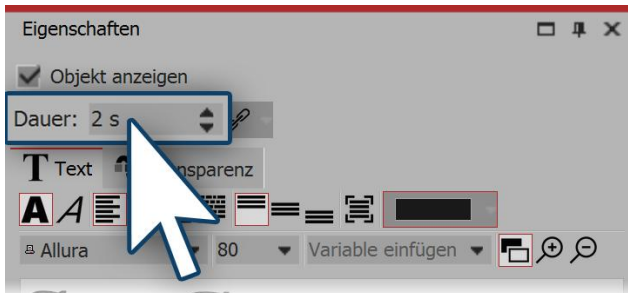
In this example you will learn how you can display three different texts, one after the other, with the same image. First of all insert an image into your Project. Then drag a *Text* Object out of the *Toolbox* into the *Timeline* or *Image list*. Repeat this process twice, so that there is one image and three *Text* Objects in the *Timeline* or *Image list*.

Select the first *Text* Object in the *Image list* or *Timeline*, by clicking on it. Now, in the *Properties* window, in the designated text box, enter your caption. If you would like the text to appear with movement, select an appropriate motion under *Animation*.



Entering text and selecting animation

Select the second *Text* Object and again enter the desired caption into the text box. Do the same thing for the third *Text* Object.



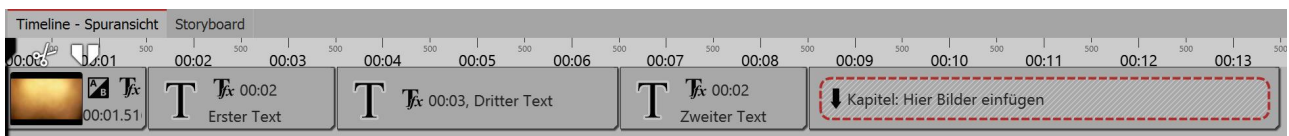
Set display duration

If the display duration for one of the texts is to be adjusted, go to the *Properties* window and under *Duration* set the desired display time for each of the texts.

View the example that you have just created by clicking on the *Play* button or using **F9** on the keyboard.

2. View multiple texts at the same time

If you would prefer to view the texts simultaneously, drag a *Capital Object* from the *Toolbox* into the *Timeline* into last place, behind the other objects.



Multiple texts with Chapters in the Timeline

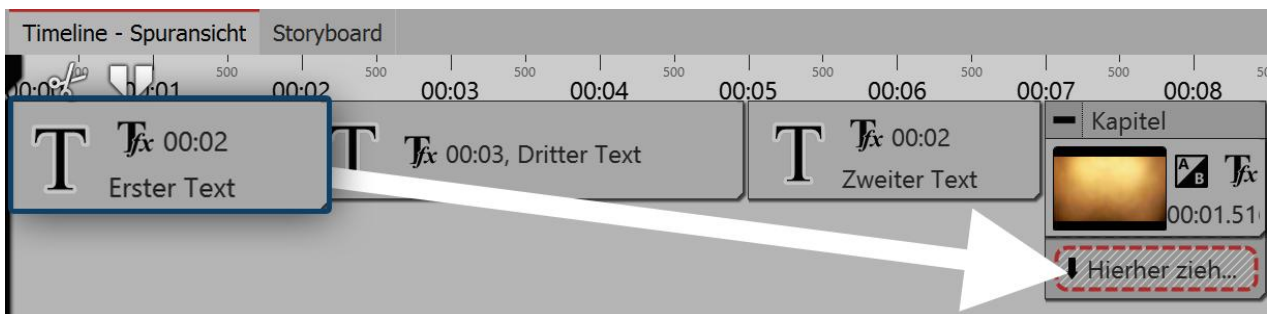
The *Capital Object* allows you [to work with multiple tracks](#). In this way, Tracks are responsible for showing multiple Objects at the same time. After you have inserted it, the *Chapter* is located behind all other Objects. Now you need to move the image, which you have already inserted, and its accompanying text, into the *Chapter*. Proceed as follows:

1. Move the image into the Chapter

Click with the mouse on the image in the *Timeline*. Use the mouse to drag the image into the empty *Chapter*. As soon as the image is on top of the *Chapter*, release the mouse button.



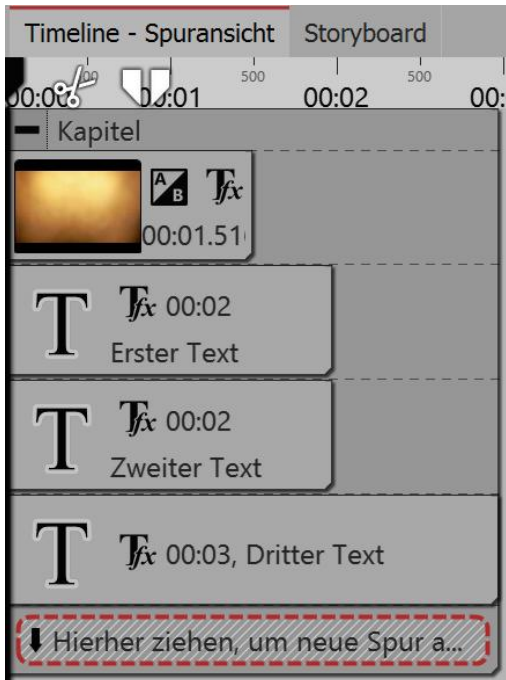
2. New Track for Text Object



Now drag the first *Text Object* into the *Chapter*. Drag it onto the lettering "Drag here to create a new logo", which you will find underneath the image. A red mark in the *Timeline* shows you at which position the *Text Object* has been inserted.

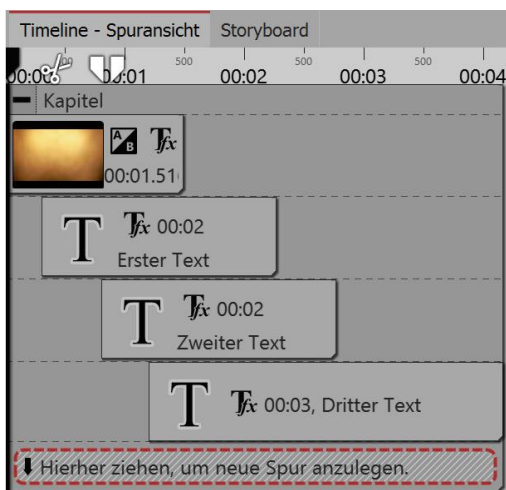
3. Move more Text Objects into a new Track

Insert the second *Text Object* under the first *Text Object* by using the same procedure as described in the previous step.



4. Texts appearing simultaneously

Now the image and all the *Text Objects* are arranged one below the other. When you play your presentation, you will notice that the text is displayed simultaneously. This happens because the *Text Objects* are precisely arranged one below the other and are therefore displayed at the same time. In order to create a time delay, the position of the *Text Object* in the *Timeline* must be altered.



5. Texts appearing with a time delay

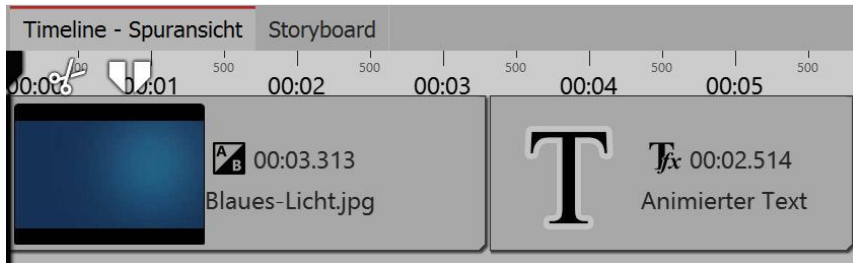
In order to adjust the position of the *Text Object* and therefore the timing of the display of the text, use the mouse to drag the *Text Object* slightly to the right. Do the same with the other *Text Objects*, so that there is a step-like arrangement. With this type of arrangement, the texts are displayed sequentially so that one text is visible before the next appears. Explore the changes by quickly playing the presentation. By doing this you can determine whether the texts are displayed according to your preferences.

4.7 Animating texts with a motion path

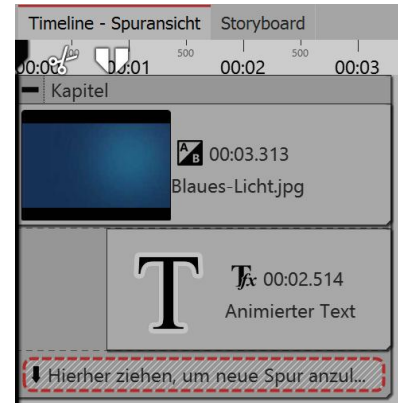
In AquaSoft Stages you can assign *text objects* a *motion path*. You can use motion paths to animate your texts in various different ways. In this chapter you will learn with reference to an example, how you can get a text to “fly” over an image.

1. Inserting your text

Drag a *text object* from the *Toolbox* into the *Timeline*. An image should be located in front of the *text object* in the *Timeline*. You can also work with several tracks (see the instructions in the chapter "[Working with multiple tracks](#)").

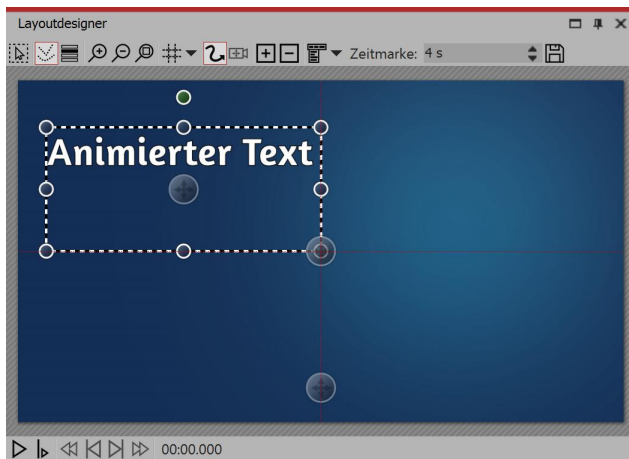


Text behind image



Text track underneath image

2. Creating motion markers in the Layout designer



Positioning the text in the layout designer

Click on the *text object* in the *Timeline*. You will see the *text object* in the *Layout designer*. It will be surrounded by a dashed border and some round dots. Move the cursor over the text and move the text with the mouse, holding down the mouse button to do so. This means you can position the text as you wish.

Via the preview image in the *Layout designer* you will find various icons that will let you create your animation.



This is the icon that will, in the *Layout designer*, switch to the *motion path* mode. Click on the icon to activate the motion path mode, before you create your animation.



You can use this switch to insert new *motion markers*. Add a new motion marker and the text will move. This is how you create an animation.



To remove existing *motion markers* you must highlight them in the *Layout designer* and then one click on this button will remove the active marker.



You can also open a follow-up menu for the *motion markers*.



A path's duration is determined with time stamps. They determine the speed at which an object moves from one motion marker to the next.



Motion paths that you have created can be saved and easily reused.

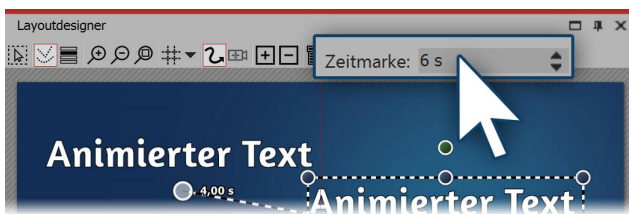
1. Adding a motion mark



Adding a motion mark

Add a new *motion mark* by clicking on the square plus symbol in the *Layout designer*. Now you will be able to see your text in its first position and also at its second position. The second text, or rather the second *motion marker* is now active. You can move and resize them in the *Layout designer*. The *motion marker*, that is already active is indicated by an orange dot. All motion brands that are not currently highlighted (or active) are displayed in a slightly transparent white.

2. Changing the time stamp

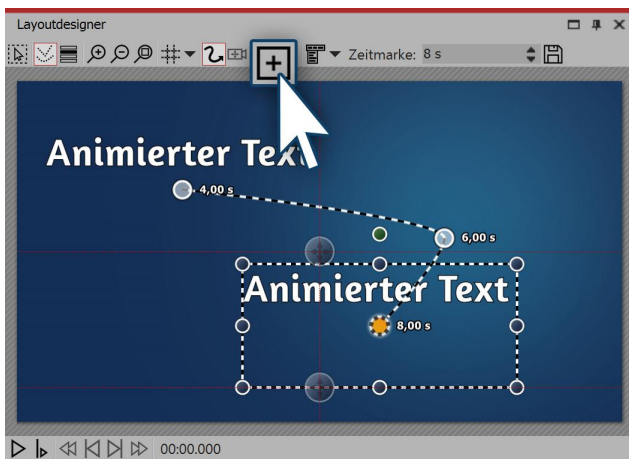


Changing the time stamp

While the second *motion marker* is still selected (orange dot), enter a different value under *time stamp*. To slow down the movement between the first and second *motion marker*, you can increase the value to five seconds. When you increase the value of the first *motion marker* (default is 0.00s), you can adjust the start time of the movement to your preferred time. The times of the other *motion markers* will be automatically adjusted accordingly

with the value of the first *motion marker* added on.

3. Inserting a further motion marker

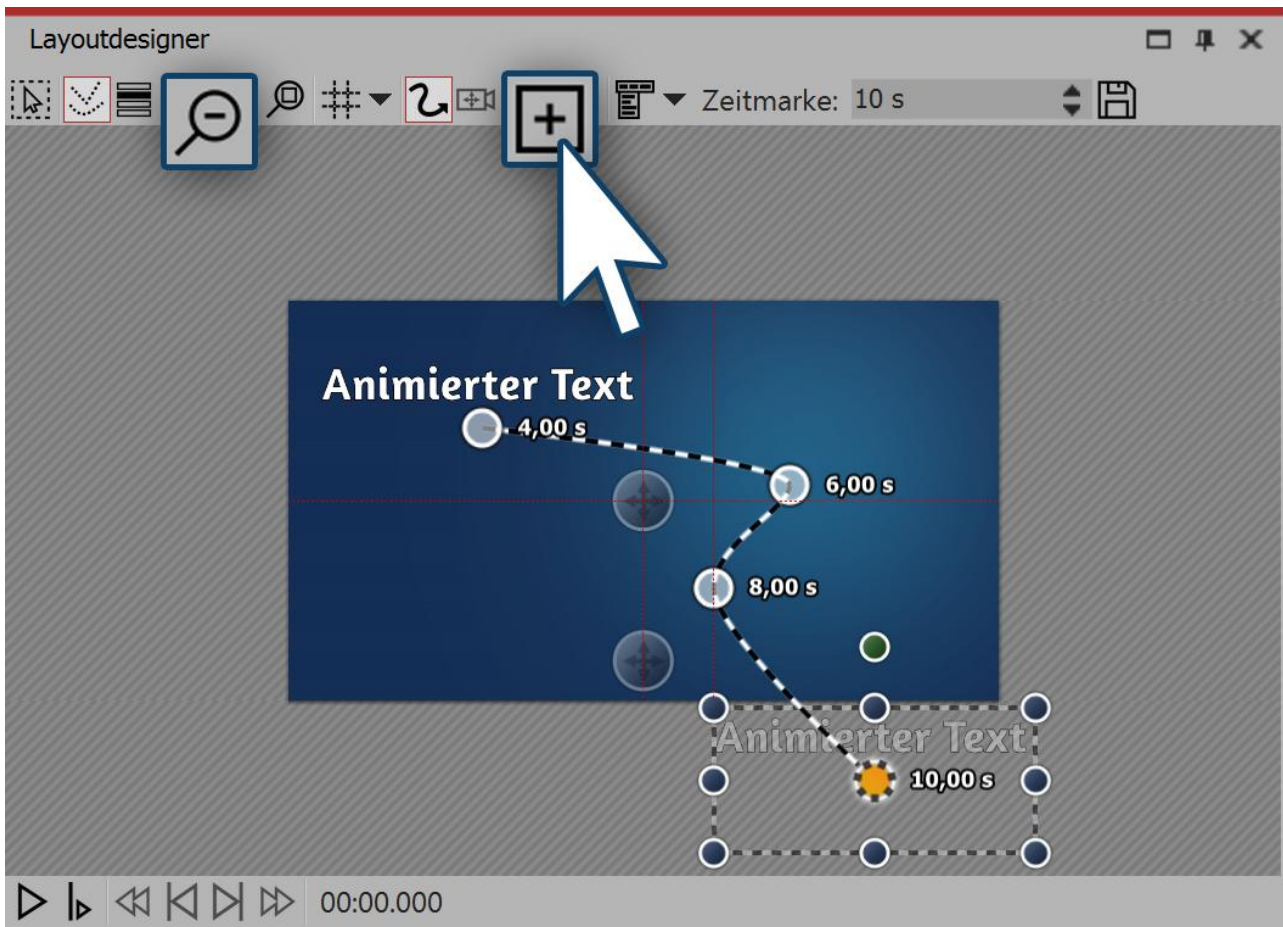


Inserting further motion markers

Now use the squared plus symbol to add a new *motion marker*. Position the *motion marker* at the top right. Using the round drag handles, you can shrink the text. It will then seem as though the text is "flying" backwards. To preview this, activate the preview in the *Layout designer* or press **F9**.

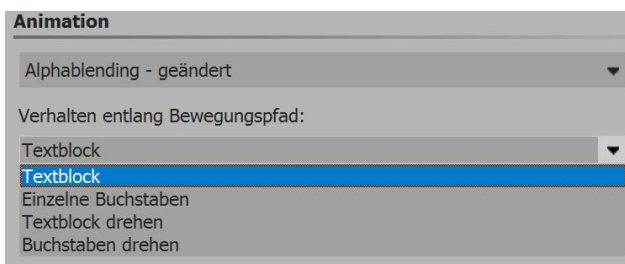
4. Getting text to fly out of the non-visible area.

You can also position *motion markers* in the non-visible area. This will allow the text to "fly" out of the image and then disappear. Add a new *motion marker* with the squared plus icon. Use the minus magnifying glass icon to zoom out of the view in the *Layout designer*. You have now shrunk the visible area in the *Layout designer* and you will find a larger gray area around the preview image. This area is not visible to the viewer of the final presentation and so, any objects within it, are considered invisible. Move the newly added *motion marker* into the non-visible area, allowing the text to "fly" out of the picture.



Getting the text to fly into the non-visible area

7. Behavior along the motion path



Behavior along the motion path

The next need not follow the *motion path* as a whole. It is also possible to get the text to move along the path, for example, letter by letter. The options can be found in the *properties* window under *behavior along the motion path*.

4.8 Subtitles in different languages

Subtitles are suitable as language translation and as an aid to understanding. They help to ensure that your message is accessible and can be appreciated by a wider audience.

You can create multiple subtitle tracks if you want to include subtitles in different languages.

If you save your Project as a video and upload it to e.g. YouTube or Facebook, you can choose to superimpose subtitles on these platforms.



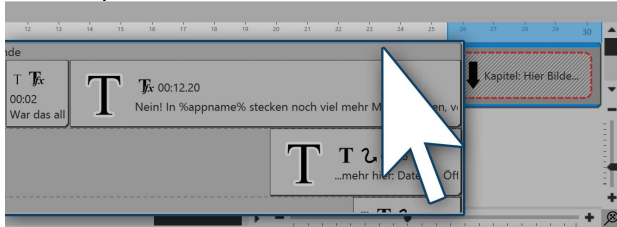
The subtitles are not intended as a substitute for the caption or Text Objects. They will not appear in your presentation. Only when exporting to video, the subtitles are included as metadata in the video file. It is for the respective video player software to view and format the subtitles.

We recommend that you create the subtitle track as a last step before completing your project. At that point you will already have all sounds and videos in the right place and know at exactly at which point you have to use subtitles.

In the following guide you will learn how to generate and display subtitles.

1. Organization in the Timeline (optional)

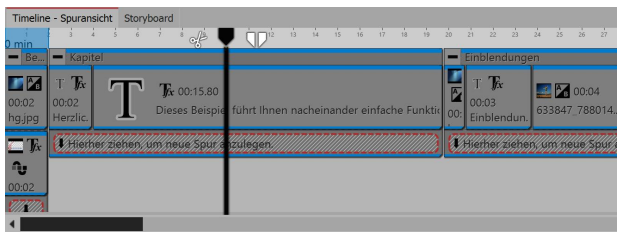
It is ideal if you have a good overview of all the subtitles in the Timeline. For this, package your Project into two Chapters.



Click on the last primary Object

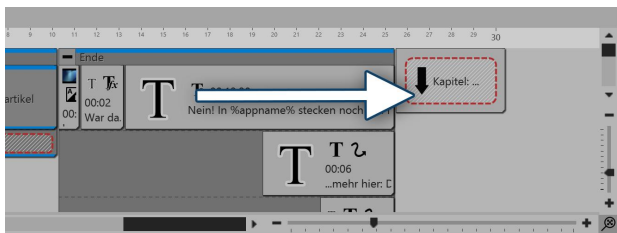
Drag a *Chapter Object* to the end of your Project from the *Toolbox*.

Click on the last Object which is located in front of the newly inserted *Chapter Object*. The object is now selected.



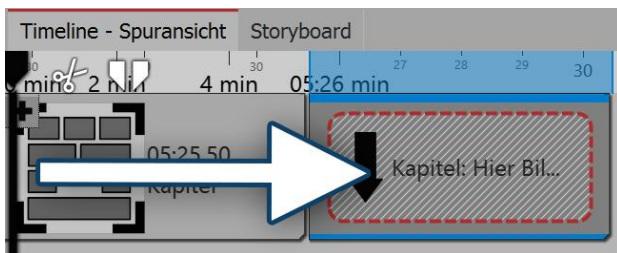
All objects are selected

Now go to the beginning of your Project. Hold down the **SHIFT** key and click on the first Object. In this way you have selected the entire contents of your Project (except for the new Chapter Object).



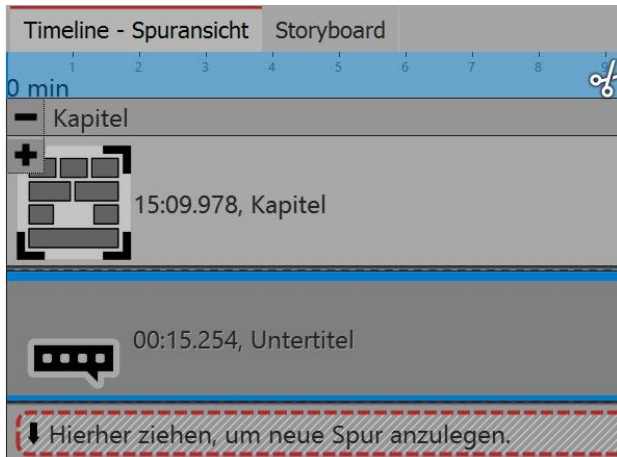
Drag selected content in Chapter Object

Now go again to the end of the Project and drag the highlighted content of the Project into the *Chapter Object*. Press the **SHIFT** key and **-** (numeric keypad), in order to close the *Chapter Object*.



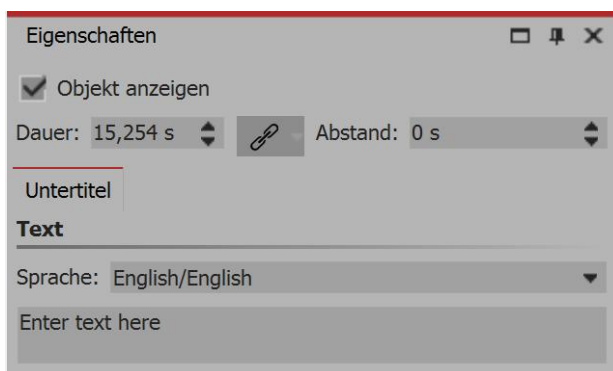
Drag Chapter Object into Chapter Object

Drag a *Capital Object* into an empty *Chapter Object*. Drag the first Chapter Object into this. Now you have a clear Timeline and can, if you open the inner Chapter Object, repeatedly view the contents of the Project in detail.



Subtitles Object under the Chapter Object

Under the inner *Chapter Object* you can now insert a *Subtitle Object*.



Select the language and enter the text

In the *Properties* section, select the *language*. If you want subtitles for multiple languages, you can add under *Subtitle Object* in language 1 another *Subtitle Object* in language 2.

2. Displaying video and subtitles

If the video is put out as an MP4 file you can also export your subtitles. Proceed under Assistant to Video Wizard and select MP4.

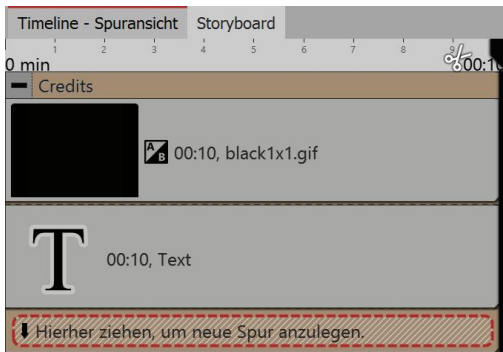
Here, in the subtitle section, you have various options:

- Do not display
- Embed in the video
- Put out as a separate file
- Embed in the video and put them out as a separate file

If you issue the subtitle file separately, you will receive an SRT file. You can insert this into the video on YouTube or Facebook. This will automatically generate a suitable subtitle track and, on YouTube, also a transcript. With YouTube especially, the benefits are that this makes the video more accessible and can be found more easily in a search if certain keywords appear frequently.

If you embed the subtitles into the video, only a suitable player will be able to display them. You must activate the player's subtitle display track.

4.9 Inserting credits



Opened credit Object in the Timeline

Where you have used external objects which you have not generated yourself, it is appropriate or necessary to refer to the source. Normally the author will specify in what way they should be credited.

The Credit Object can be used for the attribution of authorship and this can be found in the Toolbox in the labels category.

Drag the Credit Object onto the Timeline at the end of your Project. You will now see a container which can be opened using the plus symbol. In it you will find a black background and a Text Object. Click on the Text Object in order to enter all authors and sources in the Properties area.

5 Inserting sound and music

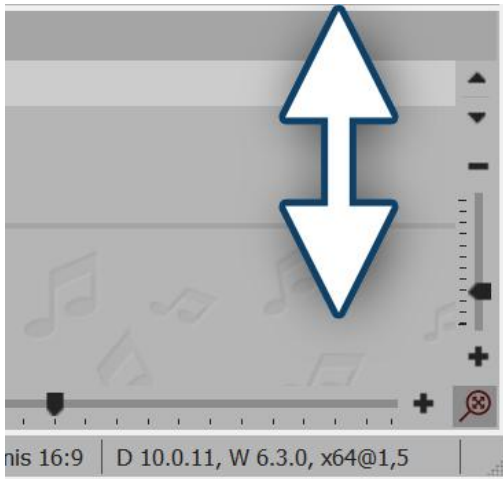
5.1 Background music tracks



You should only use unencrypted music tracks for your projects. For legal reasons, AquaSoft Stagesonly supports the use of music titles that have been encrypted by DRM or similar procedures. The song must be available on your computer as locally saved file (music that is streamed or directly from a CD cannot be included).

In the case of public or commercial contracts you must be aware of copyright and GEMA fees.

You can easily insert background music. To do this, AquaSoft Stages provides a separate track which you can find in the *Timeline*.



Show or enlarge background music track

If you cannot see the background music track, it is still hidden. With the mouse, go to the bottom of the Timeline, so that you are simply over the scroll bar. Here the mouse pointer turns into an arrow with a double head. Hold down the mouse button and drag the background music track upwards.

At first this Track is empty, but once you add music and photos, the envelope of your music will appear. There are various ways to fill the background music track:

1. Adding background music

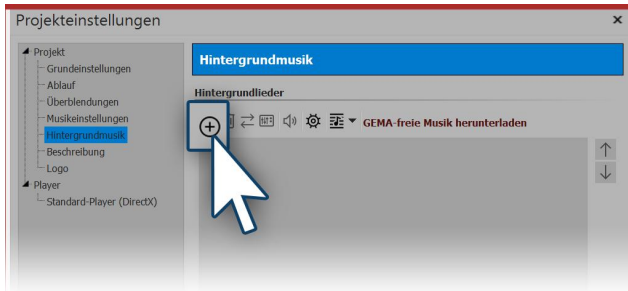
In AquaSoft Stages there are three ways, to insert background music::

- By double-clicking in the empty background music track in the Timeline
- Click on the Music switch in the Toolbar
- Or via the menu item Add you can also add background music



"Music" switch in the Toolbar

Menu "Add" in the Toolbar



Tracklist for background music

After selecting one of the three options, the window appears for insertion of pieces of music. Here click on the *Plus icon*, to insert the track.



In our video "[AquaSoft DiaShow 9: Adding music](#)" you can again follow the steps to insert background music.

(Link address: aquasoft.de/go/1bcj)

2. Edit title list

After you have completed one of the actions listed above, open the settings for the background music. Here you can add, edit or delete titles.



You can insert one or more titles. These are then displayed below each other in the track list. The order can be changed by the arrow buttons. Just click on a title and then move it using the arrow buttons.



Remove selected items from the list



Replace selected title with another



Change settings for the selected title



Play selected song



Open the *music settings*



Create, save, or import title list

When you click a title, you can make special settings for it:

Volume

Enter here, how loud the track should be.

Song begins after

Enter here how many seconds should elapse before the track starts.

Next song begins after

If you prefer the next track not to begin immediately, you can enter the length of the pause you want between the two songs.

Start position in the song

This function allows you to play a section of the title. Here you determine from which point in the song you wish it to start playing. If you enter, for example, a value of 20s, the playback will begin from the 20th second. The first 20 seconds of the track will not be played.

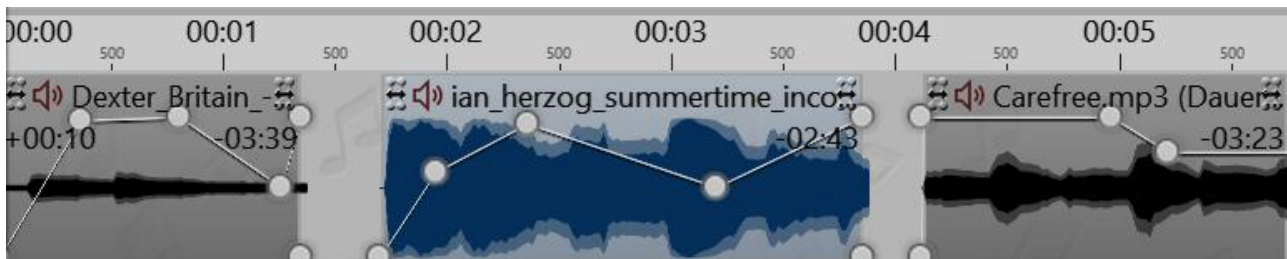
End position in the song

Here you can determine when the song should end. The time stamp is again selected in the song. If you want the song to end after two minutes, you enter 120s.

3. Presentation in the background music track

You see in the *Timeline* the music in the *background music track*. The musical waveform is alternately colored for each piece so that you have a better overview in the *Timeline* at what point in time the title ends or begins.

The height of the *Background music track* is easily adjustable. Just push or pull the top edge of the *Background music track* up or down.



Different colors of the music titles



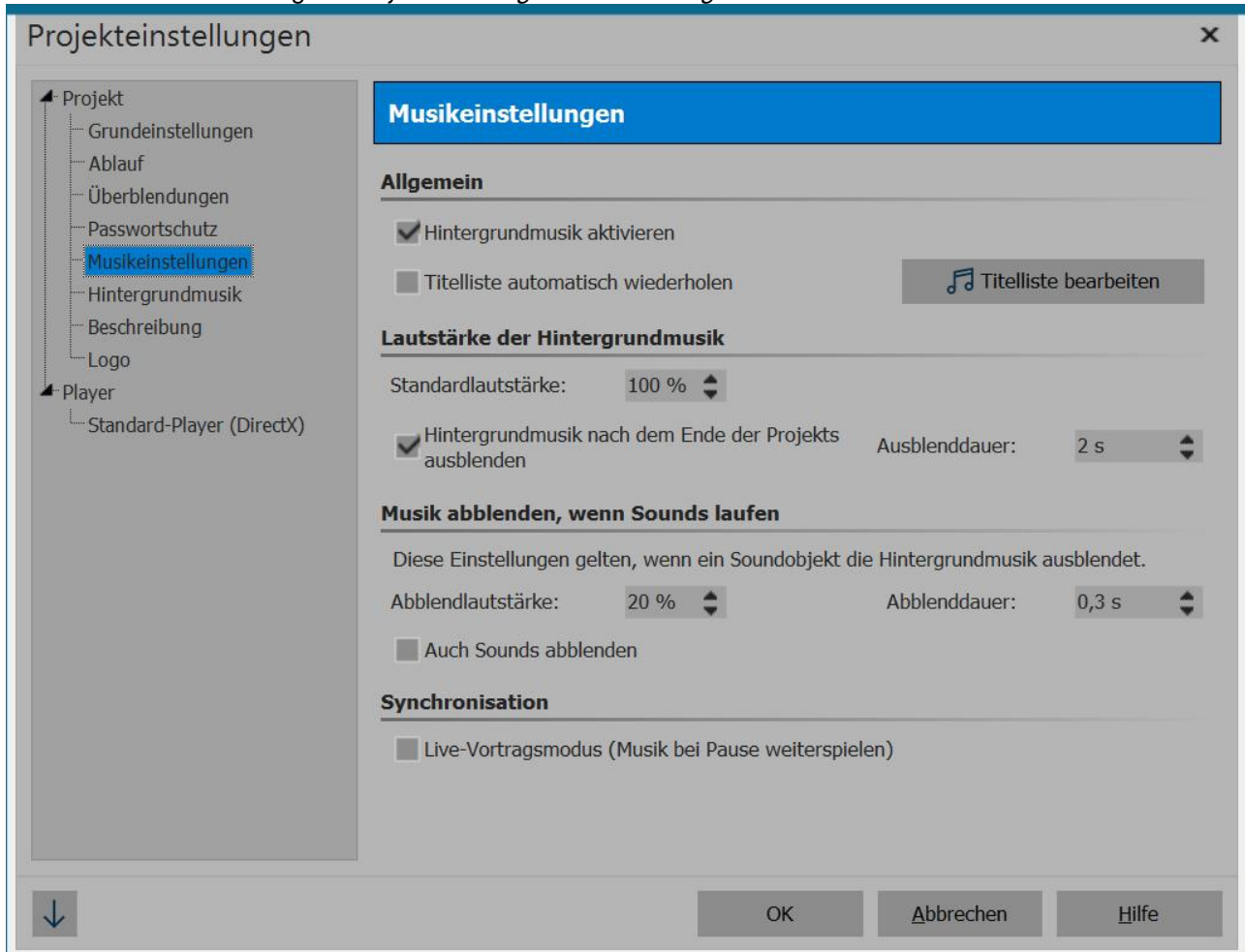
Read our Snaptip "[Inserting music between two tracks](#)", to learn how you can insert music tracks into an existing play list.

(Link: aquasoft.de/go/mpn1)

The volume of the background music can be adjusted individually within each track. For information on how to do this, refer to the chapter "[Individual volume control](#)".

5.2 Settings for music

You can find Music settings in *Project / Settings / Music settings*.



The *Music settings* can be set as desired for each project. Pictured are the default settings.

<i>Activating background music</i>	This allows you to specify whether background music is to be included in your project or not.
<i>Automatically repeat track list</i>	Here you can define whether the title list to be repeated when all tracks have been played, and the presentation is not yet over.
<i>Edit title list</i>	Use this button to access <i>Background music</i> in the menu and there you can add or remove tracks.
<i>Standard volume</i>	Here you can adjust the volume for the tracks to be played (100% = full volume).
<i>Fading out background music after the presentation has ended</i>	The background music can easily be faded out after the presentation has ended, or simply stopped as it finishes.
<i>Fading out</i>	Here you can specify the length of the fading out. The fading out takes place when at the same time other objects are played with a sound (such as videos or voice comments).

Note that videos pause for the specified duration of the fading in or out of the background music.

Fading out volume

If you use *sound* objects in your project or have created commentary to go with your images, it makes sense to dim the background music during the playback of these objects. Here you can specify to what level the volume should be decreased.

0% = completely faded out
100% = not faded out at all

Duration of fading out

Determines how long it takes for the music to fade out.

Also fading sounds

Here you specify whether the fading of background music should take place even with embedded *sound* objects.

Live lecture mode

If this option is enabled, the music will continue playing during a break. (Only in AquaSoft SlideShow Ultimate)

- If you want to save the settings to use in all your further projects, click on the arrow at the bottom left. This will ensure that your selected settings remain as default for all future projects. Alternatively, you can reset everything to factory settings here.

5.3 Align objects in time with the music

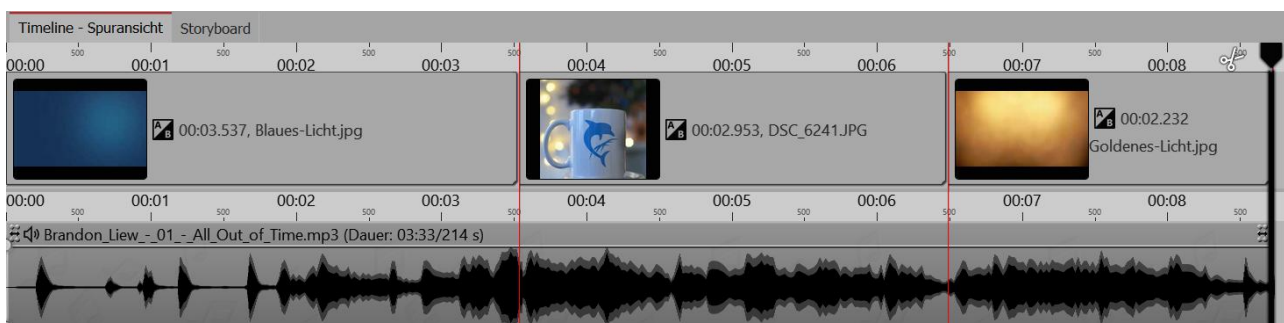
Once you have inserted the background music, this will be displayed in the *background music track* as an “up and down” (envelope curve).

If you would like that the switching between your images matches the music, AquaSoft Stages offers a special tool. You can create a grid in the Timeline itself. To find out how to do this, read the following:

1. Create markers

Hold down the **SHIFT** key and click on the time axis in the *Timeline* (see picture below). You will see a red line that you can move with the mouse. The line goes across the inserted objects and the *background music track* so that you can orientate yourself with respect to the placement of the line, for example, on the music envelope curve.

If you wish to delete a line, then just right click on the line.



Images aligned on the lines

2. Finding the tempo of the music

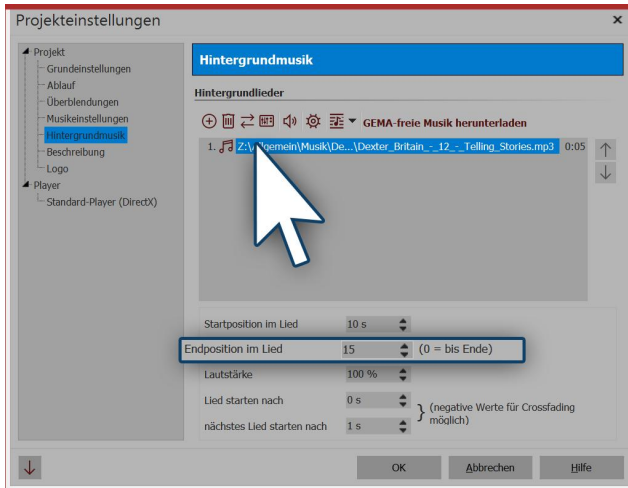
If you have a good feel for the pulse of the music, start the presentation preview from the *Layout designer* with the **F7** key.

Now you can, following the rhythm of the music, use the **SPACE BAR** set the red lines.

When the preview is finished, the lines are set to match the music. You can now align the images within it.

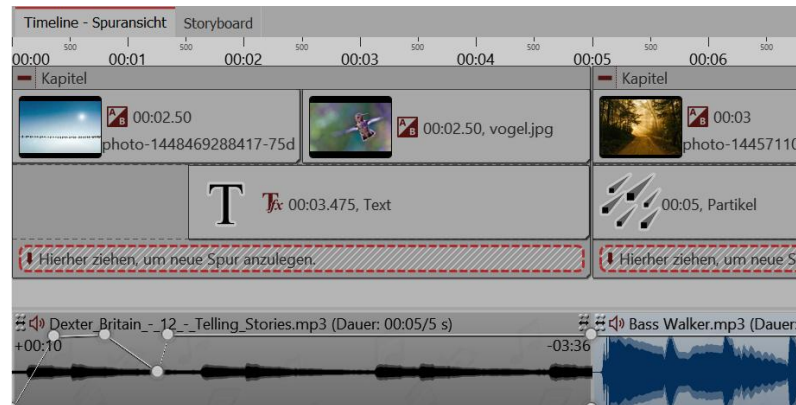
However, you can also orientate yourself using the up and down of the envelope curve. Zoom out to the best view in the *Timeline* using the controller in the lower right corner.

5.4 Store image group with music



Set end position of the title

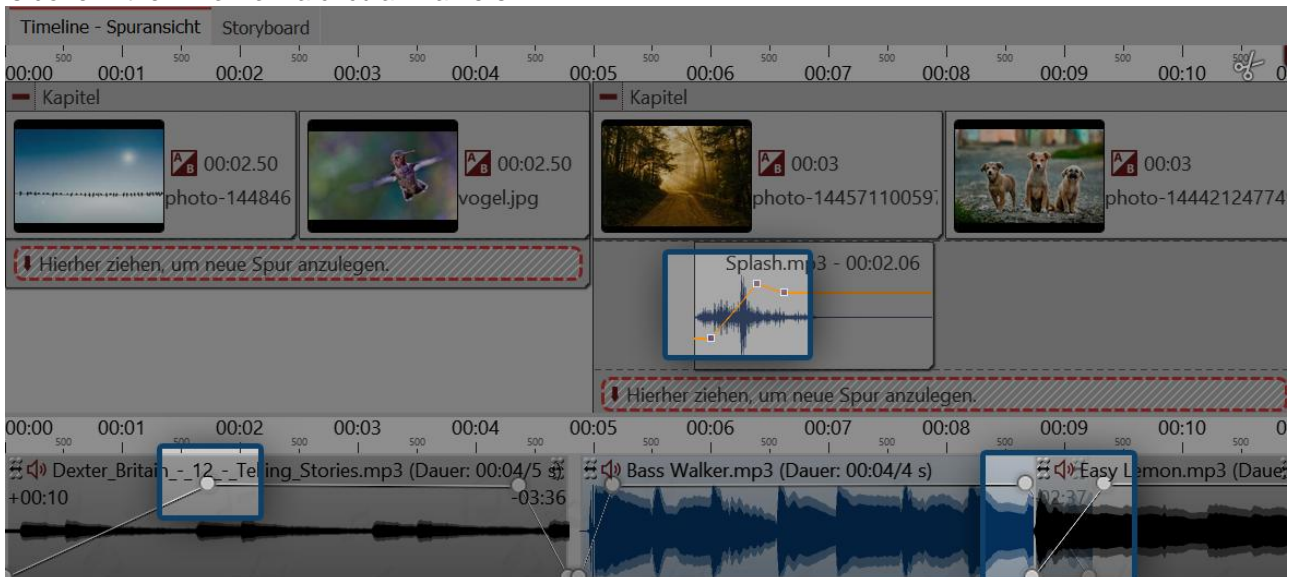
If you have sorted your images into different modules according to topic or if you would like to play a suitable track for a new group of pictures, you can adjust the music so that it is appropriate to the image sequence. First, add your images. Determine the duration of each image group and add background music. Click on the music title and enter, under final position, the duration of your picture group.



Different music titles for different group

5.5 Individual volume control

Each music title, whether *background music* or *sound* object, can have its volume individually controlled. This is done in the *Timeline* via circular markers.



Adjusting the volume individually

1. Changing the volume curve

The volume can be varied by means of a line within a piece of music. The ups and downs of the line corresponds to the variation of the volume.

To make this line visible, click with the mouse on the waveform of the track. Each click generates a *point*, which can be moved. If you click on a point with the right mouse button, it is deleted. When you delete the last point, the line is removed.

2. Cross-fading: Two tracks merging into one another

If you wish to merge two tracks smoothly into one another, use the *volume curve*. Set two *points* on the volume curve at the end of track 1. You do the same at the beginning of track 2.

Now lower the second point in track 1 so that it is extremely low (volume at 0%). Repeat this for the first point on track 2. The lines on the volume curves now look like a V.

Slide the tracks on top of one another so that the lines look like an X. This also explains the meaning of the word “cross-fading”.



Pieces of music merging smoothly into one another



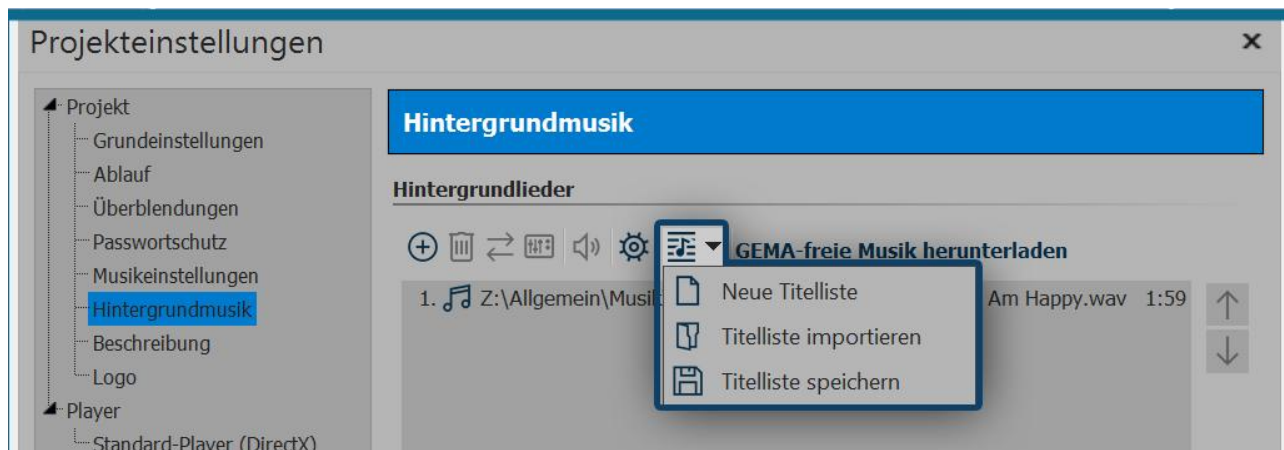
The *background music* is automatically faded out when a *sound* object or a *video* object begins. You do not have to manually adjust it. In [music settings](#) you can configure the fading out strength and duration.

If the music settings are not appropriate for a particular sound or video object, you can deactivate it in the *properties* window under *sound* with the option *fade out background music*.

5.6 Save track list

If you have added a number of songs to your project, you can export these as a track list and use for other projects.

Go to the *Music* button, which you will find in the *Toolbar*. Click in the menu on the right on *background music*. Select the icon for the track list (see screen shot) and click on the command *save track list*.



Save track list

Now enter a name and saving location for your playlist. The title list will be saved as an ASL file.



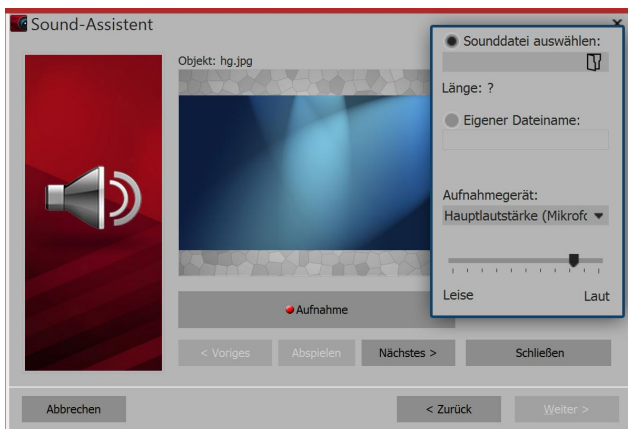
Save tracklist as

Now when you create a new project, you can insert the track list into your project via *Music / Background music / Import track list*.

5.7 Sound Wizard

Using the *Sound Wizard* you can record spoken commentary and sounds for your images via a microphone connected to your PC.

Using the Sound Wizard for commentary on images



Sound wizard

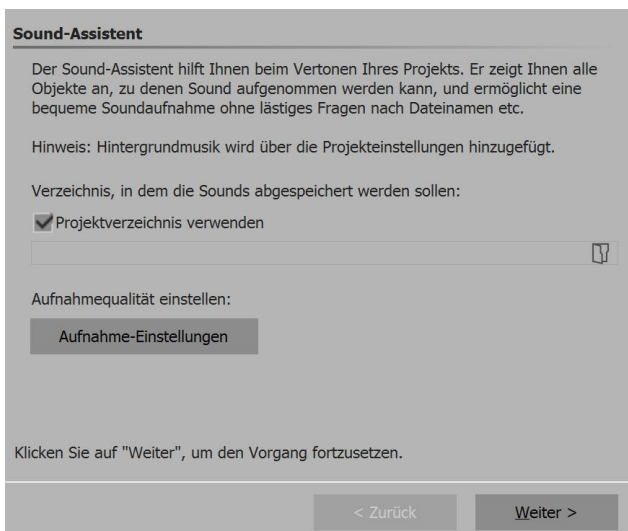
1. Open Sound Wizard

Open up, via the *Wizards* menu, the *Sound Wizard*.

Via *sound* you can open an already existing file.

Via *recording device* select the microphone you wish to use to record.

Using the volume control, you can influence the recording volume.

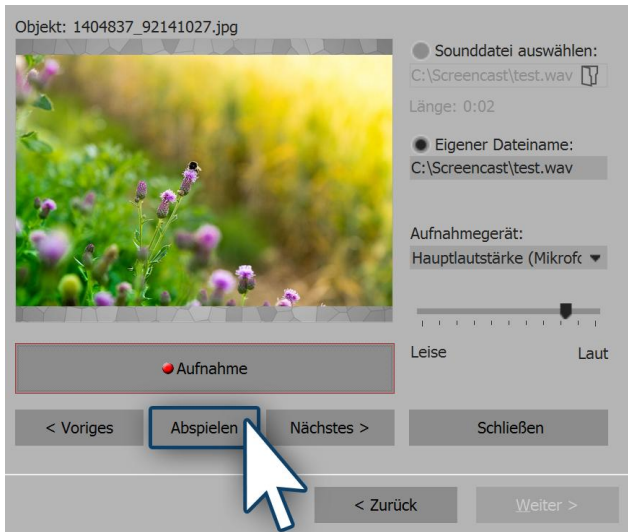


Output path and recording settings

2. Set output path

By default, the resulting files are saved in the project directory.

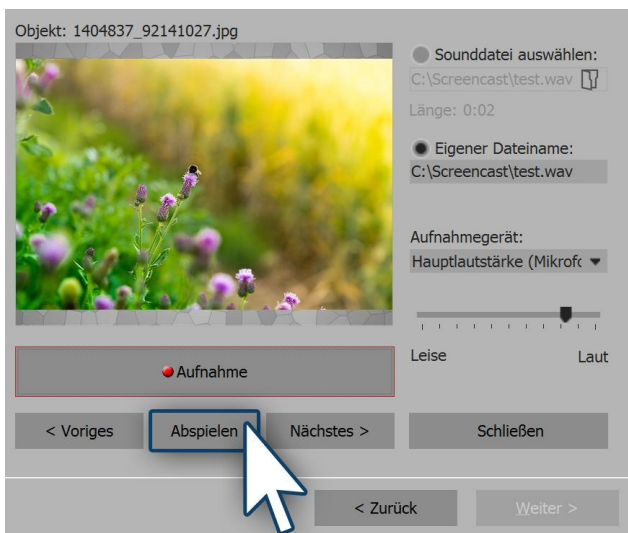
To select a different directory click *back*. Then select the directory where you want to save the recordings. Via *recording settings* you can reach the dialog for differentiated determination of the settings for the sound recording, which you do not normally need to change.



Recording commentary

3. Commenting on individual images

Via the *next* or *previous* buttons, you can select the image which you wish to add commentary to. Then click on *record* and speak your commentary. Should you make a mistake, stop the recording for the image and begin again. You must speak only the recording of the selected image again.



Listening to recorded commentary

4. Listening to commentary

Using *play* you can listen to your recording. The *Sound Wizard* automatically assigns your images to the recorded commentary.

In the *properties* of the properties of the corresponding image, you will find the recorded file. You can also play the recording using the play button (triangle symbol). The *Sound Wizard* can also be started up directly from the properties of an image. Click on the *sound* tab and select the *record* button.



For further explanations, see the Snaftips ["Assign sound commentary" to a group of images](https://aquasoft.de/go/ctvg) (Link: aquasoft.de/go/ctvg) and ["Customize voice commentary for a group of images"](https://aquasoft.de/go/t8m9) (Link: aquasoft.de/go/t8m9) .

6 Inserting and editing videos

6.1 Cropping videos

There are several ways to cut or crop your video. Although the original file will never be edited or changed. The editing will always be determined live in your project without changing the original video.

1. Cropping videos in the Timeline



Playhead in the timeline

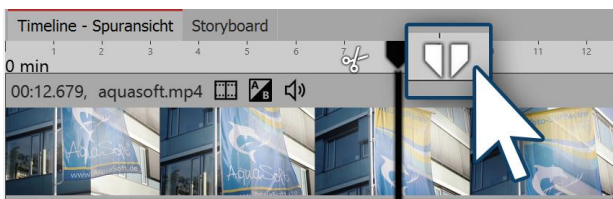
In AquaSoft Stages there are two icons for cropping a video, they are located on the right and left of the playhead in the Timeline (see picture).

1.1. Cut using the scissors icon

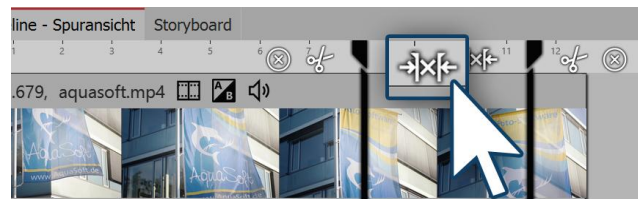
At the left of the playhead you will see a scissors icon. With this you can cut the selected video at the point where the playhead is located. After cutting it, you will have two video objects.

1.2. Removing a part of the video

With the tweezers icon you can specify a starting point and an end point. The section between the two points is removed from the video by clicking the cut icon (an X between two arrows). Clicking on the front or rear scissor symbol of the split playhead, will cut at the respectively appropriate point. If you want to return to the simple playhead, click the encircled close icon.



Playhead with tweezers Icon

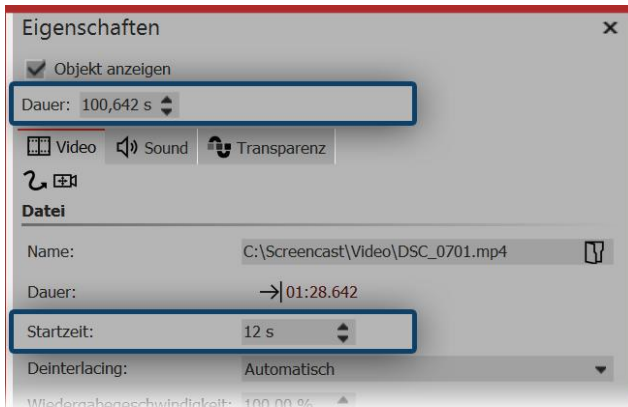


Cutting a piece out from the middle



Do you want to see every frame of your video so that you can accurately cut it? Right click on the Timeline and select the command *Zoom to frame level*.

2. Cutting videos in the properties window



Shortening the beginning and end of the video

You can shorten the beginning and end of a video directly via the time entry in the *properties* window.

Enter the desired length of the video in the *duration* field if you wish to shorten the end of the video.

Via *start time* enter the time value at which the video should start. (This is the time by which the beginning of the video is reduced.)

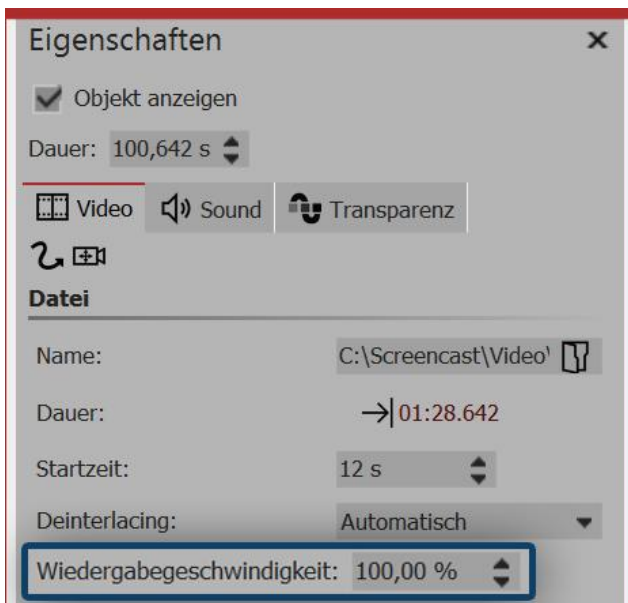


In our video on this topic, learn step by step how you can cut, speed up or slow video.

(Link: <http://aquasoft.de/go/snye>)

6.2 Change playback speed

1. Accelerating or decelerating a video's playback speed



Change playback speed

In the *properties* window, you will find the item *playback speed*.

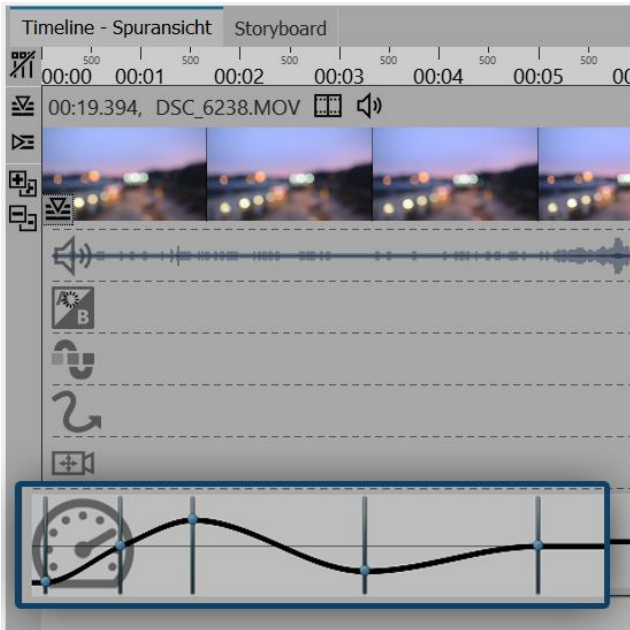
For a slower video, enter a value <100%. If you wish your video to play at half speed, for example, enter the value 50%.

The smaller the value, the more “clipped” the movement will be in the video.

To make your video play more quickly, enter a value >100%. For example, 200% will double the speed of the video.

The maximum value for playback speed is 1000%.

2. Dynamically accelerate or decelerate your video in the key frame track



Curve for playback speed in the timeline



This feature is only available in AquaSoft Stages.

In stages you can have varying speeds for your video object. Set the maximum value of the playback speed in the *properties* window.

In the matching *key frame track* (speedometer icon) you can raise or lower the playback speed on a curve.

The straight line in the *key frame track* offers you orientation and indicates where the 100% mark is.

The maximum value of the curve is always that which you have set in the *playback speed* field.

6.3 Rotating and positioning videos

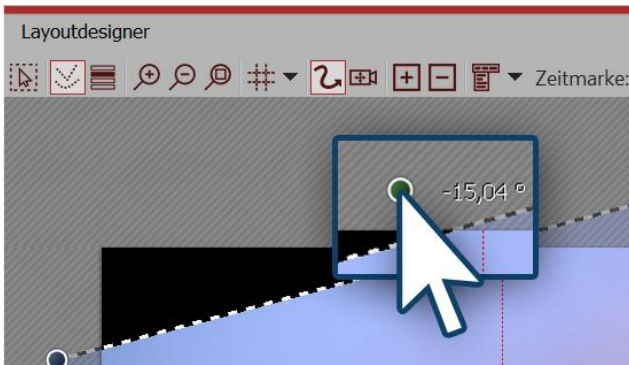
It is often desirable to be able to rotate a video, especially those taken on a smartphone. You can rotate your video in the Layout designer, resize it and position it as you like.



In our help blog post "[Rotating smartphone video in AquaSoft SlideShow](#)" you will learn how to rotate a video.

(Link: aquasoft.de/go/btbn)

1. Inserting and rotating video

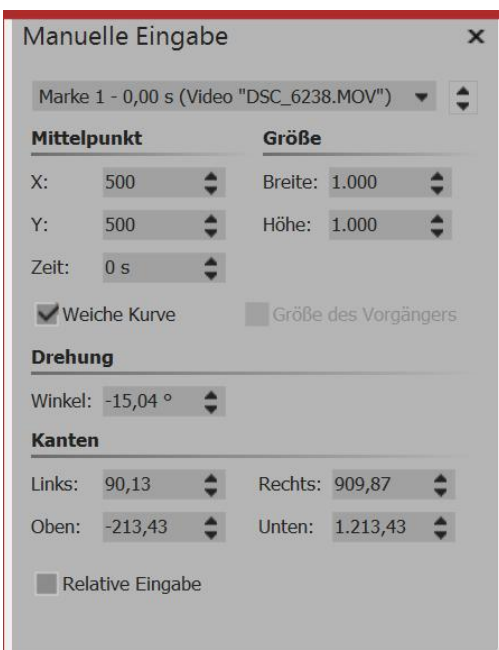


Rotating a video

Drag a *video object* from the *Toolbox* into the *Timeline* and select your video file. Then, using the minus magnifying glass icon, shrink the view in the *Layout designer*. Make sure that the motion path tool (curved arrow) is active. Centrally located above the video you will find a point to rotate the video. Hold down the mouse button to drag the point in the direction you want to rotate the video. Next to the drag point you have used for turning, a number will appear. This indicates the angle of the image's rotation.

2. Enter the angle of rotation

(optional)

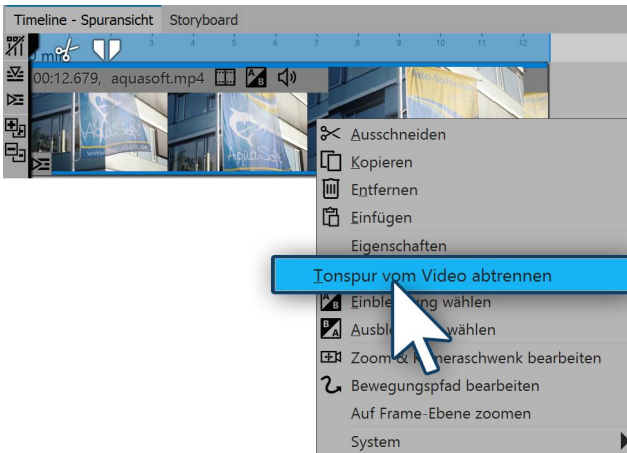


Manual entry of the angle

If you have a specific value for the angle of rotation you would like to apply, right click on the image in the *Layout designer*. From the context menu that appears, select the item [Manual entry](#), this will open a corresponding window. Under *Rotation* you can now enter your own preferred value for the *angle*. It is also possible to input negative values. If you want to rotate your video into landscape mode, when you have taken it in portrait mode, enter here, e.g. 90°.

6.4 Separating sound from video

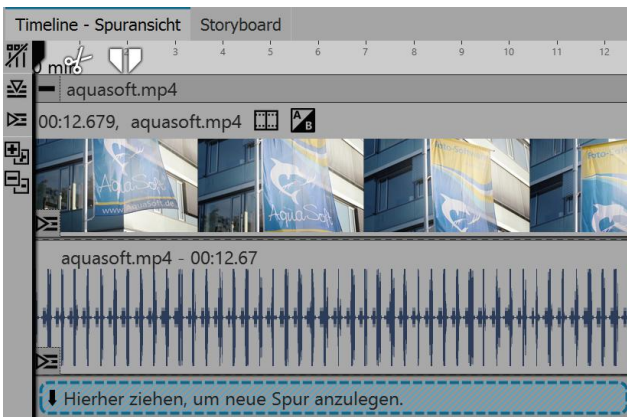
1. Select command from the shortcut menu



Right-click on video object to separate sound track

Right click on the video object in the Timeline whose audio you would like to separate. Select the option *Separate audio track from video* in the context menu.

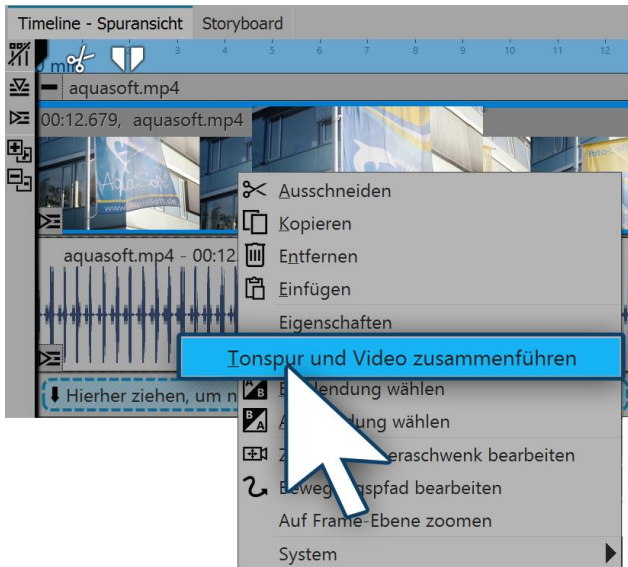
2. Sound and video are separated



Audio and video track are displayed separately

After you have selected your settings, click *OK*. The audio and video tracks are now separated from each other and are together in one chapter. If you have set that the background music to fade out, the sound track (the audio track lengthens to match the fading) is slightly longer than the video track.

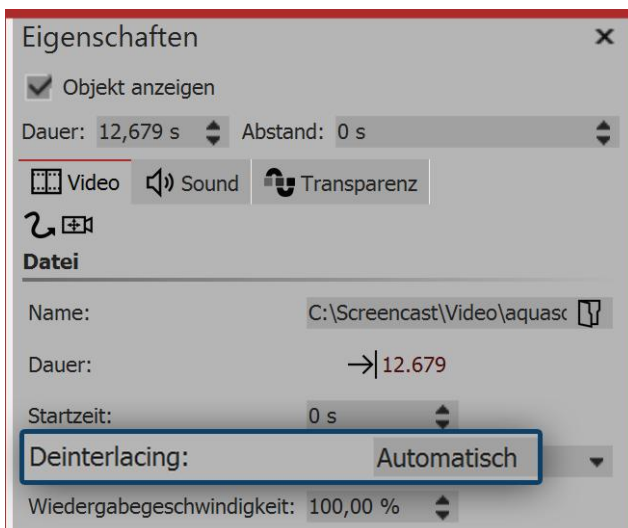
3. Recombining the audio and video



Recombining the audio and video

As long as the two tracks are still in the chapter, you can recombine the video and associated audio. Click with the right mouse button on the video object or on the sound object. In the context menu select the command *Combine audio track and video*.

6.5 Deinterlacing



Deinterlacing for videos

In the *properties* window, you will find the item *Deinterlacing*.

If your camera still takes videos with interlaced scanning (fields), or your video footage was taken in interlaced scanning, this can cause streaks when playing the video.

If you find that when you preview your video in the Layout designer you can see streaks or a staircase effect, go to *properties* and switch the option *Deinterlacing* to *on*.



In our [blog post](#) on the subject, find out more about what deinterlacing means:
(Link: <http://aquasoft.de/go/fqv1>)

7 Camera pans

7.1 Camera panning - Introduction

Camera panning can be applied to [image objects](#), [Flexi-Collages](#) and [video objects](#). With the *zoom & camera panning* tool you can create a *tracking shot*. You use this to draw the viewer's eye *over* the image. And you determine the duration and the section of the image that will be displayed.

This chapter provides a first insight into the use of the *zoom & camera panning* tool. There are possibilities to discover which can enrich your presentation either subtly or impressively.

Designing your pan shot in the Layout designer

In the toolbar which is located at the top of the *Layout designer*, you will find at a glance all the tools which are useful when creating a *pan shot*.



Icon for the *zoom & camera pan* tool. Must be activated in order to create a *camera pan shot* or to specify a section of an image.



With this switch, new *movement markers* can be added. The *camera's course* is determined based on these points.



To remove existing *movement markers* you must select these in the *Layout designer*. The activated mark is removed by clicking on this button.



Makes the grid, on which the images can be magnetically aligned, visible or invisible



Brings up the context menu, via which you can also open the *manual entry*.

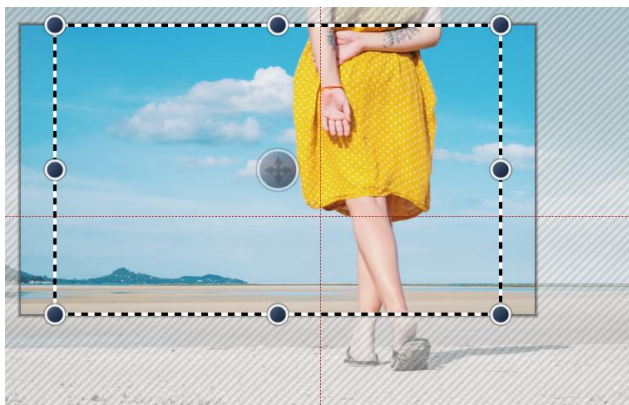
Zeitmarke: 0 s The chronological sequence of the *camera's course* is determined with the help of the *time markers*. They determine the speed at which the camera moves from one frame segment to the next.

7.2 Determining an image's display detail

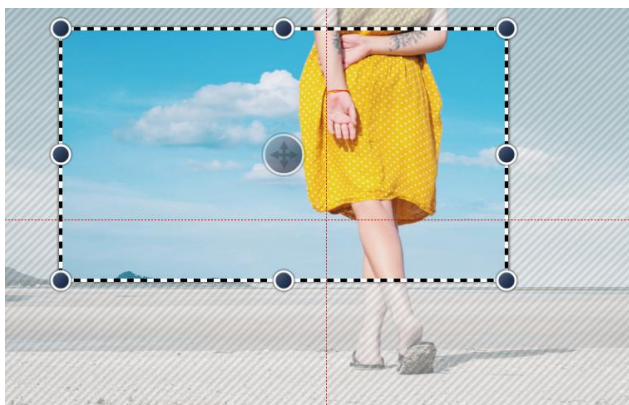
With the camera panning tool you can also crop your photo or video so that only the portion of the image will be shown, which you have previously determined using the sampling frame.



Activate camera panning mode



The border displays the overhang



The border fits the aspect ratio

1. Activate camera panning mode

First activate the camera panning mode in Layout designer by clicking on the small camera icon.

You will see a dotted line around the preview in the Layout designer. On every corner you will find round drag point. Click on one of these drag points and hold the mouse button down. Now drag the point into the middle of the Layout designer.

2. The border displays the selected section of the image

You will now see that there is a border in the Layout designer, on your previewed image, which is surrounded by a striped texture. This border displays the section of the image which will later be seen.

3. Fitting the border for the aspect ratio

Drag the frame until you can see within it the section of the image you wish to use.

If parts of the image are displayed away from the dashed frame, that means that the section of your image does not correspond to the proportions of the full-screen display (aspect ration of the project).

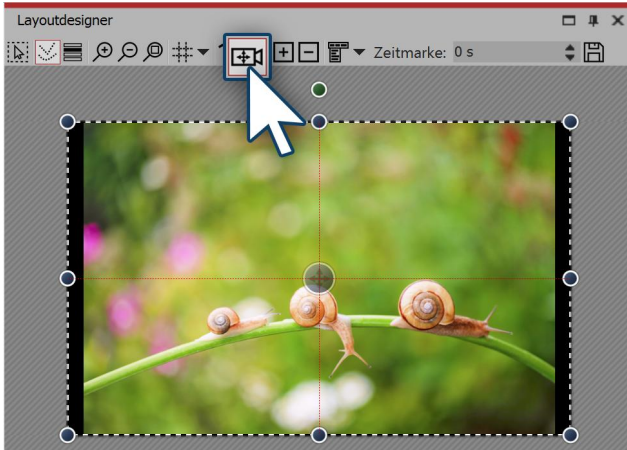
These areas will later be black, or you are able to see the underlying image.

If you wish to avoid this, set the border so that no area protrudes beyond the dotted line.

7.3 Zooming in

With the help of the *camera panning tool* you can choose an area of the image to enlarge. In this chapter you will learn how you can zoom into photos, videos and Flexi-Collages.

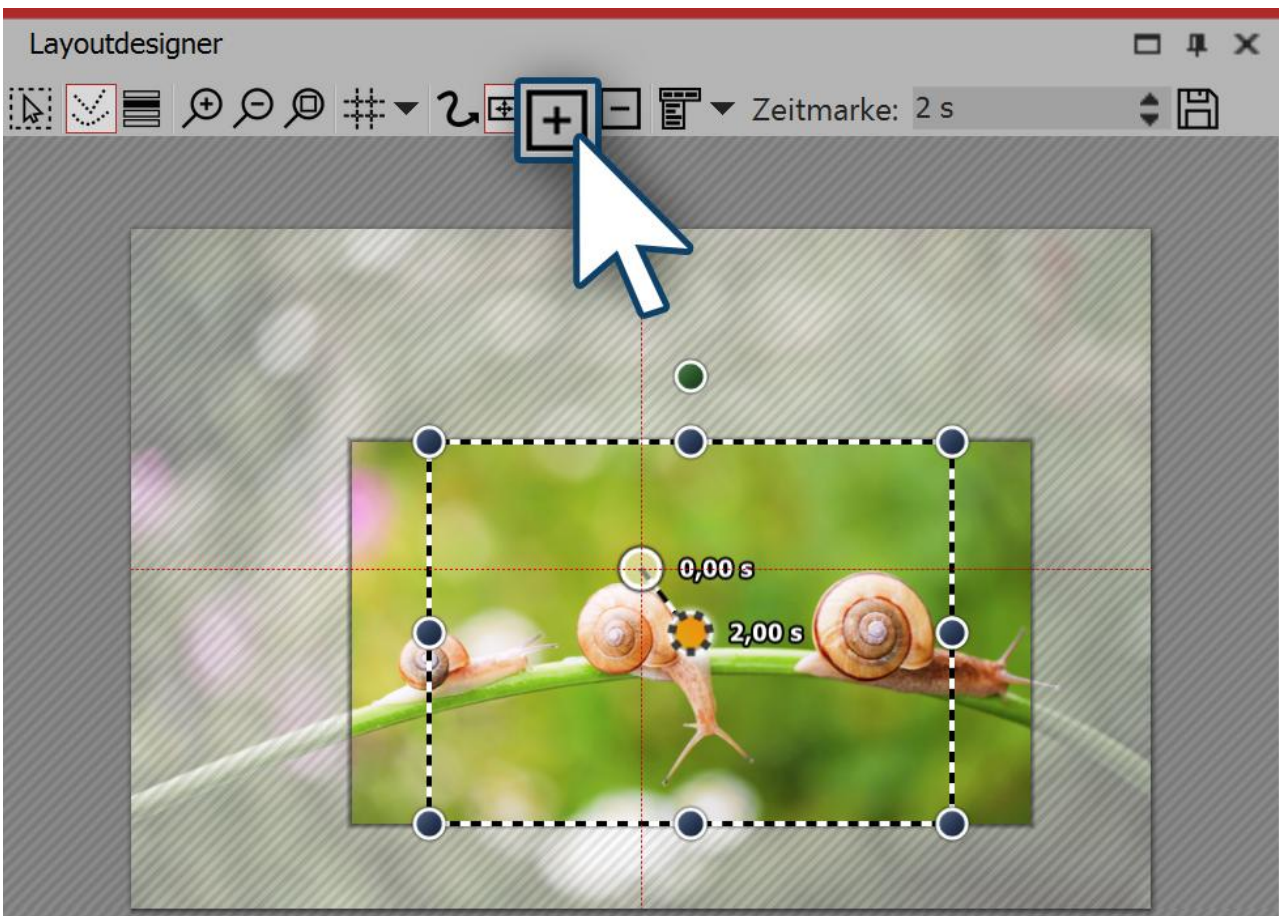
1. Switching into camera panning mode



Activating camera panning in the layout designer

In the *Timeline* select the object you wish to zoom in on. Then, in the *Layout designer* switch into *camera panning mode*, by clicking on the camera pan icon in the top bar of the Layout designer.

2. Creating motion markers



Creating motion markers

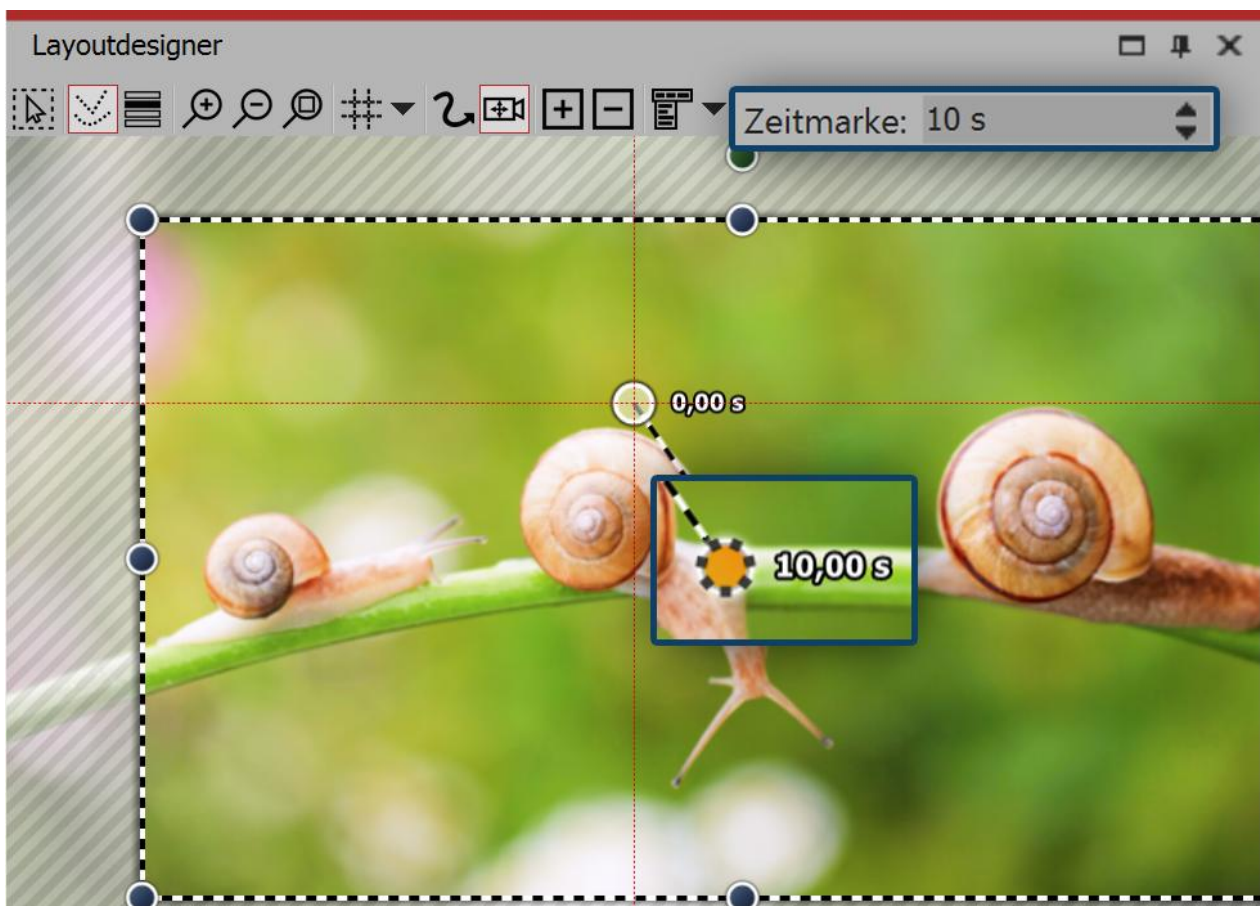
The first *motion marker* is already automatically available. It includes the image in the overall view. You can customize this first mark by using the mouse to drag on the round blue drag points that are located at the edge of the image. However in this case we will leave the first *movement marker* where it is and add a second marker. Click on the *square plus icon* to insert a motion marker or use the **INSERT** key.

After inserting the new *motion marker* in the *Layout designer* a *frame* appears. By using the mouse to drag the round drag points, you can resize and move the *positioning frame*. If you hold down **SHIFT** while you alter the frame, the *aspect ratio* will be maintained. Position the frame so that it surrounds the section of the image where you want to zoom in.

The *positioning frame* defines the section of the image that will later be displayed. Anything that is outside the frame will not be displayed. The area of the image which extends beyond the *positioning frame* and is not covered by white shading, should also be included in the *positioning frame*. If a non-hatched section of the image remains outside the positioning frame, the selected section of the image does not fit the aspect ratio of your project. The consequence of this will be black bars appearing in your display. Always place the positioning frame so that everything outside the border is portrayed cross-hatched and nothing remains that is unhatched.

If you use the *magnifying glass function* (magnifying glass with + icon) in the *Layout designer* you can work very precisely. Then you can be sure that the image will fill the screen.

3. Changing the duration of the zoom



Adjusting the duration of the camera panning

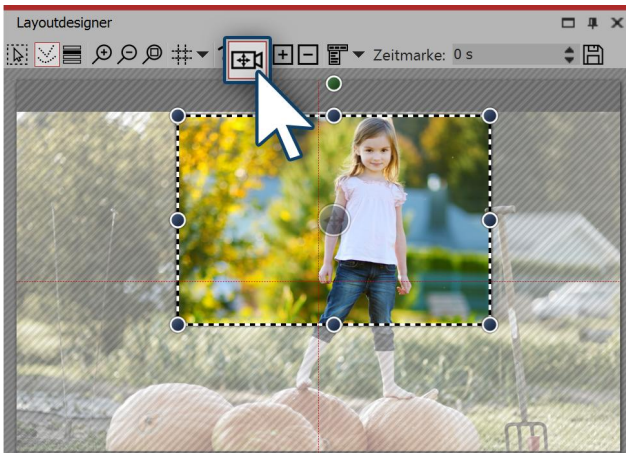
In order to make the zoom softer and more appealing, lengthen the *time*, it takes for the camera's course to make its way from the first movement marker to the second. To do this select the second marker, so that the middle point, located in the section of the image you are using, appears orange. Under *times* enter now a higher value, such as 10 seconds.

So that you do not immediately zoom into the image and the viewer still has time to look at the picture, you can also enlarge the time stamp of the first movement marker. Just activate the first movement marker and enter a value of, for example, 2 seconds.

Explore the newly create zoom effect by clicking on the play button.

7.4 Zooming out

1. Enabling camera panning and selecting a section of your image

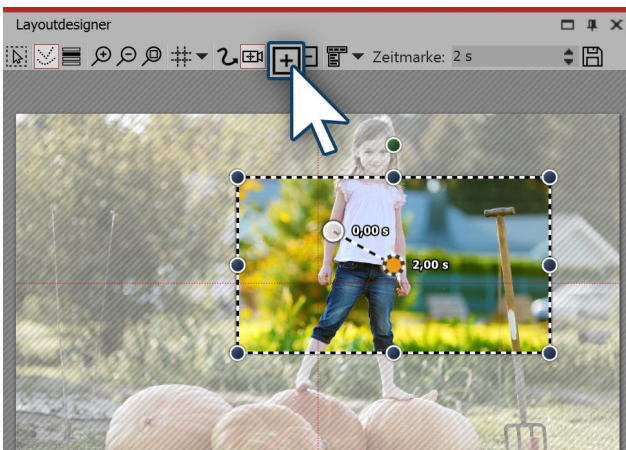


Activating zoom & camera panning

Click the *image* object in the *Image list* or *Timeline* so that the image will be displayed in the *Layout designer*. Now activate the *zoom & camera panning* tool, by clicking on the corresponding icon in the top bar of the *Layout designer*.

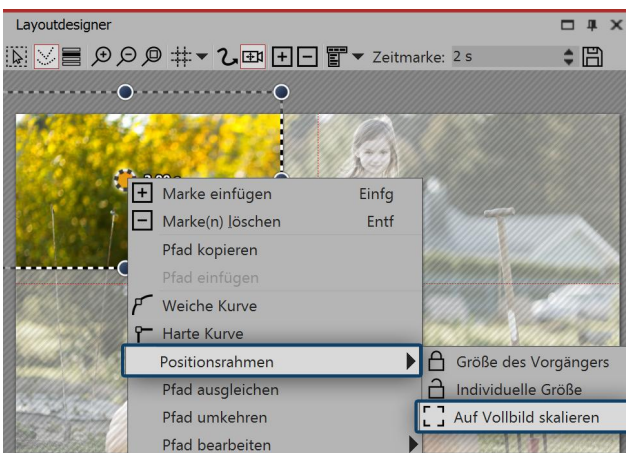
If the *zoom & camera panning* tool is active, for a short time the words “camera panning” will appear over the image in the *Layout designer*. As soon as you have activated the zoom & camera panning you will see a dotted border around the preview image, the *positioning frame*. Reduce the size of this *positioning frame* and determine which section of the image is to be shown first.

2. Creating new motion markers



Inserting motion markers

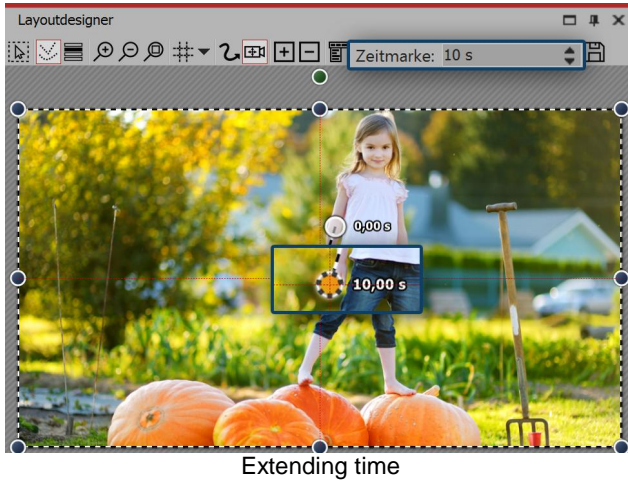
So that the section you have just selected can be zoomed out of, you must now create a new *motion marker*. Click on the *plus icon* to insert a motion marker or use the **INSERT** key. A new *positioning frame* will appear. Right click within the frame to call up the *context menu*.



Scaling the positioning frame to full screen

Select *positioning frame - scale to full screen*. This ensures that the positioning frame automatically includes the entire image.

3. Adjusting time



So that the camera does not pan too abruptly from one section of the image to the next, you can lengthen the time it takes for the *camera panning*. To do this select the first marker, so that the middle point, located in the section of the image you are using, appears orange. Under *time stamp* you can now enter a higher value, such as 10 seconds.

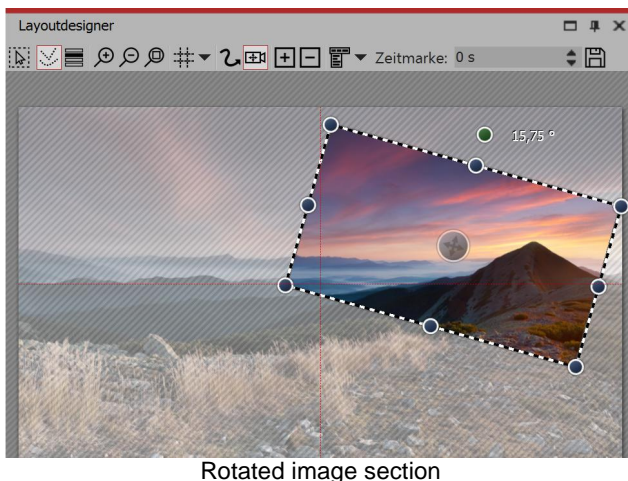
7.5 Camera panning with rotation

You can rotate the camera panning at any marker, as you like. In this example we will show you how you can pan into a long-shot from a rotated starting view.



An important difference when rotating with the movement path is that the image itself does not rotate, rather the perspective of the viewer.

1. Activating camera panning, selecting and rotating the section of the image



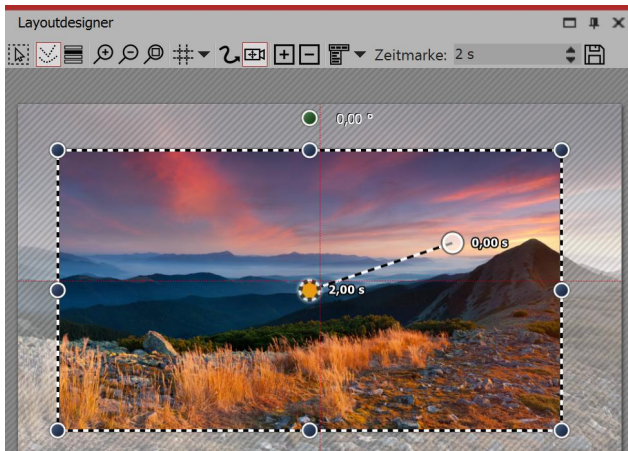
Click the *image* object in the *Image list* or *Timeline* so that the image will be displayed in the *Layout designer*. Now activate the *zoom & camera panning tool*, by clicking on the corresponding icon in the top bar of the *Layout designer*.

If the *zoom & camera panning* tool is active, for a short time the words “camera panning” will appear over the image in the *Layout designer*. As soon as you have activated the zoom & camera panning, you will see a dotted border around the preview image, the *positioning frame*. Reduce the size of this positioning frame and determine which section of the image is to be shown first.

Above the dotted frame you will find a dark green point. Use the mouse to drag the point and adjust the *angle* of the image detail. Make sure that the dotted

frame is always within the visible area in the *Layout designer*.

2. Creating new motion markers

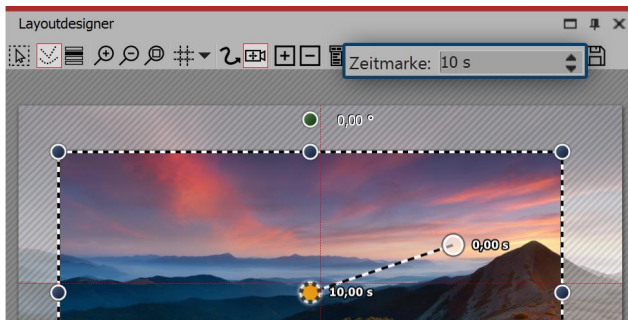


Inserting new motion markers

Now there will be a zooming out from the small image section to a larger. The section will once more be upright. Click on the square *plus icon* to insert a motion marker or use the **INSERT** key. A new positioning frame will appear which, like the previous, is still lopsided. Use the mouse to drag the dark green dot and straighten the frame. Then use one of the dark blue drag point and drag the frame larger.

Alternatively, after inserting the second marker, you can right click on the *positioning frame* and call up the *context menu*. If you select the *positioning frame - scaling to full screen* the positioning frame automatically includes the entire image with a straightened angle.

3. Adjusting time



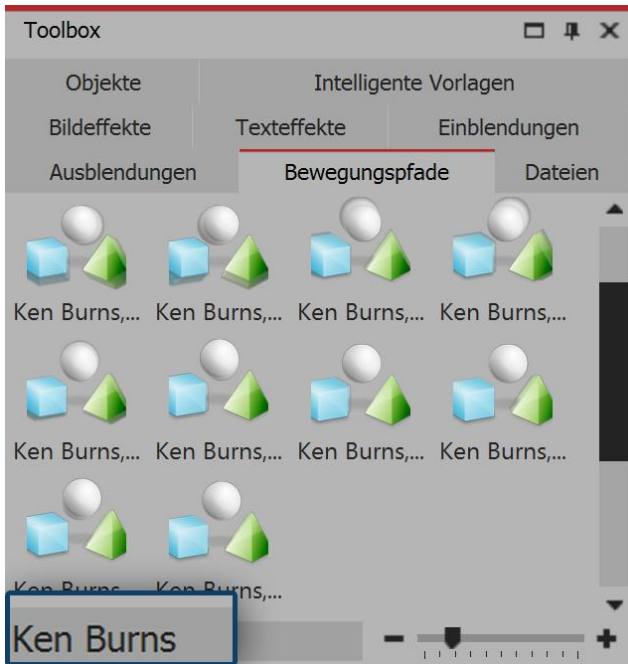
Extending time

So that the camera does not pan too abruptly from one section of the image to the next, you can lengthen the time it takes for the *camera panning*. To do this select the second marker, so that the middle point, located in the section of the image you are using, appears orange. Under *time stamp* you can now enter a higher value, such as 10 seconds.

7.6 Creating the Ken Burns effect manually

If you also want to know how to use the *Ken Burns effect* in AquaSoft Stages on your photos and videos, read the following.

1. Motion path in the Toolbox

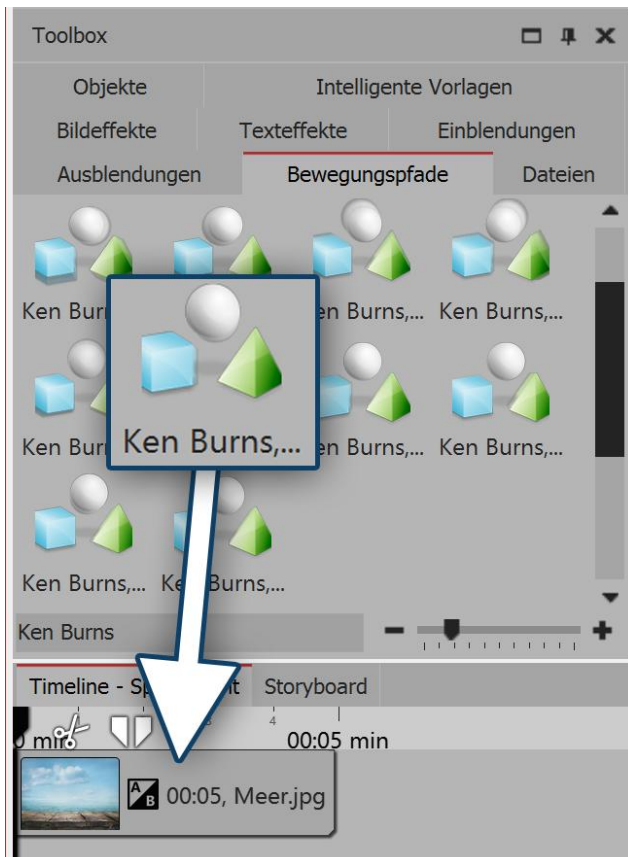


Ken Burns effects in the Toolbox

First, start with an empty project and add a few images. Go to the *Toolbox* and there select the tab *motion paths*. To the left, under the *Toolbox* you can enter the term "Ken Burns" into the search field so that only the *Ken Burns effects* are displayed. Click on the effect in the *Toolbox* and observe the icon. You will see a small preview of the effect.

2. Applying the Ken Burns effect

Drag the desired *Ken Burns effect* onto the image in the *Timeline*.



The effect will be dragged onto the image

You can also highlight the image in the *Timeline* and then right click on the *Ken Burns effect* in the *Toolbox*. Select *apply* in the context menu to transfer the effect to the selected image. If you wish to apply a *Ken Burns effect* to multiple, or all images, mark the relevant images in this way.

Selecting all images:

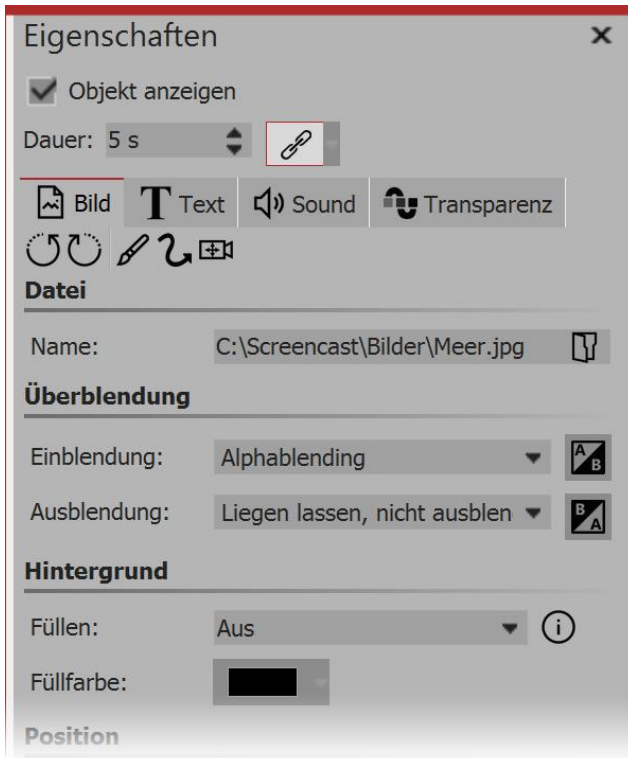
CTRL + A

Selecting specific images:

CTRL + MOUSE CLICK on the relevant image.

Now right click on a *Ken Burns effect* in the *Toolbox* and choose the option *apply* from the context menu, or double click on the effect in the *Toolbox*.

3. Creating smooth transitions

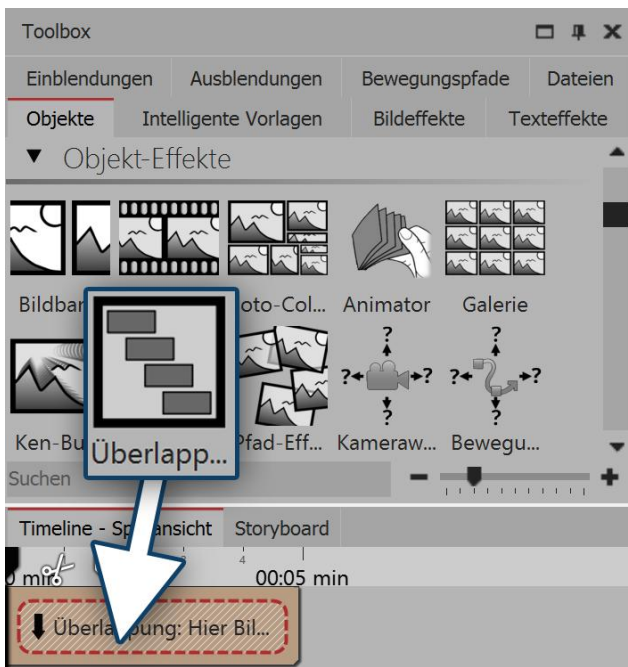


Setting alphablending in "properties"

If all your images include one or several Ken Burns effects, a smooth transition between the images is particularly effective.

- Select all of the images by simultaneously holding down **CTRL** and **A**.
- No in the *properties* window under *fading in* select the option *alpha blending*.
- Under *background* the option *fill* should be set to *off*.

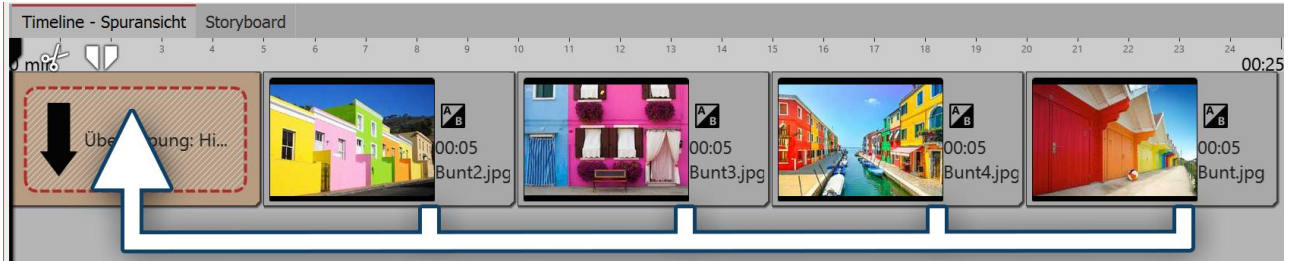
4. Tiered structure for even smoother transitions



You can find the overlapping effect in the toolbox under object effects.

In order to make the transitions between images even more fluid, insert the *overlapping* object from the Toolbox. Open the tab *objects* in the Toolbox and go to the *object effects* section.

Drag the overlapping effect into the Timeline. Select the images that you want to insert by holding down the **CTRL** key and clicking on the images. Drag the selected images into the still empty overlapping effect.



Selecting the images in the timeline and dragging them into the empty effect

5. Editing and customizing the Ken Burns effect

The *Ken Burns effect* results from a *tracking shot*, which consists of two or more *motion markers*. Select an image, so that you can see its preview in the *Layout designer*.

Then click on the icon for the *tracking shot*. You will now see the *motion markers* of the *Ken Burns effect*. Each *motion marker* is surrounded by a *positioning frame* (dotted line). With the help of the round drag points, you can move, enlarge or shrink the *positioning frame*. For each *motion marker* there is also a *time stamp*. You can alter these via the preview image in the *Layout designer* under *time stamp*. The time stamp indicates how long a movement from one motion marker to the next lasts. So you can speed up the camera tracking (lowering the value of the time stamp) or slow it down (increasing the value of the time stamp).

You will find more information about the motion paths in the chapters "[Motion paths](#)" and "[Zoom](#)".



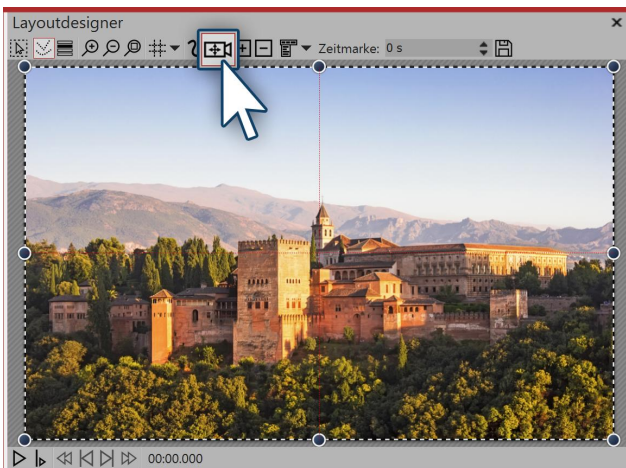
In our video "[AquaSoft DiaShow 9: Creating the Ken Burns effect](#)" the Ken Burns effect is explained step by step..

(Link: aquasoft.de/go/5k9e)

7.7 Panorama pans

The *zoom & camera panning* tool is a great way to let your audience enjoy the view of a panorama.

1. Inserting the image and activating the tracking shot



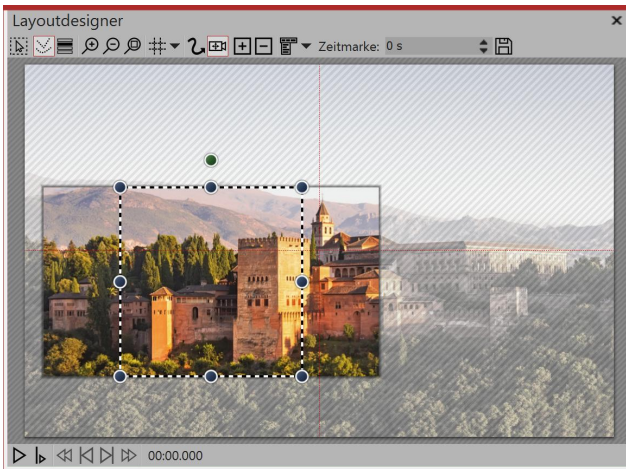
Panoramic image in the layout designer

First of all, add an image which you would like to pan across. It need not necessarily be a panoramic image. The panoramic motion can also be used for normal images.

It is particularly well suited to recordings where you have images over which one's "gaze can wander", like, for example, landscape shots or photos of landmarks.

In order to activate the *zoom & camera panning* tool, click on the icon in the *Layout designer*.

2. Selecting motion markers



An image detail that does not match the aspect ratio of Diashow.

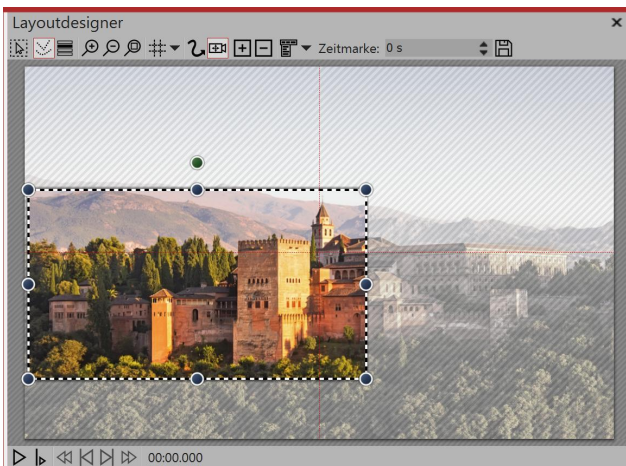
As soon as the *zoom & camera panning* tool is enabled, the image will be surrounded by a dotted frame. At the edges and corners you will find drag points which you can use to rescale the image.

Use your mouse to click on the drag point and hold the mouse button down.

Now drag the frame so that, as in the pictured example, you make it smaller. If parts of the image can be seen beyond the frame and they are not hatched, the aspect ratio of the section does not match the aspect ratio of the show.

This has the consequence that the projecting regions are shown in black or that the underlying object can be seen.

3. Fitting a frame to an aspect ratio



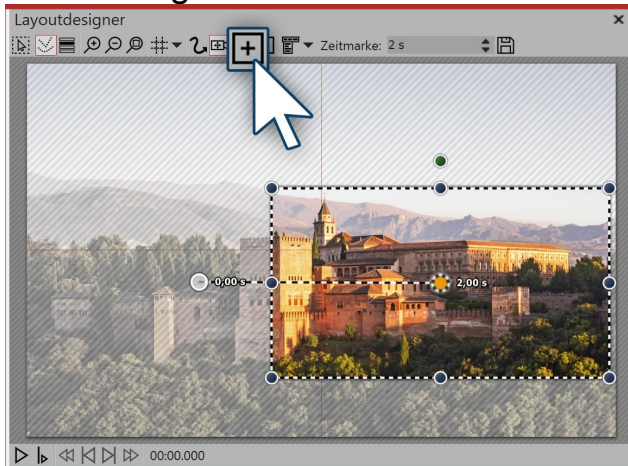
The detail fits the aspect ratio

To avoid black bars later on in the project and to achieve a good-looking result, drag the border so that the parts of the image which go beyond the dotted line are no longer displayed.

Now position the dotted line at the point the panorama is to begin.

In the example, the panorama goes from left to right. The first *motion marker* must also be positioned on the left.

4. Inserting new motion markers



Inserting new motion markers

To set the point to which the camera will pan, add a new motion marker using the squared plus symbol. Now position the frame to the right of the image.

The frame must not go over the edge of the picture, into the non-visible range. If it were to do this, this part of the frame's contents would later be shown as black.

It is otherwise not problematic if the frames of the first and the second *motion markers* slightly overlap.

5. Changing time stamps

Since in the example panorama there are only two *motion markers* the panoramic movement only takes only two seconds. This is quite fast, since the viewer should really be offered enough time to taken in the panorama. Additionally, the image is usually provided with a fading in, meaning that it takes two seconds until the image is fully visible.

In order to give the viewer enough time to watch, the panorama pan should start after two seconds. The movement from the first to the last marker should be slow. Click on the first marker and enter a value of two seconds in the *time stamp*. Click on the second marker and enter a higher value, such as 20 seconds.

It always depends on how far apart the two motion markers are or how big they are. Sometimes, a higher value is more sensible. Try out what works for you.

6. Avoiding errors

It is possible that your panorama will be jerky when playing. Generally, simple errors can be easily eliminated. If one pays attention to the following things, nothing will stand in the way of a successful panorama:

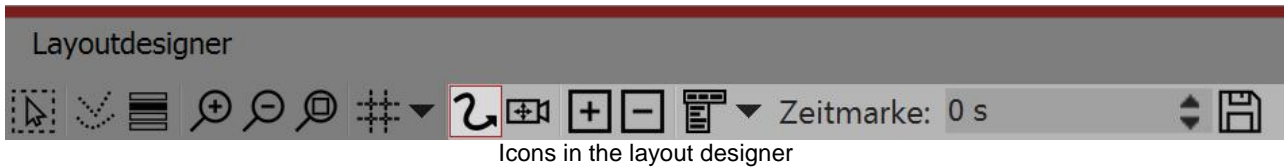
- The pan should not be too fast. The smaller the image section, the slower the panning should be.
- The image detail which is selected should not be too small.
- Watch out that the bit rate and frame rate are not set too low. With 30 fps and a bit rate of 20,000, you can achieve good results.
- Where possible, use a discreet fade in, such as *alpha blending*.

8 Motion paths


8.1 Introduction to motion paths


Motion paths can be applied to [image](#), [text](#), [video](#) and [particle objects](#) but also to [Flexi-Collages](#) and [live](#) and [object effects](#). Insert an image you want to animate with motion paths. Then click on the image in the Image list or Timeline. In Layout designer, select the icon for the motion path.


In the toolbar which is located at the top of the *Layout designer*, you will find at a glance all the tools which are useful when creating a *motion path*.





Icons in the layout designer


 This is the icon which shifts the *Layout designer* into the motion path mode.


 Via this symbol you can shift into the mode for panning and zooming.

 With this switch, new *movement markers* can be added. The movement's course is determined based on these points.

 To remove preexisting *motion markers* you must select them in the *Layout designer* and then you can remove them using this button.

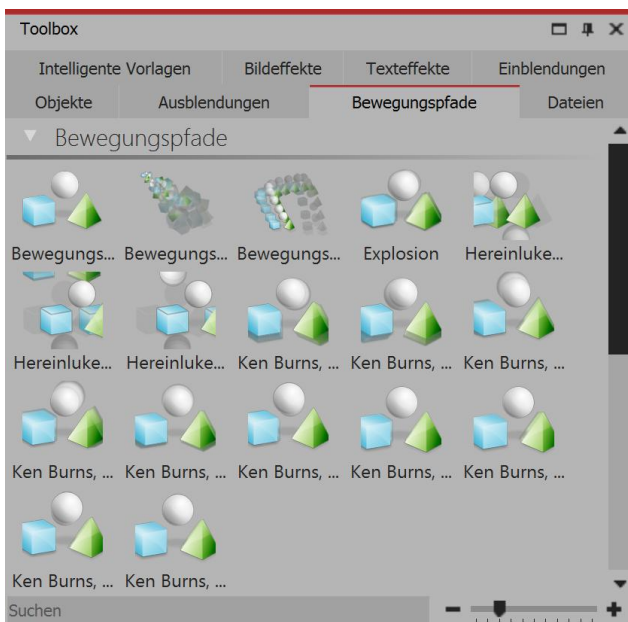
 This opens a further menu for the *motion markers*.

 The chronological sequence of a path is determined by the time stamps. You can use these to determine how fast the process should be.

 Here you can save motion paths you have created so that they can easily be reused.

In the chapter [Text animation](#) *motion paths* are further discussed.

8.2 Motion path in the Toolbox



Motion path in the Toolbox

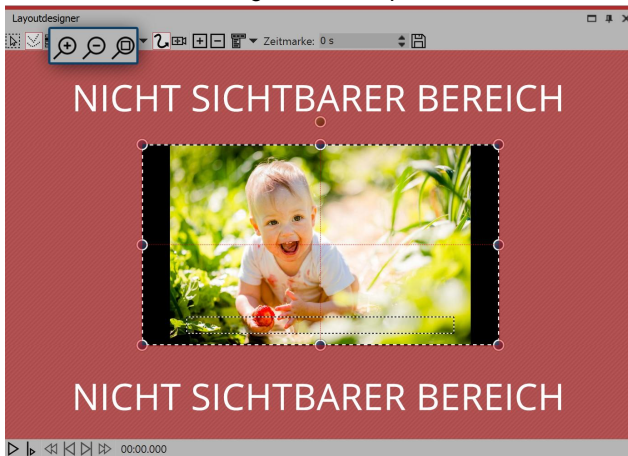
In the *Toolbox* you will see a choice of already fixed *motion paths*. These can be simply applied to one or more images. In addition, you will also find the movement paths that you have saved as a custom template in the *Toolbox*.

8.3 Creating your own motion path

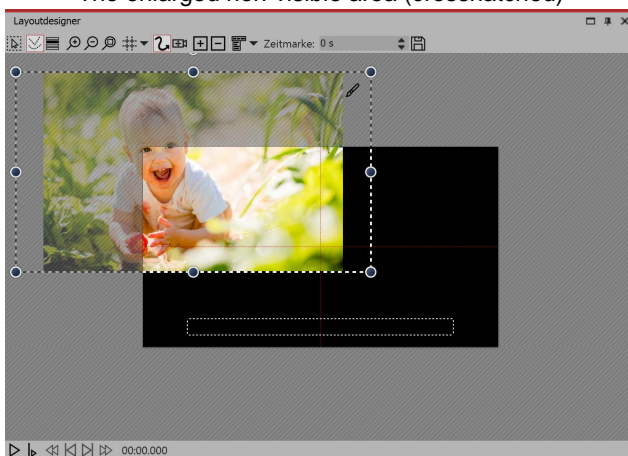
1. Inserting the image and activating the motion path tool



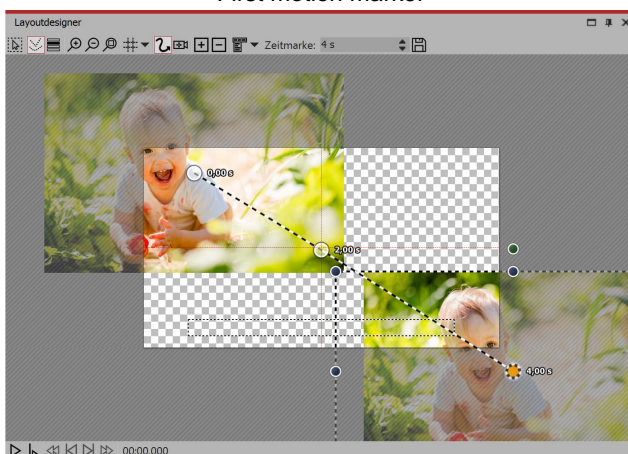
Activating the motion path tool



The enlarged non-visible area (crosshatched)



First motion marker



All motion markers

First, open a new project and add an image. The image will be displayed in the *Layout designer*. Via the preview of your image, you can see the various tools in the *Layout designer*.

So that you can create a *motion path* the motion path symbol must first be activated. Click on the icon to activate the *motion path tool*.

2. Using the non-visible area

The image should “fly” from left to right across the screen. Then we use the non-visible area, since from there the *motion path* begins. In order to better utilize the non-visible area in the *Layout designer* for editing, shrink the preview image using the *minus magnifying glass icon*. You may need to repeatedly click on the icon in order to achieve the desired degree of reduction.

3. Positioning of the first motion marker

So that the image is not immediately seen and “flies” from the left side of the image into the full image, the first *motion marker* should be in the left half of the non-visible area. Drag the image, which is in the *Layout designer*, to the left hand side, into the non-visible area. Now you have determined the first *motion marker* of your image, from where the *motion path* will begin.

4. Adding new motion markers

The image should “fly” across the screen from left upper corner. Therefore insert a new *motion marker* with the squared *plus icon*. Slide the *motion marker* onto the visible area in the *Layout designer*. In order that the image continues to “fly away”, insert a third *motion marker* with the squared plus icon. Drag this to the bottom right corner.

To see what it looks like at this point, play the presentation using the *play icon*. You will notice that the image takes the course of the desired path, but that there is not much time to view the image.

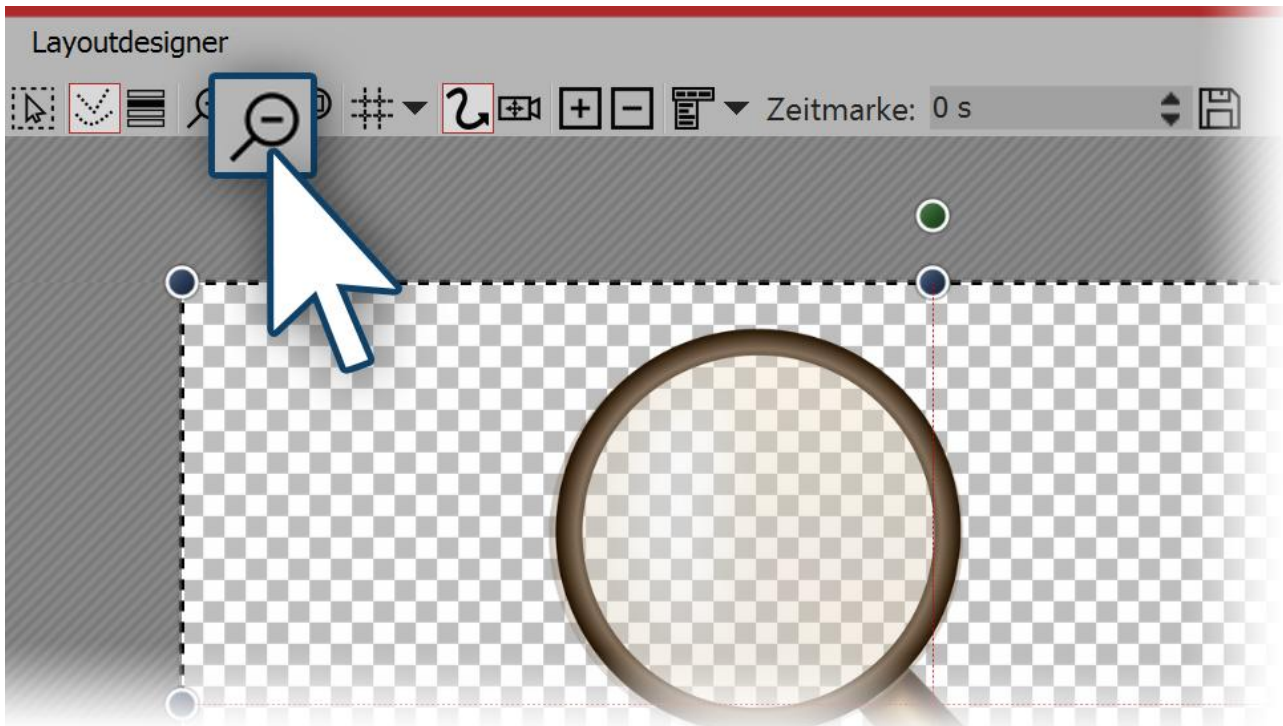
To this end, add another *motion marker* by firstly using the mouse to activate the middle *motion marker*, then click on the squared *plus icon*. You have inserted another *motion marker* which you now position in the visible range so that it lies precisely on the previous *motion marker*. This causes the image to stay on this point for a moment.

8.4 Rotations

1. Selecting objects in the Timeline

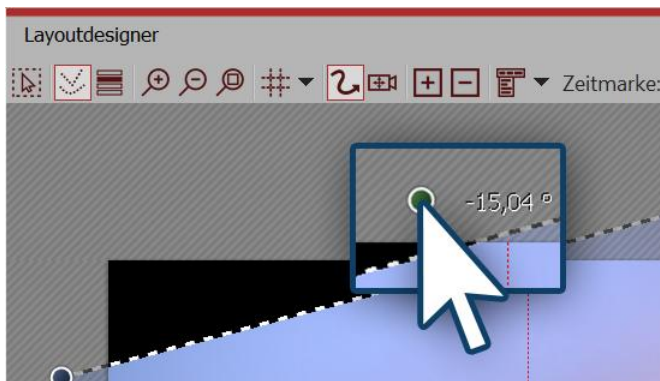
Select the object you want to rotate with a single click in the *Timeline*, so that it will be displayed in the *Layout designer*. If the object is displayed full screen in that moment, shrink the size of the preview somewhat in the *Layout designer* using the *minus magnifying glass icon*. The non-visible area surrounding the image will now be larger. The image is surrounded by a dotted line (*positioning frame*), at the corners and on the sides you will find round, dark blue drag points, which you can use to shrink or enlarge the image.

Centrally, above the dotted line image frame (*positioning frame*) another round, dark green drag point will now be visible.



Shrinking the view to make the non-visible region visible

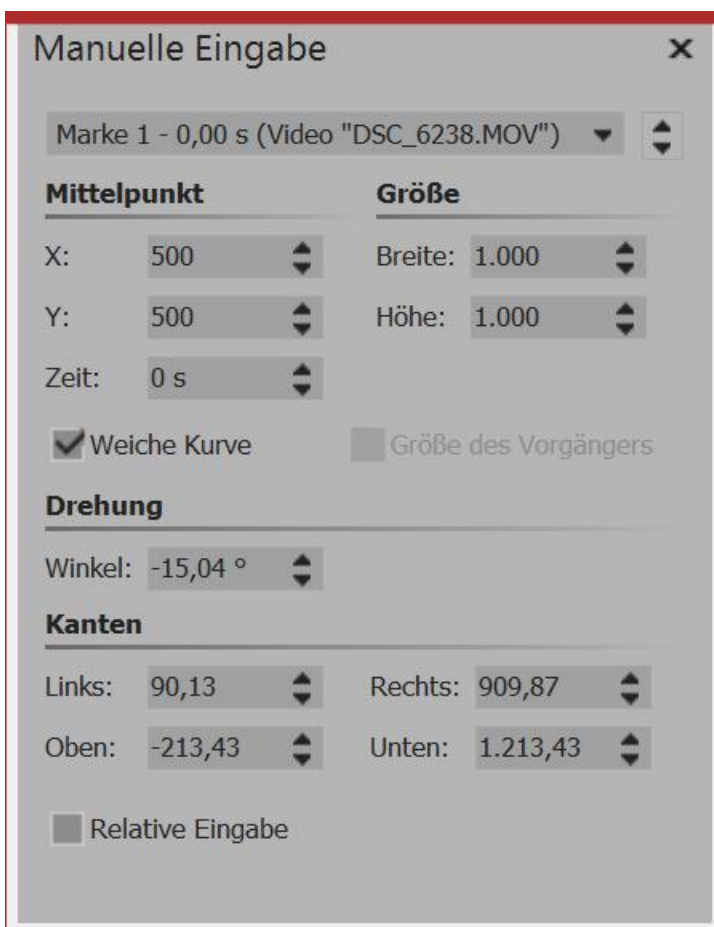
2. Rotating an object



Rotating an image

Use the mouse to click on the green point which is centered above the image. Hold down the mouse button and drag the mouse either to the left or right. You will notice now that the image rotates. As soon as the image is positioned as required, you can let the mouse button go. You will see that the *positioning frame* and the image have rotated. Next to the drag point you have used for the rotation, a number will appear. This indicates the angle of the image's rotation.

3. Entering the angle of rotation (optional)



Manual entry of the angle

If you have a specific value for the angle of rotation you would like to apply, right click on the image in the *Layout designer*. From the context menu that appears, select the item [manual entry](#), this will open a corresponding window. Under *rotation* you can now enter your own preferred value for the *angle*. It is also possible to input negative values.

4. Further possible applications

You can learn how to rotate an object inside a *motion path* in the chapter ["Motion paths with rotations"](#). If you would like to rotate text, you can find precise instructions in the chapters ["Rotating texts"](#) and ["Making text fly"](#). There are many objects which you can rotate. Rotate *videos*, *Flexi-Collages*, *texts*, *motion paths* and *images*.

8.5 Motion paths with resizing

In the chapter ["Introduction to paths of motion"](#) you can learn how to create a simple *motion path*, which consists of three *Motion Markers*. This will change the position of the image, but not its size.

In this chapter you will learn how to create a *motion path* in which the size of the image is changed.

1. Adding images

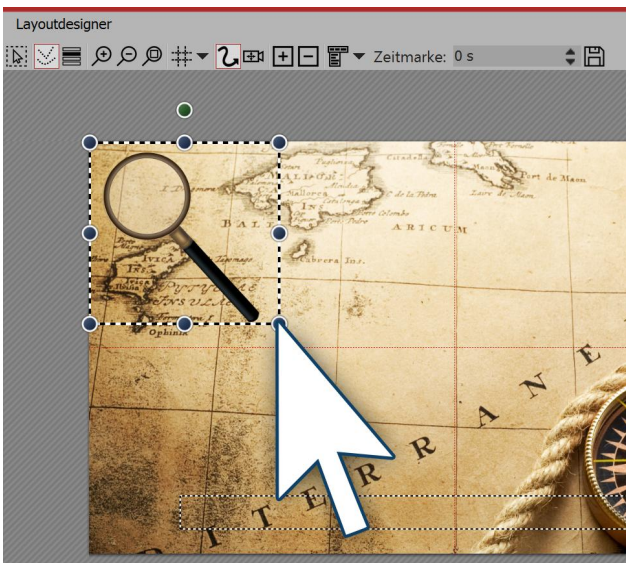
First of all, add an image to an empty project.

In this example a magnifying glass will be made to move over an old map. Here is the picture of the map of the background. This will always remain in the same position, and therefore receives no *motion path*.

The magnifying glass on the other hand embarks on a "journey" and is the Object for which, in this example, you are creating a *motion path*. Here the impression of the magnifying glass approaching the viewer is simulated by increasing the size of the magnifying glass.

If you do not have graphics that are similar to those in the example, you can follow the same steps with other image files. If possible, the moving picture (here the magnifying glass) should have a transparent background and present as PNG file.

2. Zooming out



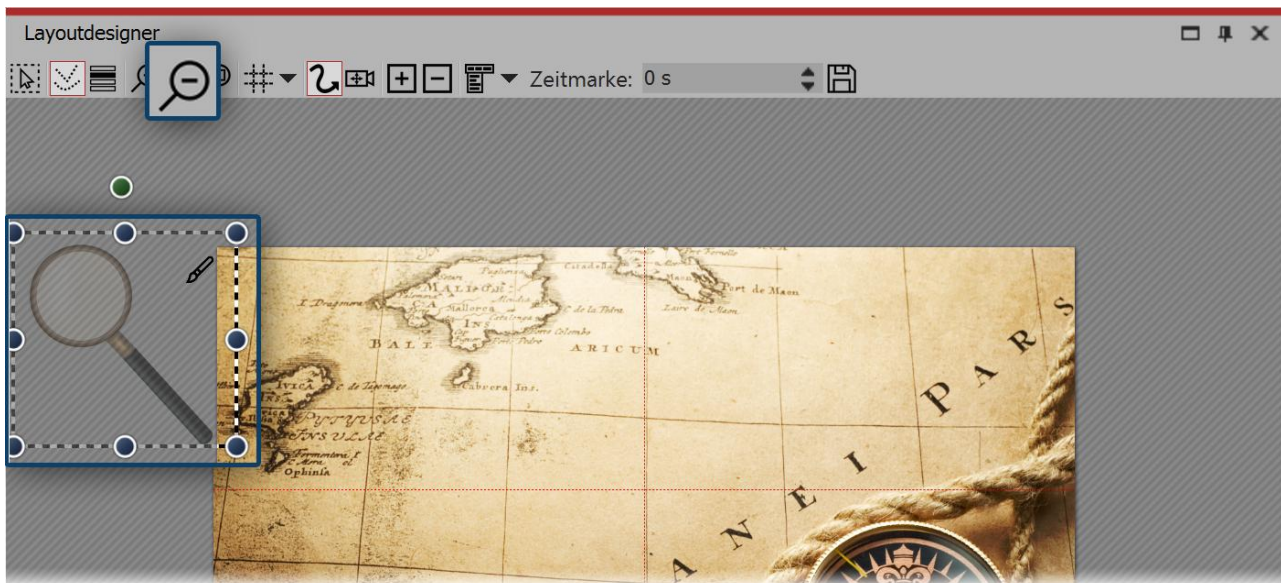
Shrink the image in the Layout designer

Since the magnifying glass is still reasonably large, you can shrink it to allow more room for movement.

To achieve this, click on one of the round drag points and use the mouse to drag up and left.. The image should now be smaller.

3. Positioning of the first motion marker

The magnifying glass should travel across the image from left to right. In addition, the non-visible range is used. To get better access to this, zoom out by clicking the *minus magnifying glass icon*. Now drag the image to the left side of the non-visible range. This is the first *motion marker*.



The first movement marker is located in the non-visible range

4. Enlarging new motion markers



Creating new motion markers

Now create the next *Movement marker* with the squared *plus icon*. The magnifying glass moves to the right and becomes larger.

Again use the mouse on the round drag points to drag the image slightly larger.

With the squared plus icon, insert further *Motion markers*. Enlarge or reduce the graphics now by each marker.

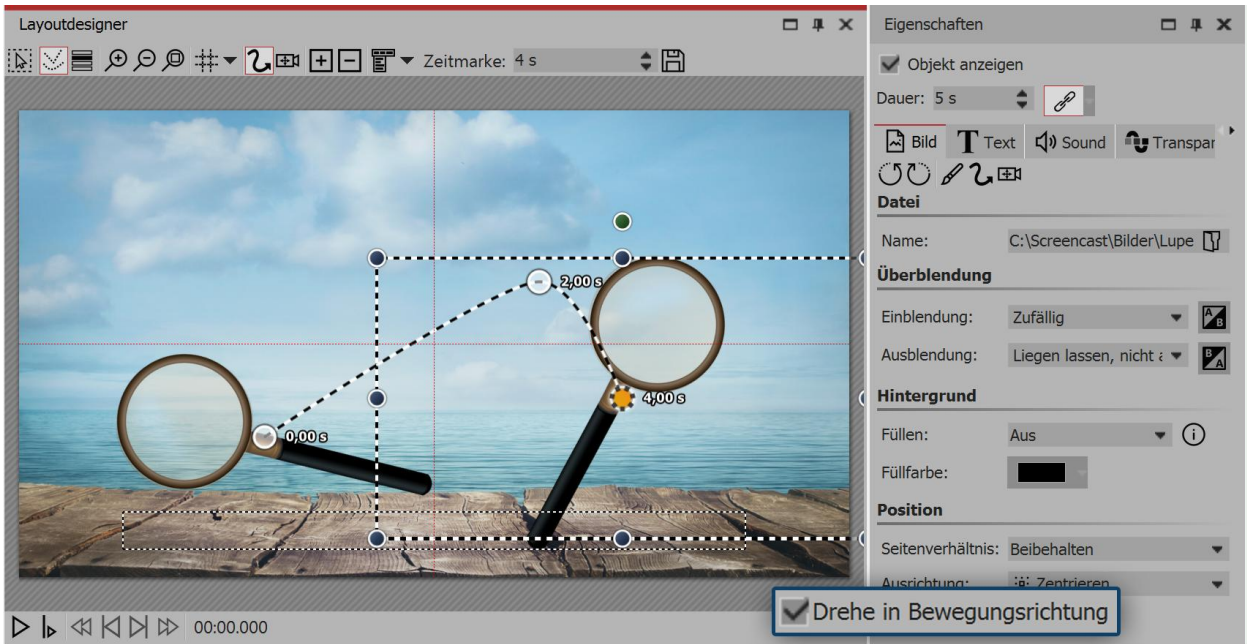
5. Complete motion path

With the squared *plus icon* insert further *Motion markers*. Enlarge or reduce the image now by each marker to a small piece, depending on how it fits best.

8.6 Motion paths with rotations

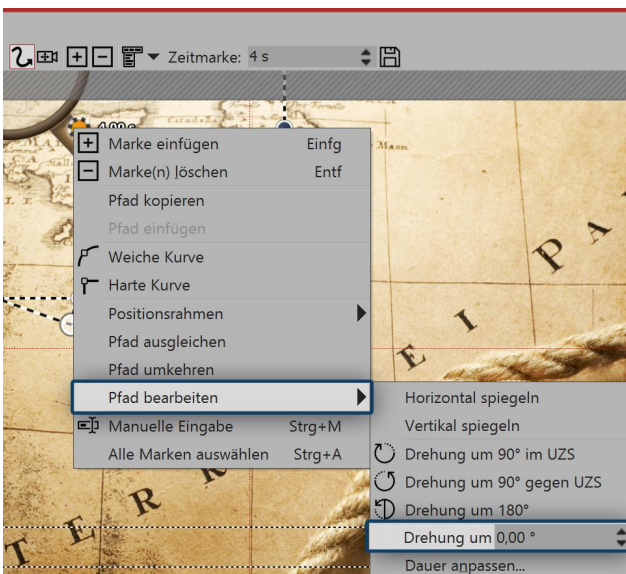
Motion paths with automatic rotations can be used on [image objects](#), [Flexi-Collages](#) and [video objects](#).

Images, Flexi-Collages and videos can also be made to rotate automatically on the *motion path*. In this way you can make an object on a *motion path* automatically and precisely rotate in its direction of movement. Activate this option in the *properties* window under *position* (see the figure below). As is illustrated, the magnifying glass is automatically rotated with the *motion path*.



View of the layout designer and properties

Rotating the motion path



Rotation of the entire motion path

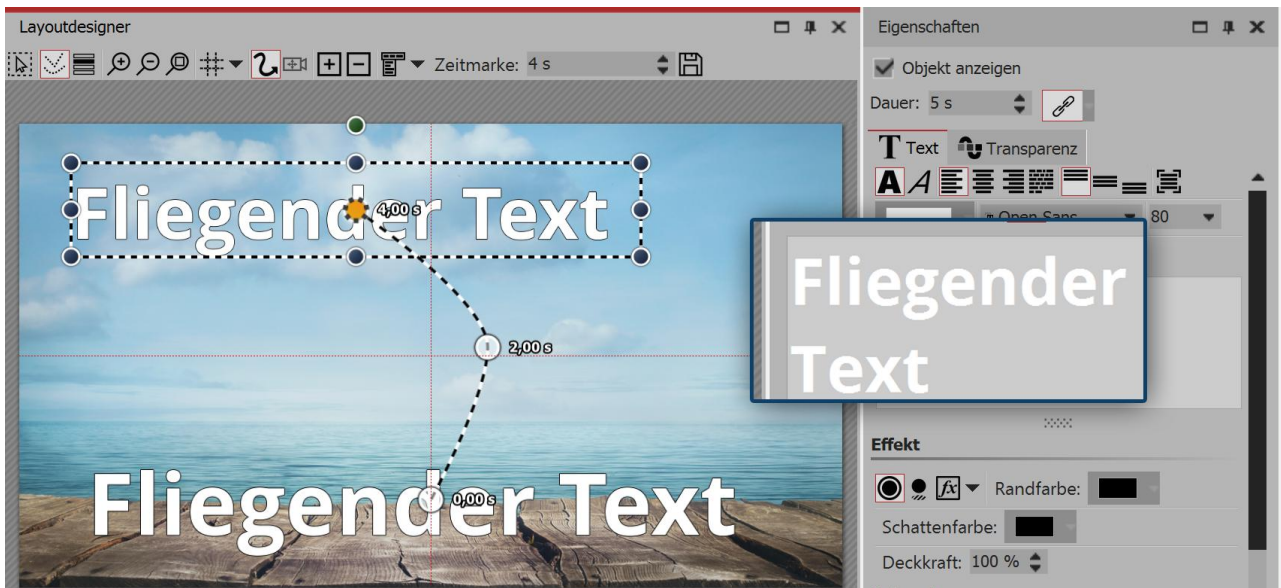
Instead of animating objects with the *motion path*, in AquaSoft Stages the entire *motion path* can be rotated. Right click the *motion path* in the *Layout designer* to open the context menu. There select *edit path*, and here you will find various options for rotating the entire *motion path*.

8.7 Motion paths with text

Just as with images, you can also have text moving along *motion paths*. In the chapter ["Introduction to motion paths"](#), you can discover how to create *motion paths*. You will need this know-how in this chapter.

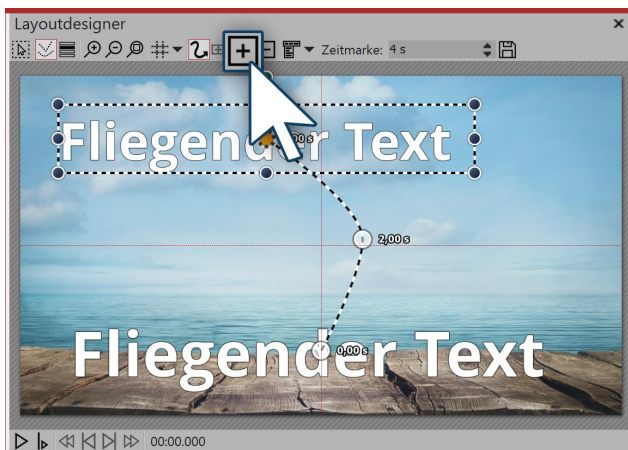
1. Inserting objects

In the example below, the text is located over an image. Additionally, an *image* object from the *Toolbox* was inserted into the *Timeline* or *Image list*. The text was entered into the text field in the *properties* window, under the *text* tab. If you want to furnish only a text without an image a *motion path* you should be using a *text* object.



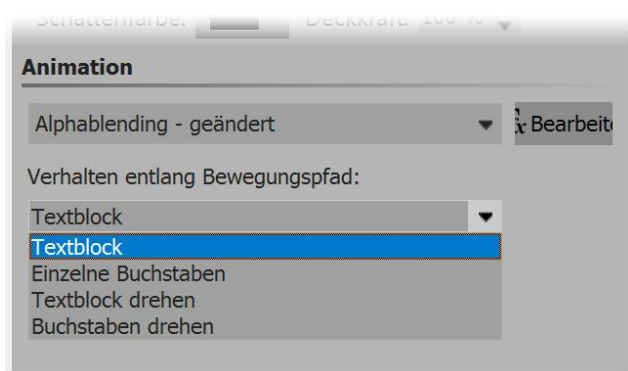
Entering a caption in the text box

2. Creating a motion path



Motion path of the text in the layout designer

In order now to move the text, insert a new *motion marker* with the squared *plus icon*. In the *Layout designer* position the markers to your liking. Then insert further *motion markers* with the squared *plus icon* and, in this way, create your *motion path*.



Settings for text object

When you have created your *motion path* there are further ways to adjust the text. You will find these in the *properties* window under the *text* tab.

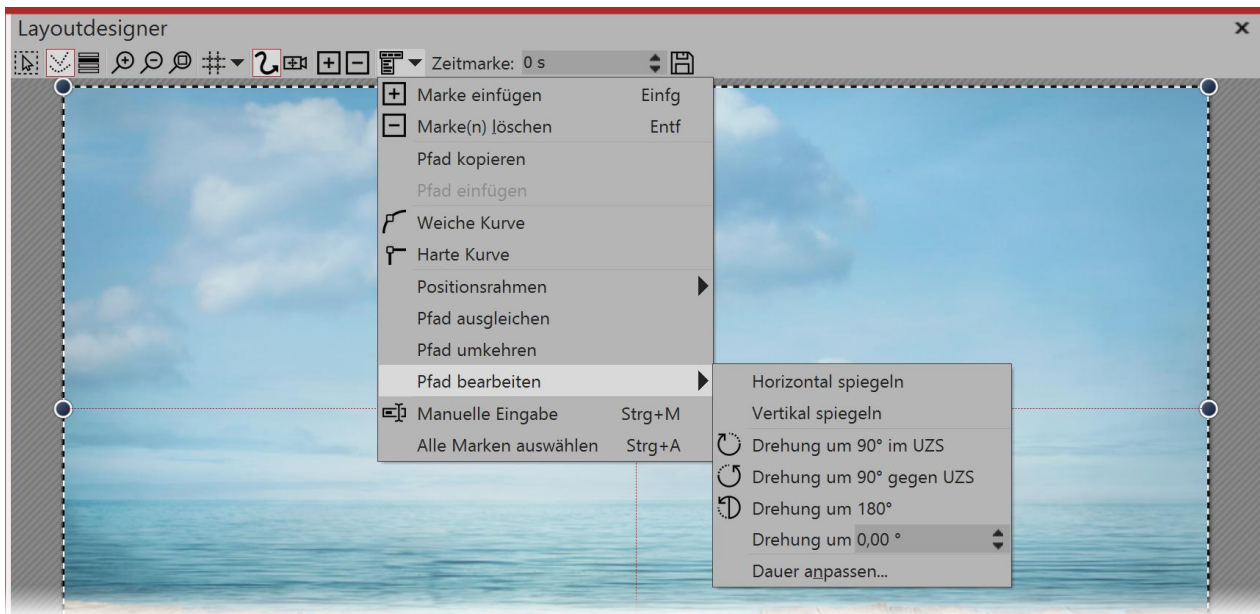
<i>Text block</i>	The text remains horizontal and is guided straight along the path.
<i>Individual letters</i>	The letters are individually animated and stick to the path.
<i>Rotating the text block</i>	The complete text is rotated in relation to the run of the path.

Rotating letters

The letters move individually along the path, and stick to the path.

8.8 Editing the path

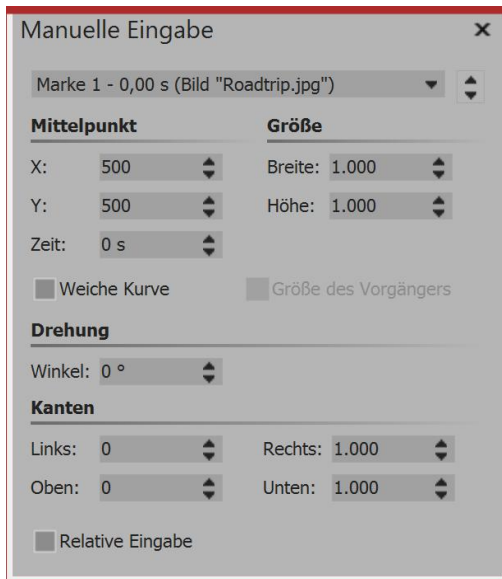
In the *Layout designer*, call up the context menu, and you will find under the option *editing the path* that there are further options available to you. Alternatively, click on the icon in the Layout designer or call it up by right clicking in the Layout designer.



Options for path in the context menu

<i>Hard curve</i>	The change of direction takes place abruptly, motion has constant speed
<i>Soft curve</i>	The change of direction is gentle, movement begins and ends more slowly
<i>Positioning frame</i>	Size of the previous / custom size / scale to full screen
<i>Balance path</i>	Length of time between the motion markers is matched to the distance between the markers, so that the motion path is smooth.
<i>Reversing the path</i>	Puts all the motion markers in reverse order
<i>Flip horizontally</i>	Horizontally mirrors the motion path
<i>Flip vertically</i>	Vertically mirrors the motion path
<i>Rotation of 90° clockwise</i>	Rotates the motion path by 90 degrees clockwise
<i>Rotation of 90° anti-clockwise</i>	Rotates the motion path by 90 degrees anti-clockwise
<i>Rotation of 180°</i>	Rotates the motion path by 180 degrees clockwise
<i>Rotation of ...</i>	Rotates the motion path to any angle
<i>Changing the duration</i>	Shortens or lengthens the duration of the motion path to a preferred length in seconds or percent

8.9 Manual Input



Manual entry

You can call up the *manual entry* option with the key combination **CTRL + M** or via the context menu (right click) in the *Layout designer*. In the top line of the manual input, you can select the marker or the respective object.

<i>Focus</i>	The Layout designer works with a virtual resolution of 1000x1000. Since the output is always variable, here no fixed resolution is used. If it sits at X 500 and Y 500, this means that the image in the Layout designer is precisely in the middle.
<i>Size</i>	If both values here are 1000 then the object frame positioned to fill the screen.
<i>Time</i>	Here the time stamp of the chosen marker will appear. You can customize it via keyboard input, if you have first clicked in the field.
<i>Soft curve</i>	This option is activated by default. If you remove the check mark, curves will play in the motion path as hard curves.
<i>Size of the previous</i>	If this option is activated, the size of the previous positioning frame will be used for camera panning or motion path.
<i>Rotation</i>	Enter the rotation angle here. You can enter the value directly using the keyboard, or adjust with the arrow keys.
<i>Tilting</i>	A value of 0 means that the tilt is to the left, or upwards. It will always be counted towards the right, or downwards. This means that a tilt to the value of 1000 lies either entirely right or entirely downwards. Should there be a value over 1000, this particular tile will lie in the non-visible area.
<i>Relative input</i>	Activating this option means that the values are applied always relative to a straight standing position.

9 Intelligent templates

9.1 Using the wizard



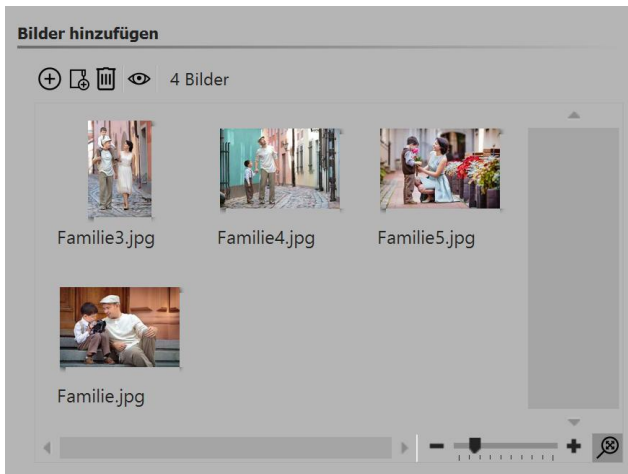
The intelligent template wizard includes a number of intelligent templates to facilitate the creation of your project.

You can select images and music from which, in combination with a style, a project will be created. All this is done automatically. You only need to add pictures and music.

1. Instigate the intelligent template wizard

Via *file / new / use intelligent template wizard* you can open the *intelligent template wizard*. Click on *next* to start designing the project.

2. Adding images



Adding images

Next, add the images via the *plus* icon. Then click on *next*.

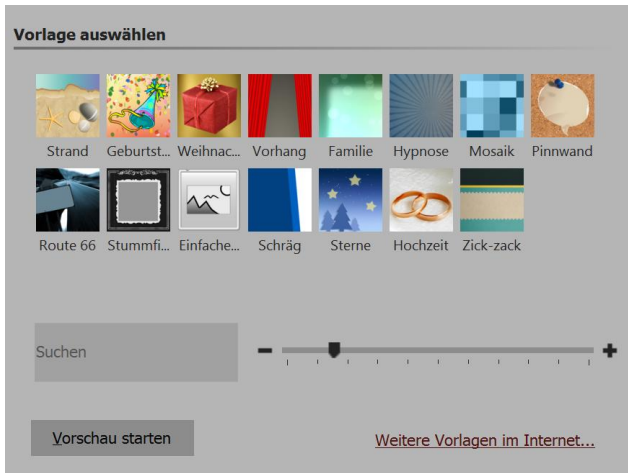
3. Adding music (optional)



Adding music

If you would like to use background music in your project, you can add this via the *plus* icon. Then click on *next*.

4. Choosing a template

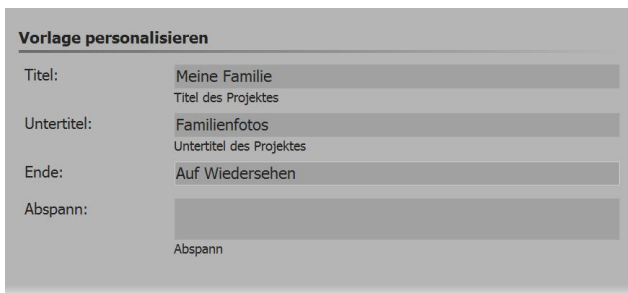


Choosing a template or watching a preview

Here you can choose a style of template for your project. By clicking the button *Start preview* you will be able to get a sense of the style sheet.

Then click on *next*.

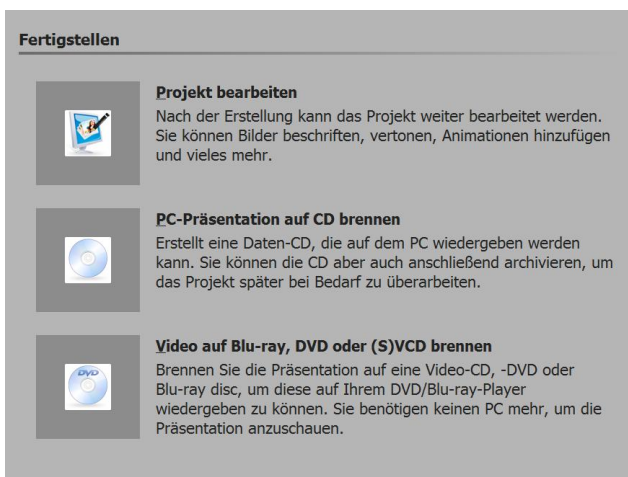
5. Personalizing your template



Entering your own labeling

Depending on the template, you have the option to personalize it by adding, for example, titles, subtitles and credits, among other things. Then click on *next*.

6. Finishing



Output options

Now you can decide what the next step should be.

Editing your project:

In order to edit, open the style sheet in **AquaSoft Stages**. It is now possible to make individual adjustments.

Burning a PC presentation onto a CD

This option opens the [CD/DVD and archive wizard](#). You can burn the project onto a CD/DVD or prepare to pass on. The burned CD / DVD can be played back on a PC (not on a DVD player).

Burning a video to Blu-ray, DVD or (S)VCD:

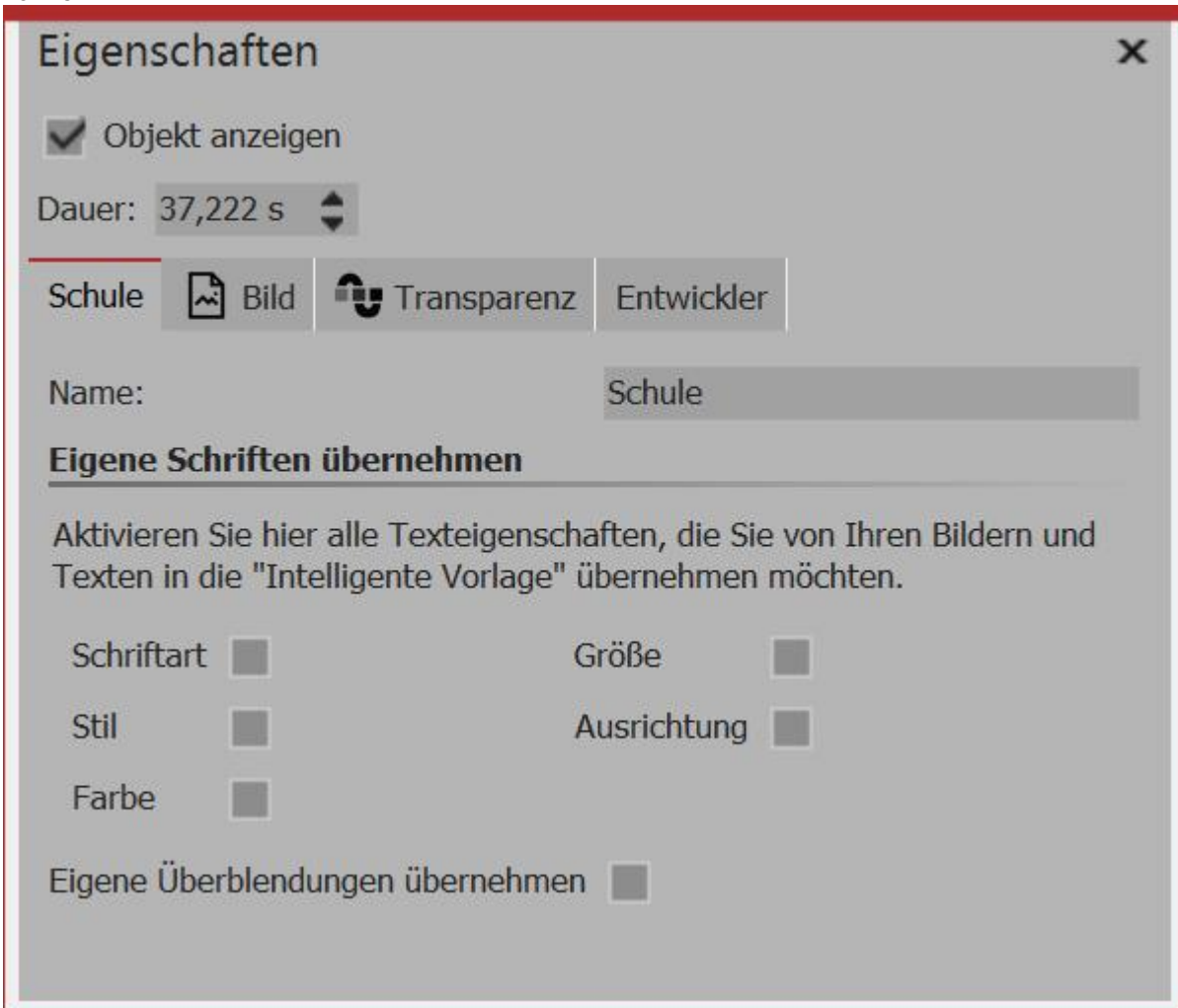
This option opens the [Video Wizard](#). Here you can

burn your project onto a Blu-ray or DVD. You must have already converted the project into a video. This process may take some time to complete. Then the burned Blu-ray or DVD can be played back with a BR or DVD player.

9.2 Adjusting templates

Zu jedem Bild können Sie eine eigene Beschriftung eingeben, auch reine Texttafeln sind möglich. Für all dies gibt es in der Intelligenten Vorlagen bereits fertige Stile, die Texte werden also nicht einfach nur eingefügt, sondern passen sich dem Stil der Vorlage an. Es kann sein, dass die gewählten Schriftarten manchem nicht gefallen oder dass man gerne etwas Abwechslung hätte. Alle Schriftstile können angepasst werden, sodass Sie die Vorgaben der Vorlage mit Ihren eigenen Texteneinstellungen überschreiben können.

Nach dem Einfügen der Intelligenten Vorlage markieren Sie diese mit einem Klick in der Timeline. Nun sehen Sie im Bereich *Eigenschaften* die Optionen einige Optionen, die von Vorlage zu Vorlage leicht variieren können.



Einstellungen, die überschrieben werden sollen, werden hier angehakt

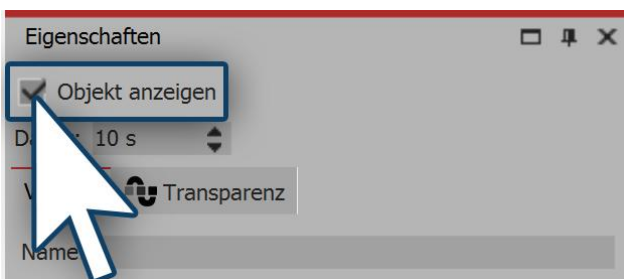
9.3 Using multiple templates

The *intelligent template* has various sections. In the *contents* area you will find the images you have inserted. If you wish to add more objects, drag them into the *contents* area. Please ensure that in front of, in between and after the inserted objects, there are no gaps. This could lead to a faulty playback.



Here is the layout of the intelligent template

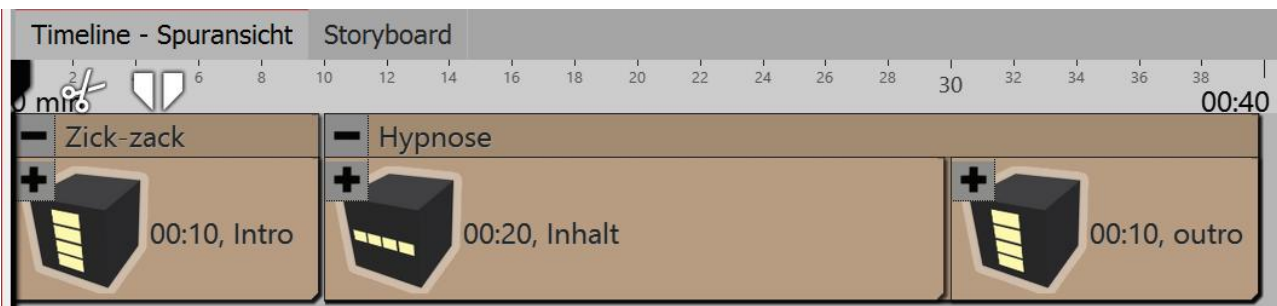
Using the beginning or end or another template



Turning off part of a template

You are also able to combine parts of various *intelligent templates*. If you want to use only the introduction from a template, first of all drag the template from the *Toolbox* into the *Timeline*. Open the template in the *Timeline* and remove the aspects that you do not need (e.g. *contents* and *outro*). Then click on the aspect and in the *properties box* remove the check mark next to *display object*.

If you now want to bring in additional sections of other templates, first drag the *intelligent template* from the *Toolbox* into the *Timeline*. Here again you can deactivate the object display of the components that you do not need. If you would like to make currently hidden parts of a template visible again, go to the *Storyboard* or *image list* view and check the box beside the object display in the *properties box*.



Parts of various templates in the timeline

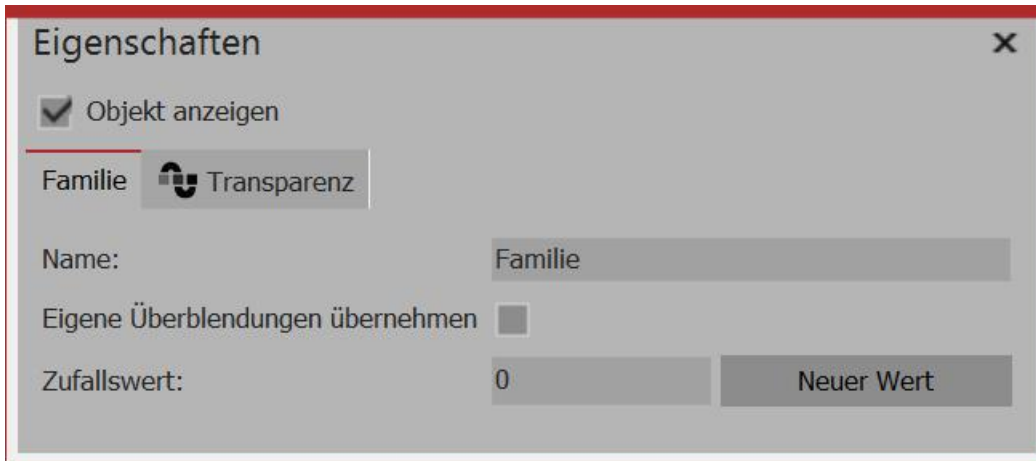


There are other design options within the intelligent templates. You can find out more about these in our blog article ["Editing intelligent templates"](#).

(Link: aquasoft.de/go/8jda)

9.4 Keeping random values

Each *intelligent template* contains elements which are different at each playing and are randomly controlled. If, in this instance, you want to "keep" this random selection, so that this template can no longer be changed, you must first of all, in the *properties* window, generate a new random value. To do this, click on the button *New value*.



Random value for intelligent template

This code sets how particular objects, transitions and other effects within a specific intelligent template are presented. You can pass on this code to other users. If you use the same template, they will see the same settings as you.

9.5 Editing templates

1. Why is it not readily possible to edit an intelligent template?

When you use an *intelligent template*, you only add your own objects. Decorative elements and effects are not visible and cannot be edited.

This is enhance the convenience of the presentation and keep the project clearly arranged.

What is really there in the template is very extensive and would fill the Timeline with a plethora of objects and tracks.

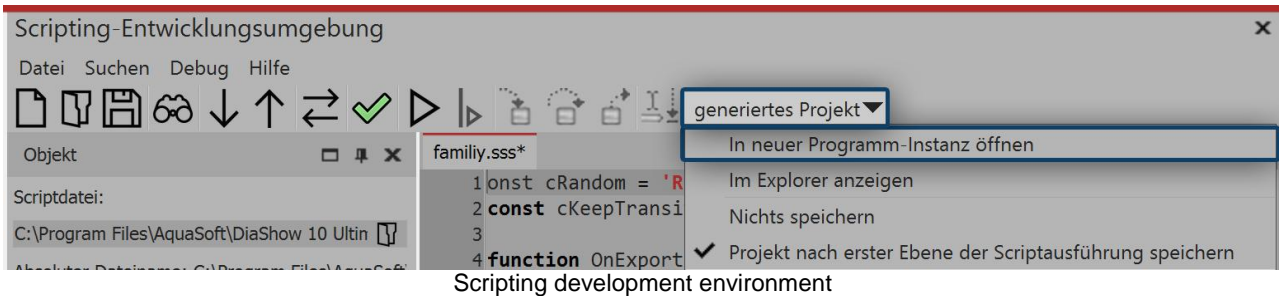
2. How can I edit an intelligent template?

The template itself can not be edited without deeper, internal knowledge of the program. However, you can save the result after applying the template. You should only edit an intelligent template or its results if you are already very familiar with the principle of tracks. You must be able to orient yourself and know which object is responsible for which effect and how you can influence its settings.

Proceed as follows:

1. Under *extras* you can activate the *developer mode* and restart the program.
2. Open an empty show.
3. Drag an intelligent template into the Timeline.
4. Go to *view / controls / scripting development environment*.
5. In the window you have opened, go to *generated project*. Put a check mark next to *save project after the first level of script execution*.
6. Play the show in the Layout designer with the small play icon (alternatively you can start the preview by pressing the **F7** key).
7. Under *generated project* click on *open in new program instance*.

The project will now open in the new window to which you have just alluded. The *intelligent preview* is no longer included as such, but instead all traces and objects are now visible and as a result editable. You can change all the settings and add new elements, as well as removing others. Before doing this, save the project with "save as" in a different directory. The *intelligent template* in the *Toolbox* remains unaffected.



Disable the developer mode again, because it may cause significant slowdowns.

10 Fade-ins and fade-outs

10.1 When should I implement fading in or out?

Fades can be applied to images, videos and Flexi-Collages. In the properties window you can set your fading in or out preferences. In addition, you can also adjust in time and, in many cases, the behavior.

1. When to use a fade in

With a fading in, you are creating a transition from one picture to the next. Whilst for a short time you will still be able to see the previous picture, the next becomes gradually more visible. Additionally, if you want an image to fade to black at the end of your project, you can use the fade in principle, here simply letting the final image fade into a black background.

In most cases it is sufficient simply to work with the "fading in" in order to achieve a smooth transition from one object to the next.

2. When to use a fade out

With a fading out, you get an image to completely disappear. When the fading out has finished, the image will no longer be on your "virtual image stack". Objects which are lying underneath are then able to be seen again.

You should never use a fade out for a smooth transition. Fading outs are only suitable if you are working with multiple tracks and an object, which is displayed in front of other objects (for example a background) needs to smoothly leave the display.

3. Common problems and solutions

3.1. The picture reappears

This mistake happens often when you have also chosen occasionally fading in as well as fading out. In this instance, refrain from selecting fading out in addition to fading in. If you want to ensure that all objects are set only to fade in and not fade out, click on an object in the *Timeline*. Then press **CTRL** and **A**, to select all. Then go to *settings* and in *fading out* select the option *leave, do not fade out*.

3.2. Black gap between images

A black gap between the images is created when you have always chosen fade in and out. The fading in always requires an image which can be faded. The fading out, however, ensures that this image is no longer displayed. Here again you can select all objects and then under *properties - fade out* select the option *leave, do not fade out* to solve the problem.

3.3. The video stops while the next image is faded in.



Video and image in the overlapping object

If you insert a further object with a fading in after a video, the video will stop for the period of time it takes to fade the object in. This happens because a transition is needed for the next object.

You can prevent this by adding the *video* and the following object into the *object effect overlapping*, which you can find in the *Toolbox*.



There is another alternative to the overlapping effect which we demonstrate in this [video](#). The video can be found at the following link: (Link address: aquasoft.de/go/t2su)

10.2 Assigning transitions

In the **AquaSoft Stages** there is a differentiation between *Fading in* and *Fading out*. With the help of the *overlays*, how the image should be made to fade within your presentation. With the *Fading out* you can decide how the image departs the screen.



The option to fade out is only needed in special cases and should not be selected for every image. Only select fade-out when you are working with multiple tracks. The Objects in the first track should not be subject to any fading out.

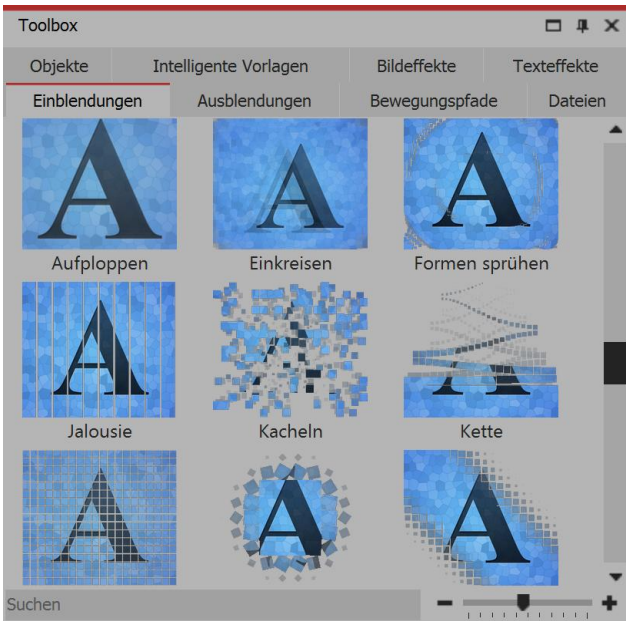
In an empty project, first of all insert photos or videos. Just use the Insert button in the menu bar or the menu item *Insert*. You can also insert multiple images at the same time by selecting them in the file selection window with the mouse. Hold down the **CTRL** key and then click on the desired pictures.

You can assign *Fading in and out* in three different ways:

- using the *Toolbox*,
- using the context menu
- and using the *Properties* window.

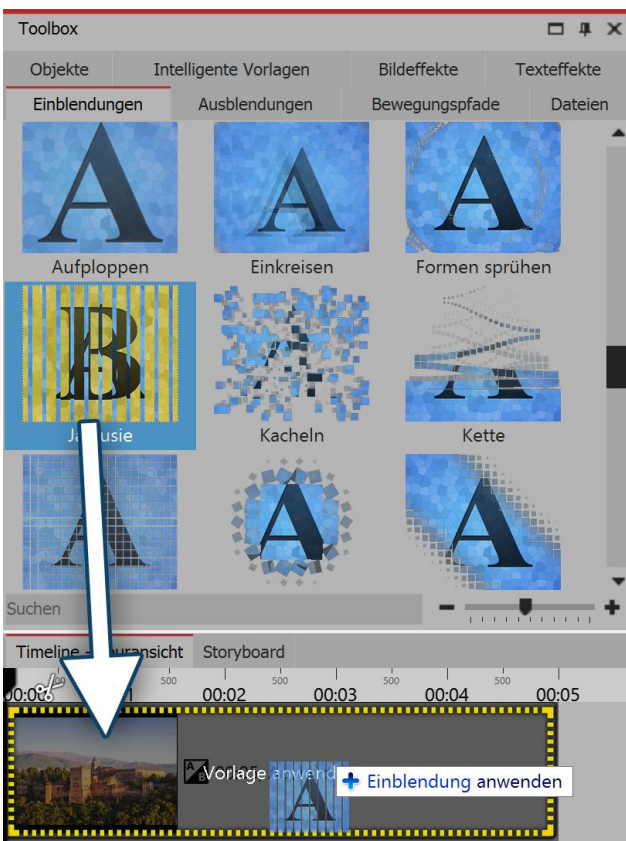
In the following sections you will learn more about these options.

1. Assign fading options using the Toolbox



Fading in using the Toolbox

Click on the *Fading in* or *Fading out* tab in the *Toolbox*. When you click on *Fading in* or *out*, you will see a preview.



Fading in by dragging onto the image in the timeline

Drag the preferred effect (*Fading in* or *out*) with the mouse, onto the *Timeline*. In the *Timeline* a dashed yellow border appears around the image when you have correctly placed the *Fading in* or *out* effect. Then you can release the mouse button.

Anwenden

Symbole vergrößern

Symbole verkleinern

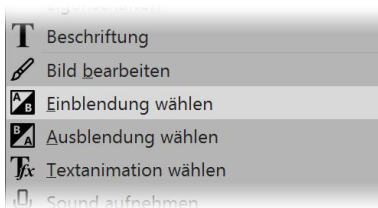
Select the option "Apply"

If you wish to apply *Fading* to multiple, or all images, mark the relevant images in this way.

- By pressing the **CTRL** key + **A** you will be able to mark all of the available images in the project.

- If you would like to highlight just a few specific, unrelated images, hold down the **CTRL** key and then click with the mouse on the images you would like to select. Now select a *Fading in or out effect* and right click on it. The shortcut menu appears. Here select the option *Apply*, and the effect will be applied to all the selected images.

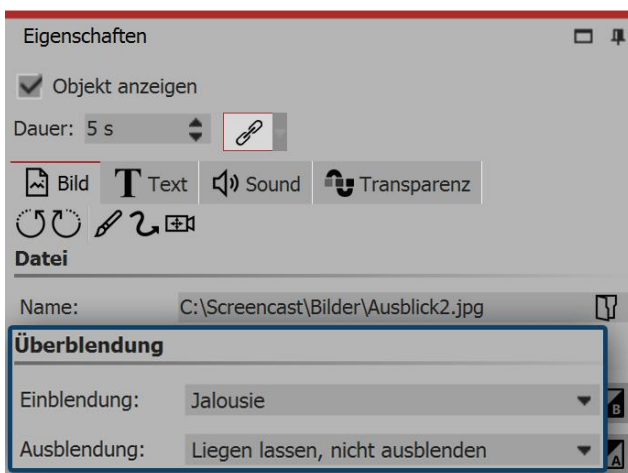
2. Assign Fading effects via the shortcut menu in the Timeline



Set Fading in or out from the shortcut menu

If you, in the *Timeline*, click using the *right* mouse button on an object the shortcut menu opens. There you will find a selection option for *Fading in* and for *Fading out*, which allows you to specify the desired transition.

3. Assigning properties to the Cross-fading



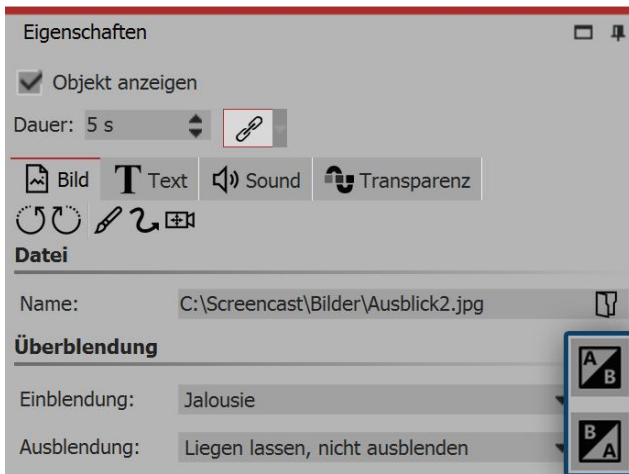
Set cross-fading

Click on an image in the *Timeline*. Cross-fading is set in *Properties* under *Image* (or *Video* or *Flexi-Collage*).



If the *Properties* option is not visible, you can find it via the image's shortcut menu (right click on the image). A further option is to find *Properties* via *View / Control elements*.

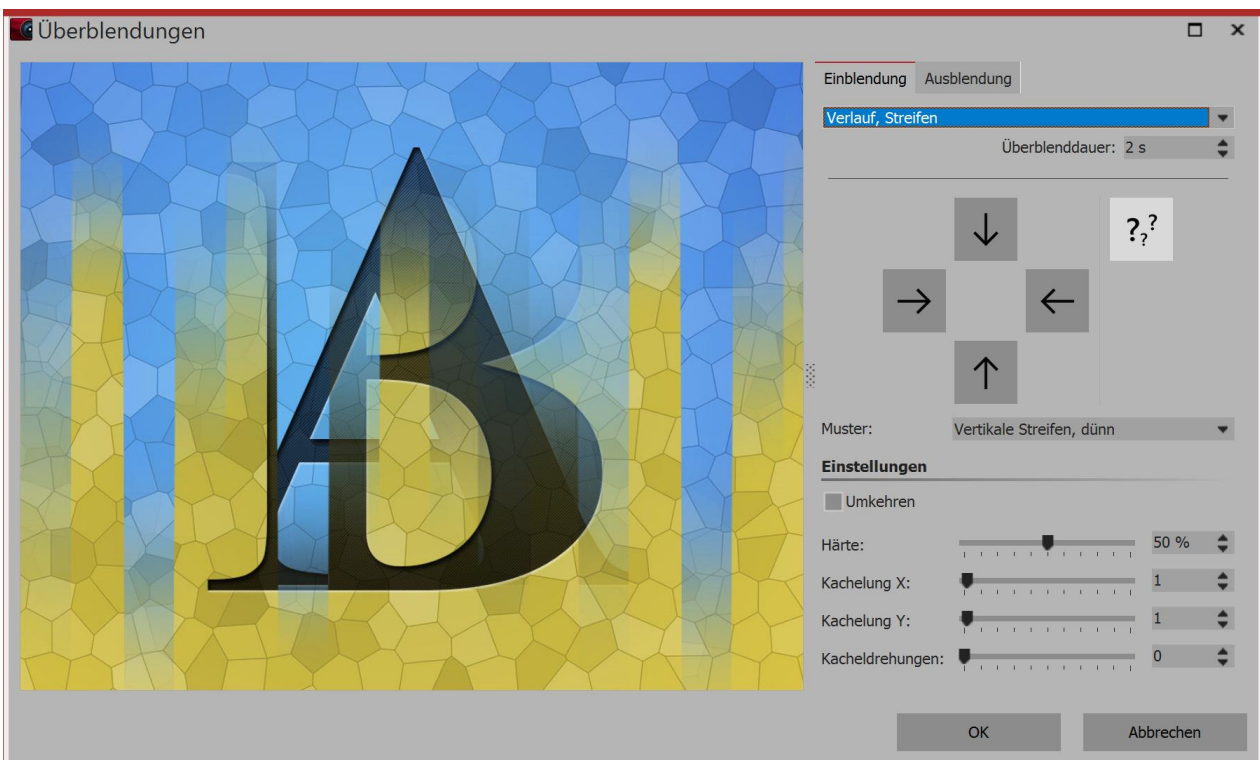
10.3 Adjusting the transition



Adjusting the fading in or out

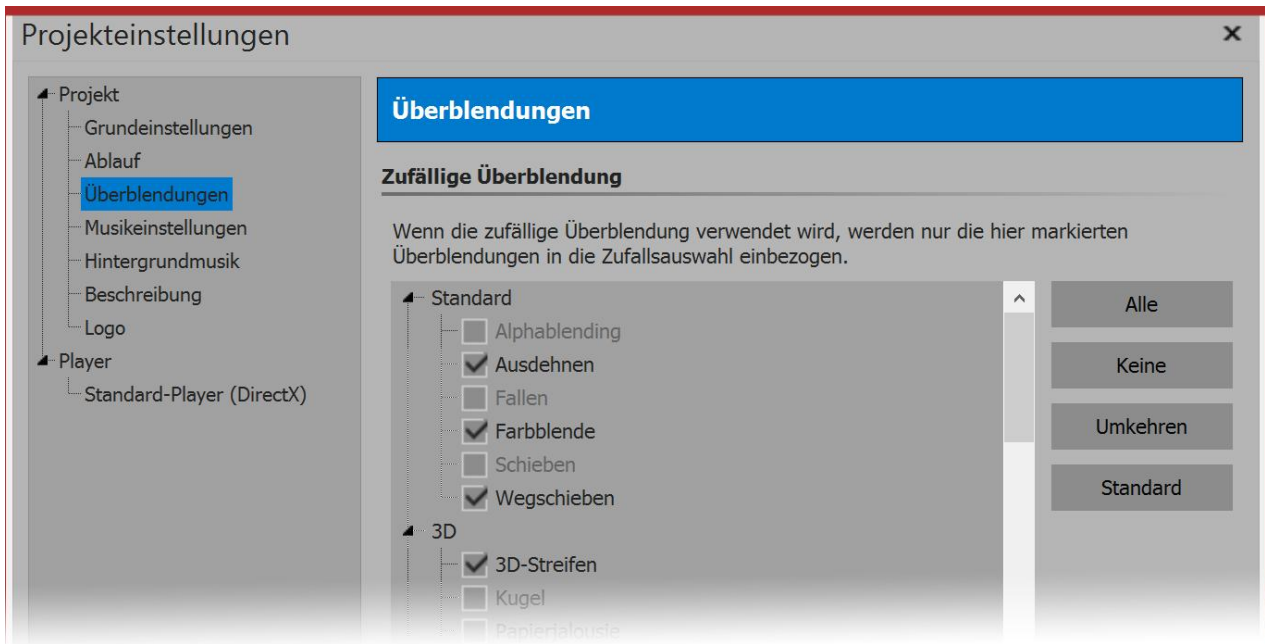
If you want to customize a cross-fade according to your preferences, or simply want to adjust the length of time taken to cross-fade, click in the *Properties* section on the *Customize*-Button next to the selection of the selection of the cross-fading choices.

In the list you can see and select all the predefined fades in and out. Under *Customize* you can adjust any fade in or out.



Adjustment of a cross-fade

10.4 Creating your own selection



Selecting random transitions

Under *project / settings / transitions* you can make a pre-selection of transitions. For all objects for which you have selected the transition option *random*, this selection is used. Would you like to save these choices for all future projects, press the bottom left, on the arrow button.

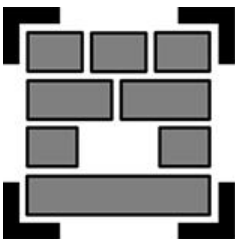


In our video "[AquaSoft DiaShow 9: Transitions \(or "Why is that picture appearing again?"\)](#)" you can find out more about these functions.

(Link: aquasoft.de/go/d31t)

11 Working with multiple tracks

What are tracks and what do you use them for?



Chapter object in the timeline

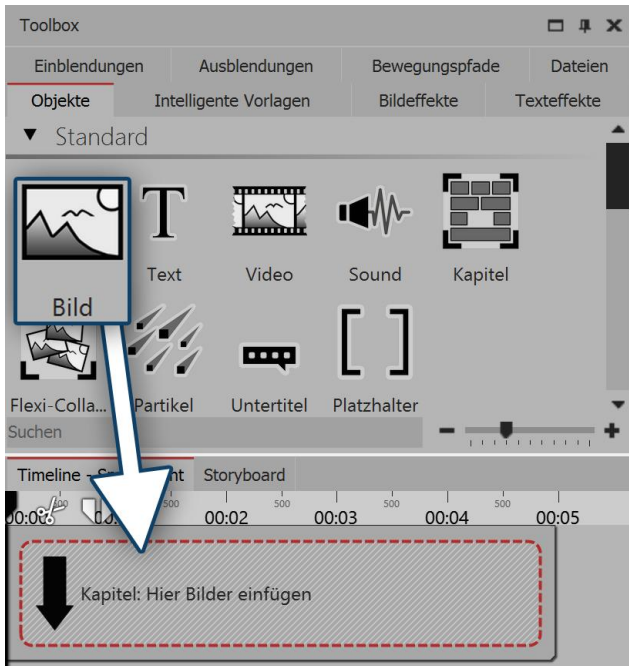
In AquaSoft Stages, using the *chapter* objects, you can create any number of tracks. In each track, you can place objects of any kind, such as pictures, music, videos, Flexi-Collages and other elements.

You will find the *chapter object* in the *Toolbox* under the *objects* tab.

Imagine the objects within a chapter like photos, which are lying on a pile. This comparison sometimes helps when trying to understand the principle of tracks and to identify which objects are covering each other.

Objects which are located in the top track, lie right at the bottom of the "photo stack" and can, for example, serve as a background. Objects which are placed in the second track are located inside the photo stack *above* the images of the first track.

Depending on how large the image is, it covers the underlying image completely or only partially.



Drag the chapter into the timeline

Inserting an image into a chapter (image track)

Drag a *chapter* from the *Toolbox* into the *Timeline*.

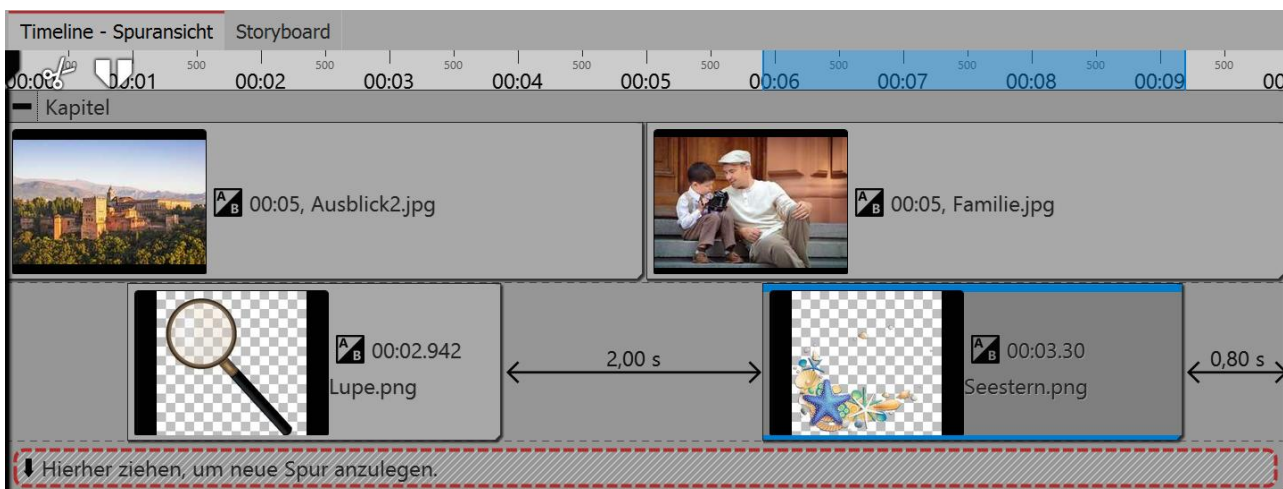
In the *Timeline* you will now find an empty *chapter* with the words "insert images here".

Drag an *image object* onto the words and select one or more images. You have now inserted images into the first track of the *chapter*. You can also change the position as you like by using your mouse to drag them. You can also adjust the display duration of the images. To do this, either enter a time in the *properties* window under *duration*, or you can drag on the border of an *image object* in the *Timeline*, to extend its duration.



Images are located in the first track

After you have inserted the images, you will find them in the first track of the chapter. Underneath the inserted images, you will find the text "drag here to create a new track". Drag all objects which are to be in a new track onto these words. Everything that is located in the Timeline in the lower track, is displayed in the Layout designer above the objects of the previous track. Objects of the second track cover the objects of the first track.



Two image tracks in one chapter



Via the [project wizard](#) you can create a menu for your presentation in which this chapter is also selectable.

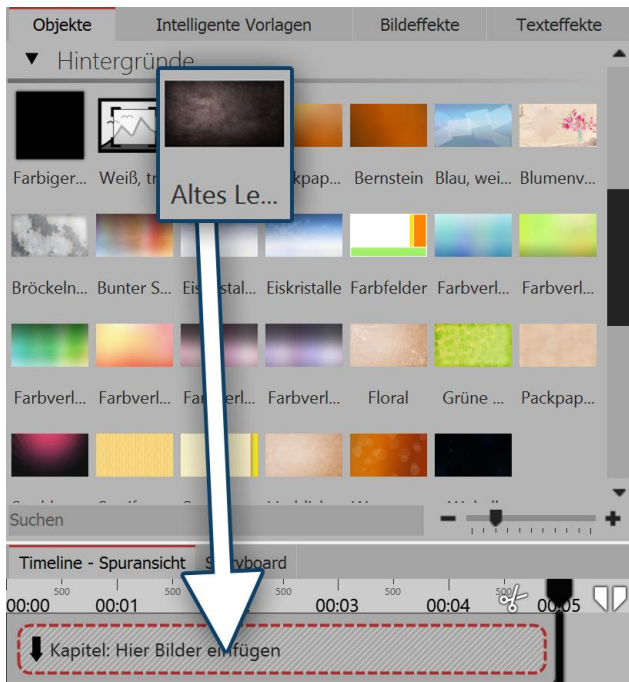
11.1 Using a background

In the Toolbox under the *objects* tab, you will find the *backgrounds* field. Against these backgrounds you can arrange text, images and videos. In the following guide you will learn how to insert two portrait pictures on top of one background.



Under *file / open / example project* you can find a pre-prepared project related to this guide. This means that it is easy for you to see what the resulting project will look like. You can find the sample project under the title "portrait pictures on top of background".

1. Inserting chapter object and background in Timeline



Drag a background image into the chapter

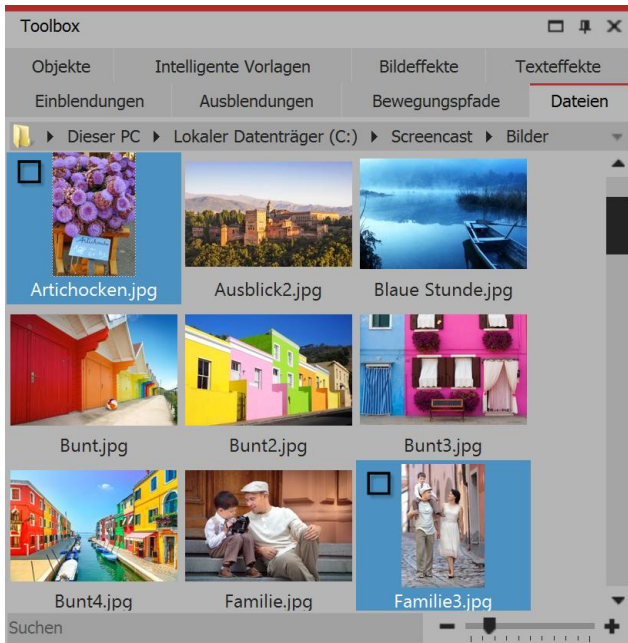
Drag a *chapter* from the *Toolbox* into the *Timeline*.

In the *Timeline* you will now find an empty *chapter* with the words "*insert images here*".

In the *Toolbox* go to the *objects* tab in the *backgrounds* field. Choose a background and drag it into the now empty chapter object.

In the *properties* field, lengthen the duration under display duration. To do this, enter a value of 10s and confirm with the **ENTER KEY**.

2. Adding images



Choosing images

In the *Toolbox* open the *files* tab. Here you can select a directory on your computer. You will see straightaway an overview of your pictures. So you can see immediately which images are in portrait style. In this example, portrait style images are required.

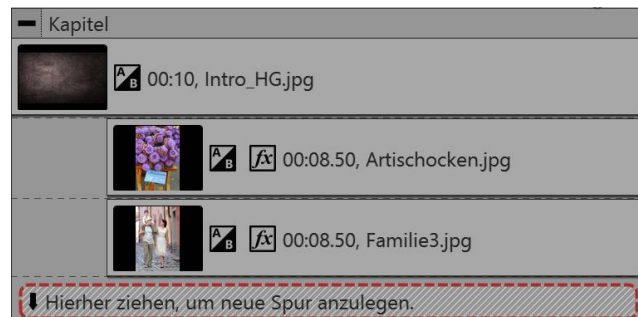
Select the first portrait style image. When you have found the second portrait style image, hold down the **CTRL** key and then click on the image. By doing this you have selected two pictures simultaneously.

Now drag the images into the chapter object, so that they are located in the track underneath the background image.

3. Arranging the images in the chapter object's tracks



Images are located in the track underneath the background



The images will now be displayed at the same time

After inserting them, the images are located in the same track. However, the images should be displayed simultaneously. For this they must be arranged underneath one another.

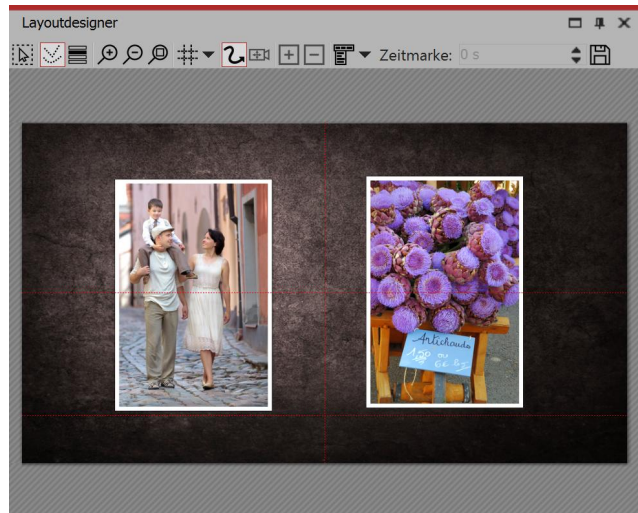
Click on the second image and drag it precisely under the first.

It is also possible to move the images so far to the right that they have a spacing of 1.5 seconds. This means that you will see the background image first and, somewhat later, the portrait style images appear. Extend the display duration of the images under *properties* / *duration* to 8.5s.

4. Shrinking and positioning the images in the Layout designer



Shrinking and positioning the images in the layout designer



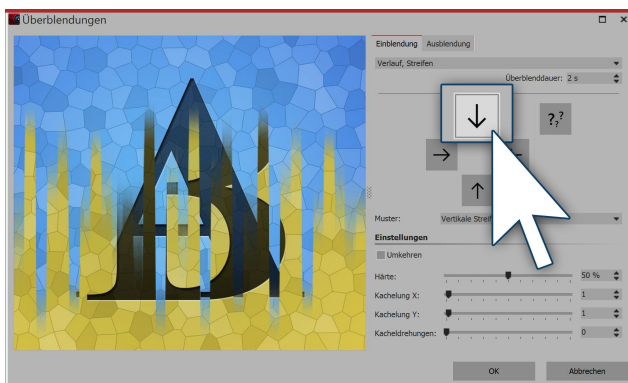
Images are now the same size and located next to each other .

If you look in the Layout designer, you will probably see only one image. This is because the two images are there, but one above the other.

Drag the round drag points in the top left to the bottom right, in order to shrink the image. Repeat this step for the second image.

Position both images so that they are side by side.

5. Fade in and image effect for portrait style images



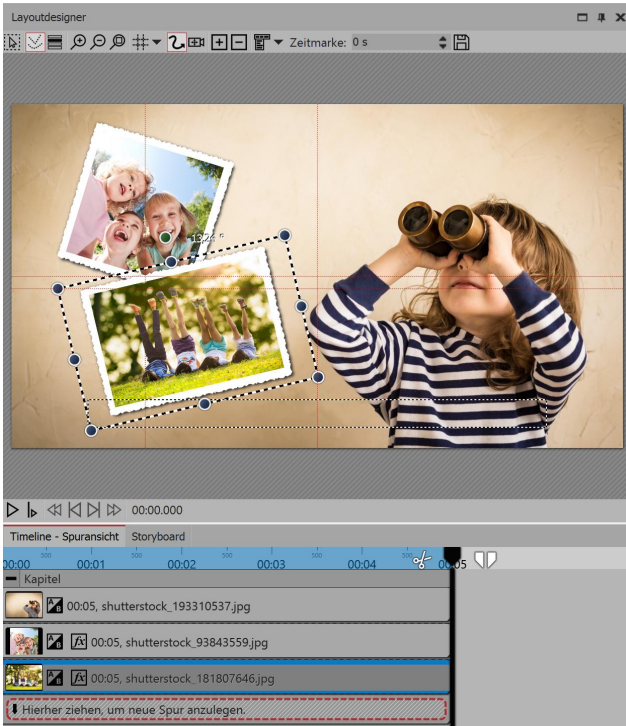
The fading in can be adapted to each case

To give the images more impact, you can assign a frame. You will find frames in *Toolbox* in the tab *image effects*.

There go to the frames section and drag the image effect *discreet white frame* onto each upright image.

Assign a fading in to each image. The effect is harmonious if you use the same transition for each image. For example, you could choose the transition *Course, Strips* and adjust it so that the fading in extends downwards in one image and upwards in the other.

11.2 Picture-in-picture / Collages



Creating a picture-in-picture effect in the layout designer

Working with tracks is the key to superimposing different image layers so that you can insert more objects in front of a background, which each contain an animation.

So proceed in this way, if you create a picture-in-picture effect:

1. From the *Toolbox* drag a *chapter object* into the Timeline.
2. In the empty *chapter object* [insert a picture](#).
3. Insert additional pictures by dragging these onto "drag here to create a new track". Each image which is to be displayed *on top of* another image, must be located in the Timeline *under* the relevant (background) image.



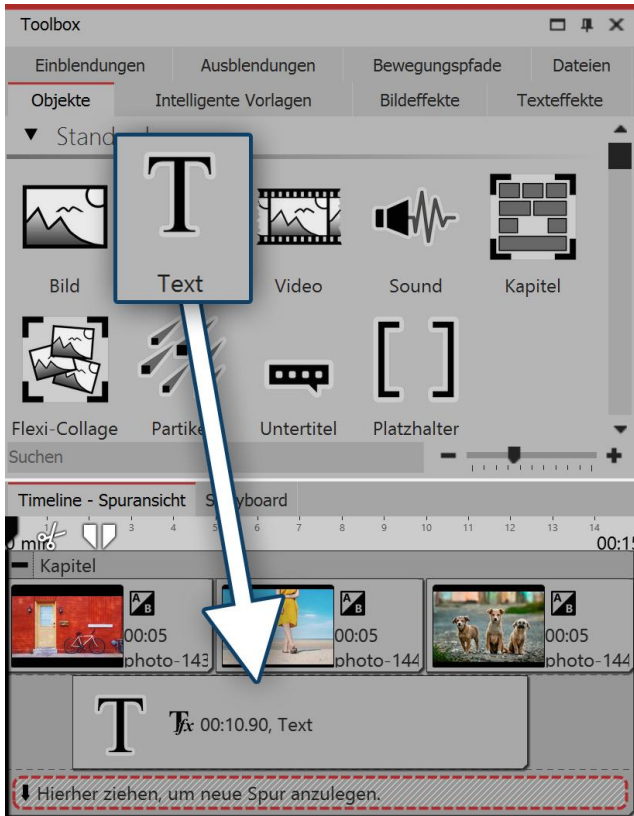
An example for working with tracks is the project "Quote with image". You will find the project under *file / open / sample projects*. View the preview on or copy it to paste it in your own project.

11.3 Inserting a text track

1. Inserting a chapter object and background in the Timeline

If you would like a text to be displayed across several photos, in a *chapter object* create a track with a *text object*. First of all insert a chapter object and drag images or videos into your chapter object.

Under the inserted images or videos, you will now find a narrow line with the words "*Drag here to create a new track*". Now drag a text *text object* onto this. In the *properties* window, you will see a text box where you can enter your caption. You can also influence the design of your text there.

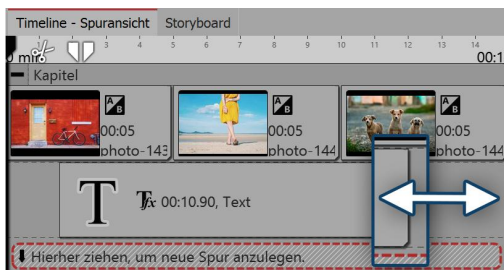


Dragging a text object into the track under the images



Entering text for an image

2. Changing the display duration of the text track



Adjusting the duration of the track by dragging its outline

In order to lengthen the display time of the *text object* you can either go to *properties* under *duration* and adjust the display time there. Also, via the *Timeline* you are able to shorten or lengthen the duration. Proceed with the mouse cursor to the outline of the *text object*. Drag or push with the mouse at the edge of the *text object*.

11.4 Inserting a sound track

In order to create a *track* with a *sound object* first of all insert a *chapter* from the *Toolbox* into the *Timeline*. If you would like a particular video, a group of pictures or other graphic elements to audio, insert these first.

Drag a *sound object* to the point where the audio should begin. If you want to create a new track, drag the *sound object* onto the words "drag here to create a new track". Now, the file selection window, where you can select an audio file appears.

Alternatively you can use the File browser and from there, drag an audio file into the *Timeline* on this occasion you do not need the sound object. AquaSoft Stages automatically recognizes that the file is a sound file.

11.5 Creating a video track

In order to create a *track* with a *video object* first of all insert a *chapter* from the *Toolbox* into the *Timeline*.

Drag a *video object* to the point where the video should begin. If you want to create a new track, drag the *video object* onto the words "drag here to create a new track". Now, the file selection window, where you can select a video file appears.

Alternatively you can use the *File browser* and from there, drag a video file into the *Timeline* on this occasion you do not need the *sound* object. AquaSoft Stages automatically recognizes that it is a video file.

12 Grouping with Flexi-Collage

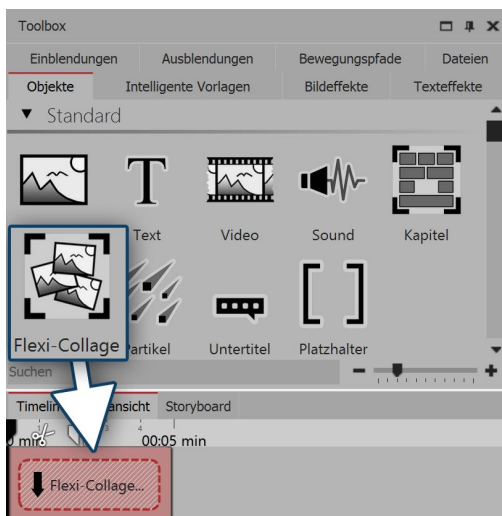


Flexi-collage

The *Flexi-Collage* can be found in the *Toolbox* under the tab *objects*.

Grouping objects within a Flexi-Collage. You can then animate this group and apply effects. In this way you can, for example, combine multiple transitions or create animations with multiple concurrent movement paths. Just as with the *chapter object*, inside the Flexi-Collages [tracks can be created](#). You can also nest several Flexi-Collages inside one another.

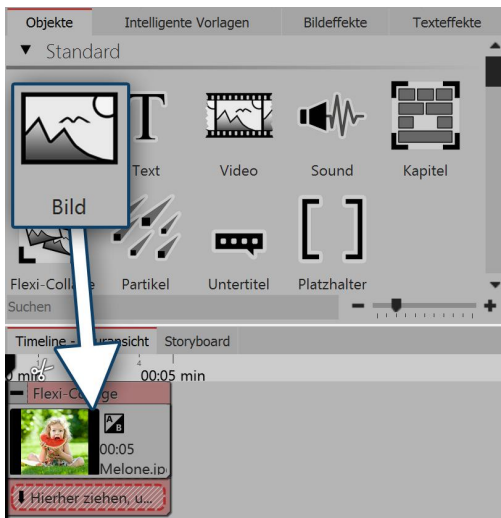
1. Inserting a Flexi-Collage



Dragging a flexi-collage from the toolbox into the timeline

Drag the *Flexi-Collage* from the *Toolbox* into the *Timeline*. After that, in the *Timeline* you will find an empty red box into which you can drag items.

2. Inserting objects into a Flexi-Collage

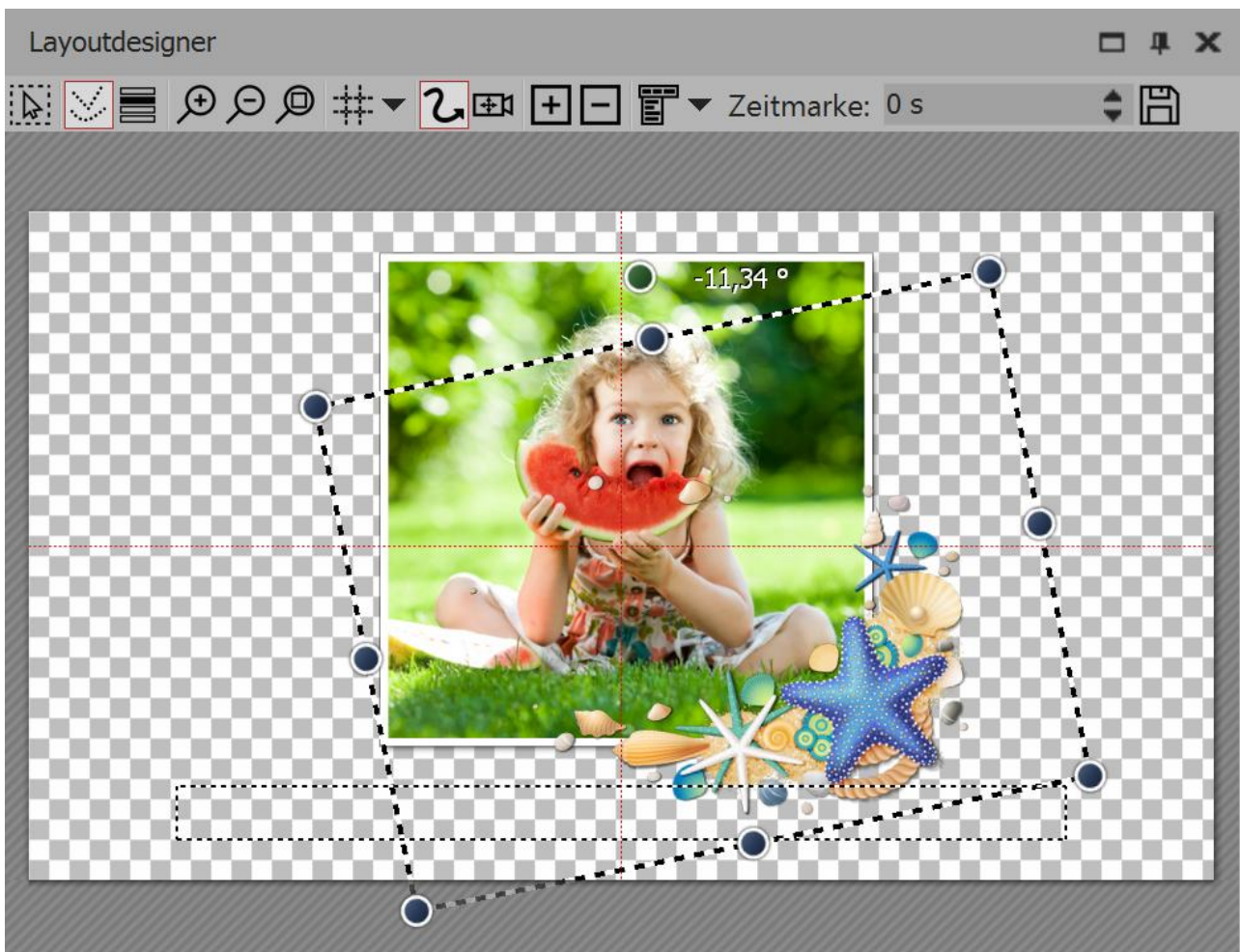


Dragging picture objects into a flexi-collage

Now drag all the objects that you wish to combine together into the Flexi-Collage. In the following example, an image will be inserted into the *Flexi-Collage*. The image is displayed afterward in the *Timeline* and is surrounded by the red frame of the *Flexi-Collage*.

As with the chapter object, you can [work with tracks](#). To create a new track, drag a further *image object* into the *Flexi-Collage*, onto the text "drag here to create a new track."

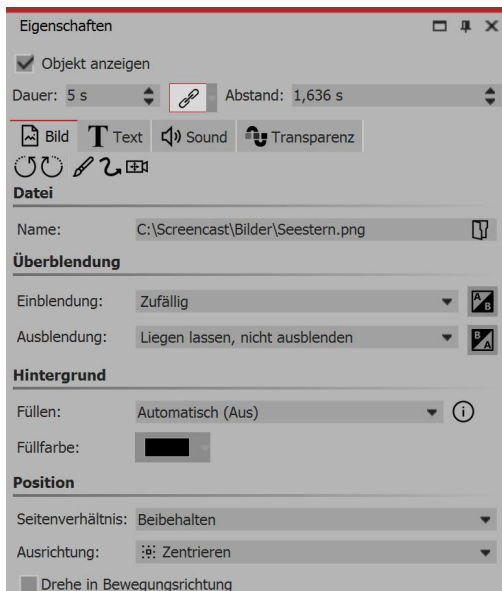
There are now two images in the Flexi-Collage. Position the images in the Layout designer and change their size using the dark blue drag points.



Positioning images in the layout designer

After you have individually positioned the images, click on the red border of the Flexi-Collage in the Timeline. Now you can animate the inserted images as a group with a [movement path](#) and [assign an effect](#) to the image group.

3. Settings for the Flexi-Collage



Settings for the flexi-collage

If you click on the red border of the *Flexi-Collage* (not on one of the objects already in the collage) in the Timeline, you can assign transitions and adjust the other settings in the *properties* window.

3.1. The “Flexi-Collage” tab

<i>Title</i>	Here you can enter the title for the <i>Flexi-Collage</i> object. For large projects with several Flexi-Collages, you get a good overview.
<i>Cutting content</i>	<p>If you activate this content, the parts of the <i>Flexi-Collage</i>, which are beyond the visible range in the <i>Layout designer</i>, are cut off.</p> <p>The setting is useful when the collage needs to be rectangular and the elements within it ought not to stray beyond the edges.</p>
<i>Fading in or out</i>	<p>Here the desired <i>fade in or out</i> is set for the entire Flexi-Collage. The objects which are inside the Flexi-Collage can also cross-fade.</p> <p>With the switch <i>adjust</i> the <i>fading in or out</i> can be configured. You will also get a preview of all the <i>fade in and out</i>.</p>
<i>Filling the background</i>	<p><i>On</i> = background is filled in with color when the collage is made smaller.</p> <p><i>Off</i> = background is not filled and the previous item “shines through”.</p> <p>Automatic = the program is automatically set to <i>on</i> with regard to objects (image, video, <i>Flexi-Collage</i>) in the first track. If you move an object to the second track, or lower, it is set to <i>off</i>. This means that you can create image-in-image effects more quickly.</p>
<i>Aspect Ratio</i>	<p>Images have an aspect ratio, which is composed of height and width of the image. If a <i>Flexi-Collage</i> which has been created differs from the selected aspect ratio of the project is different, you can decide here how the <i>Flexi-Collage</i> is to be displayed.</p> <p><i>Maintaining</i>:: The <i>Flexi-Collage</i> gets edges when playing.</p>

Cropping: From the edge of the *Flexi-Collage* parts are “cut off” until the *Flexi-Collage* fits into the correct aspect ratio, without this, borders result.

Distorting: The *Flexi-Collage* is inserted into the aspect ratio of the project, where a distortion of the image takes place.

Alignment

Determines the position of the collage on the screen.

Rotate in the direction of movement

If you have assigned a [motion path](#) to a collage, you can get the collage to rotate along the path automatically.

3.2. “Transparency” tab

The *animated transparency* is described in the chapter [“animated transparency”](#).

13 Maps and animated paths

In the Toolbox under the *objects* tab, you will find the *route animation* field. There you will find a selection of various objects.

Decorated path

Adds a path whose appearance can be greatly influenced. You can select vehicles that appear at the top.

Simple path

Adds a simple path whose color and width can be changed.

Map

Adds a map that is selected in the *map wizard*.

Map animation

Add a *chapter*, in whose first track you will find one of your selected maps. In the second track is a path that can be placed anywhere.



Route animation in the toolbox

To use the respective object, drag it from the *Toolbox* into the *Timeline*. With the object *map* and the *map animation* the *map wizard* opens following.



In our video "[Animating maps and routes with AquaSoft Diashow 9](#)" the route animation is presented in detail.

(Link: aquasoft.de/go/8s9b)



The available maps are provided by OpenStreetMap. Depending on server load, loading the map material may be delayed or carried out incompletely. Then try again at a later time.

If information is missing in the map or there are errors, you can report them here:

www.openstreetmap.org or correct them yourself.

13.1 Inserting a map



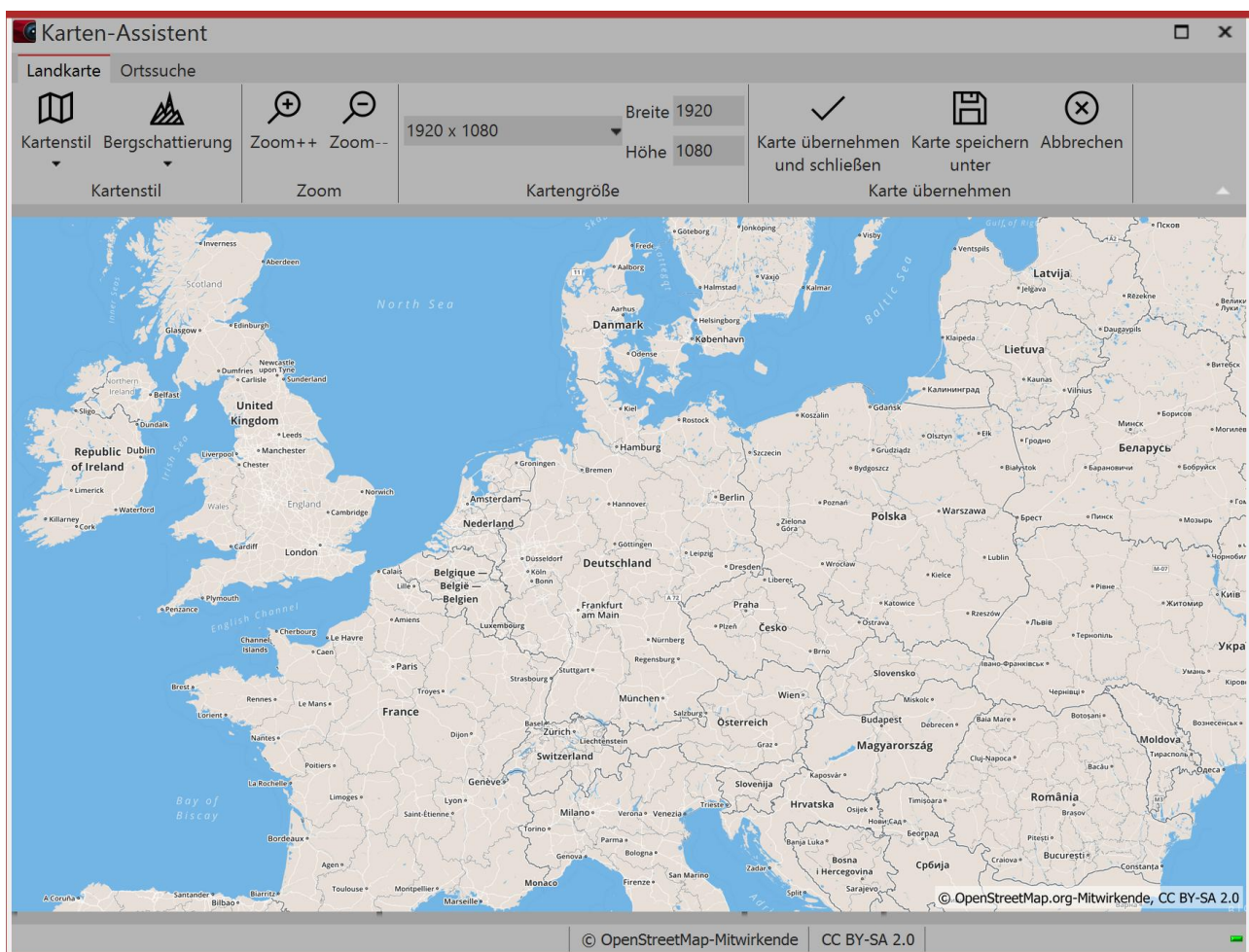
Map from the toolbox

Using the *map* tool, you can insert a section of map.

Drag the tool from the *Toolbox* to the point in your project that you would like to use map.

1. Opening the map wizard

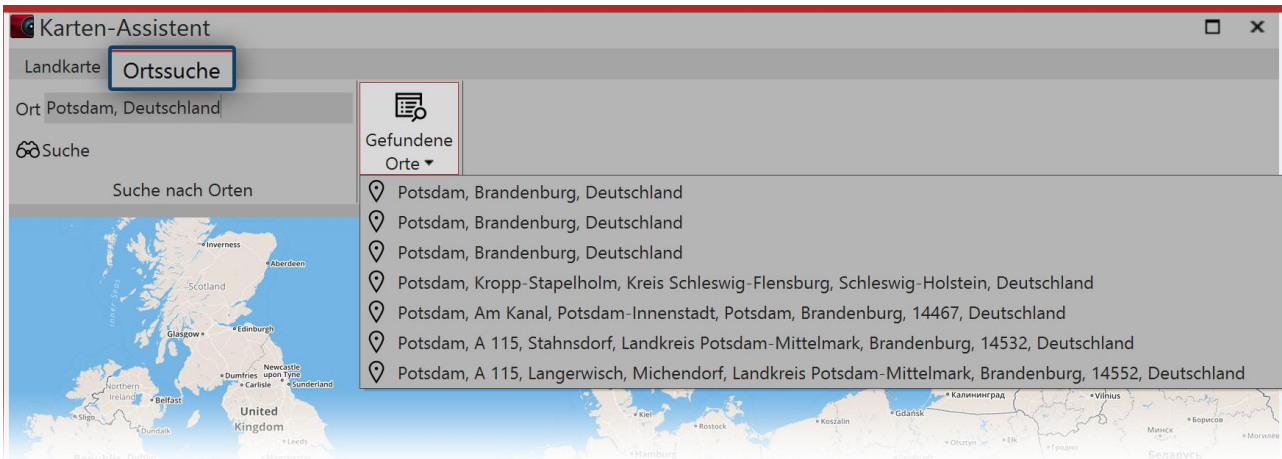
After the tool is in the correct position, the *map wizard* will open. Here you can see a map view which you can move by dragging the mouse and zooming.



Map wizard

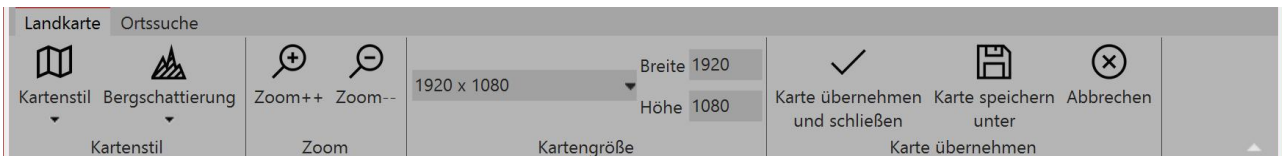
2. Location search

You can search for a specific location via the *place search* tab. Enter a location or even an address. The places that are found are displayed in a list.



Find a location and search results

3. Customizing the appearance of the map



Options in the map wizard



Map styles

If you want to change the *map style* you will find, under *map style*, eight options to choose from. The best way is to try the different map styles once to find the right one for you.



Inserting mountain shading

You can also adjust the *mountain shading* as you wish. Depending on the region, this shade can make the map particularly vivid. However, in the mountains the strong settings can seem exaggerated, whereas the same "exaggerated" setting may be useful in flatter regions. Try it out.

Under *map size* you can set the resolution of your map. Select a preset resolution from the drop-down menu, or enter your own, preferred values via *height* and *width*. Usually the full HD resolution makes sense. If you would you like to fly by the camera pan across the map, however, higher resolutions or other aspect ratios may be more appropriate.

With the green check mark (*accept map and close*) you confirm your selection and add the current map to the project.



The map view can be changed even after the insertion. Click with the right mouse button on the image in the Timeline or in the pictures list. There select *edit map*. The map wizard opens and you

can choose a new section.

13.2 Inserting a decorated path

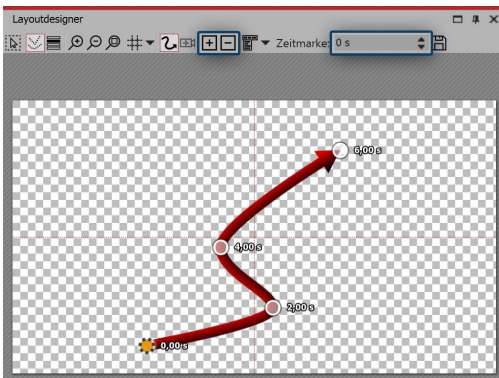


Decorated path

The Object *Decorated Path* can be found in the *Toolbox*. Open the *Objects* tab and go to the section *Route Animation*.

Drag the object out of the *Toolbox* into the *Timeline* and place it in the desired location.

1. Adjust path in the Layout designer



Line with Motion Marks

After you have dragged the Object from the *Toolbox* into the *Timeline*, a red, curved line appears in the *Layout designer*.

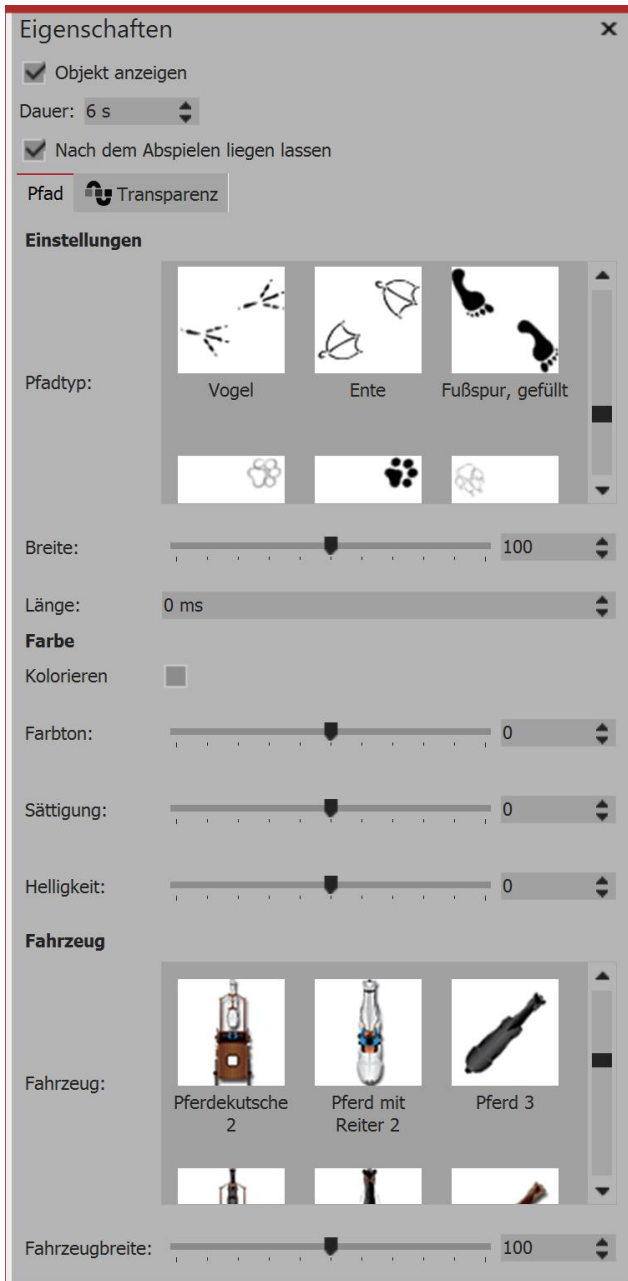
On this line you will find that there are already several points. These are the *Motion Markers*. An active *Motion Marker*, which you can edit, is colored orange. Click on a white dot to activate the editing of the *Motion Marker*. By pushing or pulling with the mouse you can move the *Motion Markers* in the *Layout designer* and change the course of the line.

You can remove the *Motion Markers* by clicking on them and pressing the **DELETE** or by clicking the square *Minus symbol* in the *Layout designer*. If you wish to insert a new *Motion Marker* click on the square *Plus symbol* or use the **INSERT** key. Change the position of the *Motion Markers* by moving them with a pressed-down mouse key into the *Layout designer*. You determine the amount of time required for the line to get from one *Marker* to the next in the *Time stamp* field. Determine your route in the *Layout designer* using the *Motion Markers*.



You can also allow the end of the route to finish smoothly and automatically. Proceed to the button to access advanced options and bring up *Edit Path / Balance Path*. This means that all *Timestamps* are set so that the interval between the *Motion Markers* is appropriate to the spatial separation.

2. Change settings



Settings for the Decorated Path

In the *Properties* window you can now decide on a variety of settings for the *Decorated Path*.

Under *Path Type* you can specify the style of the path, and the *Width* can be changed individually.

The *Width* is given in the standard coordinates of the Layout designer, meaning that 1,000 corresponds to 100% of the screen. In this case, the shorter side of the screen (i.e. usually the height).

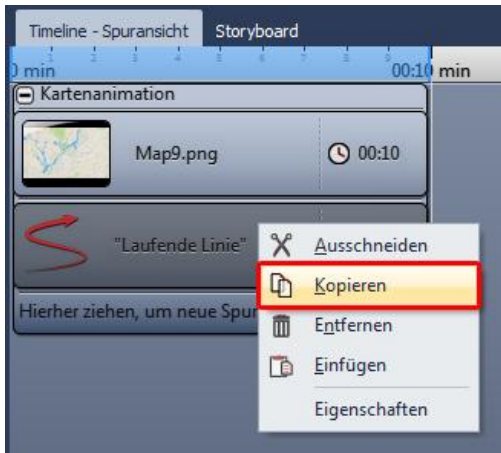
The *Length* of the path is specified as a time and refers to the specific timings of the Motion Markers, or their time difference. The special case of "0" indicates that the line has no live end.

Activate the check mark under *Colorize*, you can color the path under *Tone*.

At the top of the line, a vehicle can be set, which you select in the Vehicle window.

Here, under *Custom Image* you can also select a custom graphic from your hard drive.

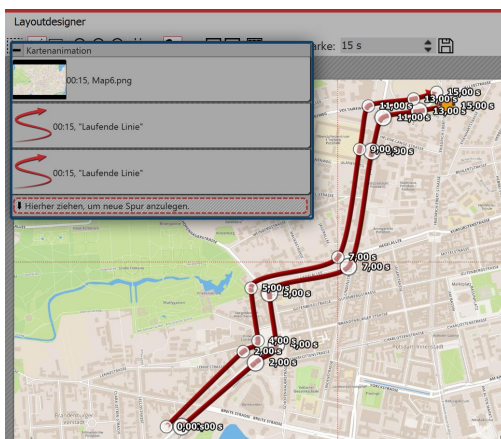
3. Example of use: Team of two cyclists riding over a map



Copy current line

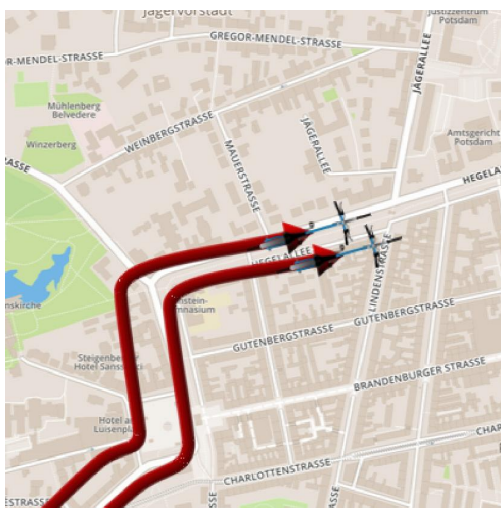
Drag the *Map Animation* object from the *Toolbox* into the *Timeline*. Select a map view in the [Map Wizard](#). Now go to the *Timeline*. Open the object with the title *Map Animation*. Click on the object *Current Line*. In the *Properties* window set the *Width* to a lower value, such as 20.

Under *Vehicle* select bike. Now right click on the object *Current Line* in the *Timeline*. In the Context Menu, choose *Copy*. Press **CTRL + V**, to paste the *Current Line* a second time.



Set parallel Motion Markers

Place the second *Current Line* in the *Timeline* precisely underneath the first *Current Line* so that the Objects are displayed at the same time. In the *Layout designer* place the Motion Markers of the second line so that they are next to the first line. The easiest way to do this is to move all Motion Markers simultaneously (in the Context Menu of the Layout designer choose *Select All Markers* or use **CTRL + A**).



Two bicycles next to each other

The result can be checked by pressing **F7**. The preview will then start in the *Layout designer*.



When you edit a project which has already been exported with the [CD/DVD and Archive Wizard](#) and edit those files (images incl. those which are used in Decorated Paths, sounds, videos, fonts), then it is imperative that the project is not only saved, but also re-exported, especially if you want to play them on an external storage medium. Only then is it guaranteed that all used resources exist in the Archive.



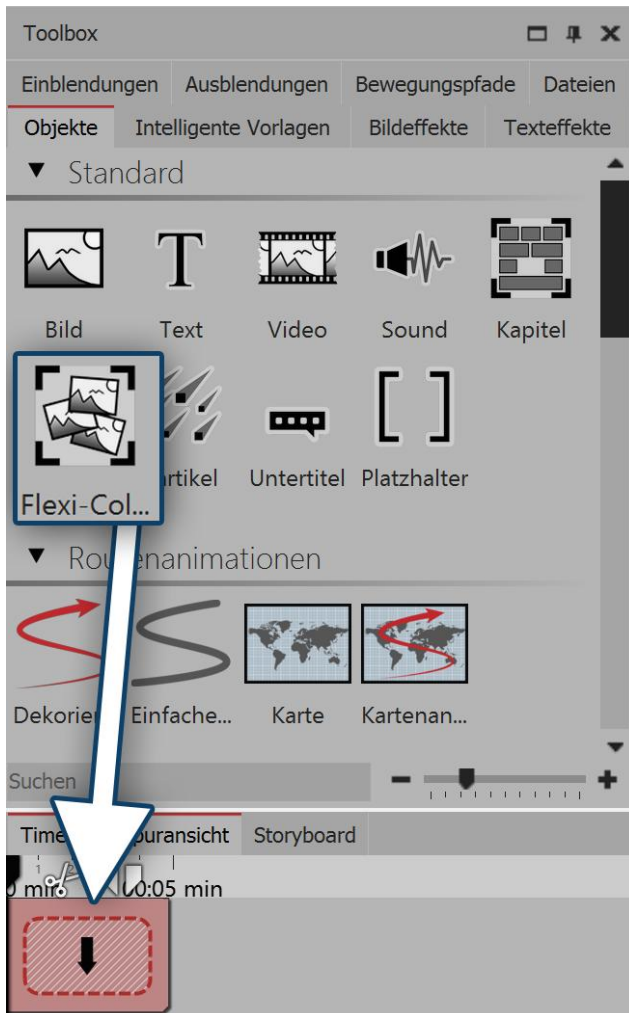
In our Snap Tip you will find a detailed description of a [Path animation over a moving map](#) including a [Sample Video](#).

(Link: aquasoft.de/go/9289)

13.3 Merging map sections

Sometimes it can be useful to use not only one map section but several, for example, if you want to zoom from an overview into a detail and additionally both retain the good resolution and also have smaller towns be visible on the map.

1. Inserting a Flexi-Collage



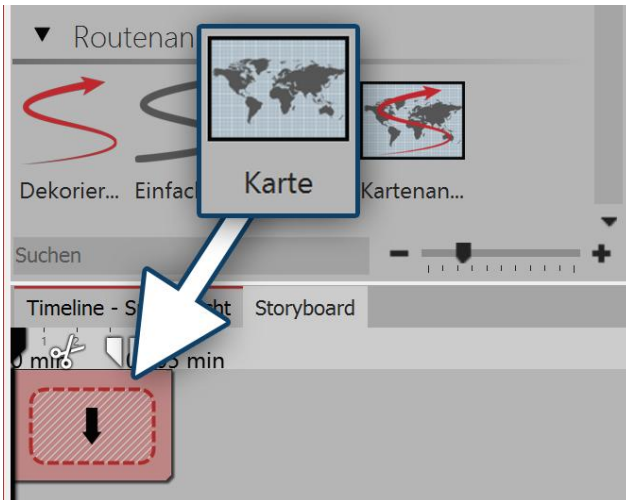
Inserting a flexi-collage

Several maps should be inserted, which are combined together to form a collage.

So that the map sections can later be treated as one whole object, they are grouped together in a Flexi-Collage.

In the first instance, drag the Flexi-Collage from the Toolbox into the Timeline.

1. Selecting the first map section

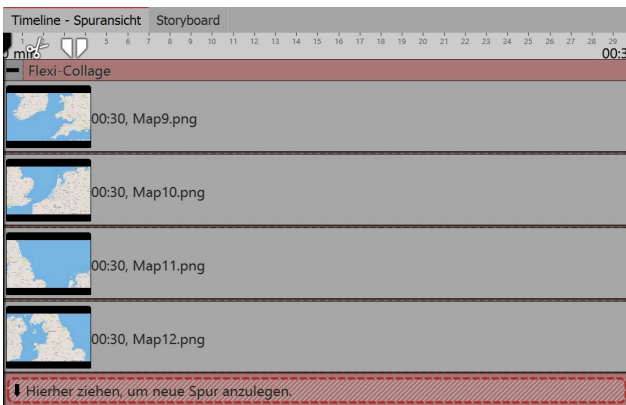


Dragging a map into a flexi-collage

Now pull a *map* from the *route animation* field into the Flexi-Collage. This will immediately open the [map wizard](#).

Select the first map section. Consider in advance, from where you would like the collage to begin. You could, for example, cover the lower left area with your map section, then the lower right and finally the upper parts.

2. Selecting further map sections



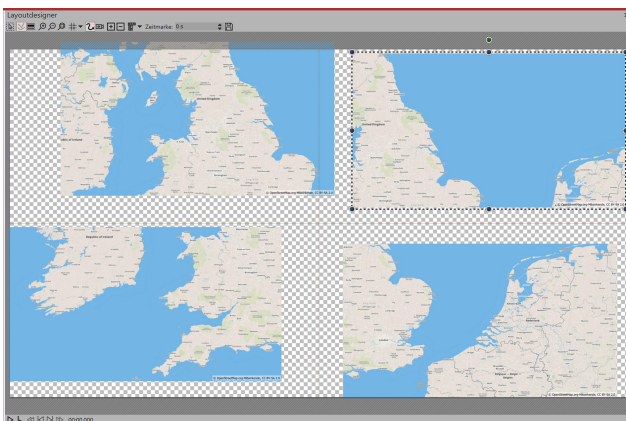
The map sections are arranged amongst themselves

Add additional map sections by dragging a map into a new track, so that the map sections are arranged underneath each other.

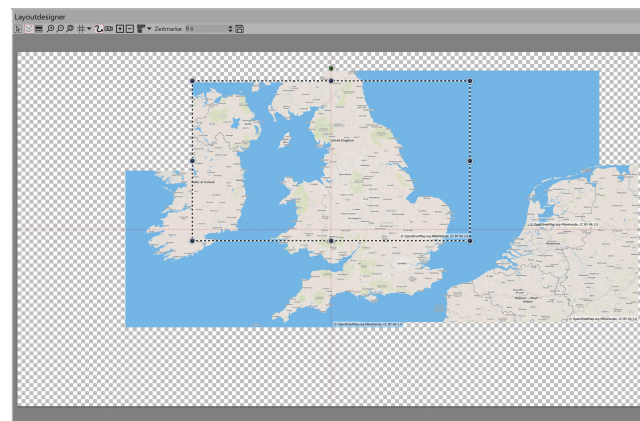
In selecting the card members, make sure that the border areas still contain parts of the adjacent map piece, so that the map sections can overlap slightly.

After you have inserted all the map sections, lengthen their duration in the *properties* field.

3. Combining map pieces in the Layout designer



Map sections should be the same size



Map sections are joined together overlapping

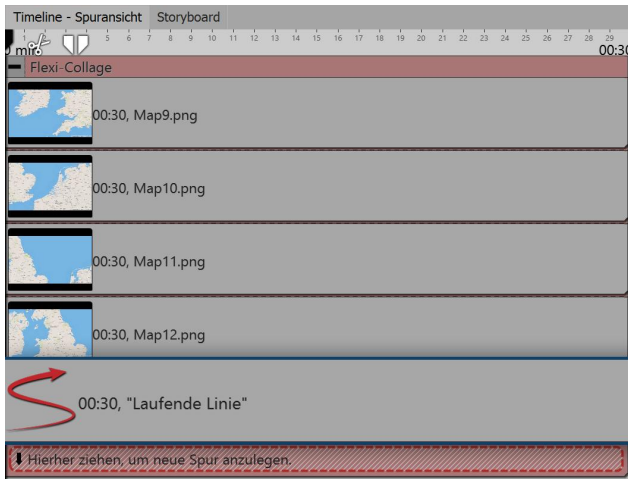
First, lie map pieces on top of one another in the Layout designer so that there looks to be only one map.

Shrink all the maps and slide them roughly into position. It is crucial that all the map pieces are of the same size. The easiest way to do this is to shrink the first map piece and then right click on it in the *Layout designer*. Select the option *copy path*. Now click on another map piece to select it. Right click on it and select *insert path*.

Now you can move the maps, so that all the parts fit together well.

In order to be able to see well every detail of the map, you can zoom in with a held-down **CTRL** key and the mouse wheel in the *Layout designer* or click on the *plus magnifying glass icon*.

4. Inserting a route



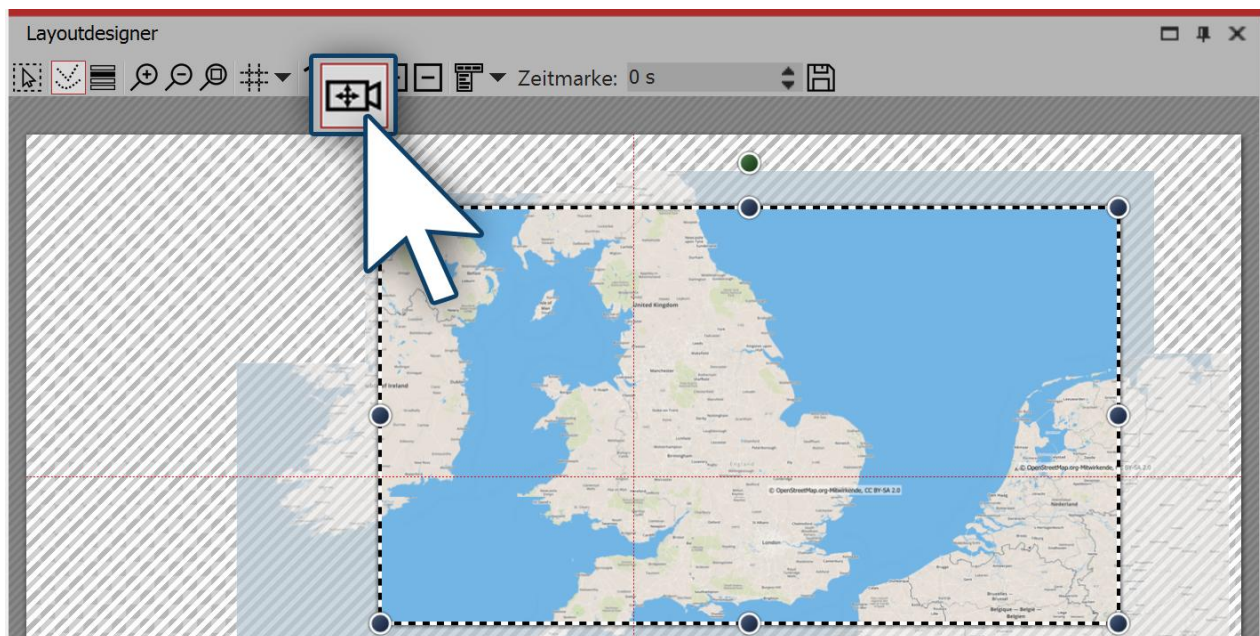
The running line is situated in the lowest track

Drag the *decorated path* into the lowest track so that the path animation lies in the *Layout designer* above the map parts.

In the *Layout designer* now determine the location of the points on the path, as described in the chapter "[Inserting a decorated path](#)".

Set a smaller width for the decorated path in *properties*.

4. Straight edge with camera panning

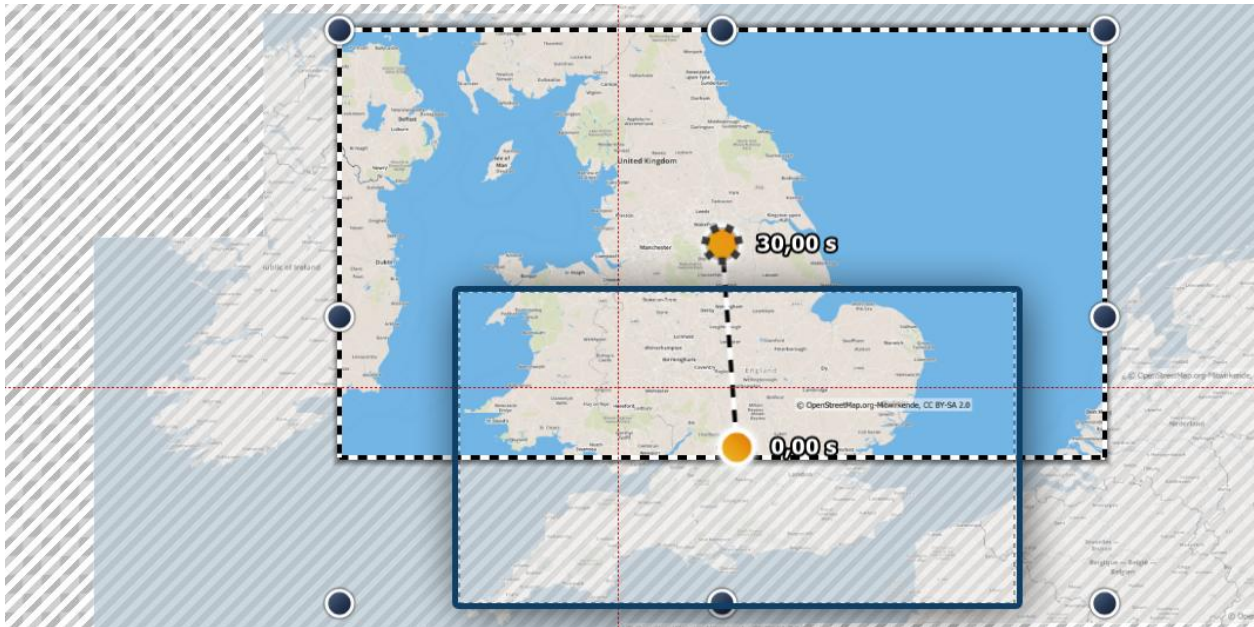


Determining an image's display detail

If you have arranged the map pieces in a slightly offset manner, you will see, that the map collage does not have a straight edge.

This problem can be solved by [specifying a section of the map](#). To do this, in the *Layout designer* activate the *camera panning* mode. Click on the red edge of the *Flexi-Collage* and specify the section of the image with the sampling frame.

5. Specifying the tracking shot above the map (optional)



Setting the tracking shot

In camera panning mode, you can also set a tracking shot, instead of the image detail. It is advisable for this purpose to use a very small number of motion markers that for their part are not too small. If the map sections are too small, the tracking shot will be bumpy. Follow with the camera panning roughly the route of your animated path. If the route permits, e.g. Two motion markers are sufficient to mark the path.

Before you set the camera panning, adjust the path:

make sure that the length of the path corresponds with the duration of the map sections. If this is not the case, right click on the path and under *edit path* select the option *adjust the duration*. There enter the preferred duration of the path.

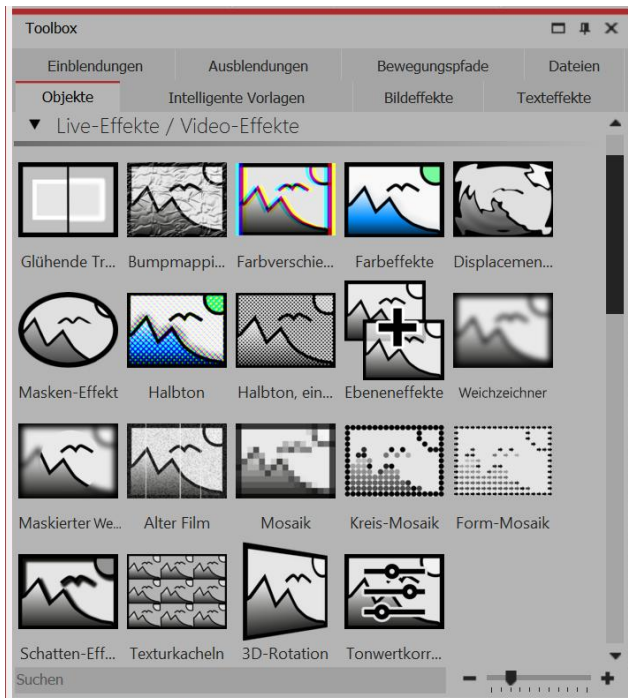
Click once more with the right mouse button on the path and select *balance path*, to achieve a uniformly smooth path.

Now you can set the camera panning.



Under *file / open / example project* you will find a finished project entitled "Traveling over the map". Within this you will find an map assembled from several maps. A path moves over this, on which gradually some pictures emerge.

14 Live effects



Live effects in the toolbox

The *Live effects* can be found in the *Toolbox* under the tab *objects*.

In AquaSoft Stages there are a total of 19 *Live effects*.

Live effects modify the presentation of the objects that you drag into the effect.

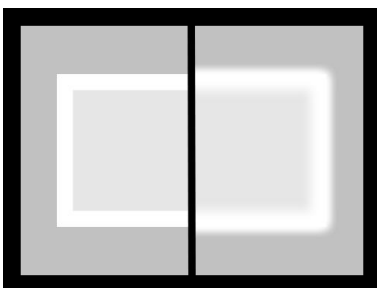
1. Application of live effects

Drag an effect from the Toolbox into the Timeline. An empty box will appear, into which you can insert your photos or videos. Drag an image object or a video object in the effect and select your files. Once you have inserted the content, click on the yellow frame of the effect. In the properties area, set the effect's parameters.

2. Post-processing

Some effects offer the *post-processing* option, where the effect is applied to everything visible before the effect. Anything that is inside the frame will not be visible. If the effect's frame lies in the track, under the object, the effect will last as long as it is set in "duration".

14.1 Glowing transparency



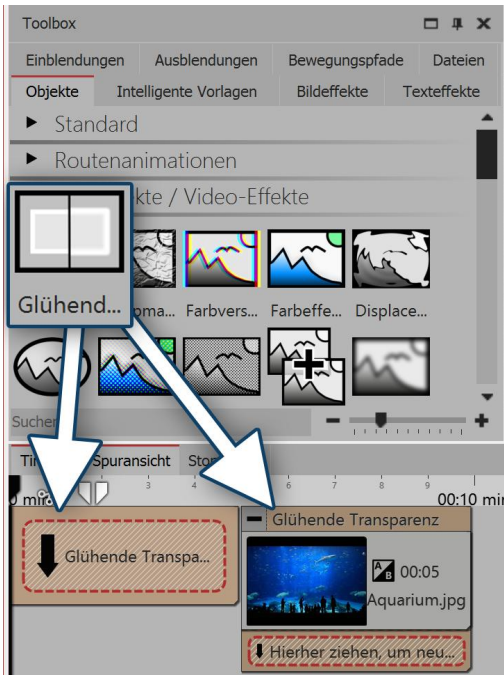
Glowing transparency

Glowing transparency increases the brightness of an object in its transparent state. A built-in zoom, results, for example, in a glowing frame. You can find the effect in the *Toolbox* below the tab *objects* in the *live effects* section.



The effect shows only visible effects, if objects are displayed before or at the same time.

1. Inserting glowing transparency



Inserting glowing transparency

In order to use this effect you can drag it directly onto an image in the *Timeline*.

You can also drag the effect into the *Timeline* and later add one or more images. In this case, drag an image object out of the *Toolbox* into the empty, yellow box.

After you have inserted the image, a yellow frame appears with the title of the effect, which surrounds a small preview in the *Timeline*. Clicking on the yellow frame, you can specify the settings for the effect in the *properties* window.

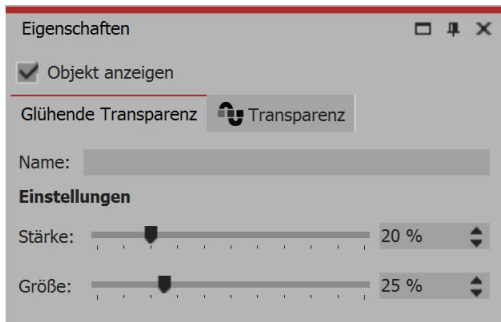
2. Specify image settings



Background is not filled

Make the image in the *Layout designer* smaller. To do this, use the drag points on the edge of the image. In the *properties* window under *background*, set the option *fill* to *off*.

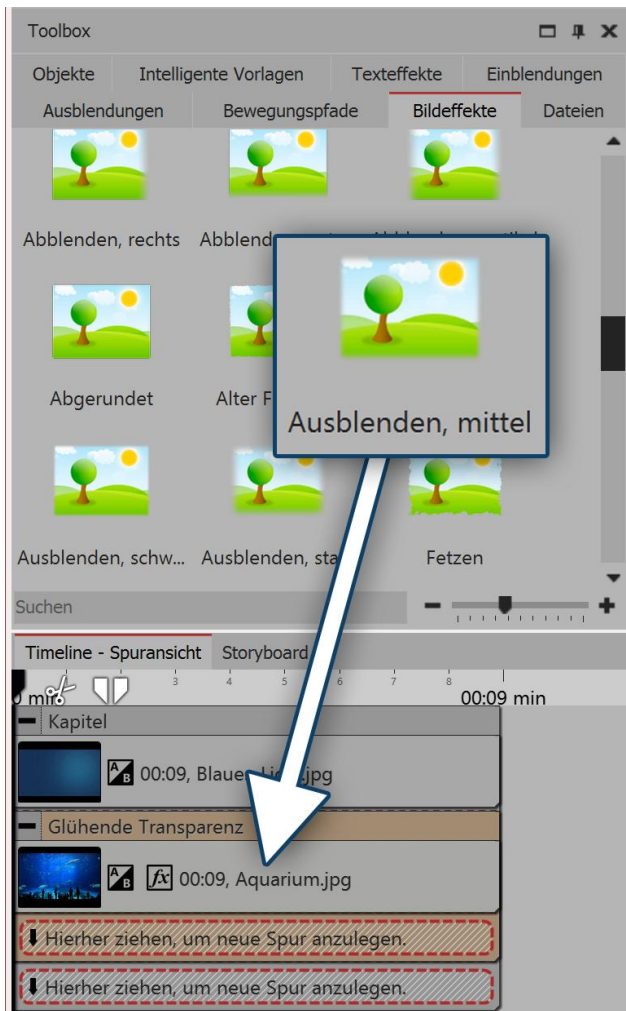
3. Specifying the settings of the effect



Setting the size and strength

In the *settings* box you can now define the strength of the effect. Enter a value less than 10 for the strength.

4. Example - soft frame



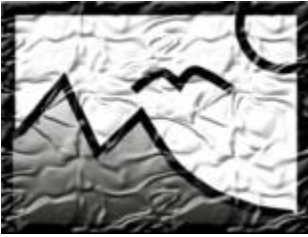
Glowing transparency with mask

Insert a *chapter object* into the *Timeline*. Drag a background of your choice into the *chapter object*. Into the second track, drag (onto "drag here to create a new track") the *glowing transparency* and then insert an image. Make the image in the *Layout designer* a little smaller. Now open, in the *Toolbox*, the tab *image effects*. In the *mask* field, find the effect *fade, middle*. Drag this onto the image in the *Timeline*. Click on the effect's yellow frame to change the settings. Set the strength and size of the effect to your preference.



Effect in the layout designer

14.2 Bump mapping effect



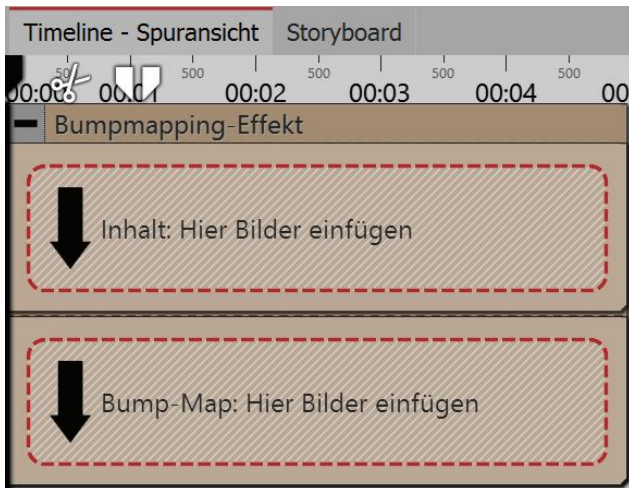
Bump mapping effect

You can find the *bump mapping effect* in the *Toolbox* of AquaSoft Stages under the tab *objects* in the *live effects* field.

1. Effect of bump mapping effect

Using the *bump mapping effect* you can create the illusion of an uneven surface. For example, if you consider effects like the topographic representation on maps. You can see the heights and depths. To do this, a *bump map* must first be created. For AquaSoft Stages create a gray-scale bump map. The darker the respective pixel, the "deeper" it will seem and, conversely a brighter pixel will represent "higher".

2. Application of bump mapping effect



Areas of the bump mapping effect in the timeline

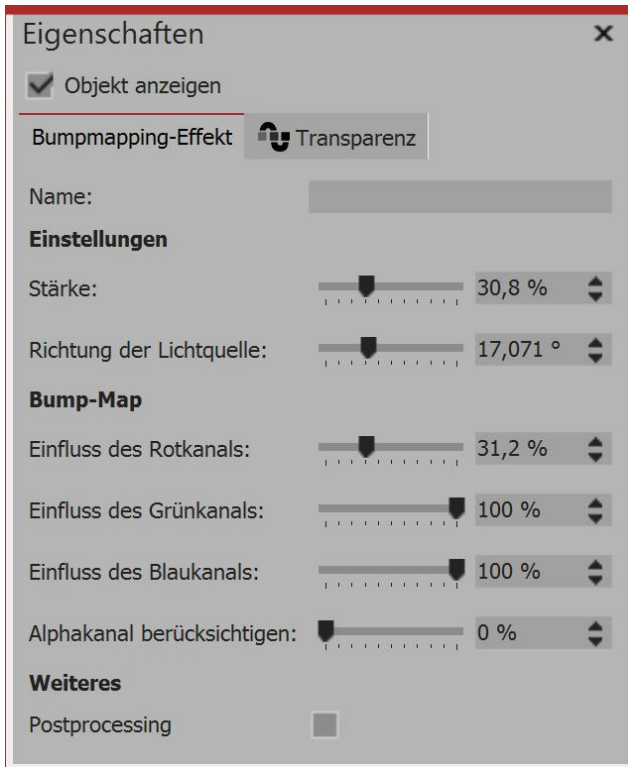
Drag the effect from the *Toolbox* into the *Timeline*. In the effect you will find two areas: *Content* and *bump map*.

In the *content* field, drag the video of the image to which the effect is to be applied.

In the *bump map* field, put the image or video, whose ups and downs you wish to emphasize with this effect. The more contrasting the darks and lights are here, the better the appearance of the overall effect.

You can assign individual effects to all the objects which are in this effect, for example, a *motion path*.

3. Settings for the bump mapping effect



Settings for the bump mapping effect

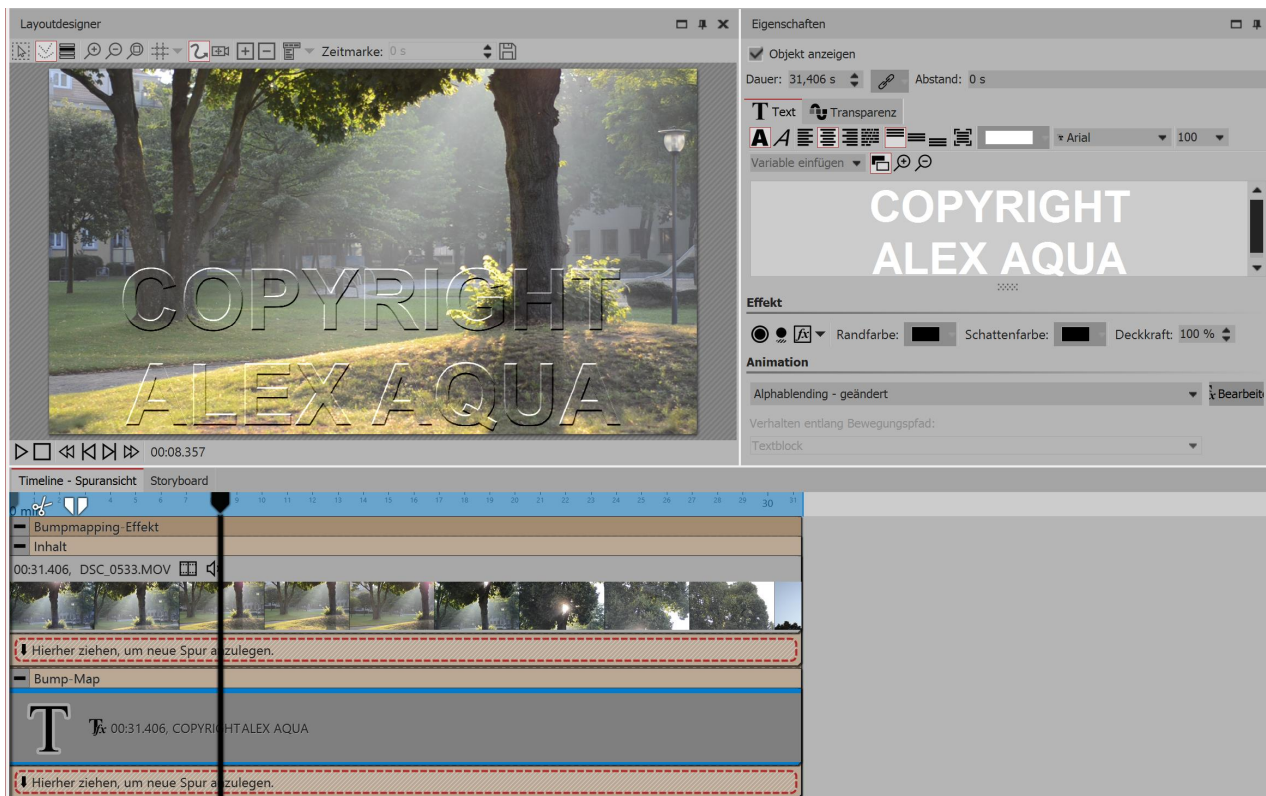
In the properties field, you will find the following properties for the bump mapping effect:

- Strength
- Direction of the light source

The impact of the bump map can be controlled by the following features:

- Influence of the red channel
- Influence of the green channel
- Influence of the blue channel
- Taking into account the alpha channel

4. Example of use: Watermark



Creating a watermark using the bump mapping effect

A very simple and practical application is the insertion of watermarks or logos. In the *content* field, drag the video or image onto which you wish to apply the effect. Into the *bump map* field, drag a *text object* of the logo that you want to insert. Put it into the *Layout designer* and maybe add a motion path, a transition or some other effect. With a click on the frame of the *bump mapping* effect, you can see the results in the *Layout designer* and make adjustments in the effect's properties.

14.3 Chroma key



Chroma key effect

You can find the *chroma key effect* in the *Toolbox* of AquaSoft Stages under the tab *objects* in the *live effects* field.



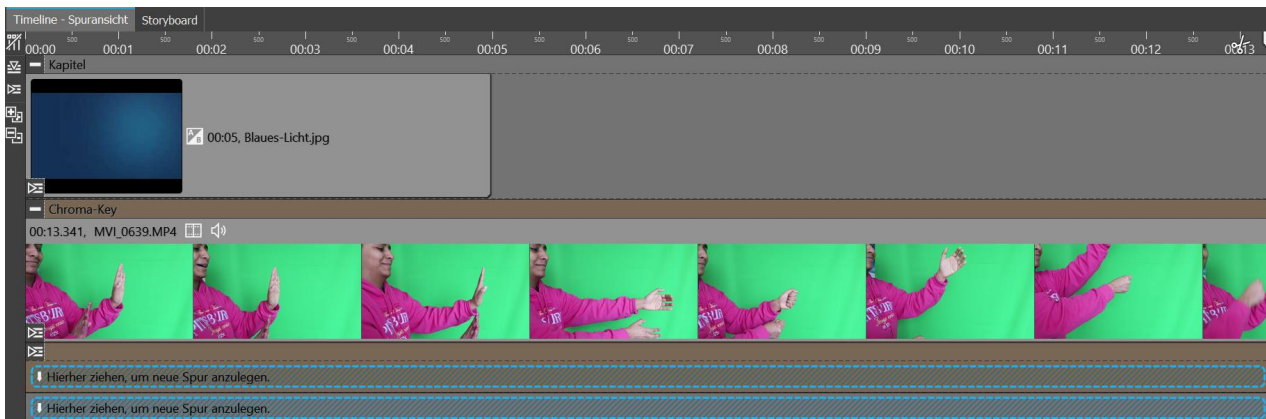
This feature is only available in AquaSoft Stages.

1. Action of the chroma key effect

After you have inserted an *object* into the *chroma key effect*, you can choose the color you would like to be transparent in this object. For example you may have recorded a video against a green background. This background can be removed in the *chroma key effect* or replaced by a different background.

The effect can unfortunately not perform miracles, but is heavily dependent on video material. The smoother the background and the more clearly it is differentiated from the foreground, the better it can be removed by the effect.

2. Application of the chroma key effect

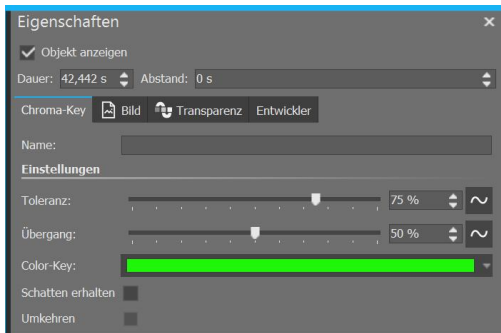


Chroma Key effect in a chapter in the timeline

Drag a *chapter object* from the *Toolbox* into the *Timeline*. In the first track, insert the background that is to be visibly displayed in place of the color which has been selected in the chroma key effect.

Drag the *chroma key effect* into the chapter's second track. Now, into the *chroma key effect* insert an image or a video.

3. Settings for the chroma key effect

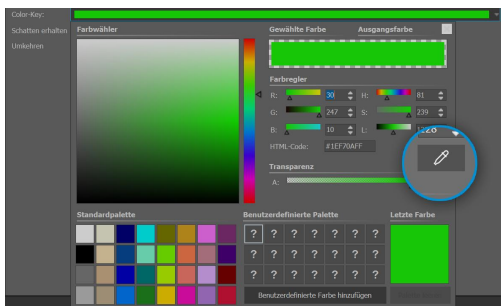


Settings for chroma key effect

In the *properties* field you can set the following options for the *chroma key effect*:

- *Name* - for a better overview in the Timeline, you can give the effect-container its own name.
- *Tolerance*- specifies how far the color can deviate from the selected color-key.
- *Transition*- specifies how hard or soft the transition from color-key to no color-key may be.
- *Color-key* - selects, using the pipette, the color that should be transparent.
- *Maintain shadows* - shadows that lie on the color of the color-key are shown as dark.
- *Invert*- everything will be transparent, except for the area with the selected color.

4. Choosing and customizing a color



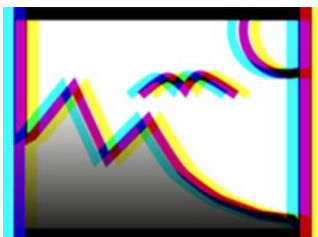
Selecting a color for the color-key

To choose a color for the *color-key* click on green, which is already preset. Now the color selector appears.

Click on the pipette symbol, in order to choose the color which will be transparent directly out of your video or image. Hold the dropper to the best on the thumbnails in the Timeline.

Using the two controllers, *tolerance* and *transition* you can now set the transition or the permissible deviation of the color. Here a bit of tact is needed and a clever combination of the two settings that should be adjusted appropriately depending on the initial setting.

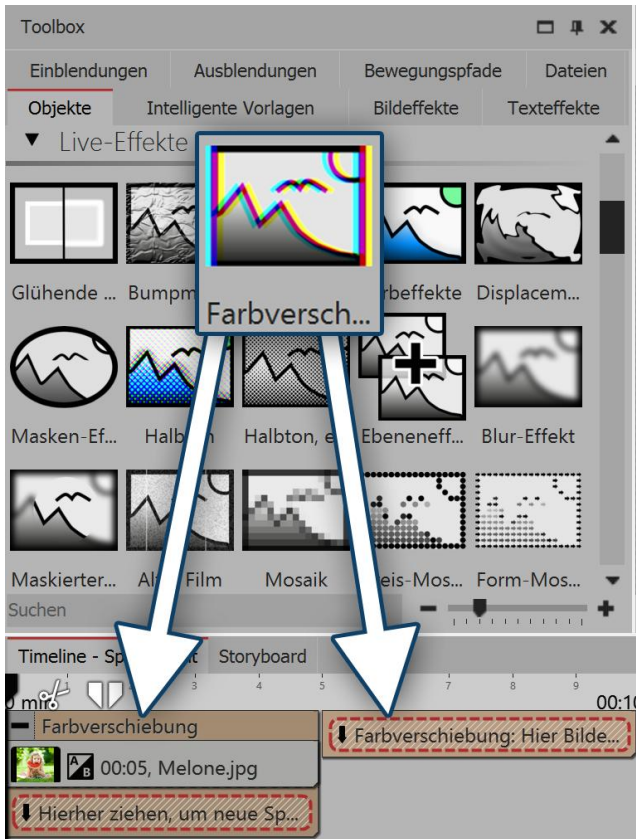
14.4 Color shift



Color shift

You can find the *color shift effect* in the *Toolbox* below the tab *objects* in the section *live effects*.

You use this effect to shift the contours of an object with a self-selected angle in the colors magenta, cyan and yellow.



Inserting color shift

1. Effect of the color shift

You use the color shift effect to separate the color channels of a video or a photo. This can result in a distorted or blurred image.

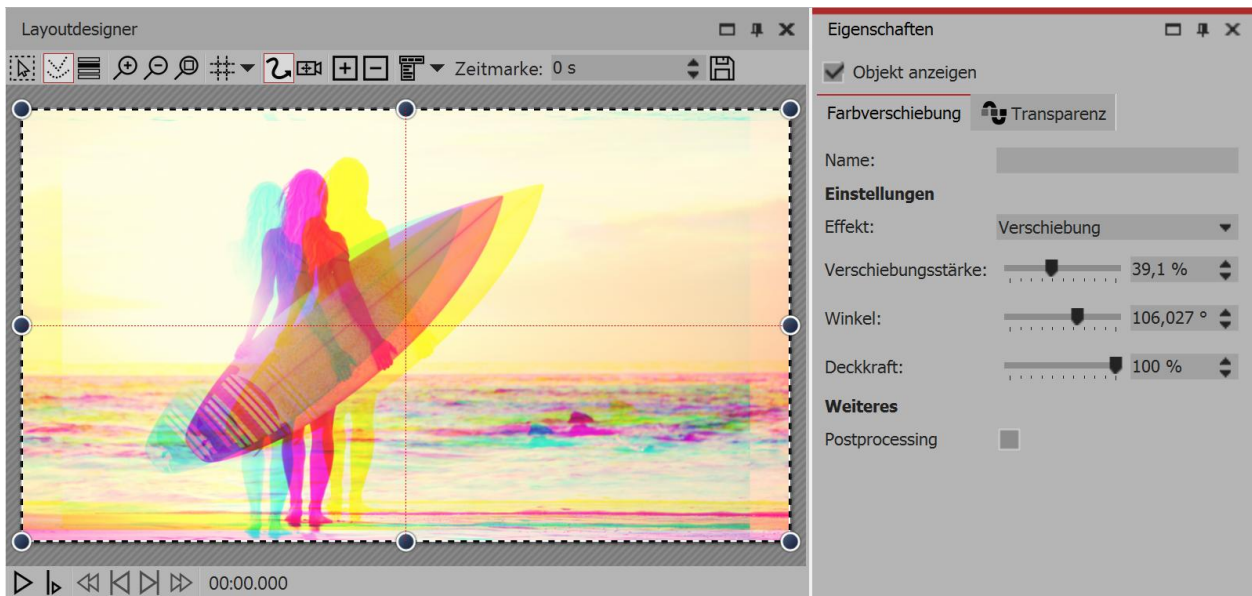
2. Application of the color shift

In order to use this effect you can drag it directly onto an image in the *Timeline*.

You can also drag the effect into the *Timeline* and later add one or more images.

Clicking on the yellow frame, you can specify the settings for the effect in the *properties* window.

2. Settings for color shift



Settings for color shift

In the *properties* window, there are several color shift options ready for use:

<i>Effect</i>	Choose between <i>shift</i> and <i>scaling</i>
<i>Strength of shift</i>	Indicates how strongly shifted color channels are
<i>Angle</i>	Indicates the direction of displacement

Opacity

Indicates the transparency of the color overlay

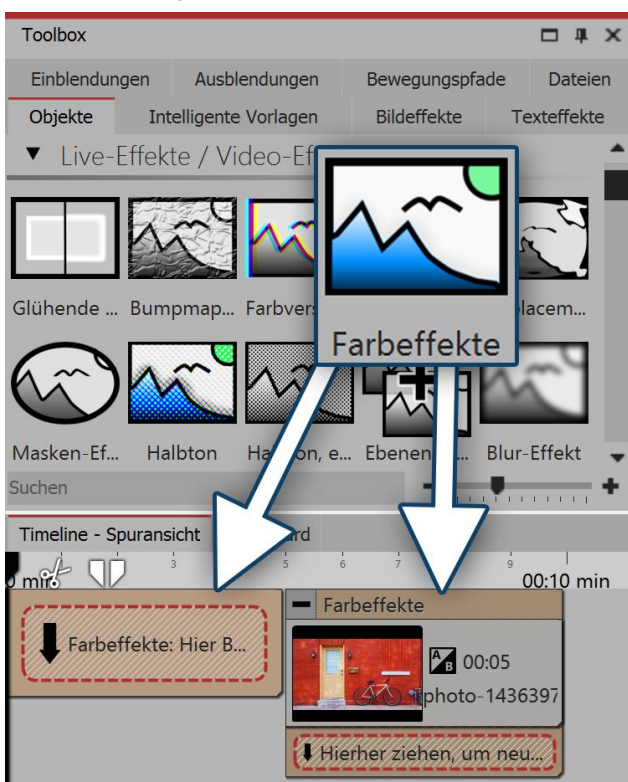
14.5 Color effects



Color effects

Using the *Color effects* you can edit videos and images so that they seem to be tinted, monochrome, like thermal imaging, color reduced or in a comic style. What is special is that you can not only edit images, but also apply the effect to live videos, without changing the video file. You can find the effect in the *Toolbox* below the tab *objects* in the *live effects* section.

1. Inserting a color effect



Inserting a color effect

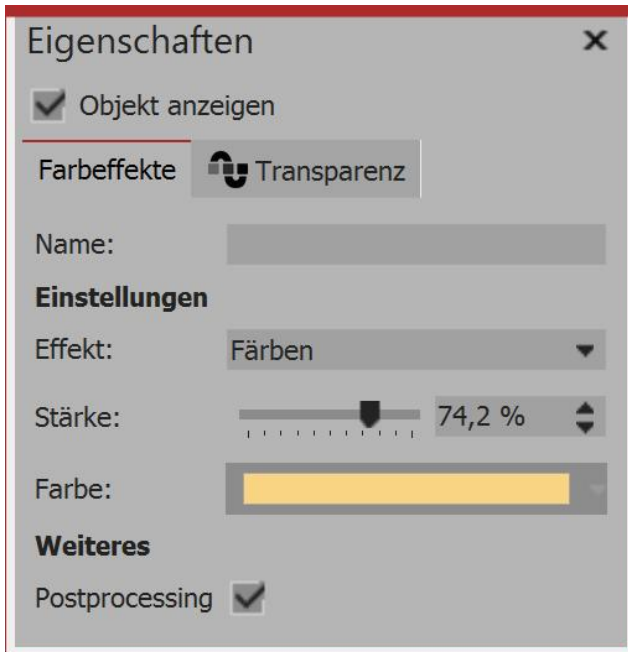
In order to use this effect you can drag it directly onto an image in the *Timeline*.

You can also drag the effect into the *Timeline* and later add one or more images. In this case, drag an *image object* from the *Toolbox* into the empty yellow box.

After you have inserted the image, a yellow frame appears with the title of the effect, which surrounds a small preview in the *Timeline*. Clicking on the yellow frame, you can specify the settings for the effect in the *properties* window.

Within this effect, there are different styles to choose from.

2. Specifying the settings for the effect



Settings for the color effect

In the *setting* window you can influence the way that the color effect is presented. First click on the frame of the effect, so that the settings window for the effect is active.

Under *effect* there is a drop-down menu where you can specify the type of effect. The following options are available:

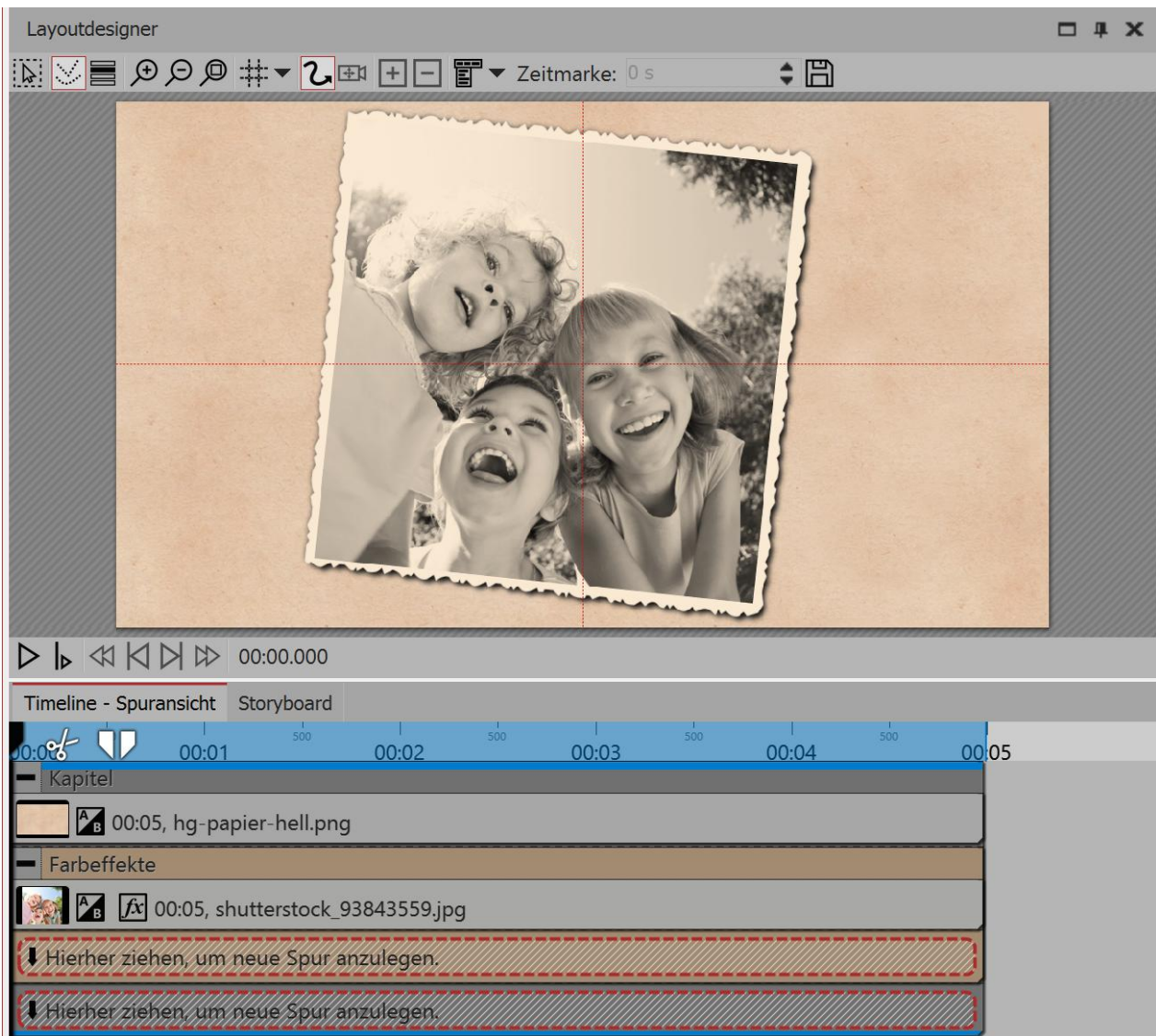
<i>Black/white</i>	Videos or images are presented in black and white
<i>Tinted</i>	Videos or images are presented in the selected color
<i>Color reduction (RGB)</i>	Reduces colors in the RGB color spectrum
<i>Color reduction (HSV)</i>	Reduces colors in the HSV color spectrum
<i>Thermal imaging</i>	Imitates the image style of a thermal camera
<i>Comic</i>	Reduces color range
<i>Color overlay</i>	Fills with the selected color

Under *strength* you can set the extent to which the effect covers your images or videos.

Under *color* select a color that should be placed over the videos or pictures.

3. Example - old photo with color effect

Insert a *chapter object* into the *Timeline*. Drag a background of your choice into the *chapter object*. Into the second track, drag (onto "drag here to create a new track") the *color effect* and then insert an image. For the image or video, under *properties* via *background* set the option *fill* to *off*. In the *Layout designer* make the image a little smaller. Now open, in the *Toolbox*, the tab *image effects*. In the *frames* field, find the effect *antique border with shadows*. Drag this onto the image in the *Timeline*. Click on the effect's yellow frame to change its settings. Under *effects* select *colors*. Under *strength* select 100%. Under *color* select a light brown or beige.



Old photo with color effect

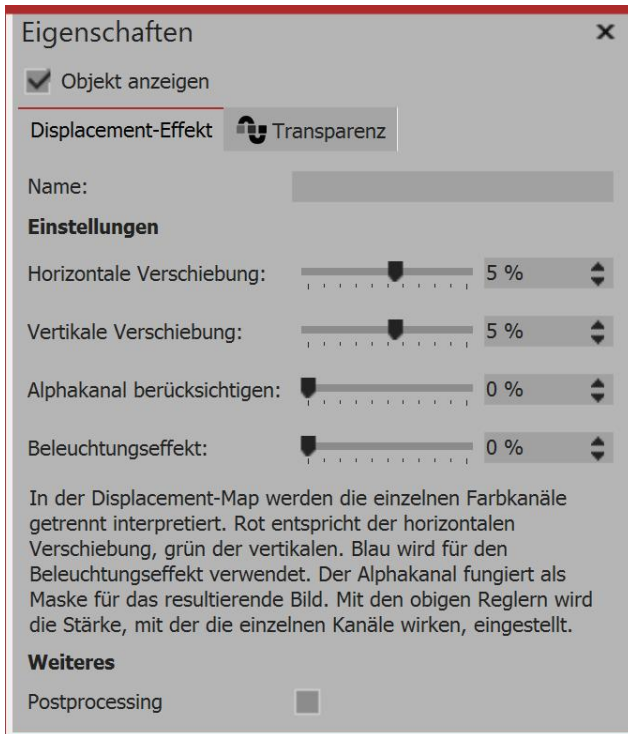
14.6 Displacement effect



You can find the *Displacement effect* in the *Toolbox* below the tab *Objects* in the section *Live effects*.



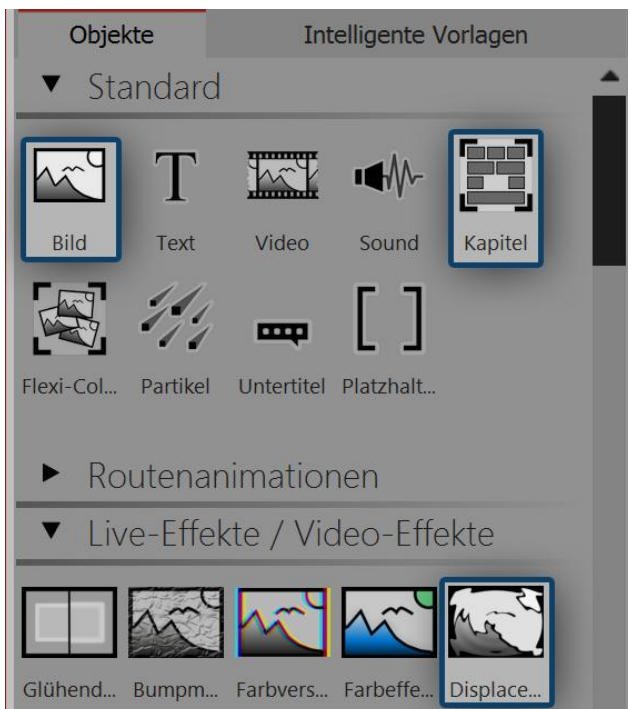
Under *File / Open / Sample Project* you will find a finished project in which the *Displacement effect* has been applied onto a *Flexi-Collage* with graphics and text. The example can be found under the name "Displacement".



Settings for Displacement effect

- Value
- Curve

1. Dragging Objects into the Timeline



Dragging successive Objects into the Timeline

With the *Displacement effect* you can optically distort the surface of your photos or videos. In this way the images can bulge, bend or have their presentation influenced in other ways.

You will need a *Displacement Map*, which is a graphic showing the optical misalignment (e.g. distortion).

The colors which are contained in the *Displacement Map* determine the change which the *Displacement effect* causes:

- The red channel determines the shift on the x-axis in both positive and negative directions (127 corresponds to no displacement).
- The green channel corresponds to the displacement in the y-axis.
- The blue channel changes the lighting, that is the brightness of each pixel.
- With the alpha channel you can modify the transparency (mask effect)
- The amount of distortion is adjustable by using the controllers *Displacement (horizontal)* / *Displacement (vertical)*.

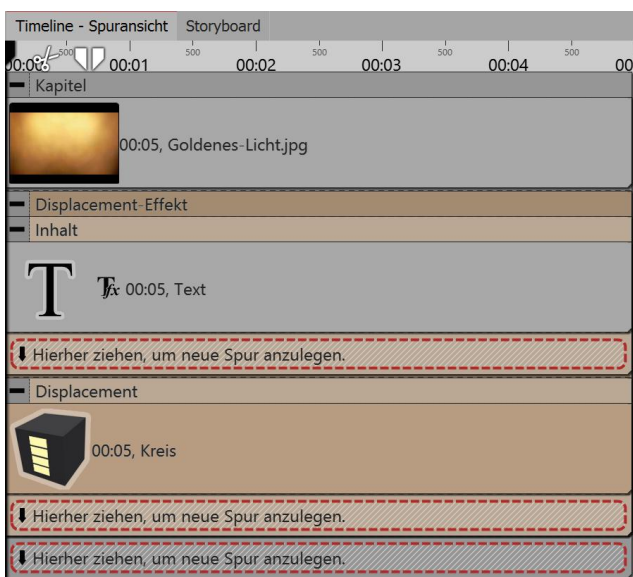
Click on the curve icon to select the following:

First of all, drag a *Chapter Object* from the *Toolbox* into the *Timeline*.

- Into the *Chapter*, drag an *Image Object*, also out of the *Toolbox* into the *Timeline*. Then select any photo.
- Under the *Image Object* drag the *Displacement Effect*, which is located in the *Toolbox* in the *Effects* section.
- Place the objects so that they are exactly one above the other.
- Open the *Displacement Effect* with the small plus icon in the top left



Empty Displacement effect in the Toolbox



Filled Displacement effect

2. Filling the Displacement effects fields

The *Displacement effect* comprises of two fields, both of which should be filled. The first field (*Content*) contains the image content which will later be visible, such as photos, text or videos.

- Into the *Content* field, drag a *Text* Object. Under *Properties* enter a text and there set the highest possible value for the font size and deselect the text frame effect.

The *Displacement Map*, described above, belongs in the second field. Here an *Image*, a *Video*, Text and even a *Flexi-Collage* or a *Chapter* can be used. Should colors be available in the *Displacement Map* the distortion will be calculated from the color values.

- Drag a graphic into the *Displacement* field which describes the Relief with which the Text Object in the *Content* should be distorted. For this you can drag a circle into the *Toolbox* from the *Forms* field. Under *Properties* set a very soft edge for the circle (70%).

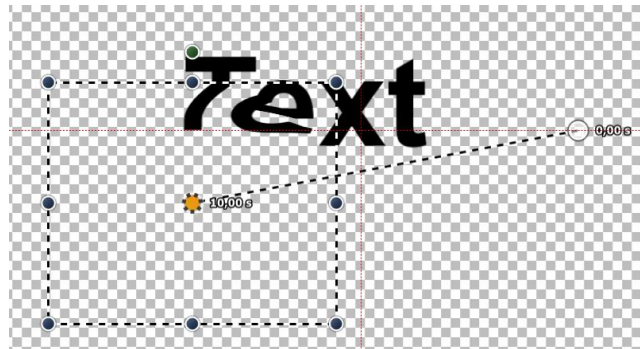
3. Distorting the content of the Displacement map

The Object which is located in the *Displacement* field, distorts the Object which is in the *Content* field.

Pictured left you can see a dynamic distortion in which the circle from the *Displacement* field moves with the help of a [motion path](#).



Text Object is distorted by displacement effect



Path of motion path on the form produces change in displacement map



In our video "[AquaSoft DiaShow 8: Introduction to Displacement effect](https://www.aquasoft.de/go/13pc)" the displacement effect is presented.

(Link: [aquasoft.de/go/13pc](https://www.aquasoft.de/go/13pc))



You can find an example of how to create a displacement map with the help of GIMP 2.8 in the Snaptip "[Creating a Displacement Map](https://www.aquasoft.de/go/w87k)".

(Link: [aquasoft.de/go/w87k](https://www.aquasoft.de/go/w87k))

14.7 Mask effect



Masks effect

You can find the *mask effect* in the *Toolbox* below the tab *objects* in the section *live effects*.

A mask defines the area of your image that is visible or invisible in the presentation. This means that the *mask* can take any form and be of any size. It further means that a *text*, an *image*, *videos*, *Flexi-Collages* as well as a *chapter* can be a *mask*. The mask effect is dynamic. This means that the masked area can be animated and can thus change the flow of the presentation.

Example: Everything that is black and white can be a *mask* - also pictures in shades of gray are *masks*. The *mask effect* ensures that the image, which is located in a track above the *mask* can be seen within the field, where the *mask* is white. The rest is covered by the *mask*.

1. Inserting the masks effect



Empty mask effect in the timeline

Drag the *mask effect* from the *Toolbox* into the *Timeline*. Should the effect not have opened as per the example picture, you can click on the small plus, that is located in front of the lettering *masks effect* in the *Timeline*.

Now you will see two fields:

- *Content:* Here you add the objects on which you want the mask to have an effect.
- *Mask:* You insert the mask here. For this you can use ready-made graphics from the *Toolbox*, which you can find under the tab *objects* in the *masks* field.

2. Placing a mask in the Layout designer



Masks from the toolbox

A mask has a white and a black area. The area which in the mask is white, leaves visible the object which you have inserted under *content*.

The black (or also transparent) part of the mask hides the object that you have inserted under *content*.

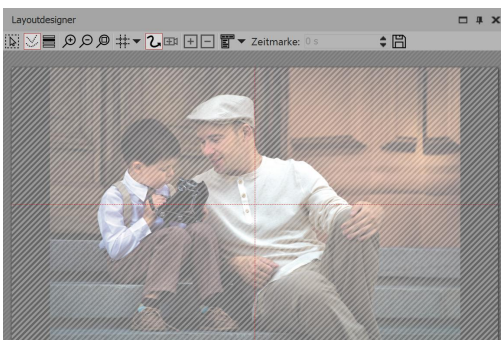
There are several display options, help you to place the masks effect properly.



Yellow frame of the effect has been clicked on

The yellow frame of the effect has been clicked on:

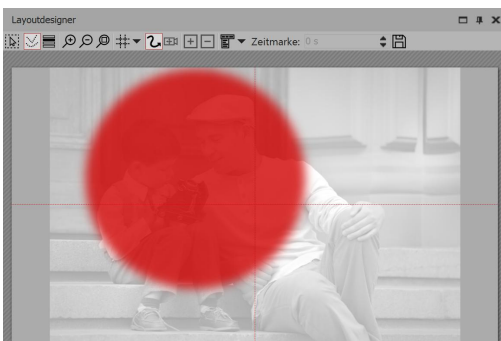
In the *Layout designer* will only display the content which the mask has let through.



Content area of the effect has been clicked on

The content area has is clicked on:

the entire image is visible, but covered by cross-hatching.

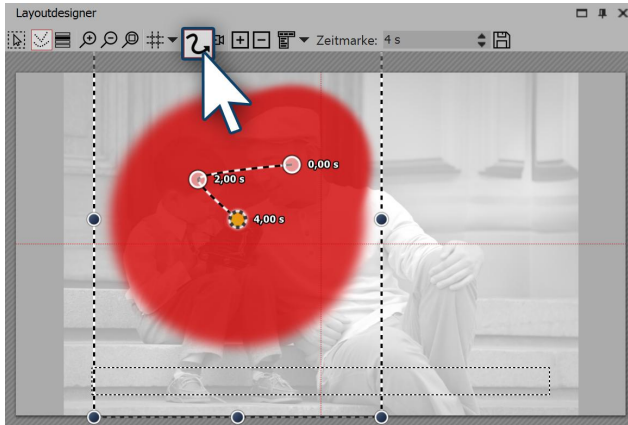


Mask area of the effect has been clicked on

Clicking on the mask area:

the image appears pale and black and white. The area lying above the permeable section of the mask is shown in red.

3. Moving the mask



Mask receives motion path

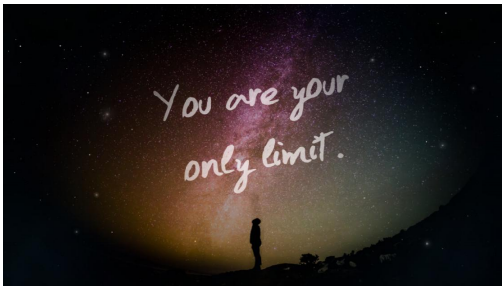
You can add, to each element of the *masks effect* a *motion path* and a *fading in or out*, and *camera panning* can also be used. Select the image that you have inserted into the *mask* field. In the *Layout designer* you can now create a simple *motion path* for this purpose. For information on how to do this, refer to the chapter "[Introduction to motion paths](#)".

You have just created your first *mask effect*. You can look at the effect in the preview in the *Layout designer*. There are many more possibilities - in the next step you will learn about another of them.

4. Superimposing various images



Under *file / open / sample project* you will find a finished project in which the *mask effect* has been used on an *image object* and on a *text object*. Select the example "dynamic mask".

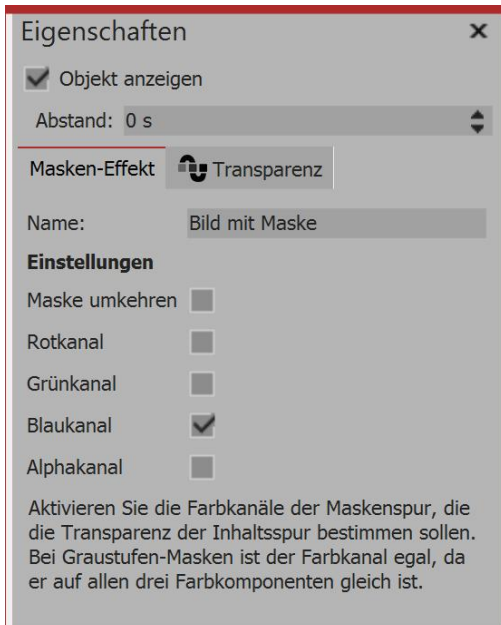


Superimposing a photo of a person in front of the night sky onto a background of outer space

The *mask effect* becomes interesting if you use it for superimposing multiple objects. The portion of the photos or videos (in the *content* field), which is overlaid by the mask can be filled using other photos or videos. In the aforementioned example slide show, on the left you can see how the image was built up.

- Drag a *chapter* object from the *Toolbox* into the *Timeline*. In the *chapter* drag your preferred *video* or *image* object, and other objects can also be used. These objects serve as a background.
- Now, drag the *mask effect* underneath the *image/ video object*. Fill these with content and a mask.
- All objects, which are now to be displayed simultaneously, must have the same *display duration*. You can adjust this either via the *properties* window or dragging the border of the object using your mouse in the *Timeline*.

5. Advanced settings

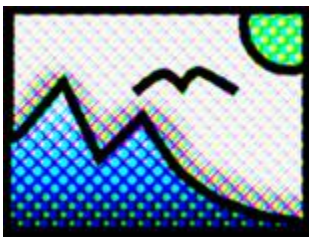


Settings for the masks effect

If the entire *masks effect* is selected, find further setting possibilities in the *properties* window.

<i>Name</i>	Enter a name here, so that you have a better overview later on
<i>Rotating the mask</i>	Inverting the effect of the mask so that visible areas become invisible and the other way round
<i>Red, green, blue, and alpha channel</i>	Masks do not have to consist of gray scale, but can also be colored. With the controls you influence the various channels.

14.8 Halftone



Halftone effect



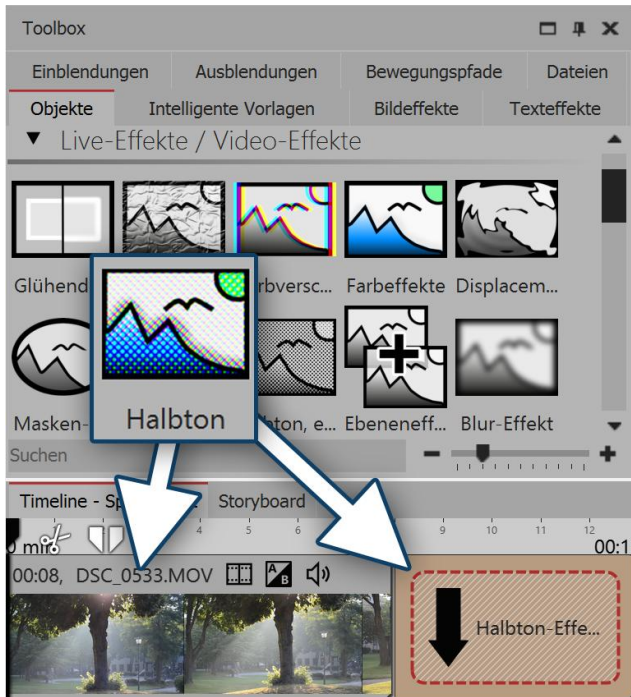
Halftone effect, single color

You can find the *halftone effect* in the *Toolbox* below the tab *objects* in the section *live effects*.

With the *halftone effect* you can present your image or video with a raster effect. You can determine the degree of *granularity* yourself. The tonal values of the object are reduced so that there is a poster effect.

The effect can be presented in color or black and white.

1. Inserting the halftone effect



Inserting the halftone effect

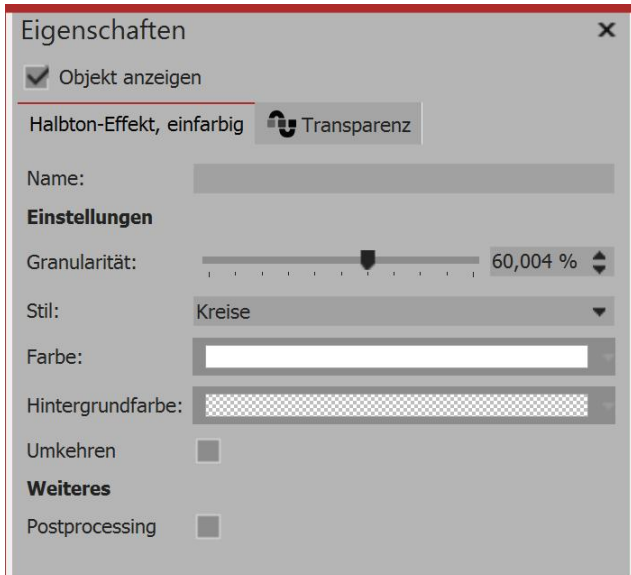
In order to use this effect you can drag it directly onto an image in the *Timeline*. You can also drag the effect into the *Timeline* and later add one or more images. In this case, drag an *image object* from the *Toolbox* into the empty yellow box.

After you have inserted the image, a yellow frame appears with the title of the effect, which surrounds a small preview in the *Timeline*. Clicking on the yellow frame, you can specify the settings for the effect in the *properties* window.



Halftone effect in the timeline

2. Settings for the halftone effect



Settings for the halftone effect (colored)

In the *settings* window, you can adjust the appearance of the *halftone effect*. First click on the frame of the effect, so that the effect's setting window is active.

For *halftone* and *halftone, colored* the following is adjustable:

- *Granularity* - specifies how large the distances between the points are, or how large the pixels are displayed.

Click on the curve icon to select the following:

- Value (single value)
- Curve (strength of effect over time)
- *Post processing* - the effect is applied to everything which is located outside the effect's borders. Anything that is inside the frame will not be visible. If the effect's frame lies in the track, under the object, the effect will last as long as it is set in "duration".

Only for *halftone, single color* is the following adjustable:

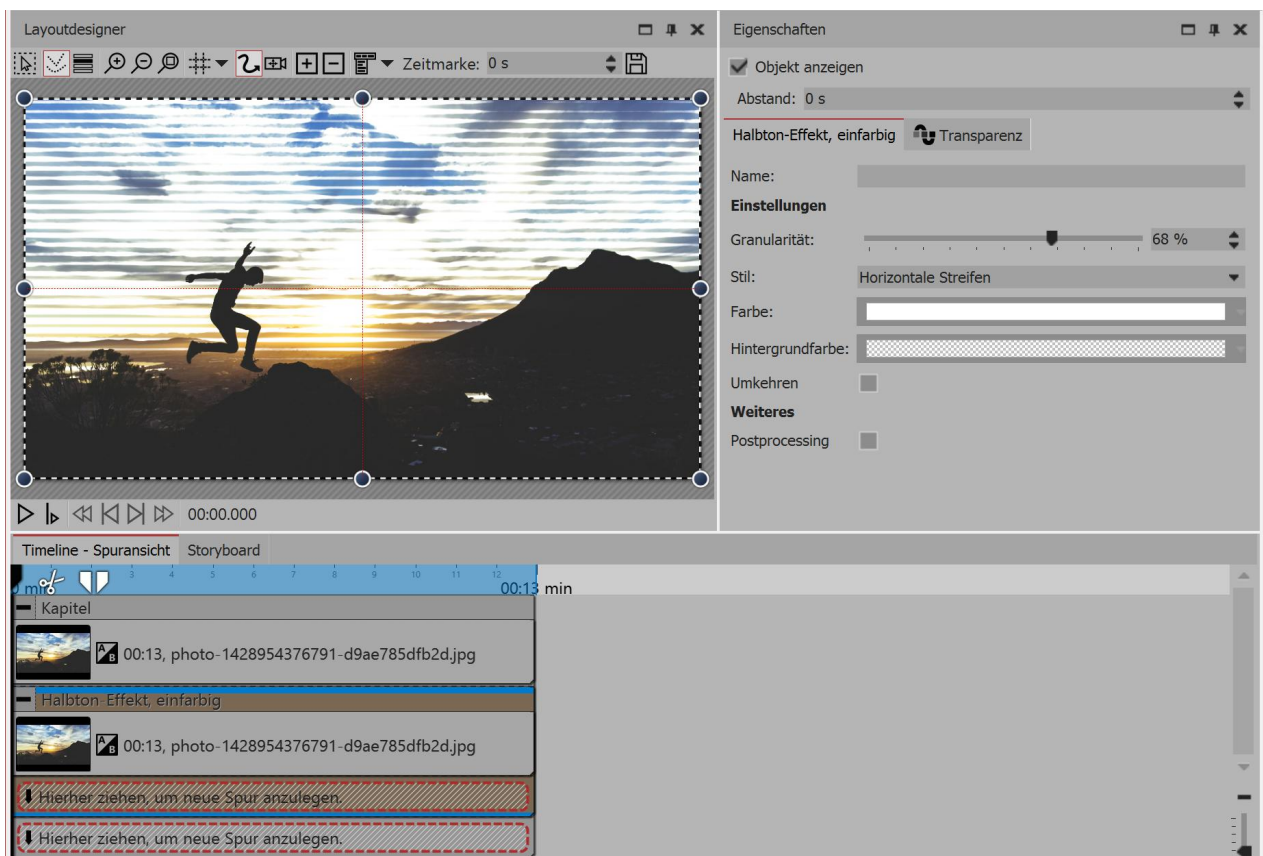
- *Style* - here you can set whether you want to see circles, vertical or horizontal stripes.
- *Color* - determine the color of dots or stripes.
- *Background color* - you can choose a background color if you wish
- *Invert* - the effect is reversed, light areas retain the color

3. Example of use: Stripes in bright areas of the image

1. Drag a *chapter object* from the *Toolbox* into the *Timeline*. Drag an image object into the chapter and select the image you want to edit.
2. Create a second track by dragging an *image objects* under the first image (onto *drag here to create new track*).
3. Select the same image again.
4. In the *Toolbox* open the *objects* tab and drag the effect *halftone, single color* onto the image in the lower track.
5. Click on the effect's yellow border in the *Timeline*. In the *properties* field under *granularity* input a relatively high value, e.g. 68%. Under *Style* select *horizontal stripes*, then choose a white for *color*.
6. Play the effect to check what it looks like.



Putting it together in the timeline



Editing an image with the halftone effect (single color)

14.9 Layer effects

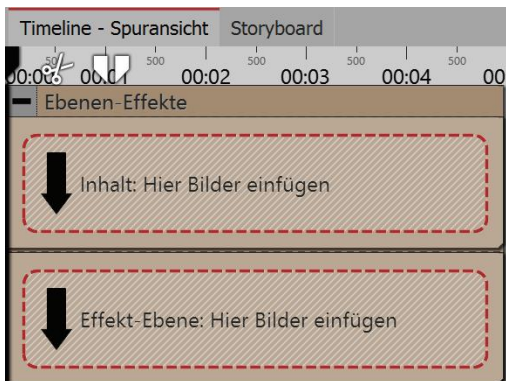


You can find the *layers effect* in the *Toolbox* below the tab *objects* in the section *live effects*. It is possible to combine several images or videos with each other by using the *layers effect*. There are various styles, such as add, subtract, lighting, shadows and more.



You can find a finished project under *file / open / sample project*, in which, thanks to the *layers effect* a color gradient was placed over a photo. You can see this in the example project "3D Rotation" in the first chapter.

1. Application of layers effects



Empty layers effect in the timeline

Drag the effect from the *Toolbox* into the *Timeline*.

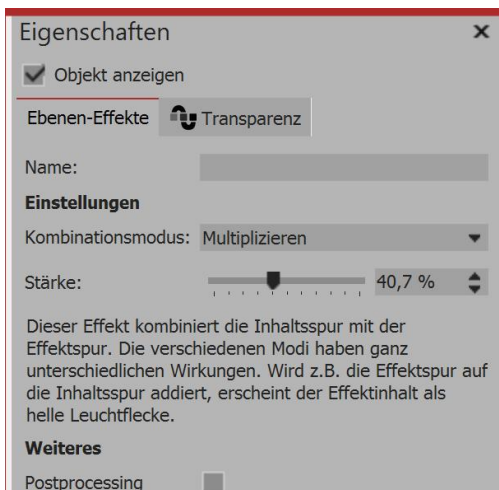
In the effect you will find two areas: *Content* and *effect level*:

In the *content* field, drag the object to which the effect is to be applied.

In the *effect level* field, put the image or video, with which you wish to describe the up and down of the effect.

The more contrasting the darks and lights are here, the better the appearance of the overall effect. You can assign individual effects to all the objects which are in this effect, for example, a motion path.

2. Effects of layers effects



Settings for layers effects

Depending on the combination mode you choose, the appearance of the effect affects the content.

Combination mode Effect

<i>Adding</i>	The lighter the areas of the effect layers are, the lighter the areas of the content levels will appear.
<i>Subtracting</i>	Depending on the color information of the effect level, the mixed color are subtracted.
<i>Shadow</i>	Integrates the alpha channel and shows half-transparent areas as darker. Depending on the color information of the effect level, the mixed color are subtracted.
<i>Lightening</i>	Integrates the alpha channel and lets the half-transparent areas glow. The lighter the areas of the effect layers are, the lighter the areas of the content levels will appear.
<i>Multiplying</i>	Patterns and colors of the effect layer overlay the content level, where the highlights and shadows of the content area remain.
<i>Minimum (darkening)</i>	Shows areas in the alpha channel as darker. Bright areas of effect level are highlighted.
<i>Maximum (lightening)</i>	Shows areas in the alpha channel as lighter. Bright areas of the effect level are highlighted.
<i>Light colors</i>	Stronger separation of light and dark, as in adding.
<i>Darker colors</i>	Stronger separation of light and dark, as in subtracting.
Adjustment	
<i>Strength</i>	The extent to which the effect is to affect the content. Click on the curves icon to select the following:: <ul style="list-style-type: none">• Value (set single value)• Curve (strength of the effect can change over time)
<i>Post-processing</i>	If this option is enabled, the effect will work on everything that is hidden by the effect frames in the Timeline.

14.10 Blur effect



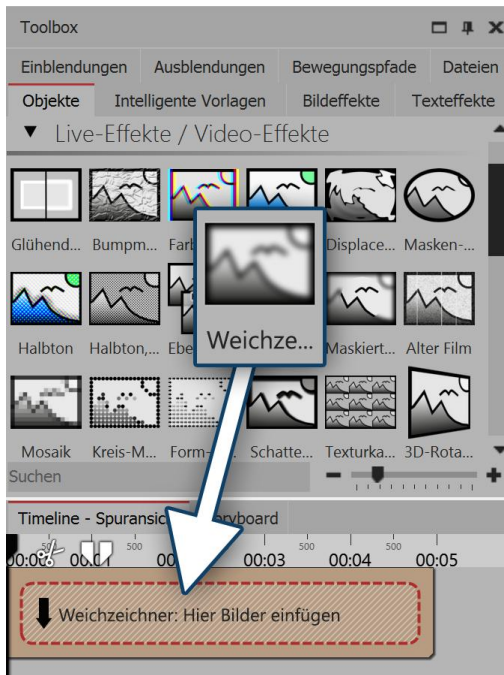
Blur effect

You can find the effect in the *Toolbox* below the tab *Objects* in the *Live effects* section. The *Blur effect* lets the pasted objects appear blurred, to a chosen degree.



You can find a finished project under *file / open / sample project*, in which, in which the *blur effect* has been applied so as to blur the background image. Find the sample project under the title "quote with image". Additionally, in the sample project "3:2 in 16:9" the blur effect has been used to create a soft focus on the background.

1. Inserting the effect



Inserting the blur effect

Drag the *blur effect* from the *Toolbox* into the *Timeline*.

2. Adding images

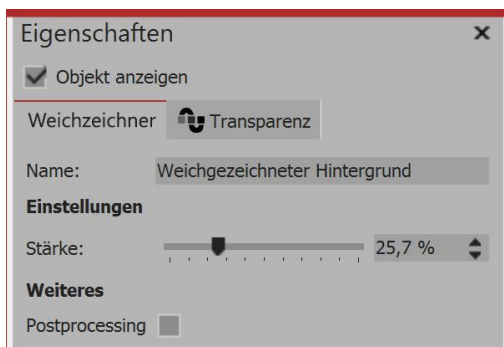
To add images to the *blur effect*, drag an *image object* from the *Toolbox* into the content area, which is located inside the *blur effect*. In the following image selection, you can now select multiple photos by holding down the **CTRL** key and clicking on the desired images. Select *open*, to insert the images.

Alternatively, you can also use the image selection in the File browser. Drag the images from the File browser into the content area of the blur effect.



Video in the blur effect

3. More settings



Settings for blur effect

In the *properties* window you can activate the post-processing for the *blur effect*. This means that the effect will be applied to all elements which are enclosed within the effect borders.

In the *name* field, you can enter a name for the effect. This improves the overview in the Timeline.

With the ruler underneath *strength* you can set how strong the blur effect is.

In AquaSoft Stages you can also change the strength of the blur over time. To do this, select the curves icon that is located next to the ruler for the blur strength.

14.11 Masked blur



Masked blur

You can find the effect in the *Toolbox* below the tab *objects* in the *live effects* section.

With the *masked blur* you can blur specific areas of an object (text, photo, video, Flexi-Collage).



You can find a finished project here - *file - open - sample Project* which used the motion blur. You can also copy the example project and insert it into your project. There you will be able to change the text. The sample project can be found under the title "Text with momentum".

1. Application of masked blur



Areas of the blur effect in the timeline

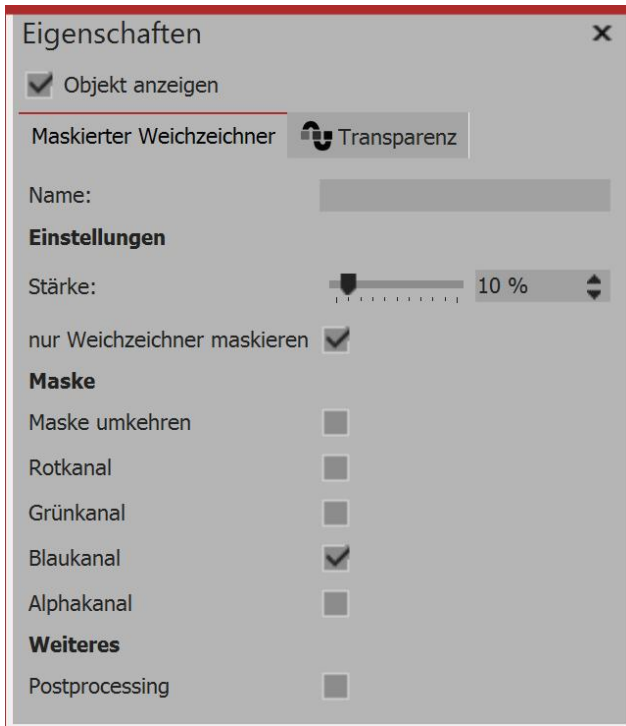
Drag the effect from the *Toolbox* into the *Timeline*. Here the effect has two areas: *Content* and *mask*.

In the *content* field, drag the video or the image onto which the *masked blur* will be applied.

Into the *mask* area, drag the graphic which will characterize the masked area.

You can assign individual effects to all the objects which are in this effect, for example, a motion path. In this way, the mask can be dynamically presented and, for example, can pan across the image and, by doing so, show various areas which have been blurred.

2. Settings for the masked blur



Settings for the masked blur

Click on the yellow frame of the mask so that you can adjust, via *settings*, the behavior of the *masked blur*.

Setting	Meaning
<i>Strength</i>	Here you define the intensity of your blur, or how strongly blurred you wish your object to appear. In Stages, this effect can be modified over time.
<i>Inverting the mask</i>	Exchanges the color values, so that previously unmasked areas are masked, and vice versa.
<i>Red channel / green channel / blue channel</i>	Masks do not have to consist of gray scale, but can also be colored. Using the controls, you can influence the various channels.
<i>Alpha channel</i>	Activate consideration of the alpha channel.
<i>Only mask blur / soft focus</i>	Displays the preview of the entire effect in the <i>Layout designer</i> .
<i>Post-processing</i>	This means that the effect will be applied to all elements which are enclosed within the effect borders.

14.12 Old-fashioned movie



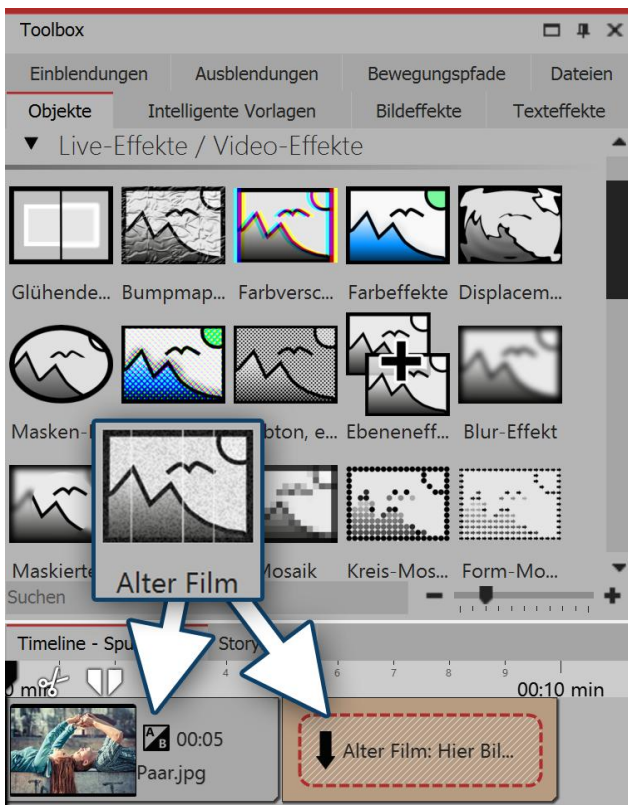
Old-fashioned Movie

With the effect *Old-fashioned movie* you can add images and videos with scratches, dust particles and film roll jumps.

This single effect combines many effects which you can apply to your object at the same time, without having to go through all the individual steps.

You can find the effect in the *Toolbox* below the tab *Objects* in the *Live effects* section.

1. Old-fashioned movie - insert effect



Old-fashioned Movie - insert effect

In order to use this effect you can drag it directly onto an image or video in the *Timeline*.

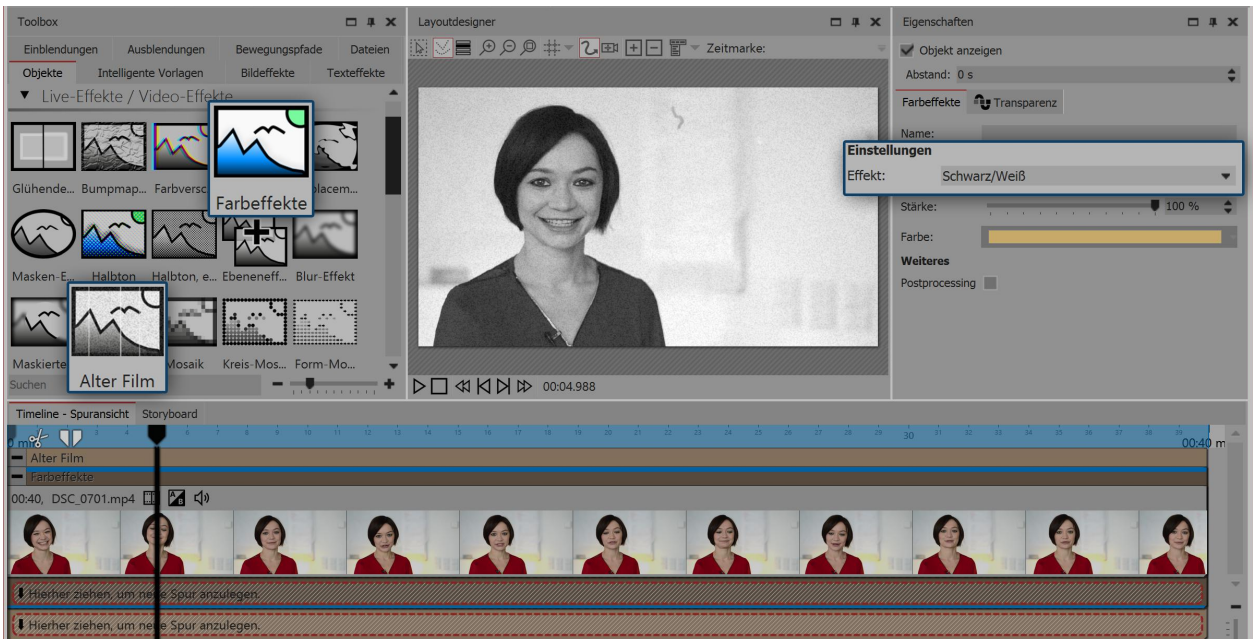
You can also drag the effect into the *Timeline* and later add one or more images and videos. In this case drag an *Image Object* or *Video Object* from the *Toolbox* into the empty yellow box.

After you have inserted the image, a yellow frame appears with the title of the effect, which surrounds a small preview in the *Timeline*.

For this effect, there are no settings in the *Properties* section.

3. Example of application - "Film Noir"

Insert the effect *Old-fashioned movie* into the *Timeline*. Drag a video into the effect. Drag the *Color effect* onto the video. Select the *Color effect* by choosing the option *Black / white* in properties, and set the *Strength* to 100%. This turns your video an antique movie with a black and white look.



Old-fashioned black and white movie

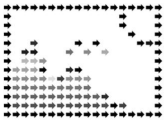
14.13 Mosaic



Mosaik



Kreis-Mosaik



Form-Mosaik

Mosaik

You can find this effect in the *Toolbox* under the *objects* tab, in the *live effects* section.

The *mosaic effect* creates a pixelated effect in your images, and you can adjust the size of the squares yourself.

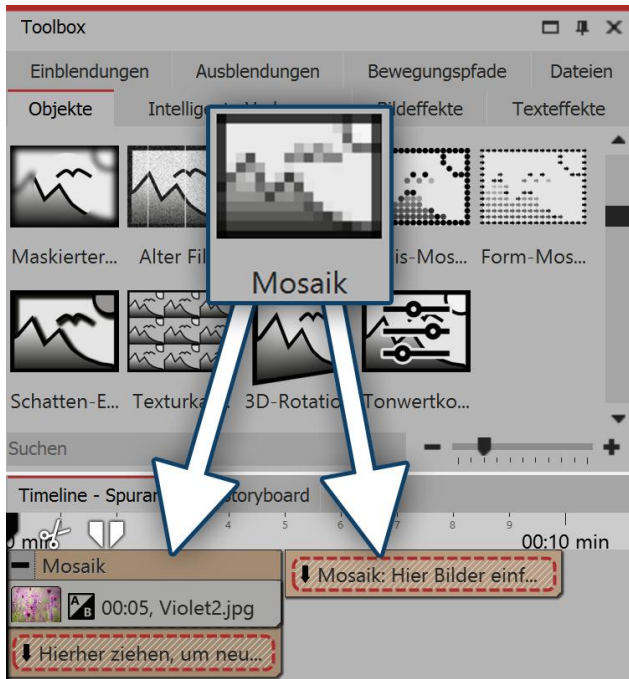
There are three variants:

- Mosaik
- Circle mosaic
- Shape mosaic



Under *file / open / sample* you will find a finished project where the mosaic effect has been used to pixelate a photo. You can find this project under the title "Mosaic".

1. Inserting the mosaic effect



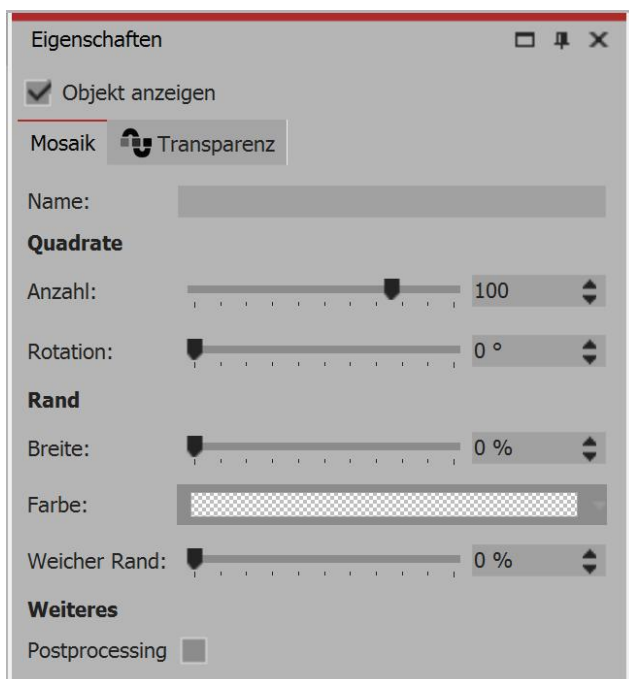
Inserting the mosaic effect

To use the effect, you can drag it directly onto an image in the *Timeline*.

You can also drag the effect into the *Timeline* and then add one or more images.

If you click on the yellow frame, you can specify the settings for the effect in the *properties* section.

2. Settings for mosaic effect

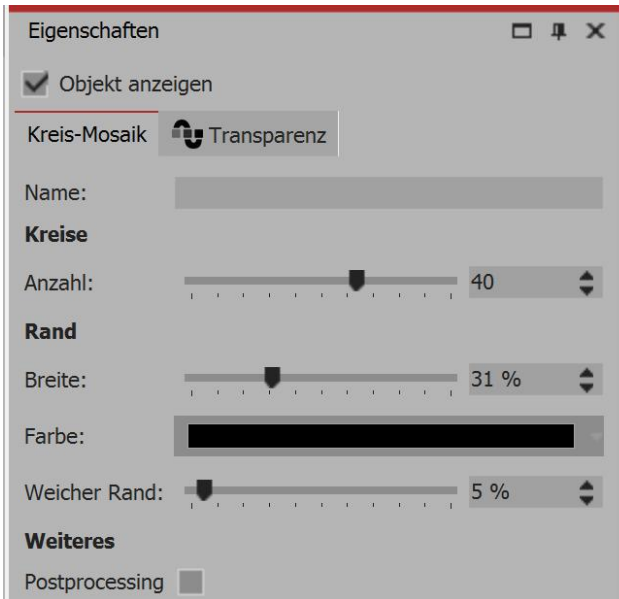


Settings for mosaic effect

In the *properties* window you can put in place the following settings for the *mosaic effect*:

- Number and rotation of the squares
- Width, color and softness of the edge

3. Settings for the circle mosaic effect

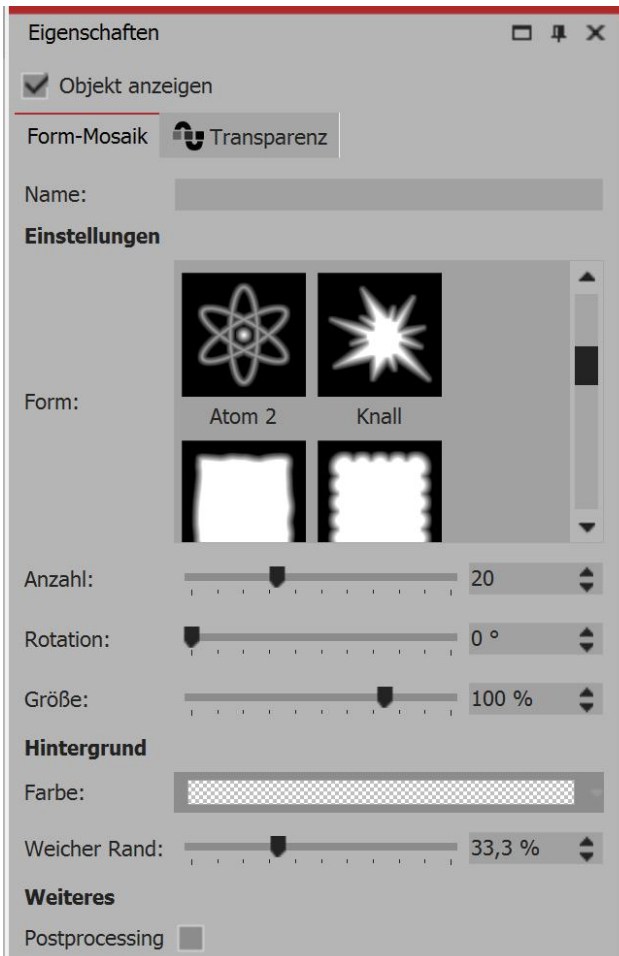


Settings for the circle mosaic effect

In the *properties* window you can put in place the following settings for the *circle mosaic effect*:

- Number and rotation of the circles
- Width, color and softness of the edge

4. Settings for the shape mosaic effect



Settings for the shape mosaic effect

In the *properties* window, you can put in place the following settings for the *shape mosaic effect*:

- Shape
- Number and rotation of the selected shapes
- Width, color and softness of the edge

14.14 Shadow effect



Shadow effect

You can find the effect in the *Toolbox* below the tab *objects* in the *live effects* section.

With the *shadow effect* you can add a shadow to texts, images, particles or videos. Its color, angle and distance can be adjusted individually. As a live effect it adapts, as opposed to static shadow of texts and images, to any new animation scenario.



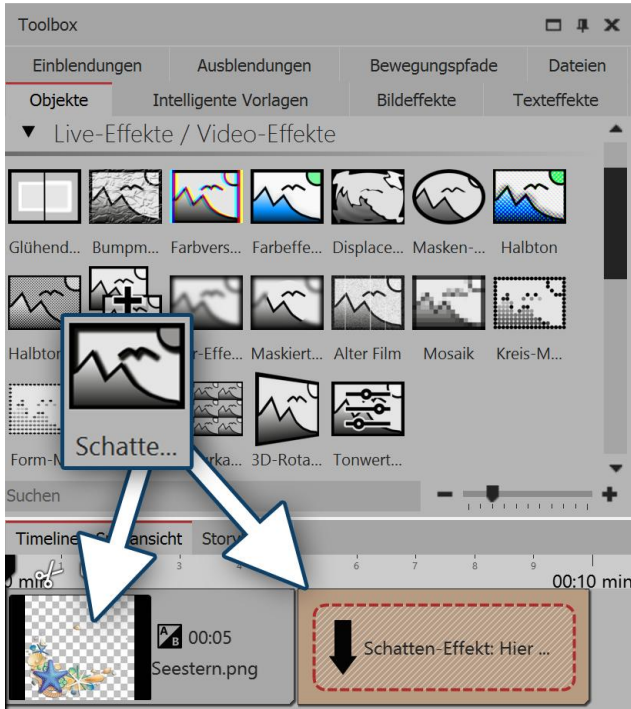
The *shadow effect* is a so-called screen-based effect, which means that as an input it only has the pixels currently visible on the screen. An image or a text off screen can still cast a shadow, even if the shadow distance projects into the visible range. The shadow distance refers to the longer side of the screen (usually the width). At a 50% distance, the shadow is half the width of the screen away from the shadow-casting object. At 100% a shadow will be no longer visible, because it is one whole screen width removed.

1. Inserting the shadow effect

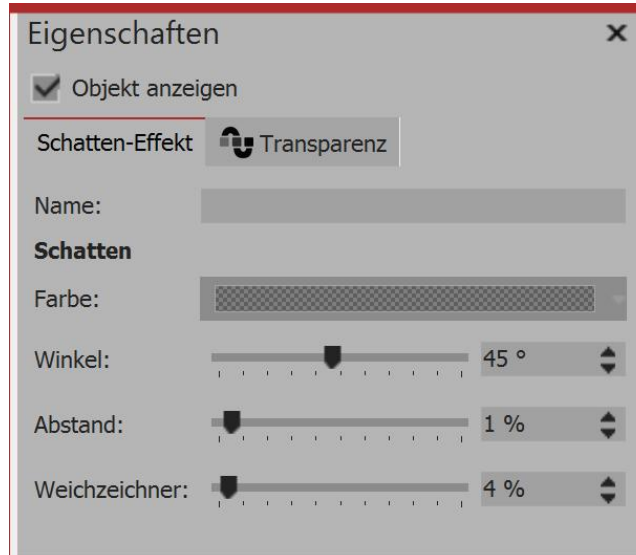
In order to use this effect, you can drag it directly onto an image in the *Timeline*.

You can also drag the effect into the *Timeline* and later add one or more images. In this case, drag an *image object* into the empty yellow box.

After you have inserted the image, a yellow frame appears with the title of the effect, which surrounds a small preview in the *Timeline*. Clicking on the yellow frame, you can specify the settings for the effect in the *properties* window.



Inserting the shadow effect



Settings for the shadow effect

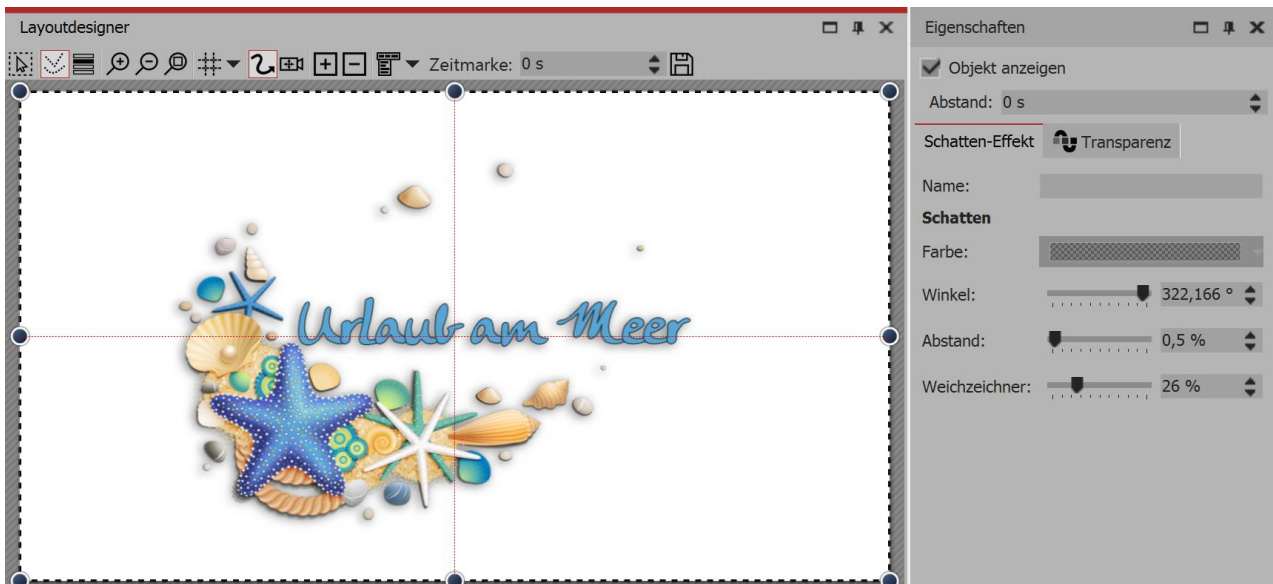
2. Example of text and optional graphics with shadow



Putting it together in the timeline

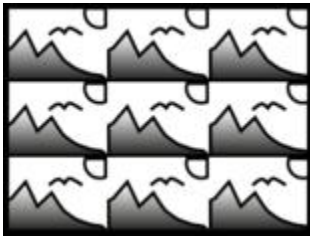
Open the *objects* tab in the *Toolbox*.

1. Drag a *chapter object* from the *Toolbox* into the *Timeline*.
2. In the *background* field you will find the *colored background* object. Drag the object into the *chapter* and select a background color in the *properties* field, under *color fill*.
3. Create a second track by dragging a shadow effect underneath the colored background (onto "drag here to create new track").
4. Into the empty *shadow effect*, drag a *text object* and an optional graphic with a transparent background. The objects must be located directly underneath each other in the *Timeline* for them to be displayed simultaneously.
5. Position the text and the graphics in the *Layout designer*.
6. Click on the yellow frame of the *shadow effect*, in order to specify the *shadow color*, *shadow angle* and *shadow length*.



Shadow effect in the layout designer

14.15 Texture tiles



Texture tiles

You can find the *textured tiles effect* in the *Toolbox* below the tab *objects* in the section *live effects*.

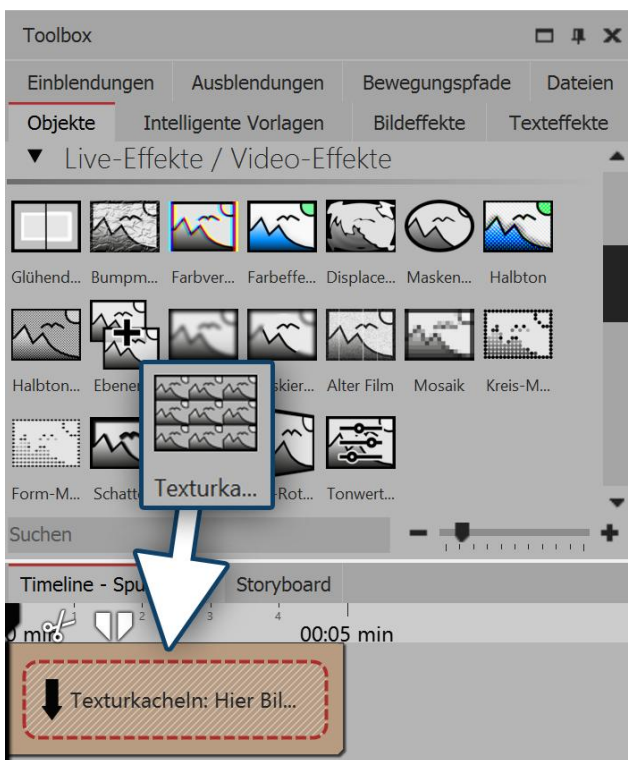
This effect can be used to create textures from individual graphics, which you can use as background.

Use *texture tiles* if you need a background of any size, which can be repeated. This is useful when you need a pattern or a texture, such as a beach or a large wall.

The background can be used well in combination with a long *motion path* which goes over the background.

1. Inserting texture tiles

Drag the effect from the *Toolbox* onto the desired location on the *Timeline*. Normally the effect is applied as a background. You can insert a *chapter* first of all and then drag the effect into the *chapter*.



Inserting texture tiles



Settings for texture tiles

2. Properties of texture tiles

In the *properties* field how the effect behaves. In Stages, the effect can change over time. Click on the curve icon to select the following:

- Value (single value that remains the same)
- Curve (number of tiles can change over time)

Image - select a graphic that is to be used for the effect.

Tiles- enter here how often the graphic is to be repeated.

Horizontal shift- shift of the graphic to the right.

Vertical shift- shift of the graphic downwards.

Mode

- Including columns: There are as many full columns with tiles displayed as there are *tiles* specified.
- Including lines: There are as many rows with tiles displayed as there are *tiles* specified.
- Showing only one column: Only one column will appear. The width of the column depends on the number of *tiles*. For example, "2" means that two tiles fit next to each other on the screen, but since only one is to be displayed, this is half the size of the screen.
- Showing only one row: Like *Showing only one column* , but for rows.

Repeat

- Repeating a texture - each tile looks the same
- Reflecting a texture - odd-numbered tiles are shown mirrored, so that there are not hard transitions between tiles.

14.16 3D rotation



3D Rotation

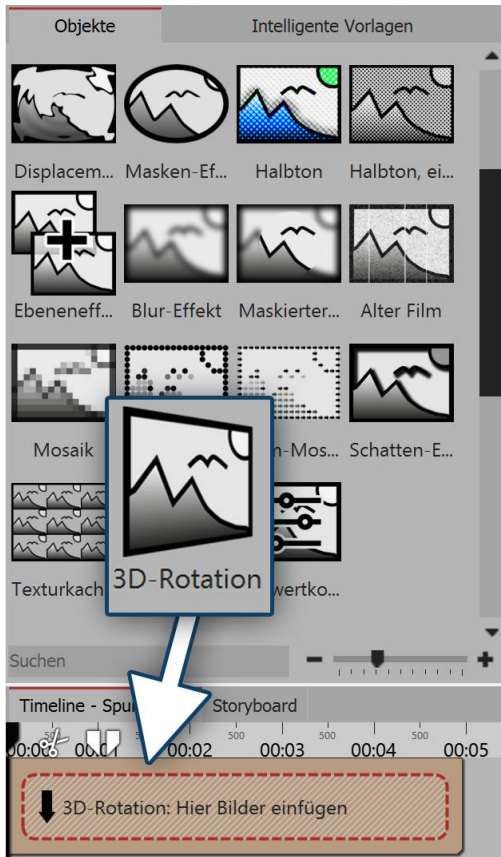
You can find the *3D Rotation Effect* in the *Toolbox* below the tab *Objects* in the section *Live effects*.

With this effect you can tilt images or videos and easily distort perspective. You can insert any kind of object, irrespective whether image, text or video.



You can find a ready-made project under *File / Open / Example Project*., In this the *3D-Rotation* for text and images is used. The title of the example project is "3D Rotation". The active rotation of the images is implemented with an animation via key frames. In this way the setting of the rotation angle changes over time. Key frames can only be used in stages.

1. Add 3D Rotation



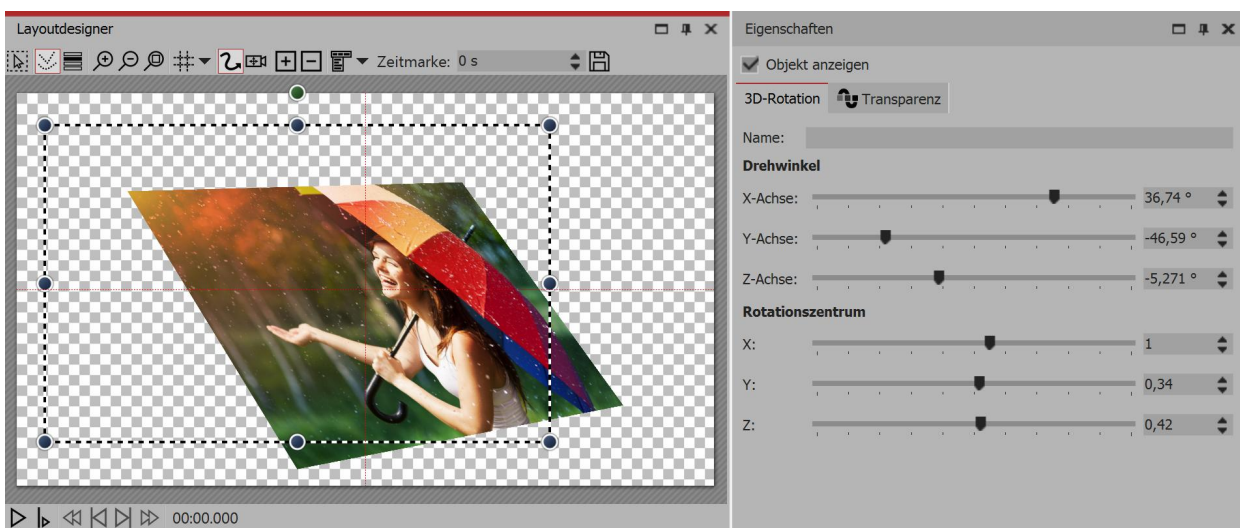
Add 3D Rotation

Drag the effect from the *Toolbox* onto the desired location on the *Timeline*.

Then drag an *Object* into the effect.

Set the *Fill* option to *Off* for the *Object* in the *Properties* section, *under* Background. Reduce the size of the object in the *Layout Designer* so that its edges do not protrude beyond the visible area, as parts that protrude beyond the visible area are not visible even during rotation.

2. Define settings



3D Rotation settings

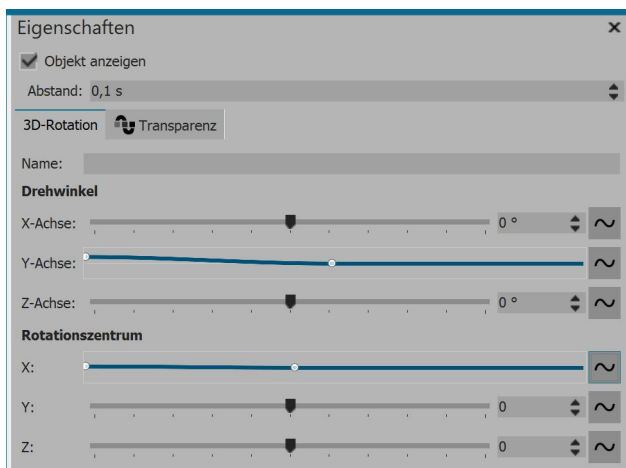
Click in the *Timeline* on the yellow frame of the *3D-Rotation Effect*. So you are able to see all parameters for this effect in the *Properties* section. The best way to see the effects of the settings is to move the ruler. When you move the ruler, you can see the outcome of this effect in the *Layout designer*.

Rotation angle x-axis	Rotation of the object on the x-axis
Rotation angle y-axis	Rotation of the object on the y-axis
Rotation angle z-axis	Rotation of the object on the z-axis
Rotation center X	Shifts the center of rotation on the x-axis
Rotation center Y	Shifts the center of rotation on the y-axis
Center of rotation Z	Shifts the center of rotation on the z-axis

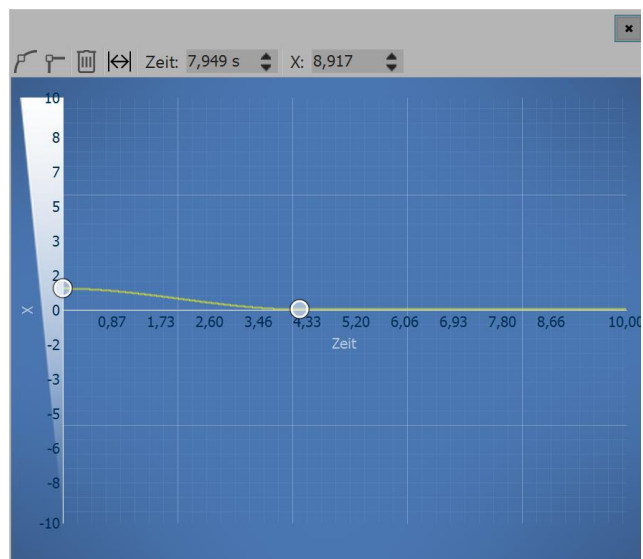
4. Animate rotation over curve

In the *Properties* section you will find a *Curves Button* behind every ruler. With this you can enable the settings of the effect via *Key frame* in the *Timeline* or directly in the curve. In this way you determine how the value evolves over time.

Therefore it is possible to actively rotate or move the object within the 3D Rotation.

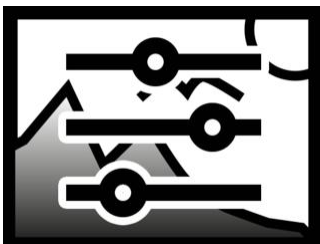


Settings for 3D Rotation with a curve



Curve for movement around the x-rotation center

14.17 Tonal correction

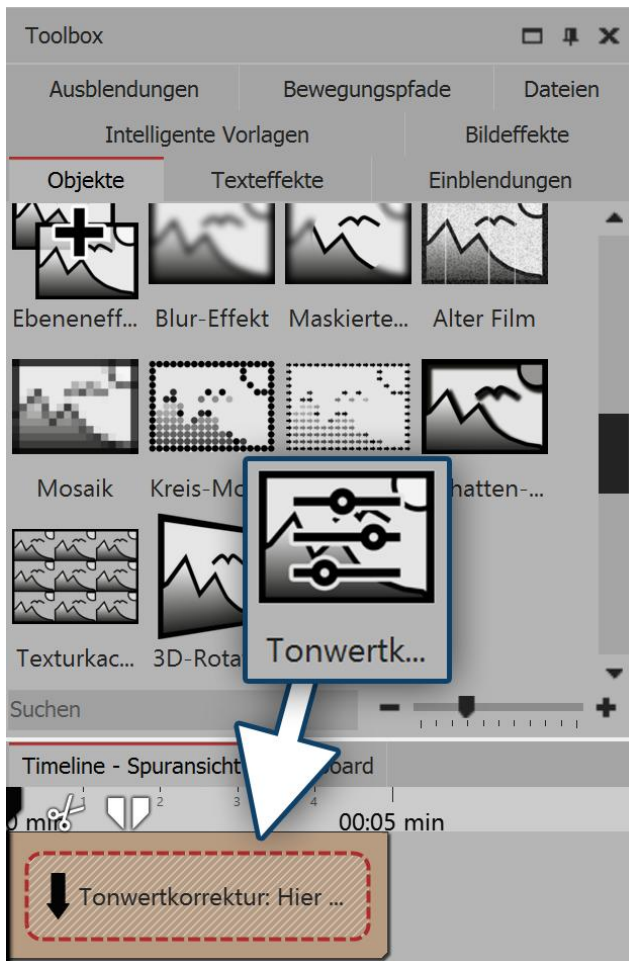


Tonal correction

You can find the *tonal correction effect* in the *Toolbox* below the tab *objects* in the section *live effects*.

With this effect you adjust the black and white point and, as a result, the contrast and the brightness of an object.

1. Adding tonal correction



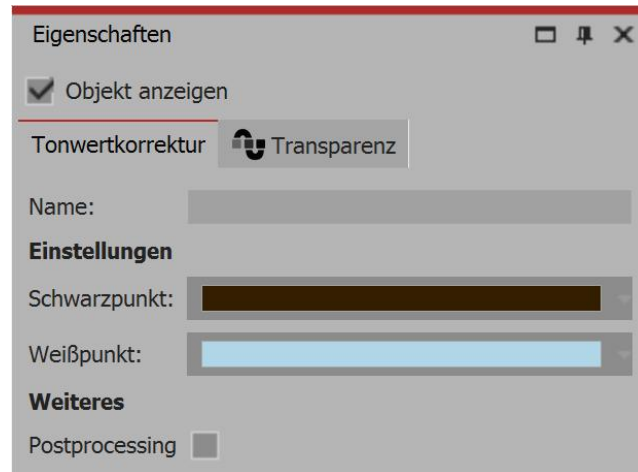
Adding tonal correction

The color tone you select for the black and white point will change the image. Using the pipette, which can be found in the color selection dialog, you can choose the darkest point in the image for the black point. Similarly, you can choose the brightest point in the image and for the white point.

If you experiment instead, you can give the image or video a different color toning.

Drag the effect from the *Toolbox* onto the desired location on the *Timeline*. Then drag an object into the effect.

2. Setting values

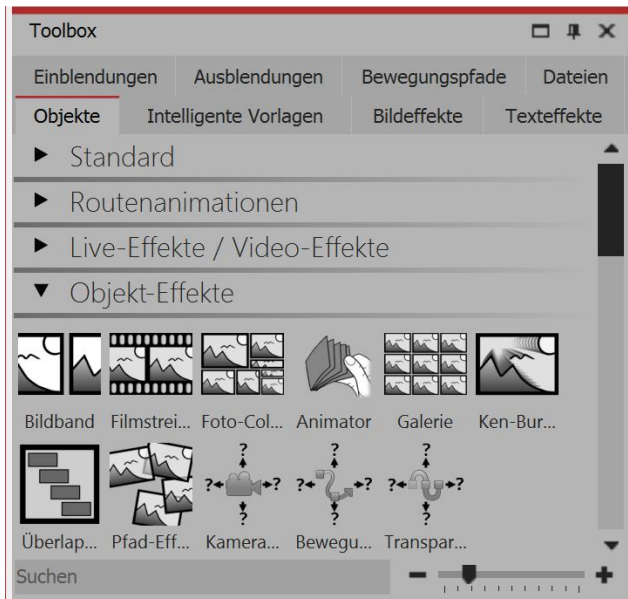


Editing tonal correction

In the properties window you can now set the *black point* and the *white point*. There are three possible applications:

- Changing the contrast
- Color matching
- Combination of color matching and contrast changing

15 Object effects



Object Effects in the Toolbox

The *Object effects* can be found in the *Toolbox* under the tab *Objects*.

In AquaSoft Stages there are a total of 11 *Object effects*.

As opposed to Live effects that only modify the look of an image, Object effects have a direct effect on the settings of objects. For example they can re-order images (i.e. Gallery/Photo collage), add motion (Ken Burns/Animator), or control the transparency curve. You can combine both Object and Live effects to create lively videos.

15.1 Image strip

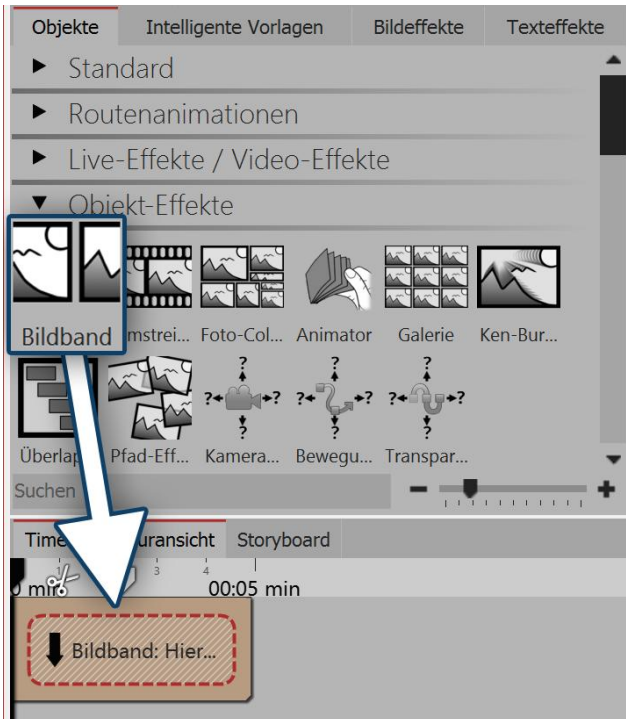


Image strip

With the *image strip effect* you can create an automatic scrolling in which the images move non-stop without interruption in a predetermined direction.

You can find the effect in the *Toolbox* below the tab *Objects* in the *Object effects* section.

1. Creating an image strip



Inserting an image strip

Drag the *image strip effect* from the *Toolbox* into the *Timeline*. In the *Timeline* you will now see a yellow box. You insert your images, for example, via the *files* tab in the *Timeline*, or drag an *image object* into the *image strip effect*, in order to insert the images.

In *image strip* the images can only be arranged one after another.



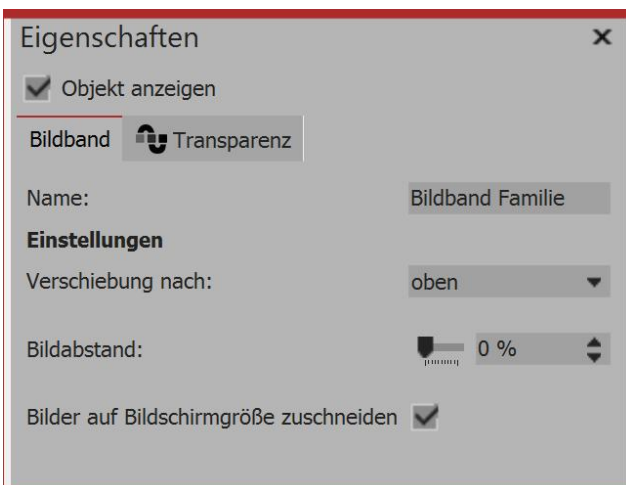
Filled image strip in the timeline



Only insert image or text objects into the *image strip effect*, otherwise you may find errors in the presentation.

The image strip retains all its images at the same time in the memory, this means that the number of images which are simultaneously available in an image strip is limited by the available memory.

2. Specifying the settings for the image strip



Settings for the image strip effect

Once you have inserted the images, click the yellow frame of the *image strip effect* in the *Timeline*. In the *properties* field you can now define the *shift* (running direction) of the images. You can also choose whether the images should be cropped. Always make sure this option is off if your photos do not match the aspect ratio of the project. You can also specify whether a *gap between images* should be inserted and how large you would like that to be.

3. Changing the speed of the image strip effect

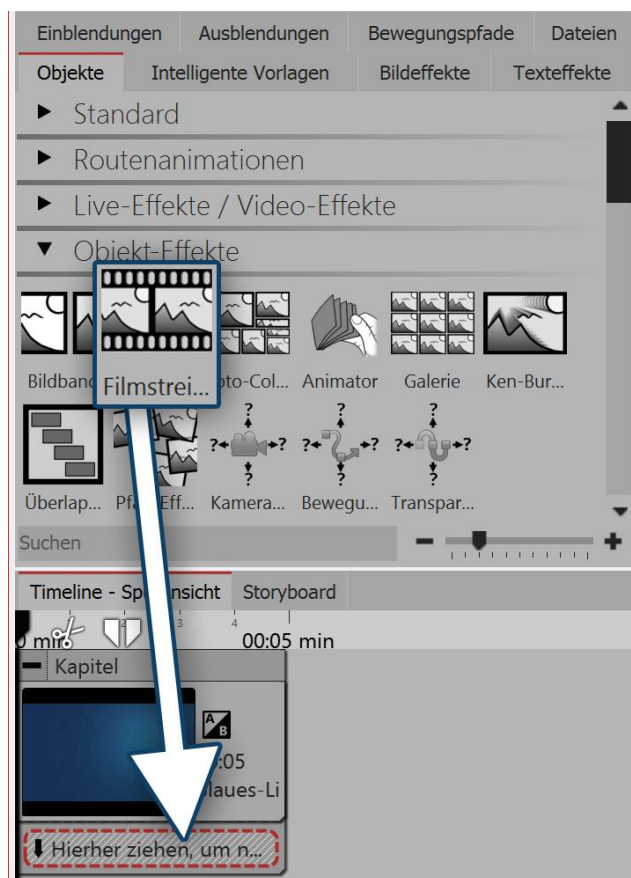
The speed of the *image strip effect* depends on the duration of visibility of the inserted images. How the *image strip effect* moves depends on how long or short the duration visibility of each image is.



In our video "[AquaSoft DiaShow 9: Image strip effect](#)" the image strip effect is explained step by step..

(Link: aquasoft.de/go/uy3f)

15.2 Film strip



Inserting the film strip effect

1. Using the film strip effect

You can find the effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

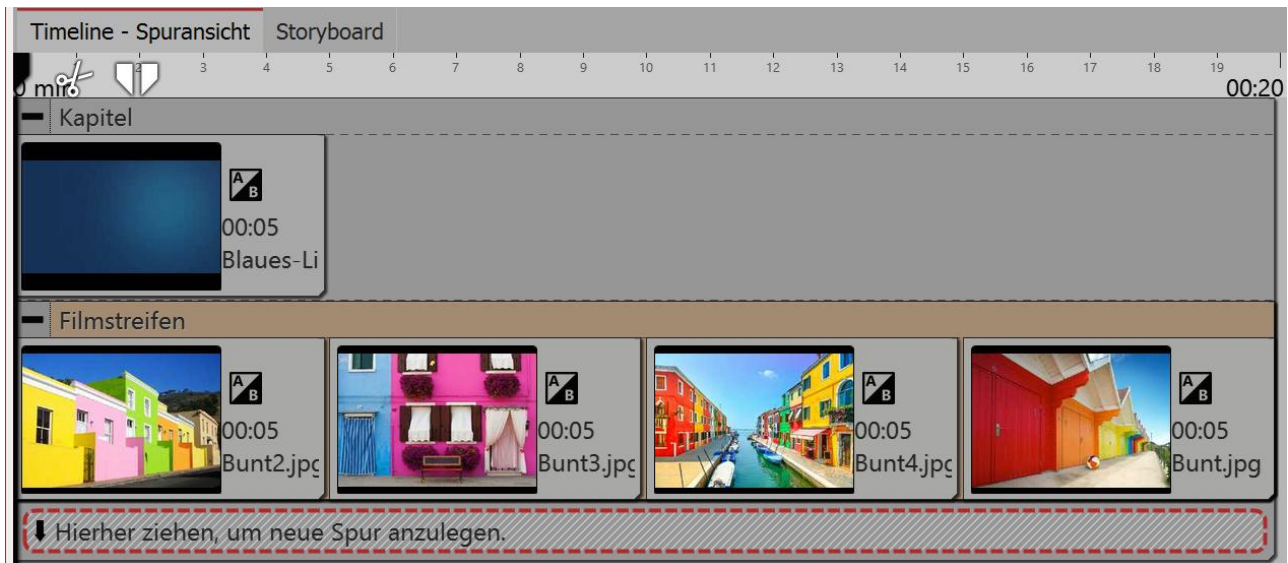
First of all, drag a *chapter object* from the *Toolbox* into the *Timeline*. Drag a background of your choice into the *chapter object*, for example out of the *backgrounds* field in the *Toolbox* or from your own images. Now drag the *film strip effect* underneath the background image, onto the text "*drag here to create a new track*".

Now insert photos into the *film strip effect*. Drag an *image object* from the *Toolbox* into the *Timeline* and select your image file. The image files should be inserted in succession.



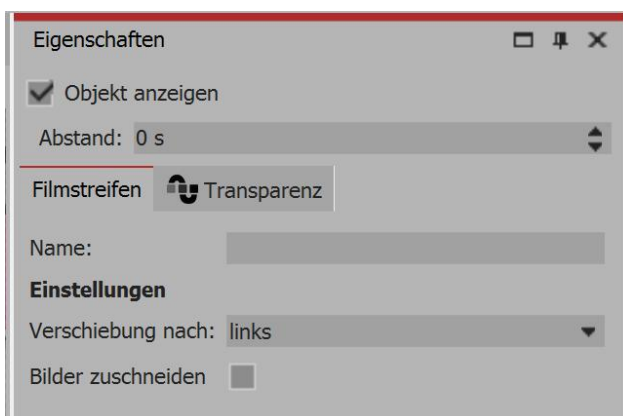
Only insert image or text objects into the film strip effect, otherwise you may find errors in the presentation.

The film strip retains all its images at the same time in the memory, this means that the number of images which are simultaneously available in a film strip is limited by the available memory.



Filling a film strip with images

2. Settings for the film strip effect



Settings for film strip

If you click on the yellow frame of the *film strip effect*, you can alter the settings for the effect in the *properties* field. If all images in the effect have the same height and width, check the box beneath *cut images to size*. Under *shift* you can define the running direction of the images.

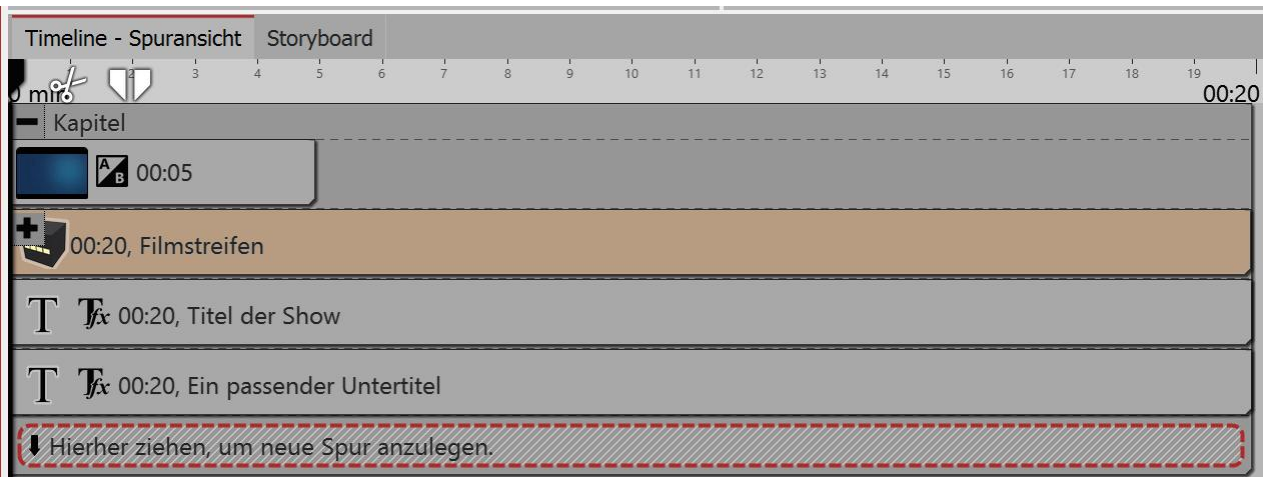
3. Example of use: Background animation for intro

Proceed as described in point 1 above. Use images that are also present in your project, so your intro offers a sneak peek at the upcoming experience. You can freely position the *film strip effect* in the *Layout designer* and also assign a transparency.

Click in the *Timeline* on the yellow frame of the effect. Rotate the effect with the help of the round drag points, which are located in the *Layout designer*, above the image, so that it appears diagonal on the screen.

Optional: In the *transparency* tab, which you can find in the *properties* field, assign a transparency to the effect. Make sure there is only one point on the transparency curve. For details, please refer to section "[Animated transparency](#)".

In the *Timeline* under the *film strip effect* add a *text object* that will serve as a title. Under *text object*, add a further *text object* which you can use as a sub heading. You can use a different font design.



Putting it together in the timeline



Film strip as animation for an intro

15.3 Photo collage

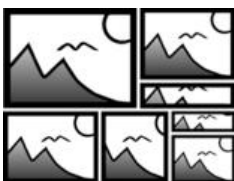
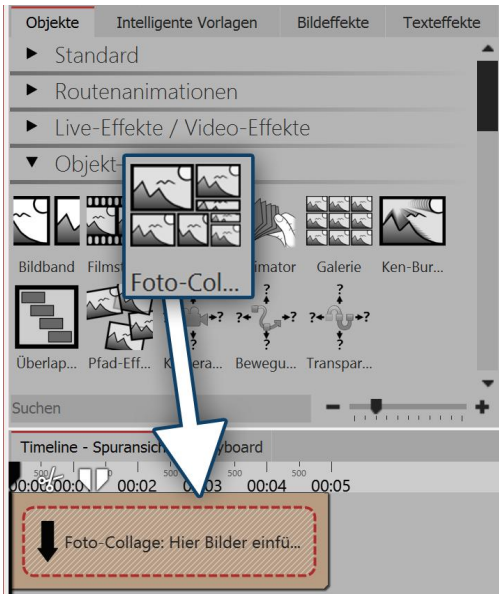


Photo collage

You can find the effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

1. Inserting a photo collage



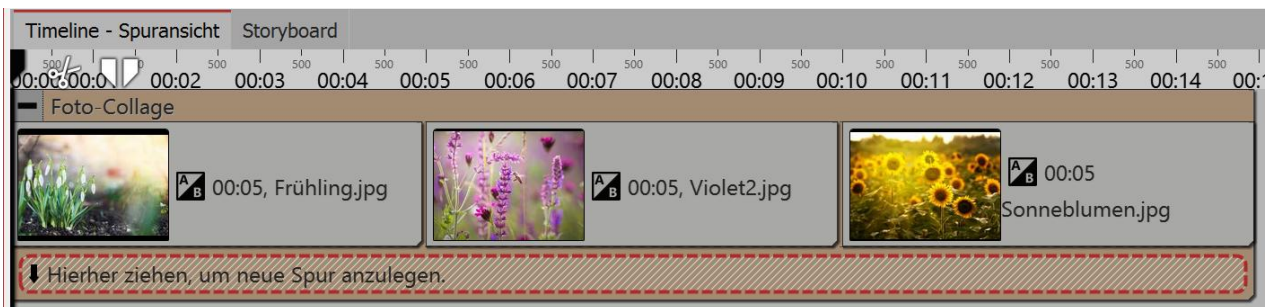
Dragging a photo collage from the toolbox into the timeline

Start with a blank project and drag the *photo collage* from the *Toolbox* into the *Timeline*. You will find the *photo collage* under the *objects* tab in the *object effects* field.

2. Adding images

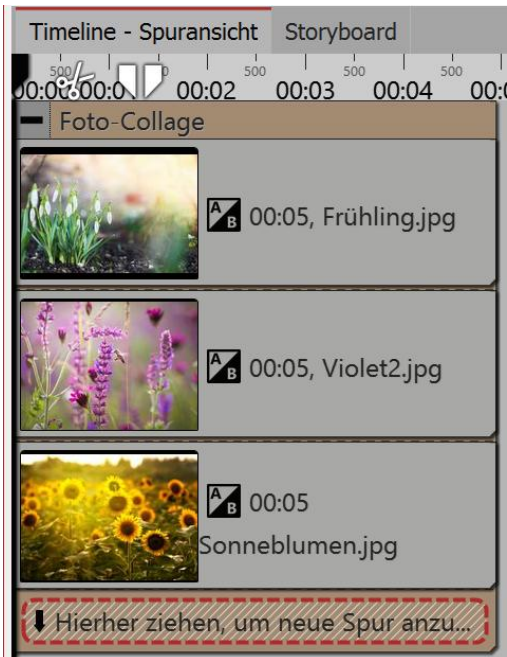
Now drag an image object or a video object into the photo collage. In the following image selection you can select several images at once by holding down the **CTRL** key and clicking on the desired images. Select *open*, to insert the images.

Alternatively, you can also use the image selection in the *File browser*. Drag the images from the *File browser* into the *photo collage*.



Inserting images into a photo collage

3. Adjusting images

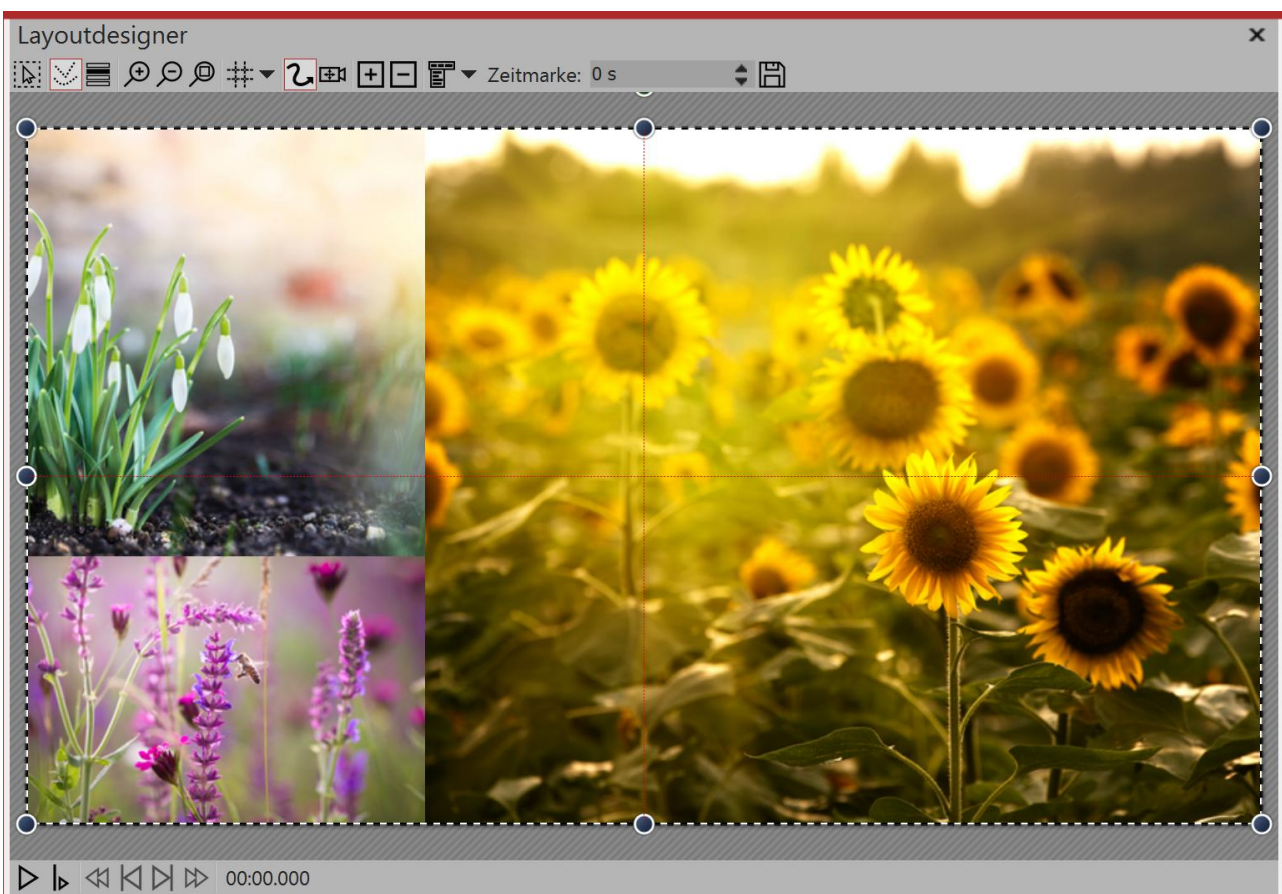


Arrange pictures underneath each other

So long as the images are arranged underneath each other in the *Timeline*, they will appear consecutively. The special attraction of the *photo collage* however, is that the images are displayed at the same time and, in this way, are combined to form a new piece.

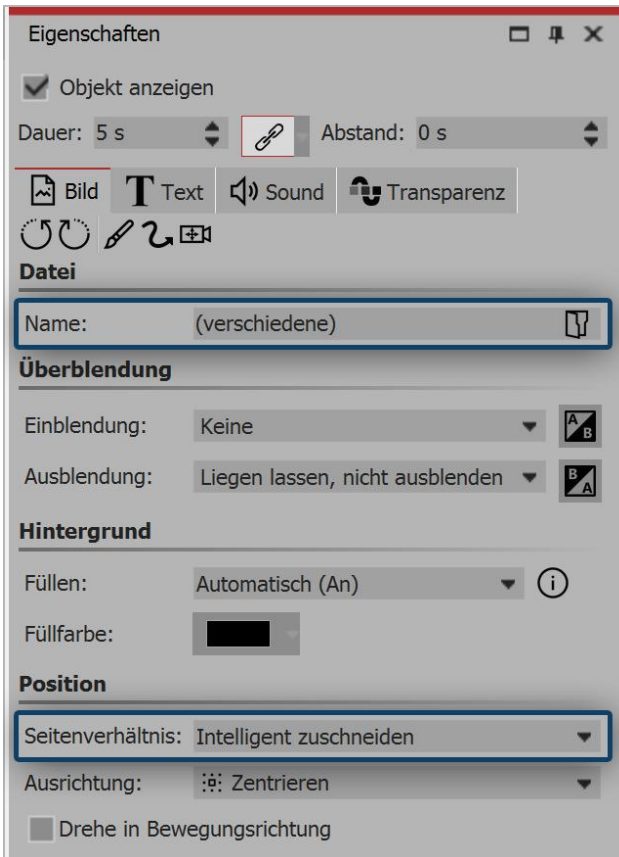
To ensure that the images appear at the same time in the *photo collage*, arrange them one on top of the other. You will see on the *Timeline* above, at what time and for how long the pictures will be shown.

If you would like the images to be displayed in a time-delayed fashion, arrange the images in a tiered manner on top of each other.



This is how the effect might look.

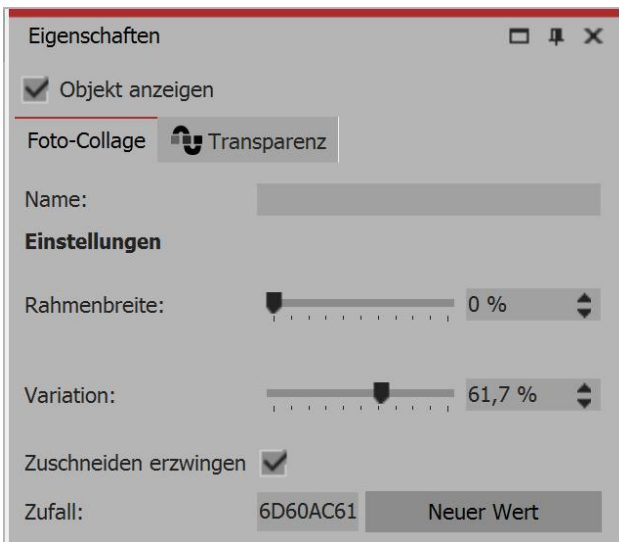
4. Adjusting the image properties



Should the images appear at the same time in the *photo collage* it is advisable either to select the same fading in for all images, or to dispense entirely with fading in. Select all the images that are located in the *photo collage* by holding down the **CTRL** key while clicking on each image. Now go to the properties window and, under fading in, select either *none* or a specific fading in which will apply to all images.

Under *position* you can now define the aspect ratio for all images. Select here *intelligent cropping*, if you would like the faces to be taken into account during cropping.

5. Details for photo collage



Settings for the photo collage

If the entire *photo collage* is selected, you can specify more details for them in the *properties* window.

Frame width - size of the spacing between the images. If you do not want any spacing, enter 0 as a value.

Variation - the variation indicates how strongly differentiated the subdivisions should be. A value of 0% exactly halves the areas. A higher value creates wilder compilations.

Enforced cropping - this option makes it possible to present the images in the *photo collage* without gaps. Each image is automatically cropped so that it fits perfectly into the *photo collage*.

Random - the structure of the collage is different each time it is displayed. If you want to retain the displayed arrangement, you will need to insert a code by the *value* switch before you play the photo collage. This code is a kind of "DNA" of the photo collage, which

can be passed on and ensures a photo collage always retains the same output properties.

15.4 Animator

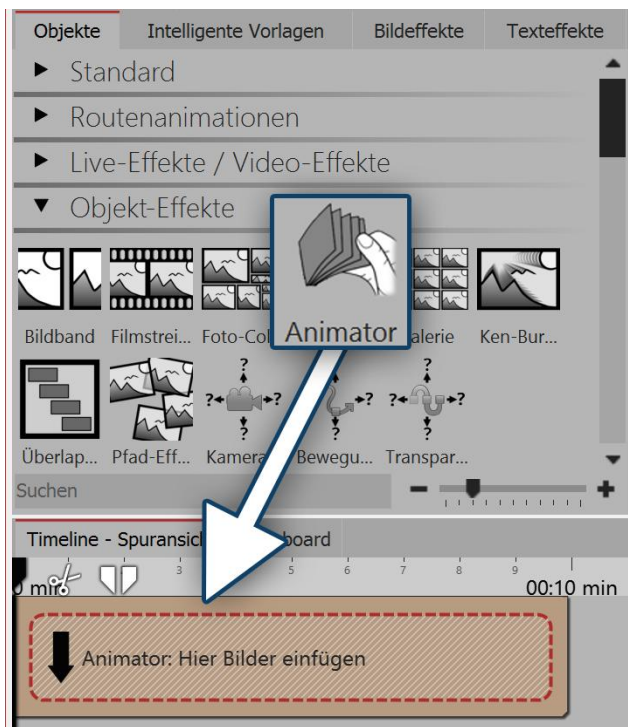


Animator

You can find the *Animator* effect in the *Toolbox* below the tab *Objects* in the section *Object effects*.

With the help of the *Animator* you can add animations which consist of several individual graphics. The movement of one individual graphic to another can be done so quickly that a fluid motion can be simulated. The movement between graphics can be repeated as often as desired, but the graphics need only be inserted once.

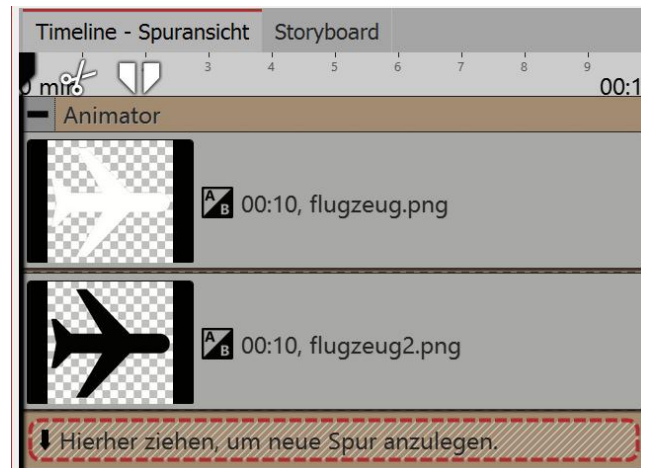
1. Create animation



Insert Animator

Drag the *Animator* effect from the *Toolbox* into the *Timeline*. In the *Timeline* you will now see a yellow box. You insert your images here. Get the images, for example above the *Files* tab into the *Timeline* or drag an *Image object* into the *Animator* Effect, in order to insert the images.

In *Animator* the images should only be placed one below the other.

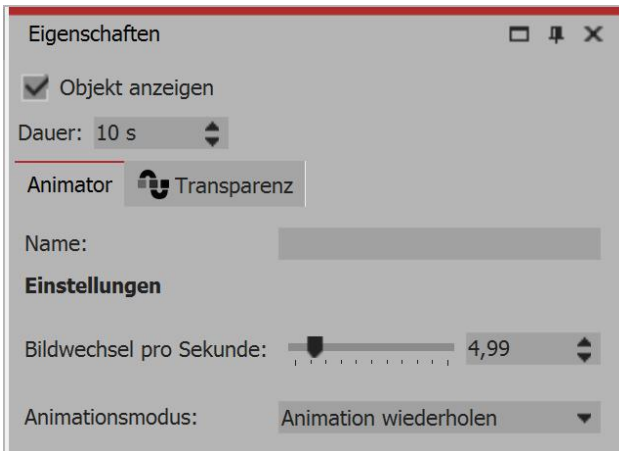


Filled Animator effect in the Timeline



Using Flexi-Collages within the animator, you can also arrange images side by side and alternate complex scenes.

2. Specify settings for Animator

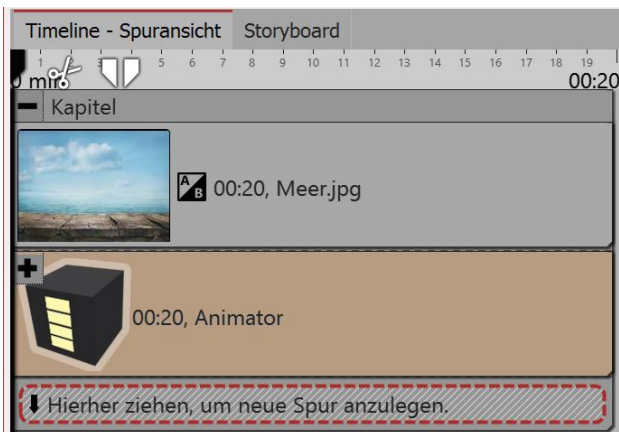


Settings for Animator

Once you have inserted the images, click the yellow frame of the *Animator* in the *Timeline*. In the *Properties* section you can now define the *Image change per second*. You can also choose between the *Animation modes*.

3. Example of use: Animate a bird with flapping wings

In this example you will learn how to get a bird to flap its wings over your presentation. You will need two graphics of a bird. The wings should be at a different angle in each picture. The background of the graphics should be transparent.

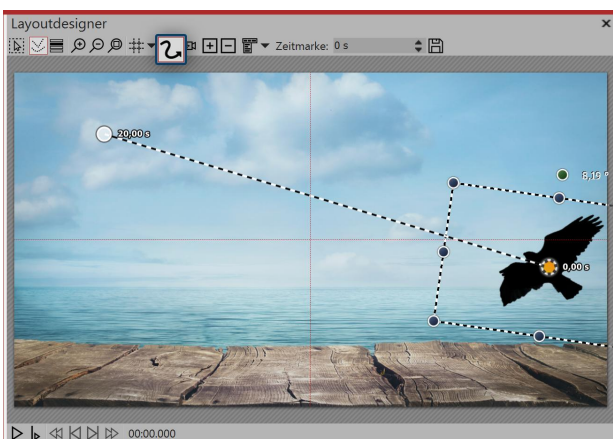


Animator in a chapter

Drag a *Chapter Object* from the *Toolbox* and into the *Timeline*. Insert an *Image Object* into the chapter and choose a graphic that will serve as a background.

Insert the *Animator Effect* into the second track of the chapter, dragging the effect onto the words "*Drag here to create a new track*". Now add the two graphics to the *Animator Effect*. In the *Properties* box make sure that for both graphics the option *Fill* under *Background* is set to *Off*.

Now click on the yellow frame of the effect, so that the overall effect is highlighted. Now, with the help of a [motion path](#) you can let the animated bird "fly" across your screen. Set a minimum of two *Motion Marks* (see screen shot below).



Create a path of motion on the Layout Designer

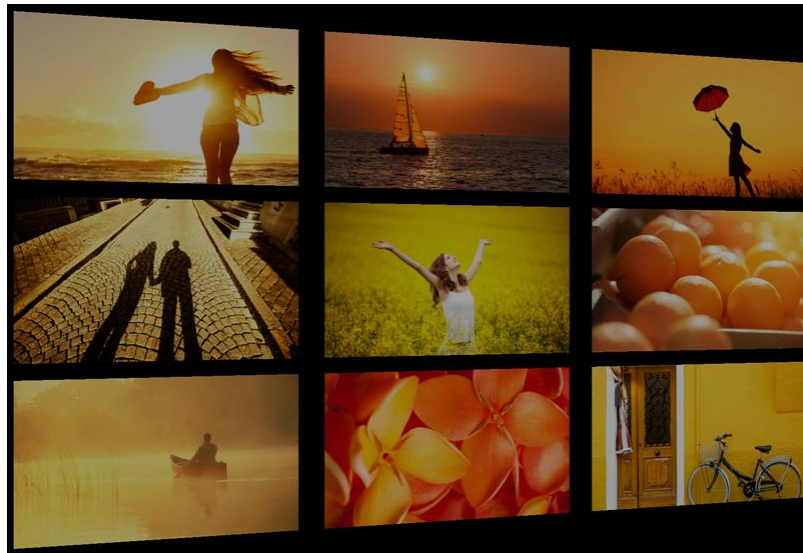
15.5 Gallery



Gallery

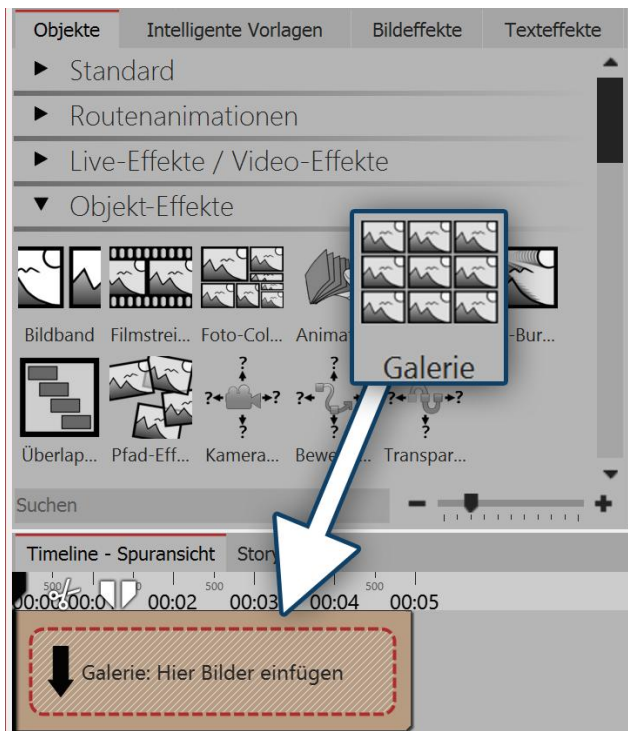
You can find the *gallery effect* in the *Toolbox* below the tab *objects* in the section *object effects*.

With the help of the *gallery* you can arrange images, videos or texts in a regular grid.



Gallery effect in combination with the transition "tilting"

1. Inserting the gallery effect



Inserting the gallery effect into the timeline

Drag the gallery from the *Toolbox* into the *Timeline*.

2. Adding images

To add images to the *gallery* drag an *image object* from the *Toolbox* into the *content* field, which is located inside the *gallery*. As you now select images, you can select several images at once by holding down **CTRL** and click on the desired photos. Select *open*, to insert the images. Alternatively you can use the image selection in the *File browser*. Drag the images from the *File browser* into the *content* area of the *gallery*.

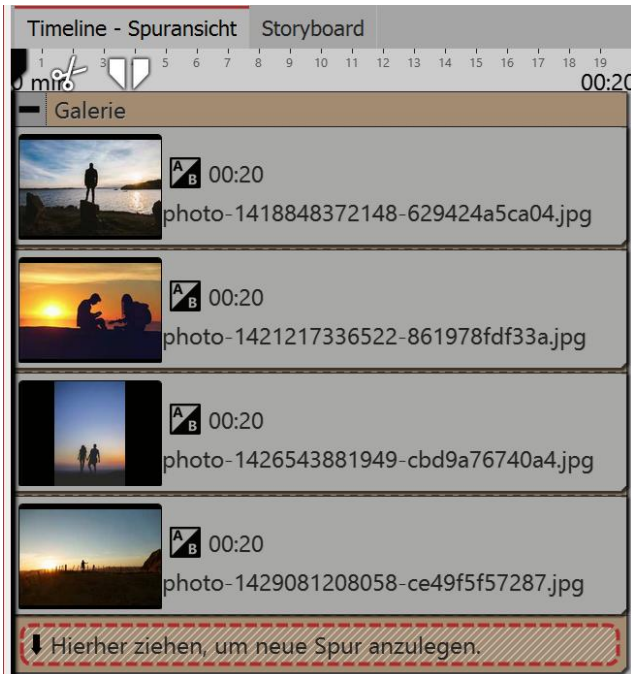
3. Adjusting images

So long as the images are arranged underneath each other in the *Timeline*, they will appear consecutively. To ensure that the images appear at the same time in the *gallery*, arrange them one on top of the other.



If you have inserted multiple images at once, they are probably all still marked as simultaneous and cannot be moved separately.

Click on a single object, to deselect.

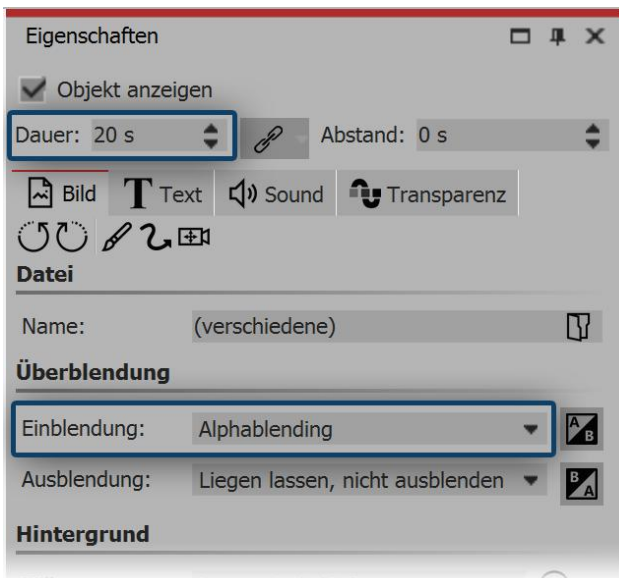


Objects must be placed one below the other.

You will see on the time scale above, at what time and for how long the pictures will be shown. If you would like the images to be displayed in a time-delayed fashion, arrange the images on top of each other in a tiered manner.

Otherwise, you should always add the objects one on top of the other.

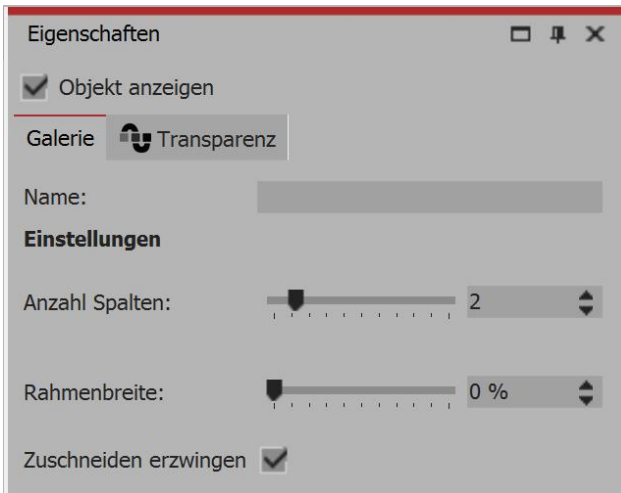
4. Adjusting properties



Settings for images within the gallery effect

Should the images appear at the same time in the *gallery* it is advisable either to select the same fade-in for all images, or to dispense entirely with fade-in. Select all the images that are located in the *gallery* by holding down the **CTRL** key while clicking on each image. Now go to the *properties* window and under *fade-in*, select either *none* or a specific fade-in which will apply to all images. Under *duration* enter a value of 10 seconds, so that the viewer has more time to view the *gallery*.

5. Settings for gallery



Settings for the gallery-effect

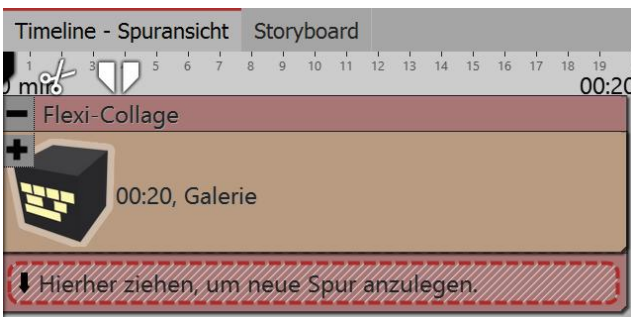
If the entire *gallery* is selected, you can specify more details for it in the *properties* window. Under *number of columns* specify the number of images to be displayed next to each other in a horizontal line. The *number of columns* will affect the size and position of the images included in the *gallery*.

To determine the *frame width* there is a ruler. With this, you specify how large the spacing should be between the images or if there is any at all. For a *gallery* with no borders, the ruler should be set to the 0.

You can use the option *enforced cropping* to display the images in the *gallery*, with no gaps. Each image is automatically cropped so that it fits perfectly into the *gallery*.

6. Animating the gallery (optional)

6.1 Inserting a Flexi-Collage

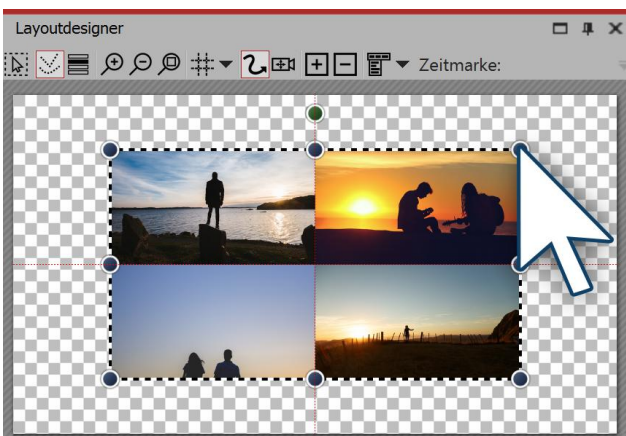


Flexi-collage with gallery

From the *Toolbox* drag the *Flexi-Collage* into the *Timeline*. Onto the *Flexi-Collage*, drag the entire *gallery*, which you have created using the instructions above.

The view should be similar to the example (below).

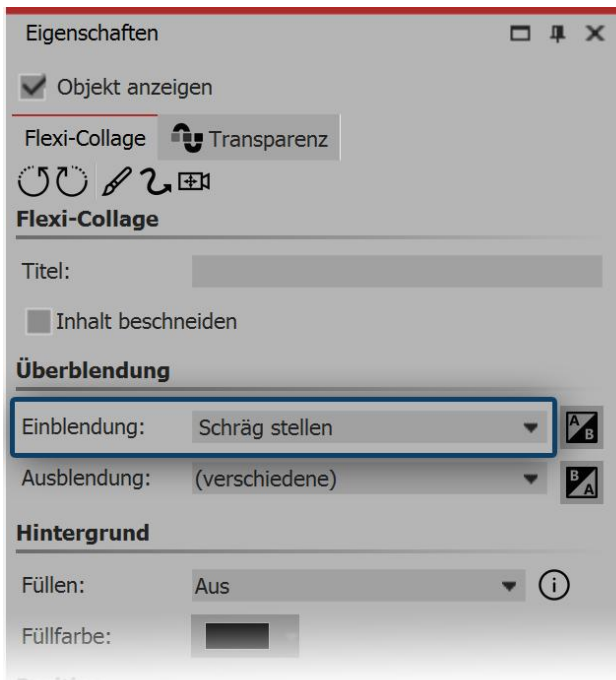
6.2 Making a Flexi-Collage smaller



Making a flexi-collage smaller in the layout designer

Click on the red border of the *Flexi-Collage object* and drag the collage smaller in the *Layout designer*.

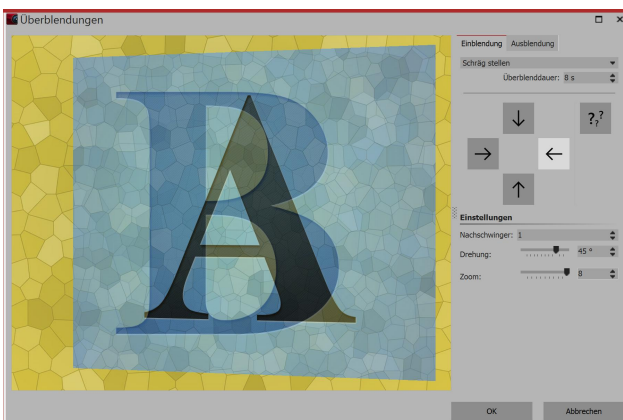
6.3 Selecting fade-in



Selecting fade-in

Select the *Flexi-Collage*. In the *properties* window, under fade-in, select the option *tilting*.

6.4 Customizing fade-in



Customizing fade-in

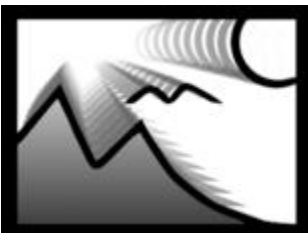
Now click on the button *customize (or A/B)*, which you will find next to the *fade-in* selection. This opens a dialog box where you can specify further details of the *fade-in*.

Apply the following settings:

- Under *duration of fade time* insert a value of 8 s.
- Click on the arrow pointing to the left.
- Under *oscillation*, insert a value of 1.
- Under *rotation* the value can remain 45°, under *zoom* enter 8.

Explore the result and make additional changes as necessary.

15.6 Ken Burns effect



Ken Burns effect

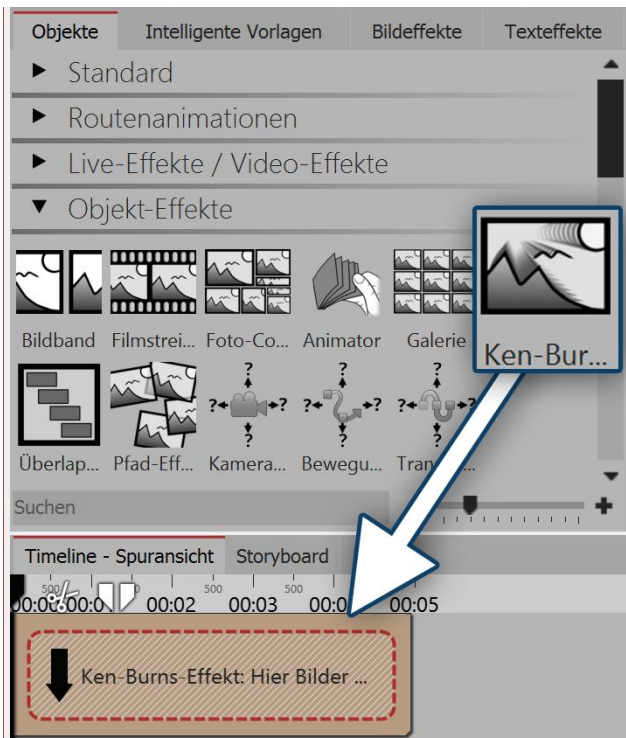
You can find the effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

The *Ken Burns effect* allows a slow zoom in or out of interesting areas of the image. It brings a motion to the image, which makes photos seem more alive and draws attention to details.

Follow to give these instructions quickly and easily lend any number of images the Ken Burns effect.

If you want to create the Ken Burns effect not automatically but manually, read the instructions in the chapter "[Manually creating Ken Burns](#)".

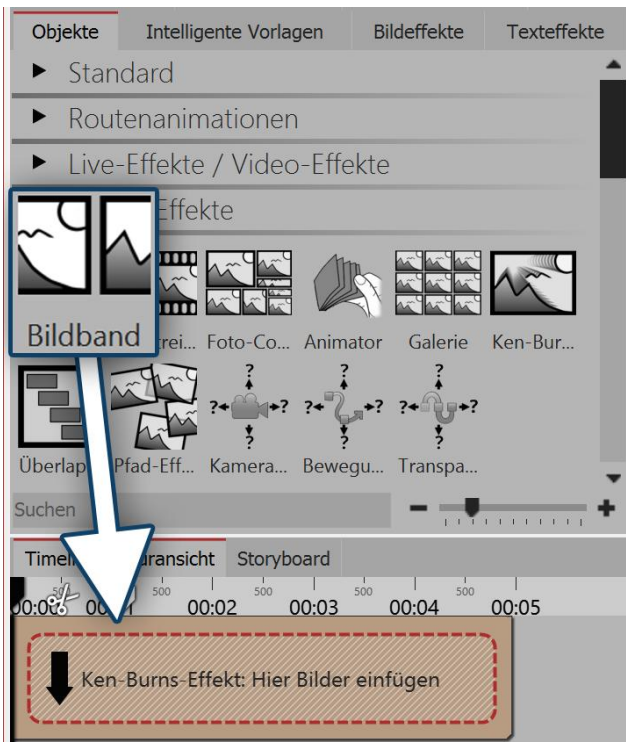
1. Inserting the effect



Dragging the effect from the toolbox into the timeline

Start with an empty project and drag the *Ken Burns* effect from the *Toolbox* into the *Timeline*. You can find the *Ken Burns* effect under the tab *objects* in the *object effects* area.

2. Adding images



Adding images

Now drag an *image object* into the effect. Select one or more images. You can also select the tab *files* and drag images from there into the effect.

3. Settings for the Ken Burns effect

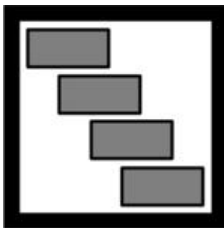
Click on the effect's yellow border in the *Timeline*. In the *properties* area (in the *standard view* right) you can now specify additional settings for the effect. If you have selected the entire *Ken Burns* effect, in the *properties* window, you will find various possibilities for settings:



Settings for Ken Burns effect

- Under *displacement according to* you can choose from varying directions how you would like the Ken Burns effect to move.
- Under *zoom direction* you can specify whether it will zoom in or out of the image.
- You can influence the *zoom strength* with a ruler or enter the value directly.
- If there is a check mark beside the option *overlapping*, this means that the images will overlap smoothly with each other.

15.7 Overlapping



Overlapping

You can find the *overlapping effect* in the *Toolbox* below the tab *objects* in the section *object effects*.

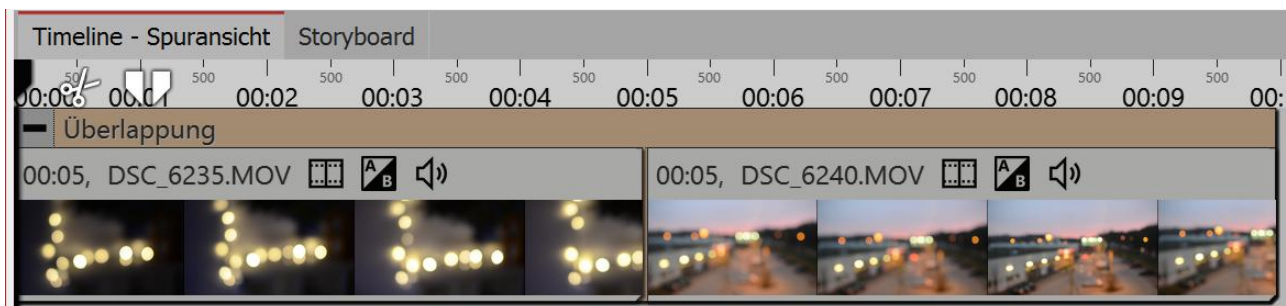
By using *overlapping* you can create a smooth transition from one image to the next.

1. Effect of overlapping effect

When you add images using the *overlapping* effect, the previous image or video remains in the background for a determined length of time. If you have selected a [transition](#) for the images or videos, you create, in this way, a transition from object 1 to object 2 without a background being seen in between or a video stopping short.

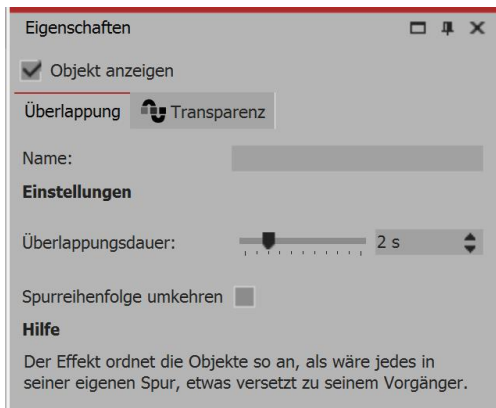
2. Using the effect

Drag the effect from the *Toolbox* into the *Timeline*. Drag your images into the empty field which has appeared. The images should always be arranged one after the other.



Overlapping in the timeline

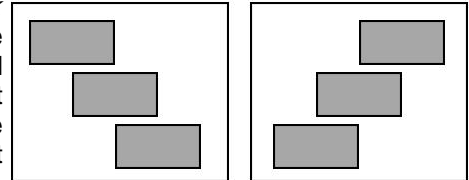
3. Settings for the effect



Settings for overlapping

In the *settings* area you can set the *overlap duration* and *reverse the track order*. The *overlap duration* indicates how long any given picture remains in the background.

If *reversing the track order* is enabled, the images are arranged internally in a different order (see image below). This will affect the appearance of the *overlap*. The next



Normal track order

Reversing the track order

picture or video is displayed after the first picture or video. This is noticeable only when the first image or video does not fill the full screen area. If the entire image area is filled, the next picture or video will no longer be smoothly

displayed.

15.8 Path effect



Path effect

You can find the path effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

The inserted images are arranged in order along a path you have prescribed.

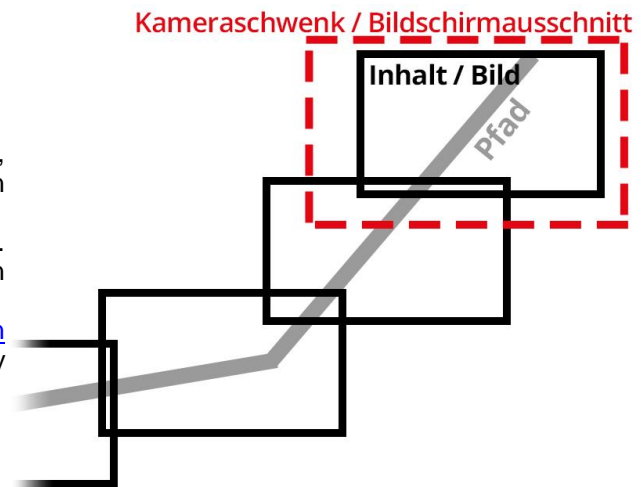
1. Effect of the path effect

Inserted images are automatically arranged along a path which you have created. When you play the effect, there will be a *camera pan* over the inserted images.

In the above example, you can see a *motion path*, which starts at the top right, runs down and then bends to the left.

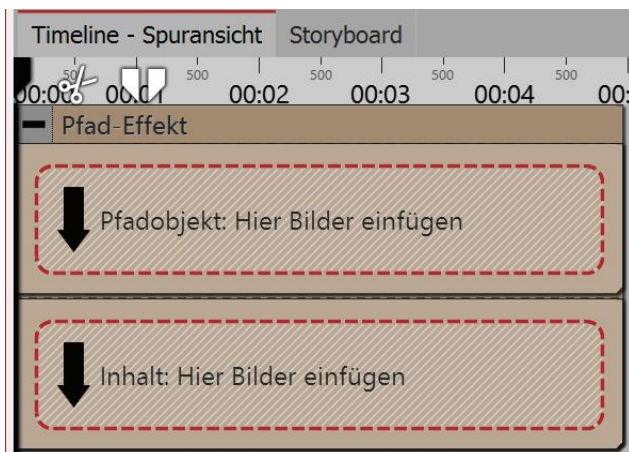
The inserted images will be placed along the path. The distances between the images are dependent on the path, the number and width of the images.

The path can also be located in the [non-visible portion](#) of the *Layout designer*. This means that an extremely extensive array of images is possible.



Camera pan across images on a path

2. Application of the path effect



icon.

Drag the path effect from the *Toolbox* into the *Timeline*.

Here the effect has two areas: *path object* and *content*.

2.1. Creating a path

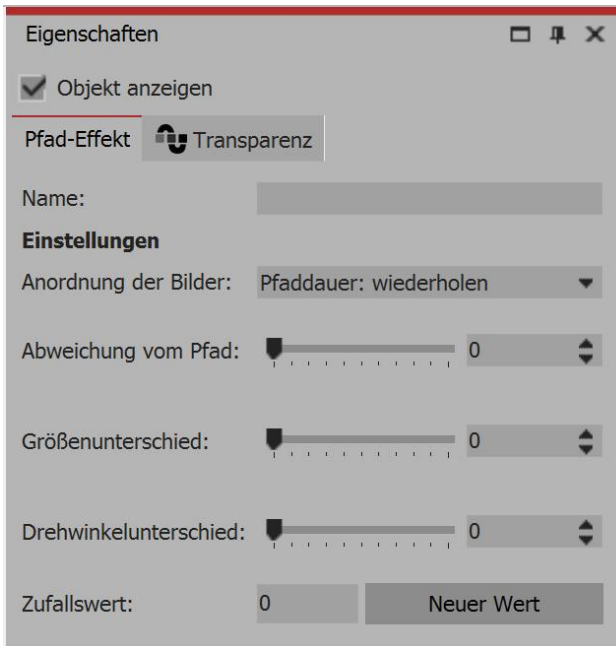
Drag any image you want to use to create the path into the *path object*. The image is not displayed, and only serves to create a motion path.

Creating the path with the help of the image. The individual motion markers can also be found in the non-visible portion of the *Layout designer*. So that you can better use this area, shrink the view in the *Layout designer* with the minus magnifying glass

2.2. Inserting content

Drag the images or videos that should be on the path into the *content* area. You can arrange the images here underneath one another to ensure that they are shown at the same time. If the images are arranged one after another, the previous images will fade out after the display time.

3. Settings for the path effect



Properties of the path effect

Difference in the angle of rotation

Specifies how far the objects may be rotated.

Image order

The images are arranged around the path. The duration of the path is determined by its motion markers. This duration need not correspond to the duration of the path effect. In the case that there is a lack of correspondence, it can be controlled with this option.

Duration of path: repeating - the path is repeated. If the paths is, for example, a circle, the path effect will make more revolutions.

Duration of path: scaling - the path will aligned precisely with the duration of the path effect.

Length of path - the path effect will run for only as long as the length of the path.

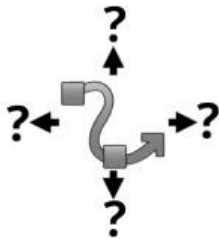
Deviation from the path

Specifies how far the objects may be placed on the display away from the predetermined path.

Difference in size

Specifies the allowed difference in size between the objects.

15.9 Motion path wobbling

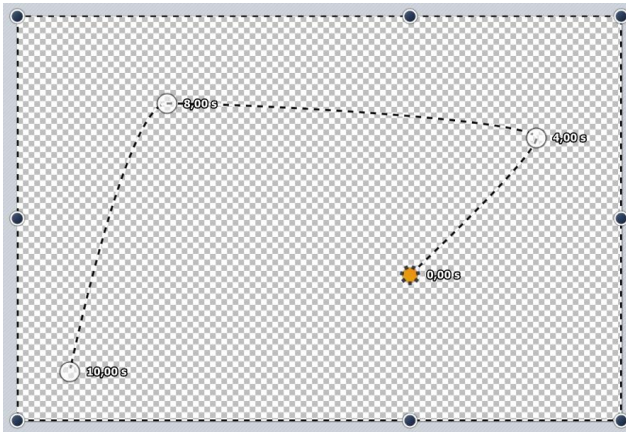


Motion path wobbling

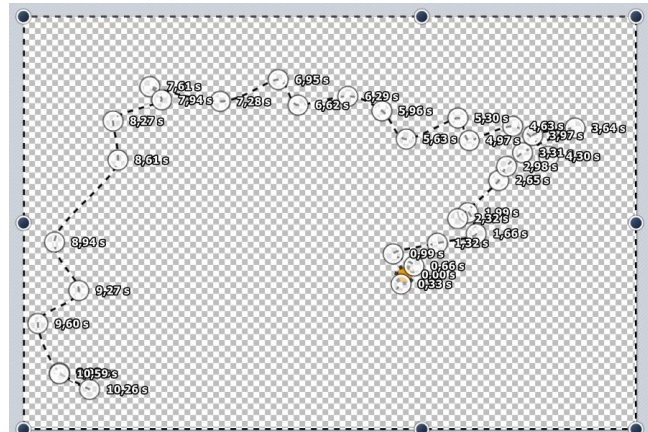
You can find the effect in the *Toolbox* below the tab *Objects* in the *Object effects* section.

With the help of the effect *Motion path wobbling* the position of an object on its *motion path* can be periodically changed.

1. How the motion path wobbling functions



A simple path of motion

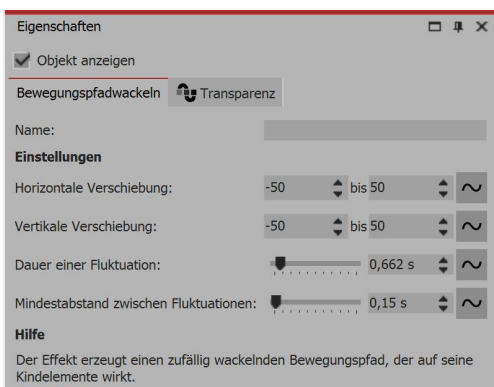


Path of motion after the application of the effect

The *motion path*, which is assigned to the *Motion path wobbling effect* is manipulated. How much and how often depends on the settings.

In any case, no *motion path* is also a *motion path* namely one with a single point in the center of the screen. This is then also blurred accordingly.

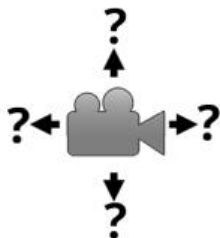
2. Properties of the motion path wobbling



Via the *horizontal displacement* you determine the amount the deviation from the original path to the left (negative value) or right (positive value) should be. The *vertical displacement* determines the deviation upwards or downwards. The actual displacement is a random value between the two limits.

The distance of the deviation away from the original path determines the *duration of a fluctuation*. If the movement is to be relatively small, with the *minimum distance between fluctuations* you can create a pause between the wobbles.

15.10 Camera wobbling

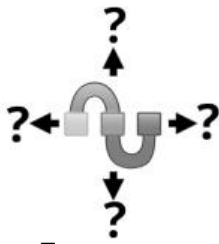


Camera wobbling

You can find the effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

The *camera wobbling* functions in the same way as the [motion path wobbling](#) and has the same settings options. The difference with the *motion path wobbling* is that here it is not the motion path, rather the *camera panning* that is modified.

15.11 Transparency fluctuation

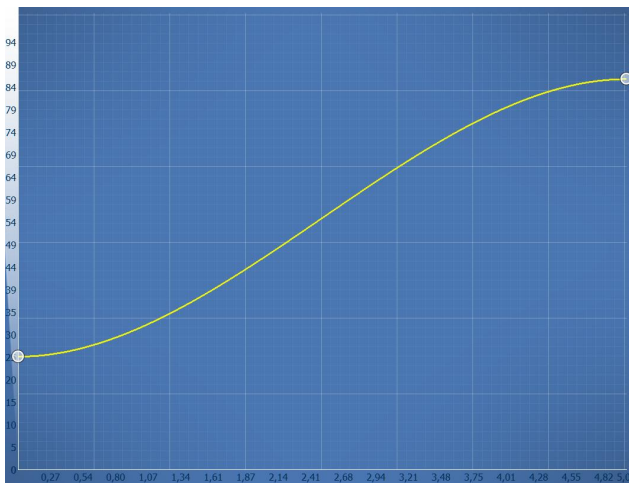


Transparency fluctuation

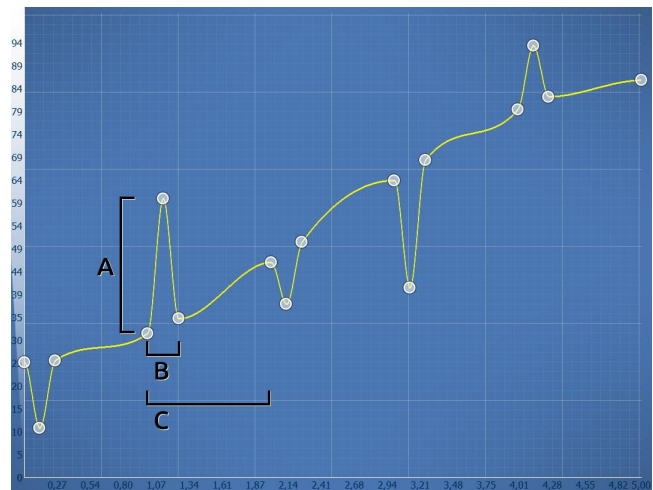
You can find the effect in the *Toolbox* below the tab *objects*, in the *object effects* section.

With help from the *transparency fluctuation* the opacity of an object can be periodically adjusted.

1. How the transparency fluctuation works



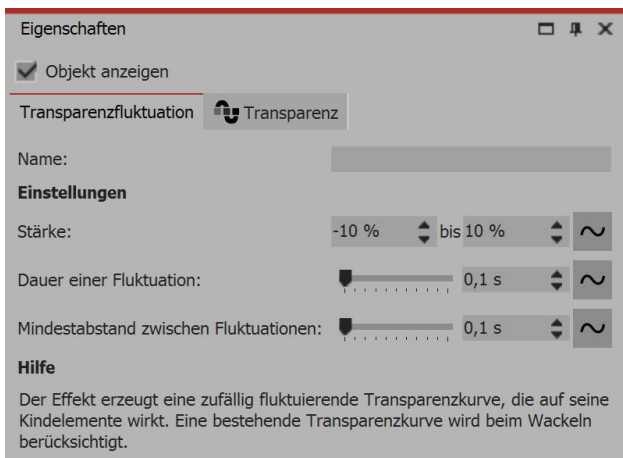
Original transparency curve



Transparency curve after the application of the transparency fluctuation

The [transparency curve](#) of the *transparency fluctuation* acts like [Flexi-Collage](#) on all of its child elements. I.e. The effect only achieves an effect if you insert additional elements. The transparency curve can be automatically varied via the settings, as this could be a very laborious process if done by hand.

2. Transparency curve properties



Settings for the transparency curve

the right of the numeric input.

Strength (A) specifies to what extent the transparency curve may be altered. A positive value adjusts upwards (opacity will be increased), a negative downwards (opacity will be reduced). In order to make adjustments in both directions, change the input field to "Range" and type e.g. -20% to +20%.

Duration of fluctuation (B) determines how long the adjusted transparency remains until it returns to its initial state.

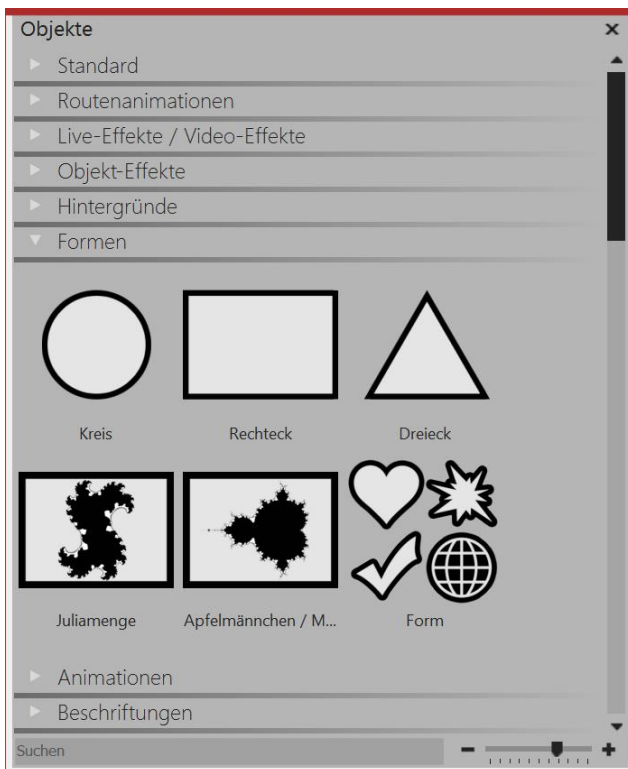
Minimum distance between fluctuations (C) indicates the time period which must exist between two fluctuations.

All values may each be fixed or can be determined at random. To change the mode, click on the button to

2. Example of use:

Imagine the projection of an old movie with a rear light projector, which still flickers nostalgically. To simulate this flickering, using the transparency fluctuation, you can set a white color area flickering over your pictures or videos. The *transparency fluctuation* can also be found within the "[old film](#)" effect in the *Toolbox*.

16 Using shapes



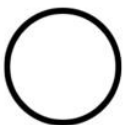
Shapes in the toolbox

You can find the *forms* in the *Toolbox* via the tab *objects*.

16.1 Circle, triangle, rectangle



Under *file / open / sample project* you will find two projects where shapes have been used. You can find the sample project under the title "Mask with particle" and "Quote with image".

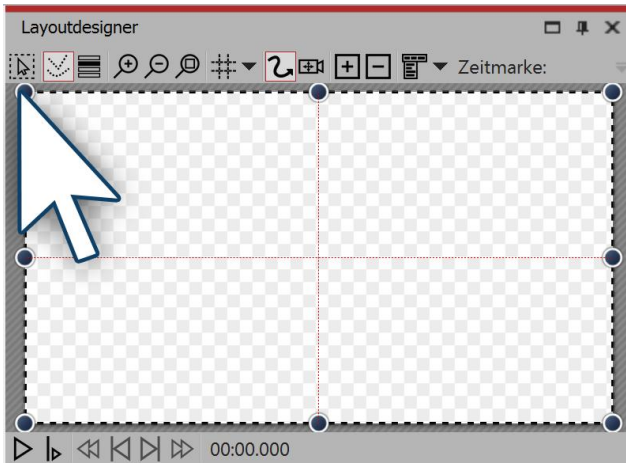


Simple shapes

You can find the shapes in the *Toolbox* below the tab *objects*, in the *shapes* section.

The shapes can be combined with each other to use in the design and also as a mask in the [masks effect](#). Color, size and the soft edge can be adjusted individually. This gives you a flexible tool for many applications.

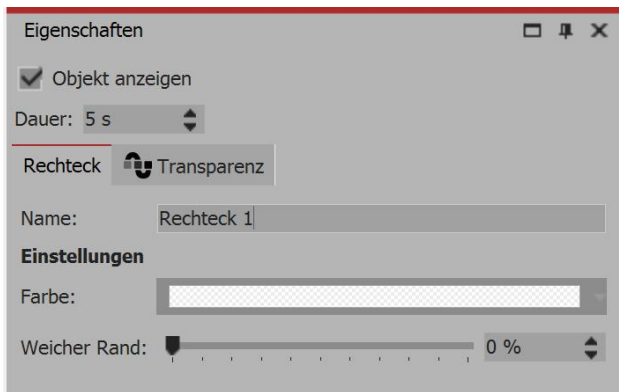
1. Inserting the shape and scaling



Rectangle in the layout designer

After first inserting this shape, it is usually partially transparent and white. As it is fairly large, it is also often necessary to make the shape smaller. You can do this with the drag points which are located at the corners of the object's borders.

2. Settings for shape



Settings for rectangle

In the *properties* window, you can enter a name for each shape. This is useful if you assign a motion path to the shapes and need a better overview of the shapes in the [manual input](#).

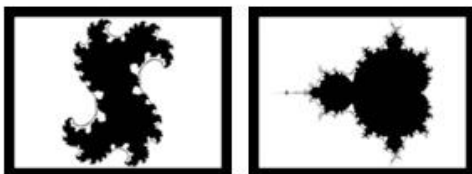
You can specify the color of the form here.

In addition, the shape can have a soft edge. In Stages it is possible for the softness of the edge to vary over time, if you set this via the graph icon.

16.2 Fractal structures



You can find a finished project here - *file / open / sample project* which the fractal is animated and set as a background. You can also copy the example project and insert it into your project. There you will be able to change the text. The sample project can be found under the title "Animated fractal". Although the fractals can be animated only in AquaSoft Stages, you can still view it in DiaShow 10.

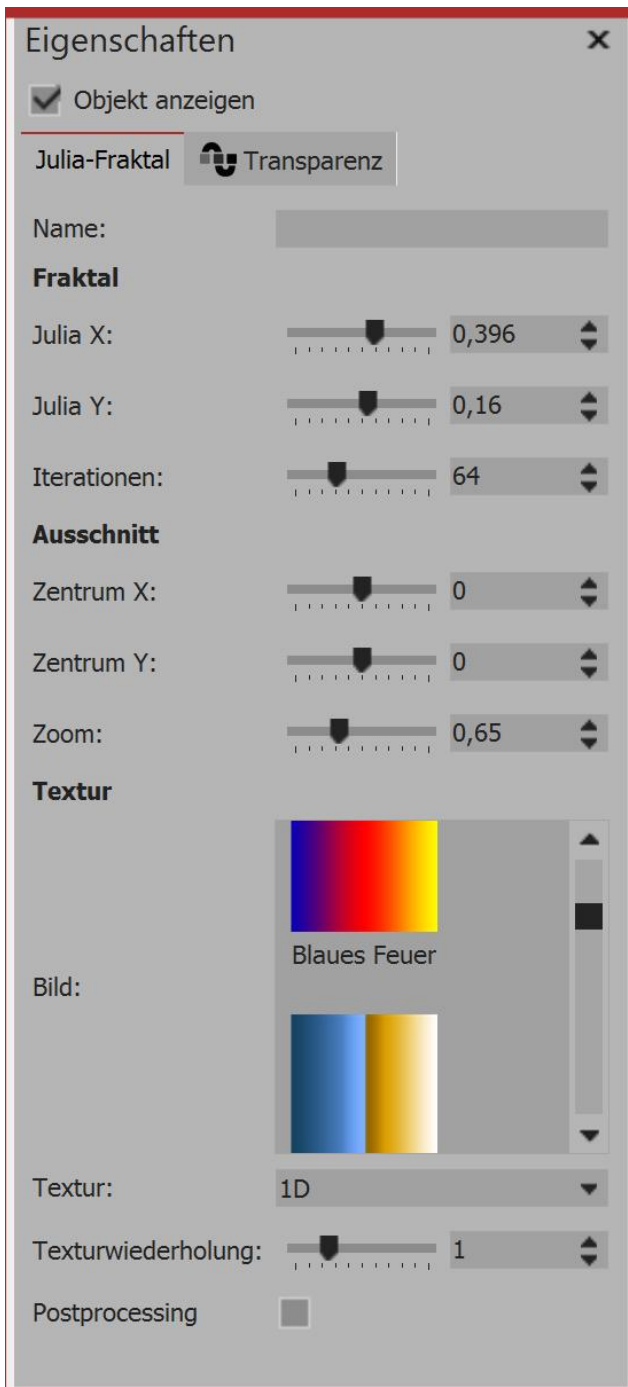


Fractals

You can find the *Julia set* fractals and *small figure* in the *Toolbox* via the *objectstab*, in the *shapes* section.

To insert a fractal, drag it into the Timeline. In the *properties* section, enter all the settings that make up the appearance of the fractal.

Properties for fractal (Julia set)



Properties for Julia set

In the *properties* area, first of all in the *texture* section, select a color gradient.

You can also choose your own pictures if you click on *own image*.

After selection, you will see the preview directly in the Layout designer.

In the *fractal* section now use the ruler to carefully adjust the appearance of the fractal. Even the smallest changes can - depending on the area - have a major impact.

In the section *segment* you can determine which area of the fractal to display.

In the section *texture* you can select further display options. The setting *1D* is useful for gradients, whereas the *2D* setting works well for photos.

Under *text repetition* you can specify how detailed the fractal appears.

16.3 Special shapes

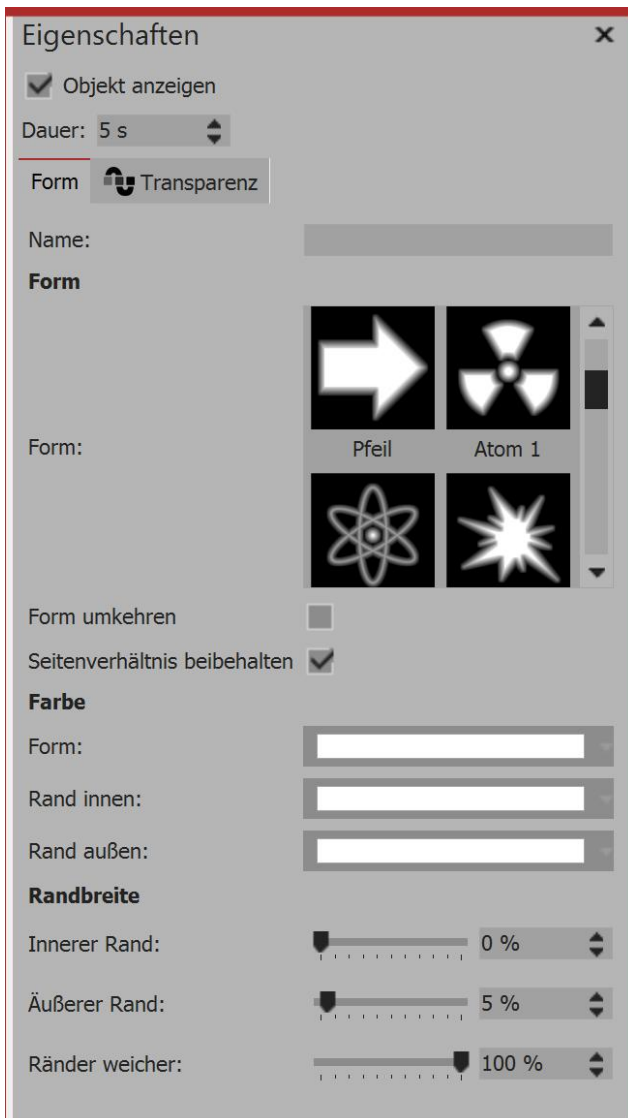


Special shapes

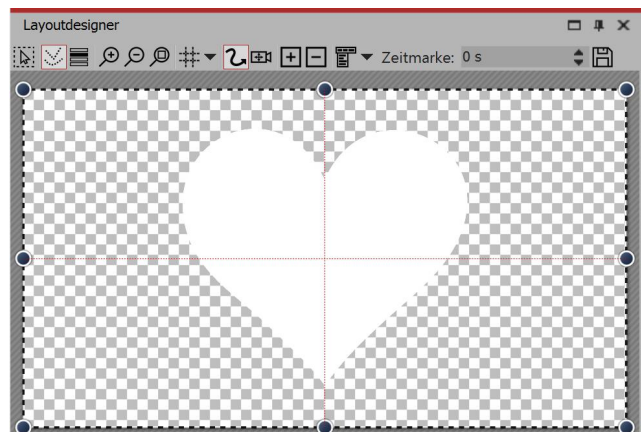
You can find the shapes in the *Toolbox* below the tab *objects*, in the *shapes* section.

The shapes can be combined with each other to use in the design and also as a mask in the [masks effect](#). Color, size and the soft edge can be adjusted individually. This gives you a flexible tool for many applications. The forms retain a high quality even at extreme zoom.

1. Inserting the shape and selecting the type



Settings for special shape



Special shape in the layout designer

After first inserting this shape, it is usually white and unscaled.

First select a shape in *properties*.

2. Settings for shape

In the *properties* window, you can enter a name for each shape. This is useful if you assign a motion path to the shapes and need a better overview of the shapes in the [manual input](#).

Here you can specify the color of the shape.

You can also specify the color of the inner and outer rim.

You can also define the width of the borders. If you prefer to have no border, you can enter a value of 0% in the box.

In addition, the shape can have a soft edge. In Stages it is possible for the softness of the edge to vary over time, if you set this via the graph icon.

17 Assigning and creating image effects

17.1 Image effects

With AquaSoft Stages you can also apply image effects, such as frames, color filters or masks to your images. The image effects can be found in the *Toolbox* under the tab *objects*.

1. Image effects in the Toolbox



Image effects in the toolbox

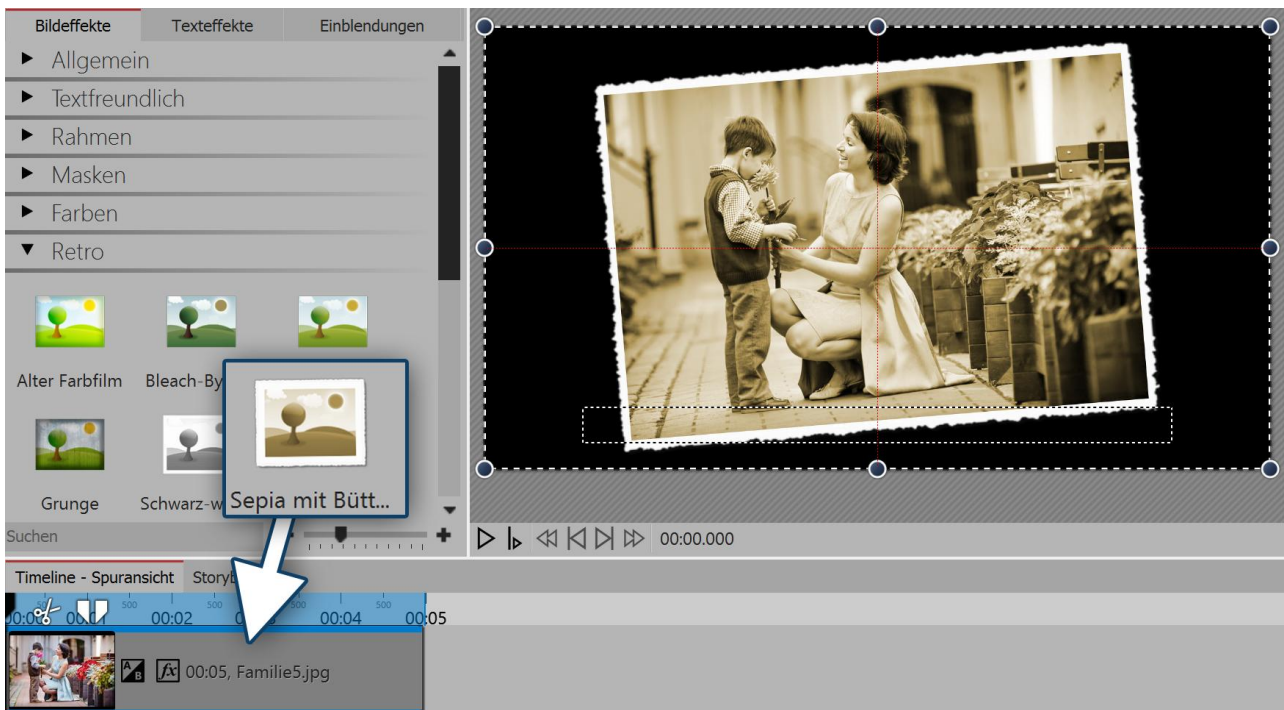
The *image effects* are divided into several categories:

- *General*
- *Text friendly* (can be applied to text objects and captions)
- *Frame*
- *Masks*
- *Colorize*
- *Retro*
- *Custom image effects*

The arrow icon, which is located in front of the category name, you can open and close each category.

2. Using the image effects in the Layout designer or the Timeline

Drag the *image effect* onto the small preview in the *Timeline*.



Adding image effects

3. Applying image effects via the context menu

Anwenden

Symbole vergrößern

Symbole verkleinern

Select the option "apply"

If you wish to apply an *image effect* to multiple, or all images, mark the relevant images in this way.

All images: **CTRL + A**

Specific images: **CTRL + MOUSE CLICK** on the image.

Select the *image effect* with the left mouse button and then click with the right mouse button to bring up the context menu. Select *apply*. The selected *image effect* applies to all selected images.

4. Removing image effects



If you wish to remove an *image effect* again, in the *image effects* in the *general* category, you will find the *remove image effects* object.

Drag this from the *Toolbox* onto the image in the *Timeline*, from which you wish to remove the *image effect*.

Bildeffekte entfernen



You can create custom visual effects. For this there is the *effect editor*. In the chapter "[Functions in the image editor](#)" you can get to know the *effect editor*.

17.2 Functions in the image editor

1. Tools in the image editor

Use the right mouse button to click on an image and select the option *edit image*. This opens the image editor. With the available tools, here you can, for example,

- rotate and crop images.
- flip images
- improve the image exposure
- correct color or color the picture



None of the editing functions change your original image.

The changes take effect only within the project on the representation of the image.



For a better understanding of the effect editor, please read the [blog post "How to create a mirroring effect"](#).

(Link URL: aquasoft.de/go/zxae)

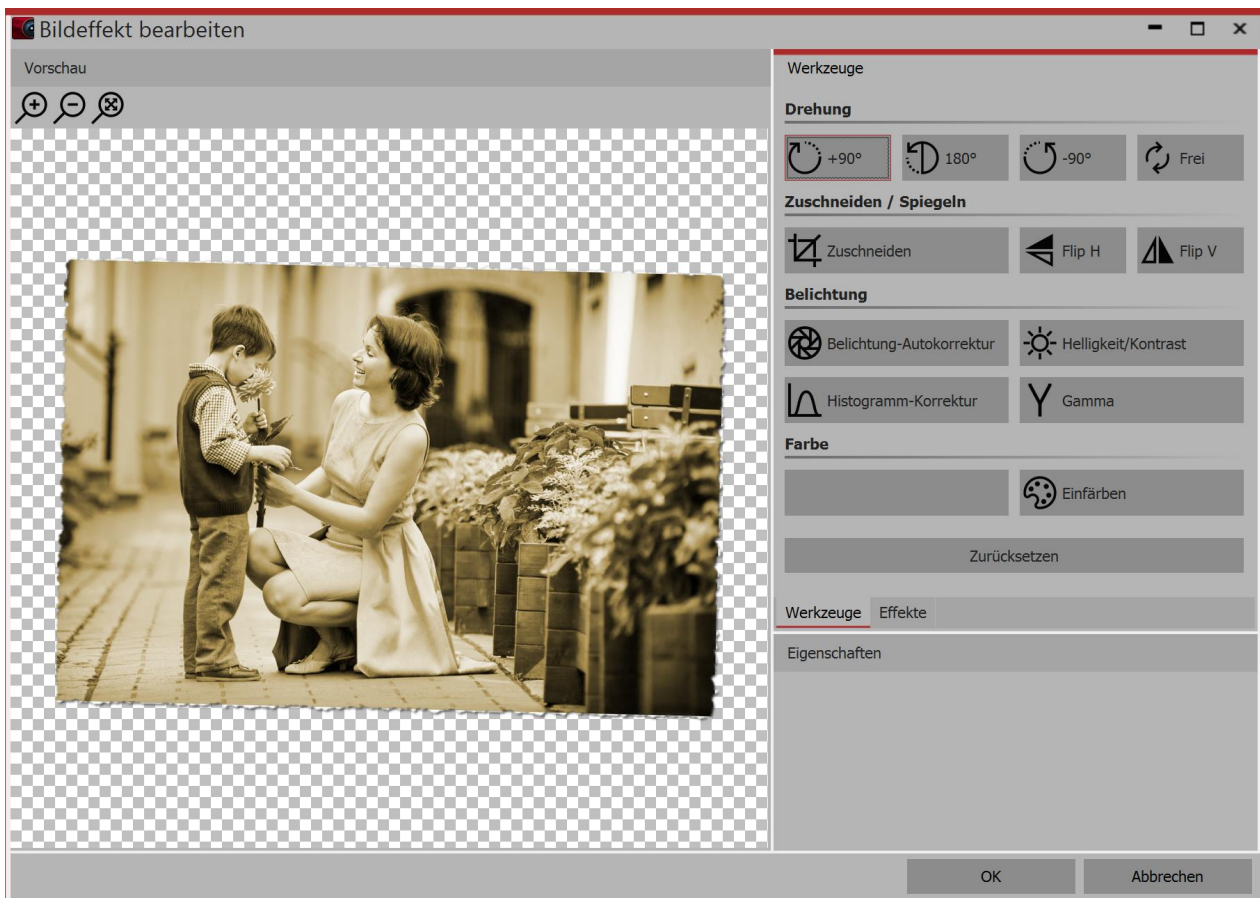


Image editor

2. Effects in the image editor

Next to the *tools* tab, there is also an *effects* tab. It is on the left in the middle.

Using the plus icon you can add effects to a picture, for which you can find more settings in the *properties* window.

Here you can, among other things

- blur or sharpen the image
- insert a shadow
- add transparency
- insert a border

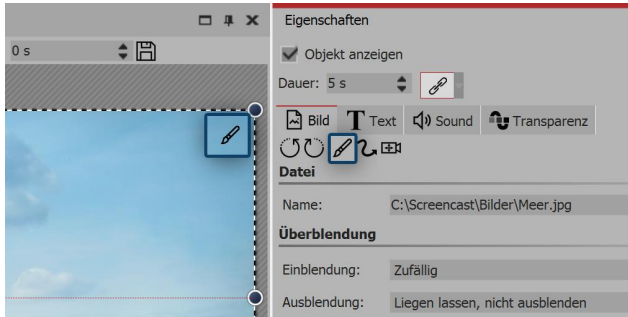
Effects can also be nested into each other and combined, so that the possibilities for creating new visual effects increases enormously.

In AquaSoft Stages it is possible to edit images, without altering the original files. From simple image enhancements to elaborate effects, you have many design options.

17.3 “Nostalgia” image effect

In this example, you will learn how to create a nostalgic effect in your image by using the *image editor*.

1. Open image in image editor



Editing the image

There are several ways to open the image in the *image editor*:

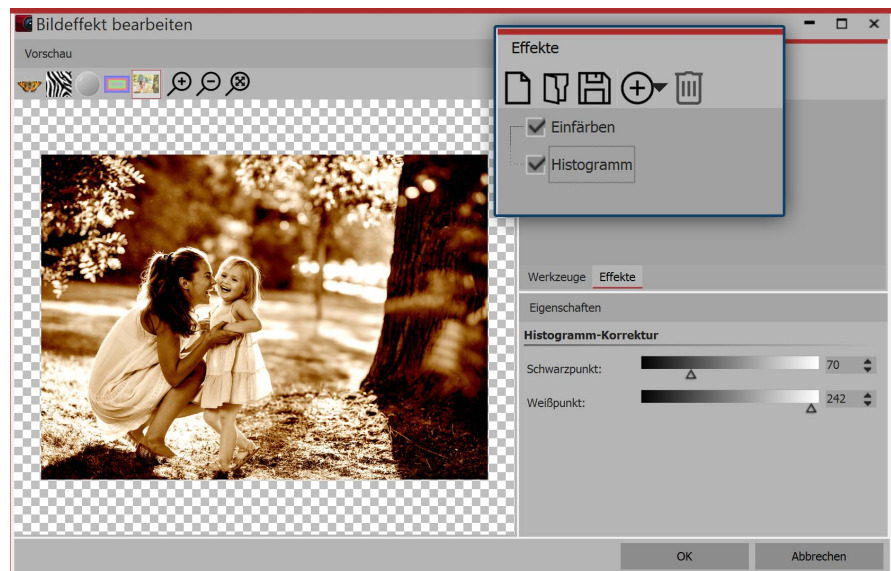
- click on the paintbrush icon located in the top right corner of the image in the *Layout designer*
- Or click on the paintbrush icon that is located in the *properties window*
- or right click on the image in the *Timeline* and select *edit image*

2. Inserting effects

After opening the *image editor*, select the *effects* tab. Now, via the plus icon, add the effects *color in* and *histogram*.

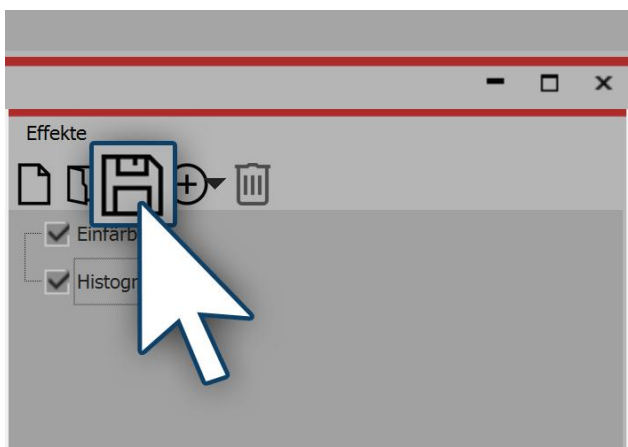
Under *color in*, activate the option *color* and select a suitable color.

Under *histogram* you can change the *black point* and the *white point*.



Effects in the image editor

3. Saving image effect



Saving image effect

You can save the image effect you have just created for future use. Click on the save icon, and enter a name for the image effect. It will then appear in the *Toolbox* under *image effects / custom image effects*.



Left - without image effect (original), right - with image effect

18 Creating particle effects



You can find a finished project here - *file / open / sample project* in which particles can be found. It is called "Mask with particles"

All the basics of the possible settings of the particle effect can be found in the chapter "[Particles](#)".

18.1 Basic particle effect

1. Inserting particles and selecting a file



Inserting particle object into a new track

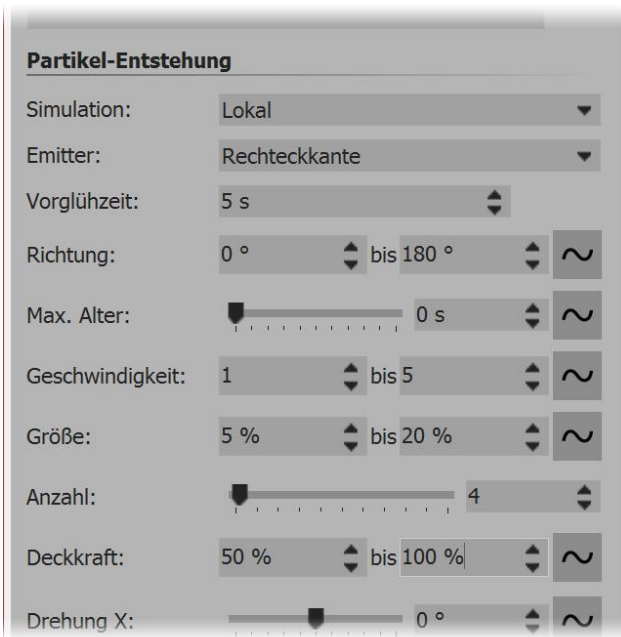
First of all insert a *chapter object* into which you can then insert your pictures or videos.

The *particle object* should lie above the content. Drag the *particle object* into the track beneath your images.

After positioning the *particle object* you will be prompted to select a file. Here you select a graphic that is well suited as a particle. Make sure that it is a PNG graphic with a transparent background.

After selecting the graphic, you can set the duration of the particle object.

2. Settings for particle object



First settings for particle object

In the *settings* area there are many possibilities for the *particle object* which, in differing combinations, can create different effects.

We are confining ourselves initially, in this example, to the simplest settings.

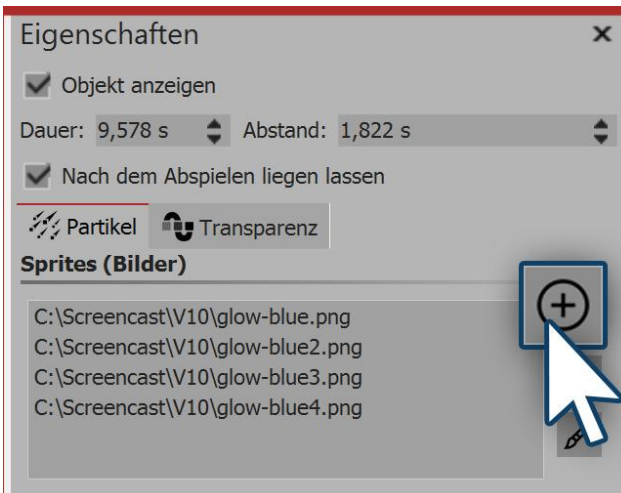
When you click on the curve icon next to the value input, you can select the option *value range*.

Select this option in the settings for *direction*, *speed*, *size* and *opacity*. Then input the value that you see in the image on the left. You will immediately see the effect of your settings in the Layout designer. Change the values so that it fits your desired effect.

18.2 Sprite animation

With help from the *sprite animation*, individual particles can be assigned to changing graphics. The single graphics perform exactly the movement which is dictated by the settings in the particle object. So a particle changes the individual frame, as it moves.

1. Insert multiple graphics



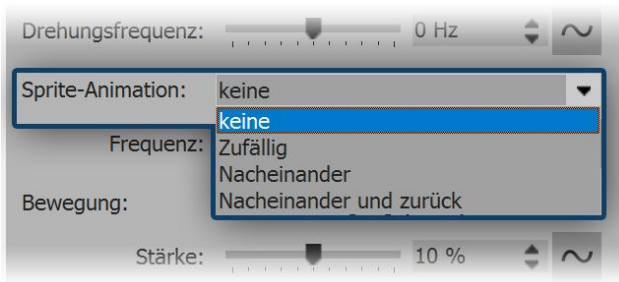
Insert further graphics

Once you have performed all the steps in the chapter "[simple particle effect](#)", go into the settings for the particle object.

There, in the upper area above the plus icon, you can add further images.

The frames should be well coordinated.

2. Activating sprite animation

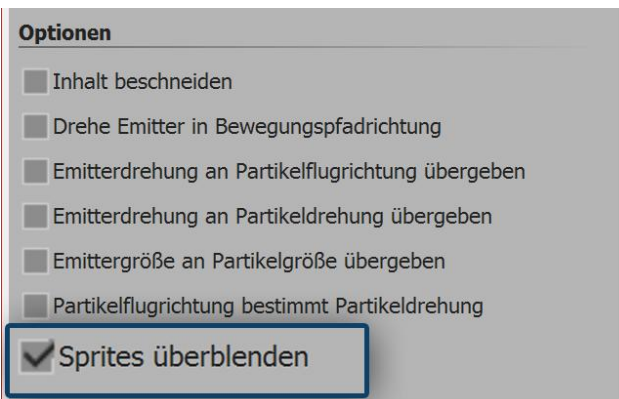


Options for sprite animation

In the *settings* window, in the *sprite animation* section, you have several options available.

If you have created the frames for the animation to play sequentially, select *successively* or *successively and back*.

3. Smooth transition for individual pictures



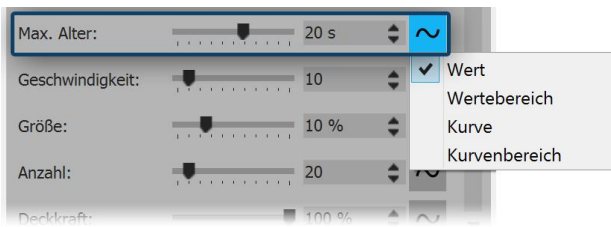
Crossfading sprites

In the lowest part of the *settings* window, there are further options. There you will find the option *crossfading sprites*.

Enable this option if you want to have smooth transitions between frames.

18.3 Change over lifetime

A particle may change over its lifetime. It can become larger or smaller, faster or slower, transparent or tight - other settings and settings in combination with one another are possible.



Defining life duration

1. Defining life duration

In the *properties* window, first set what the maximum age of a particle should be. You can enter a simple value, but a range of values and setting via curves is also possible.

Setting this value is the basis for all other settings that control the behavior over the lifetime. If this value is not set, all settings in terms of life have no effect.

2. Properties of particle life






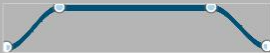











In the section *particle life* you can specify how a particle behaves over its lifetime.

You can affect one or more values here. It is a good idea to define the settings as a curve.

If a particle, for example, is to be gently faded in and out, create a curve with four points, which creates a slope which descends after a certain time.

The meanings of the individual options are explained in more detail in the chapter "[particles](#)".

Partikel-Leben

Deckkraft:		
Richtung:	Kein Wert	
Geschwindigkeit:		
Größe:		
Drehung X:	Kein Wert	
Drehung Y:	Kein Wert	
Drehung Z:	Kein Wert	
Drehungsfrequenz X:	Kein Wert	
Drehungsfrequenz Y:	Kein Wert	
Drehungsfrequenz Z:	Kein Wert	
Spriteanimationsfrequenz:		
Bewegungsstärke:		
Bewegungsfrequenz:	Kein Wert	

Settings for particle life

19 Scriptlets

Den Punkt *Scriptlets* finden Sie in der obersten Menüzeile.

Scriptlets sind kleine Erweiterungen der Software. Sie können selbst Erweiterungen entwickeln, die dann im Programm als Menüpunkt sichtbar werden.

Mit Scriptlets können Sie auf folgende Funktionen zugreifen:

- Exif-Daten auslesen
- Dauer und Position eines Objektes verändern
- Bewegungspfad und Kameraschwenk modifizieren
- Gestaltungsvorlagen laden und anwenden



Ihr Wissen zum Thema Scriptlets vertiefen Sie in unserer Wissensdatenbank im Abschnitt "[Scripting-API](#)".

(Linkadresse: aquasoft.de/go/script)

Es gibt bereits zwei Scriptlets, die Sie im Programm verwenden können:

1. Deaktivierte Objekte löschen

Im Programm lässt sich die Anzeige bestimmter Objekte deaktivieren. Sollen die deaktivierten Bilder gelöscht werden, muss man sie nicht mehr mühsam über die Bilderliste ausfindig machen und einzeln löschen. Es genügt, wenn man zu *Scriptlets - Deaktivierte Objekte löschen* geht. Alle deaktivierten Bilder werden gelöscht.

2. Karte an GPS-Fotoposition öffnen

Mit dieser Funktion können Sie Karten an einer bestimmten Position öffnen.

Fügen Sie ein Bild, das GPS-Daten enthält, ein und gehen Sie dann in der Menüzeile zu *Scriptlets - Karte an GPS-Fotoposition öffnen*.

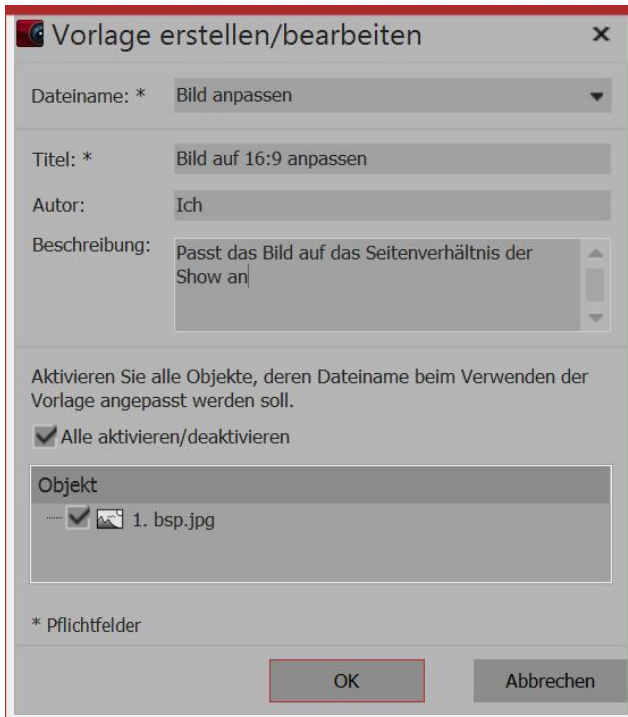
Nun öffnet sich der Kartenassistent und zeigt eine Karte mit dem Ausschnitt an, in dem die GPS-Daten des Bildes liegen.

20 Saving your custom settings

You can save a lot of time if you use this feature. If you use certain settings regularly, or you want to save image constellations, text arrangements or other self-created designs, you can use customized templates. You can save [image effects](#), [camera movements](#), [text effects](#), [motion paths](#), [Flexi-Collages](#) and entire [chapters](#) with any content you like.

20.1 Saving custom objects

1. Creating an object

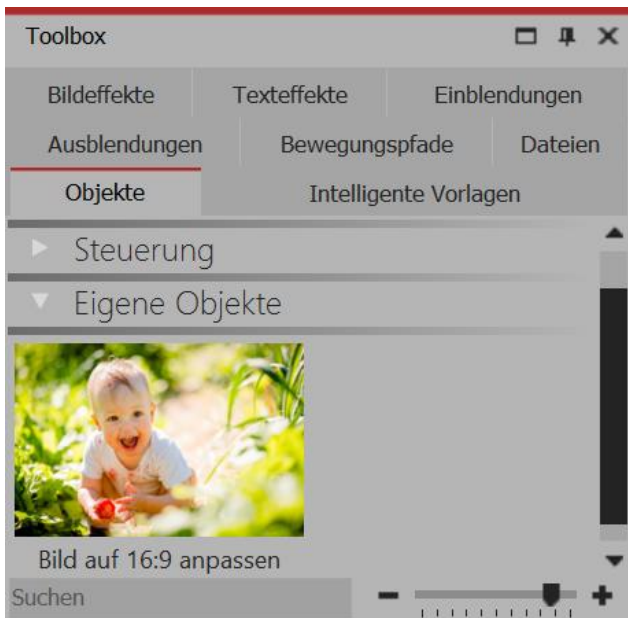


Settings for customized object

Drag an object whose settings you have customized out of the *Image list* or *Timeline* into the *Toolbox*. Any object can be used for this purpose.

Once you have dragged the object into the *Toolbox* a dialog box opens. There you must give the template a *file name* and *title*, you can enter information about the *author* and enter a *description* of the template. You can also specify which files should be adjusted by use of the template, and which remain the same. For this purpose, in front of each object there is a box with a check mark. If you remove the check mark, the object remains as it is. The file is therefore not adjusted.

2. Using a customized template



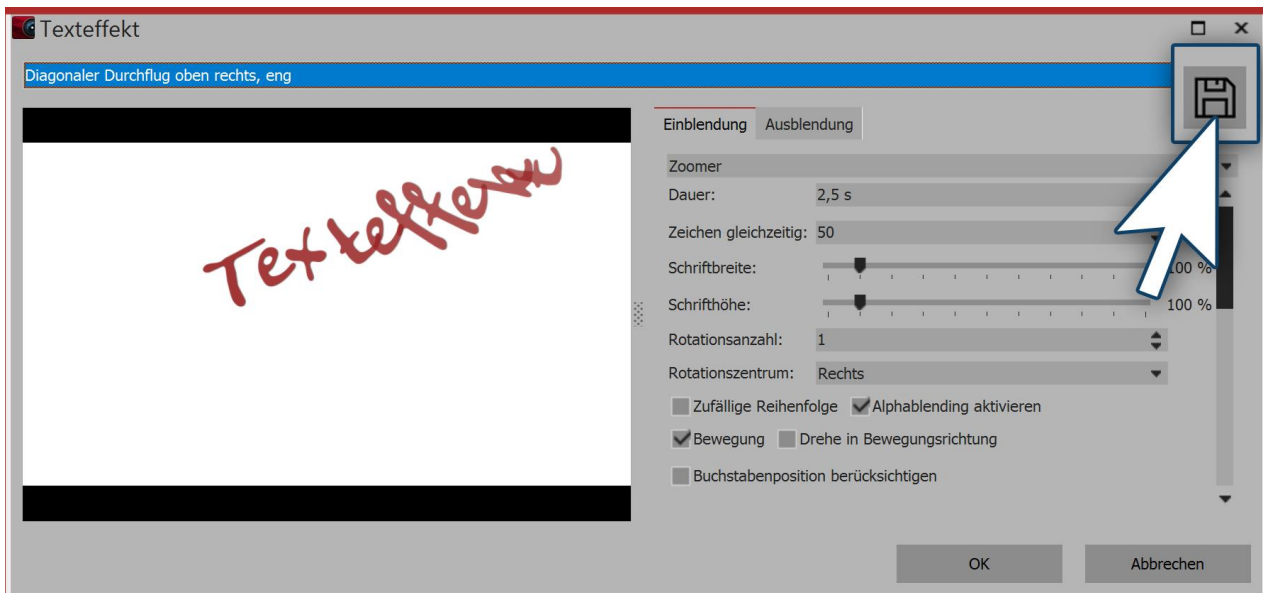
Customized object in the toolbox

To use your customized template, drag it to the desired location in the *Timeline*. Depending on the settings, you are then prompted to select images which will be included with the template.

20.2 Saving your customized text effects

1. Creating a text effect

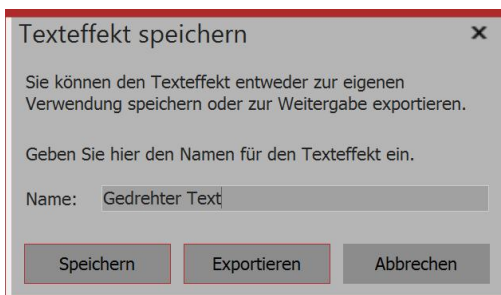
With a *text object* or an *image* or *video* object under the *text* tab, you can find under *effect* the choice of *animation*. Here you will find the *edit* button, which allows you to edit the animation. This opens a window where you can adjust the text effect to your liking.



Adjusting text effect

If you have changed a text effect to your own liking and want to save the settings, click the save icon, located top right.

2. Entering a title



Entering a name for the text effect

It opens a dialog to save the text effect, where you can enter an appropriate title.

3. Text effect in the Toolbox



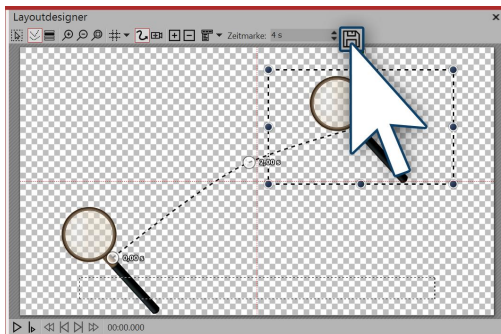
Customized text effect in the toolbox

You will now find your text effect in the *Toolbox* under *text effects / customized text effects* under that name that you entered in step 2.

From here you can apply it to the desired objects, although you can also find it in the *settings* window, under the tab *text effects / customized text effects*.

20.3 Saving motion path / Camera panning

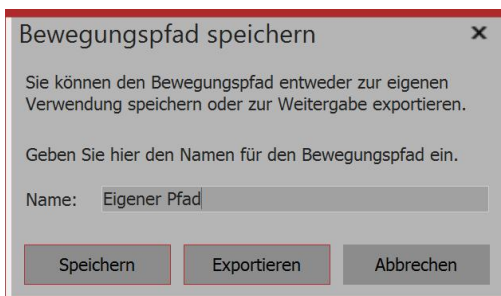
1. Creating a motion path



Create and save path

If you have created a *motion path* of a *Tracking shot* which you would like to apply to other objects in the future, you can save it. After you have created it, just click on the save icon in the *Layout designer*, it is located right next to the input field for the *Time stamp*.

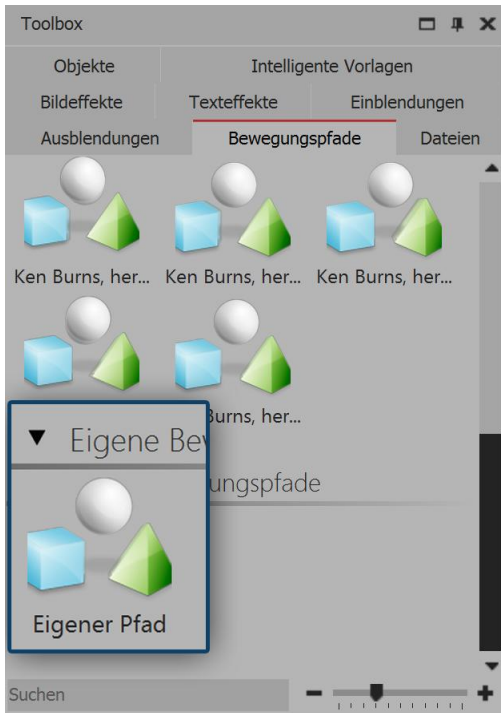
2. Entering a name



Giving a name

In order to ensure that you can easily find the effect again at a later date, enter a suitable name in the dialog box.

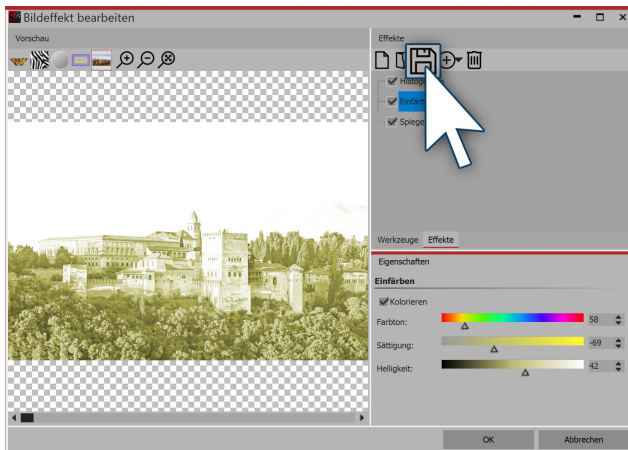
3. motion path in the Toolbox



Path in the Toolbox

After saving it, you can now once more find the *motion path* in the *Toolbox* under *Paths of motion - Customized paths of motion*. Drag the path onto an Object in the *Timeline* or in the *Layout designer* or apply the *motion path* with a double click on the icon in the *Toolbox* onto a selected Object.

20.4 Saving image effect



Saving image effect in image editor

In the *image editor* you can create complex visual effects. Of course these can also be saved for use in later projects. After you have created an effect in the *image editor*, click on the disk icon to save this under a custom name.

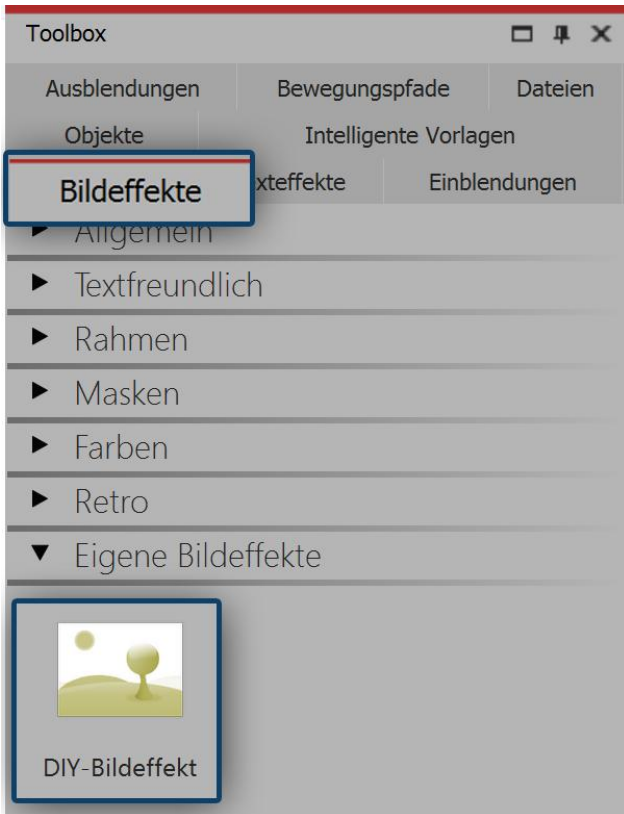


Image effect in the toolbox

You will be prompted to choose a file name and location. When you have selected both, close the *image editor*. You can find the effect in the *Toolbox* under *image effects / custom image effects*.

21 Control of the presentation sequence

21.1 Automatic sequence

By default, the files in a project will be played automatically in sequence. You determine the [Properties](#) of the *Objects*, how long and Object is displayed and when the transition to the next Object takes place.

For this you do not need to put in place any special settings in AquaSoft Stages.

21.2 Manual control

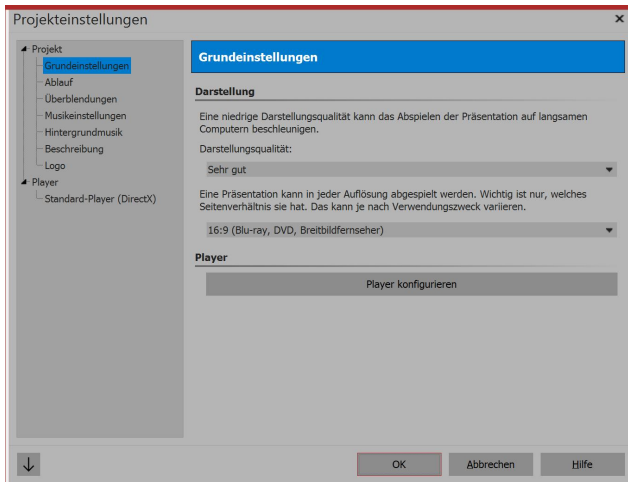
The manual control is available only when you play the presentation with the *player* (select the output, as described in the chapter "[PC presentation](#)").

This is particularly suited to a presentation that you wish to give in which you want to make impromptu comments and further reactions. You can use the *project settings* to specifically configure the *player*.

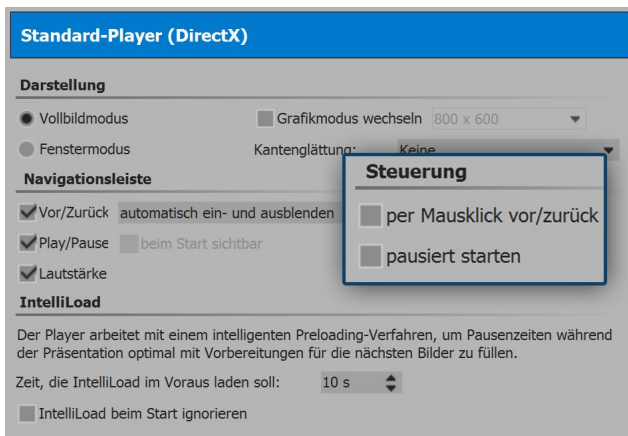


The *project settings* always refer to the project that you are currently editing.

Settings for the player



Basic settings for DiaShow



1. Call up project settings

Via the gear icon or *project / settings*, bring up the *project settings*. Now select the point *default player* from the menu to the left. This is how to manage the configuration of the *player*.

2. Settings for the player

Under *control* you will find the following options::

forward/back When you click with the mouse or use *oward* the arrow keys, the next image appears. *using a mouse click* This occurs even if the display time of the current image is not yet over.

start pause The presentation begins with a static image and begins when you manually activate the presentation.

21.3 Automatic and manual sequencing



Pause and Play Object in the Toolbox

With AquaSoft Stages it is also possible to further switch on parts of the presentation manually and allow other parts to play automatically. This enables you to switch at will. In the *Toolbox* you will find under *Control* two *Objects*.

If you wish to allow the presentation to run automatically only up to a certain point, place the *Pause Object* at the point from which should be manually switched further. As soon as the playback should once more be performed automatically, insert the *Play Object*. The may be dragged into the *Timeline* or inserted by double-clicking the Project.

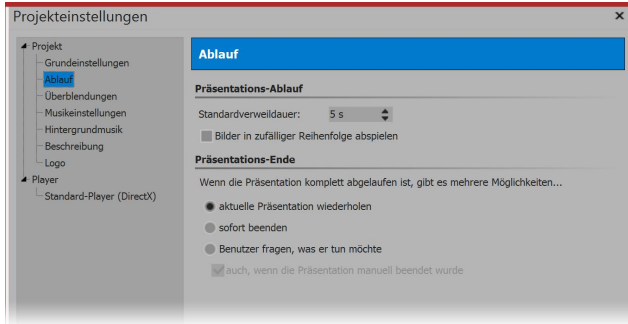
Artificial break

Directly behind a *PauseObject* you can insert a *Play Object*. In this way the presentation will be stopped at the image prior to the *Pause Object* and as soon as you continue, the presentation continues automatically. You can also at any time pause the presentation during playback using the **SPACE BAR**. Pressing the **SPACE BAR** again causes the presentation to continue.



If you convert your project into a DVD video, this function of the two objects is lost. To pause a DVD video, you must use the pause button on the remote control.

21.4 Endlessly repeat the presentation



Settings for end of the presentation

In the menu bar you can open the *project settings* via the gear icon. Alternatively you can open the dialog via *project / project settings*. Via *process / end of presentation* you can activate the repeat function.



When you create a DVD or Blu-ray out of your project, this function is lost.

If you create your DVD using the [Menu Wizard](#), you can also activate here the repeat playback of the DVD .

21.5 Using the remote control or presenter

If you want to present your project live, it is good to be able to intervene at any time and control what the player is doing. If you do not have your keyboard in front of you, there are two ways which allow you to control its course.

1. Free remote control app for Apple devices

For devices running iOS7, there is a free app available in the App Store. Download the app and install it.

Your Apple device and the computer where your project is saved must be on the same network in order to establish a connection.

In AquaSoft Stages go to *extras / program settings / player*. Then start the player from AquaSoft Stages , You can now use your Apple device to move forwards and back in the presentation.



For the direct link to the app in the App Store, go to our [Website aquasoft.de/go/c57k](http://aquasoft.de/go/c57k)).

2. Controlling with the presenter

A presenter is a remote control that can be used instead of mouse buttons and certain keys on the keyboard. It is usually wirelessly connected to the computer and its range will be dependent on the model.

AquaSoft Stages supports MS PowerPoint's popular shortcuts, so most presenters should function without needing to configure them further. But it is best to be sure that when you are choosing your presenter, that the keys are easily programmable. It is possible to use, for example, the [keyboard shortcuts](#) from the program to control the operation of the player.

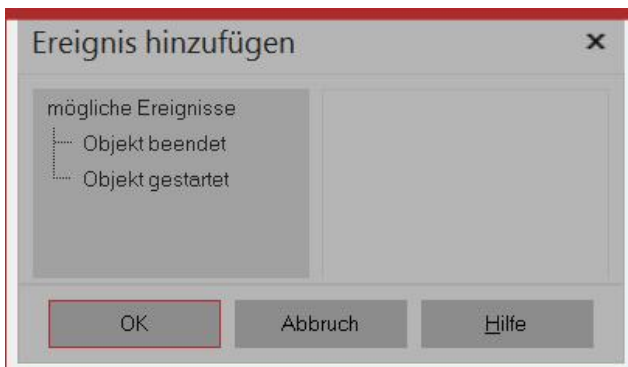
21.6 Object events



Here you can add the events

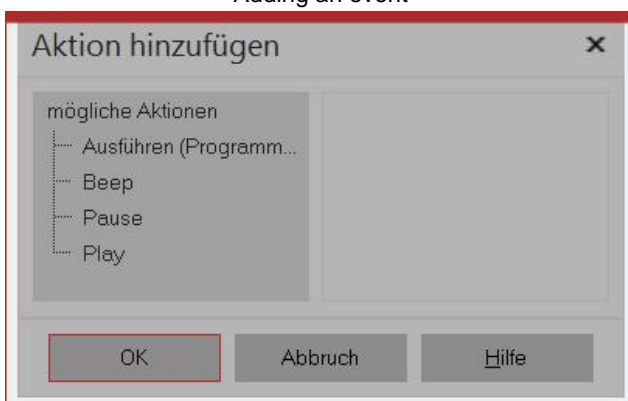
If you want to specify an event, go to *View / control elements* and activate the *events* window.

Object events may occur during playback in the *player* when a particular object is stopped or started. So it is, for example, possible, to pause the show on a particular photo. It is also possible to leave open the browser at a predetermined web page at a particular time.



Adding an event

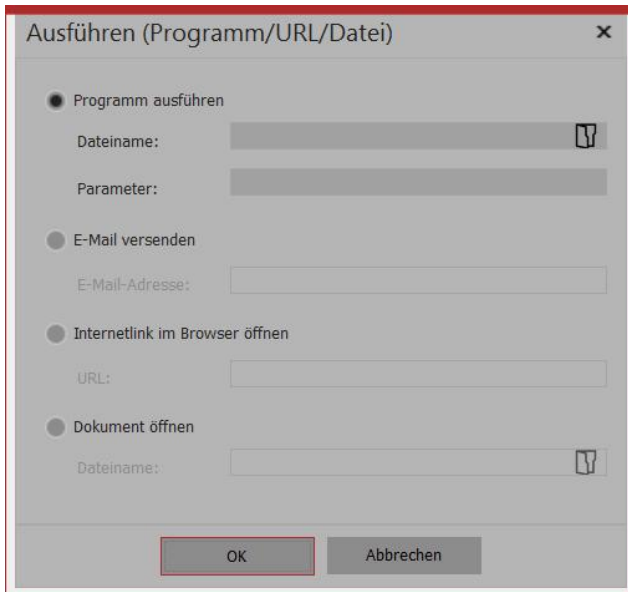
Now select an object in the *Timeline*, for example a *chapter object* or an *image object*. Then click in the *events* window on the left plus icon. It opens a new window where you can specify at what point the event is to be added. Events may occur at the beginning or at the end of an object. After you have selected your point in time, click *OK*.



Selecting an action

Immediately after entering the previous option, a new window will open where you can choose which action to take.

You can specify that a program should start, that playback is paused or that the play continues when *pause mode* was active.

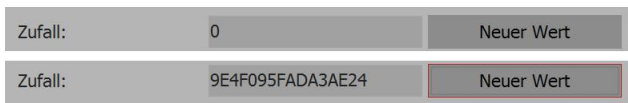


Running the program

The action *performance*, is interesting because it holds a lot of free space for ideas. For example, you can open a PDF file or a browser with the site of the hotel where you spent your holiday. Also, another program can be opened, like for example Google Earth, which takes you on a journey around the globe.

21.7 Random control

Different templates in the program are based on random values, for example the distribution of a [photo collage](#). In order not to get a completely different view every time you play your presentation, you can halt the randomness.



Random is repeatable

Whenever such an input field exists, the random selection is controllable. If the value is 0, then each playback will have new, randomly determined values. To define a particular combination, click "new value". It then produces a number and letter combination such as "35A054D4EC16568E". That is the DNA that

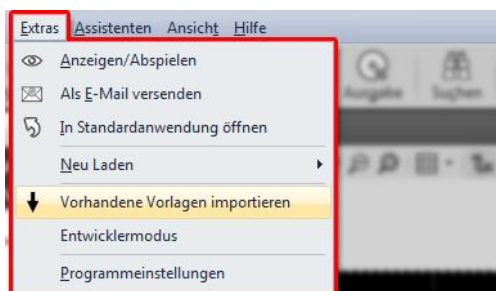
arises out of endless creations and is nevertheless the same every time. Such random DNA can be copied and then transferred to other objects. But it will be the same only with the same kind of objects (e.g. two photo collages).



Please do not enter any preferred numbers of your own, because it may then be that there are not enough variations.

22 Importing data

22.1 Importing templates and effects

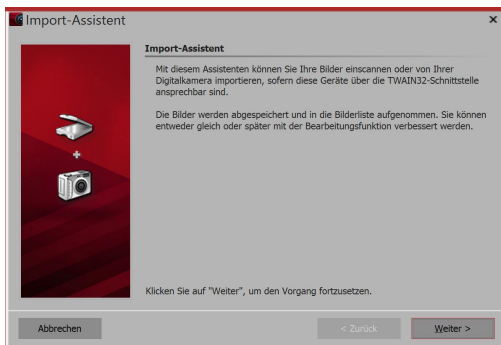


Importing templates

If you have created your own templates and effects in an earlier version of AquaSoft Stages you can import them via *extras / existing project-import templates*.

22.2 Import Wizard

The import wizard helps you transfer images from your scanner or digital directly into the project.

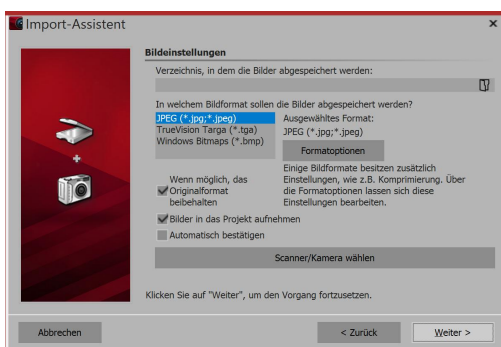


Start dialog in the import wizard

1. Start the import wizard

In the *wizards* menu point you can find the *import wizard*. Using the *import wizard* you can import your images from a scanner or digital camera, so long as these devices are accessible via the *TWAIN32* or *WIA* interface.

The images are stored on your computer and added to your project. They can be improved immediately or later with the [editing function](#).

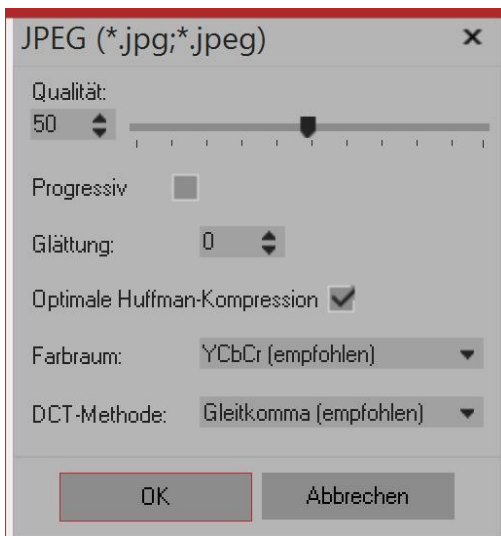


Picture settings selection

2. Settings for images

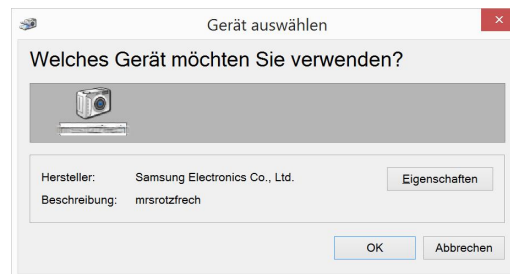
Specify a *destination folder* where the images are to be saved. Select the desired file format and, if necessary, adjust the *format options*.

Select the device from which you are going to import the images.



Format options

If the images are transferred directly to the program's *Image list* activate the appropriate function. Then select the scanner or camera via the *scanner/camera switch*. Then click *next* and finally on *start*. Your images will now be imported.

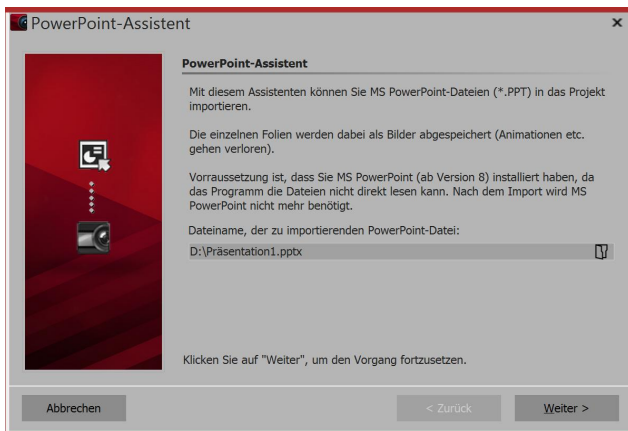


Selecting your device

22.3 PowerPoint Wizard

With the *PowerPoint wizard* you can import your PowerPoint presentations into the project. It is a requirement that MS PowerPoint is installed on your computer (version 8). When importing, the slides are stored as images. All animations and effects that you set in PowerPoint are not reflected here.

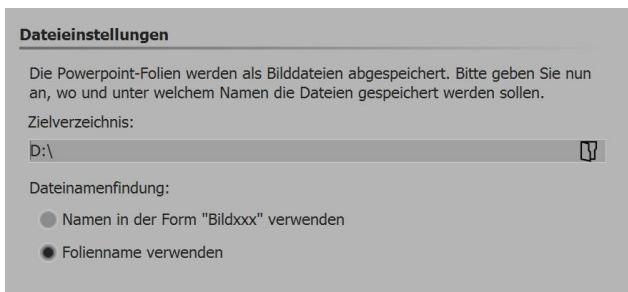
PowerPoint wizard in four steps



PowerPoint wizard

1. Choosing a file

Bring up the *PowerPoint wizard* from the *wizards* menu. This will open the start dialog box of the *PowerPoint wizard*, in whose lower half an input line is located. Click the small folder icon to select the PowerPoint file you want to import. As soon as you have selected a file, click on *next*.



File settings

2. Specifying the save location

Under the *target directory* select the location on your computer where the individual PowerPoint slides should be saved as image files. Under the item *file naming* you have two options as to how you name the slides which have been converted into image files:

- You can either use the slide names
- or use the name in the form "*imagexx*".

When you have finished all these entries, click *next*.

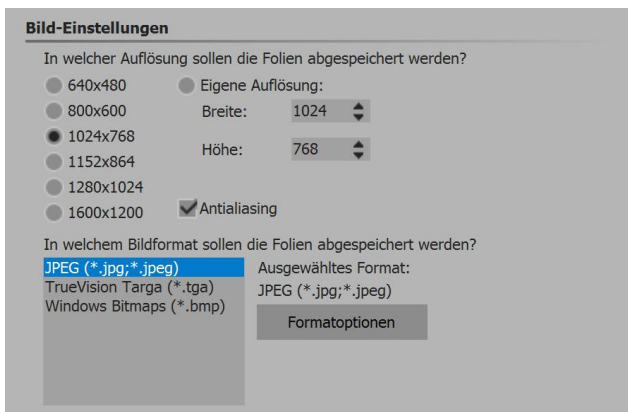
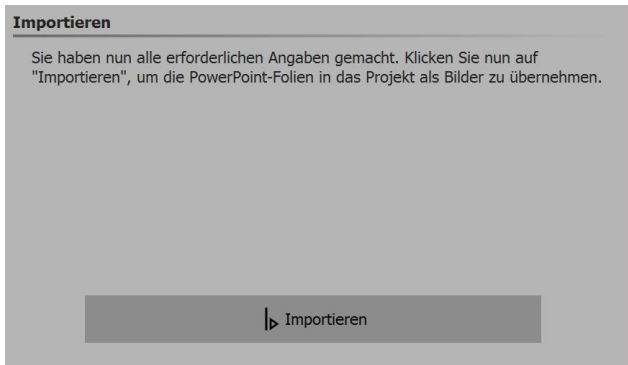


Image settings

3. Making image settings

Here you can choose the image resolution or enter your own resolution. You can also specify here the picture format of the saved files. When you have selected all options, click *next*.



Importing slides as images

4. Importing slides as images

Now click on *import*, and your PowerPoint slides are now stored as image files and inserted into your project.

23 Export a project

23.1 Archiving a project

When creating an extensive and striking presentation, you often put in a lot of time, work and effort. It is irritating to lose this work.

If you want to back up all of the data (images, music, videos) which belong to your project in one place, you can use the Archive Wizard.



Sometimes it happens, when you are opening old projects that the images are no longer displayed.

It is important to know that the software does not store the data directly. So a duplicate back up and, as a consequence, an unnecessary use of memory is to be avoided.

It is always the reference which is saved to the place from which the data is inserted. Should this location be changed or should the file be (even slightly) renamed, it can no longer be accessed by the program.

It often happens that files on your computer are moved or renamed without thinking about the SlideShow project which is only aware of the original path. The resulting problem of non-displayed images is therefore not a fault of the software.

In the chapter "[Retrieve your files](#)" you will learn how you can retrieve your files.

The Wizard relating to *archiving, protecting and passing projects on* shows you how to burn the entire project and all its data onto CD / DVD, to export to an external drive or save as a ZIP file.

Even if you do not plan to save the project externally, archiving is useful. Because you can be sure that all the data used are really together in one place. An archived project contains only relative file paths and can be moved anywhere on your PC, without running the risk that images will not be found.

23.2 PC presentation

Your presentation can be played on another PC, even if AquaSoft Stages is not installed there.

A project consists of several files. These include images, videos and music. All these data can be found on your hard disk or other storage media that you have connected to your computer. The images, videos and music tracks are not be stored in the project. The AquaSoft Stages only remembers the location where the files are located, thereby saving space.

If you want to save all the files that relate to your project in one directory, then the wizard will help you to *archive, protect and share the project*.

Archiving, protecting and sharing your project.



The wizard helps you to burn your projects and all their data onto a CD/DVD or to archive on your hard disk.

1. Bringing up the Video Wizard

Under *wizards* find the assistant *archive, protect and share project*. When it opens, click *next*, It offers now two options:

Archive, share or prepare a CD/DVD

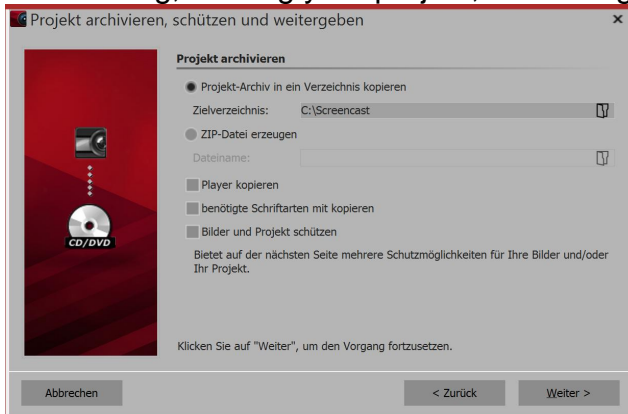
You can create a directory or zip file from your project here. Archiving your project by means of this method of saving is ideal for dissemination via virtual file storage, hard disks or USB sticks.

Creating and burning a CD

Create a CD that starts when you insert it into the drive. The program software does not have to be installed on the computer where the CD is inserted.

Select an option and click next.

2. Archiving, sharing your project, or burning it onto a CD/DVD



This option allows you to store all data (ads-file, images, music) in a shared directory, so that the project is optimally archived. You can then save the finished folder e.g. on a USB stick or an external hard drive.

Under *destination folder* specify where the files are to be saved.

If you want to generate a zip file of the same, select the appropriate option. When you have activated the option, click in the *file name* on the small folder icon. Then select a location and enter a file name.

You should copy the *player* so that you can play the presentation on computers where AquaSoft Stages is not installed. Without this player you will be unable to play the presentation. Click on *next* and the desired

process will begin.

Copying necessary fonts - if you have used special fonts that may not be available on other PCs, you can copy the fonts used in the project so that they will easily appear later on other computers.



Protecting images and the project - if you want to share the project, but not allow access to your images, you can encrypt your images.

This function is not suitable for archiving, because after switching on this setting, the exported project can no longer be exported and only minimally edited. It can still be played, however. Restoring the images is no longer possible. You should not delete your original images from your hard drive.

In Stages you have the additional option of choosing the type of encryption you use and activating password protection.

Protecting images from sharing

3. Creating and burning a presentation CD



Creating and burning a CD

Enter a *title* for the CD / DVD. This title will be used as the name of the CD/DVD.

If you have used fonts in which you are not sure are installed on other PCs, so you can burn them onto the CD/DVD.

Protecting images from sharing - if you want to share the project, but not allow access to your images, you can protect your images. This function is not suitable for archiving, as the project can then no longer be edited. It can only be played. Restoring the images is no longer possible. You should not delete your original images from the hard disk.

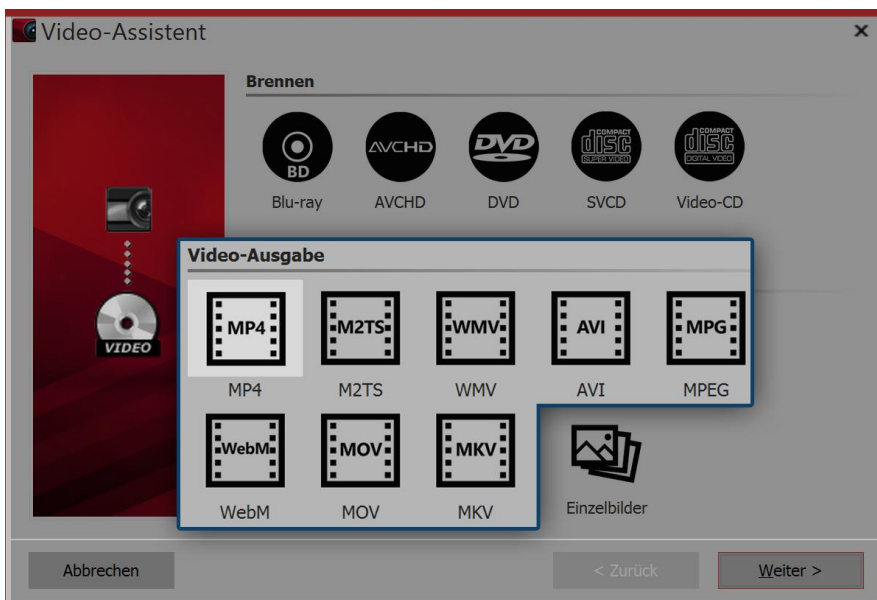
If you want *to create only an ISO image*, you can select this option. The projects is not burned at this

point.



When you edit a project which has already been and thereby adjust files (images, including those which are used in decorated paths, sounds, videos, fonts), then the project must not only be saved, but exported again, especially when you want to play it from an external storage medium. Only then is it guaranteed that all newly used resources exist in the archive.

23.3 Video Export



Video formats in Video Wizard

In AquaSoft Stages you have many different possibilities for creating a video from your project. There is something suitable for virtually every purpose and every device. Below is an overview of the video formats that you can use with AquaSoft Stages .

1. Call the Video Wizard

Open up the menu *Wizard* then *Video Wizard*. Then under *Video Output* select the desired video format. If you are not sure what type of video is best suited to your output device, see section "3. Which video format is suitable for which output device?" an overview which can help you choose.

You can create the following video formats with AquaSoft Stages :

<i>MP4</i>	Container format based on Apple QuickTime file format. Well-suited for TV, tablets and smartphones.
<i>M2TS</i>	Container format for Blu-ray Disc video
<i>AVI</i>	Container format developed by Microsoft This should never be issued uncompressed and is only suitable for professionals who wish to use the special encoder.
<i>MPEG</i>	Video format for DVD-Video
<i>WebM</i>	Container format for the internet
<i>MOV</i>	Container format Apple QuickTime player
<i>MKV</i>	Open source container format for almost all available video formats
<i>WMV</i>	Part of the Windows Media framework, supported by all current versions of Windows

2. Video settings



Video Wizard with advanced settings (Ultimate)

For each type of video, the *Video Wizard* already has settings. Under *Template* you must simply choose which resolution you need, the rest is dealt with by the *Video Wizard*. Under *Target File* specify the directory where the video file will be saved. Here you can give the file a name. Should you wish to make additional changes, you have full access to the settings in the *Advanced* window. Click on the plus sign in front of *Advanced* to open the settings.

Options	Importance
<i>Container format</i>	Here you can change the file format again
<i>Template</i>	Here are several presets to choose from that fit specific devices
<i>Target file</i>	Select the location of the file by clicking the folder icon

<i>Estimated size</i>	Specifies the approximate size of the video file created
<i>Video encoder</i>	Selection of various codecs to compress the video file
<i>File Size / Quality</i>	Specify the display quality here. The higher this value, the larger the file size. At 85%, the highest quality of the display has been reached. You can choose 100% if you want to further process the video in another application and the generation loss by another rendering will be minimized. For normal videos, the setting of 100% should not be used because it will mean an extremely large file size but would visually provide no added value.
<i>Bit rate</i>	Volume of data output per second
<i>Resolution</i>	Number of pixels in height and width
<i>Pixel Aspect Ratio / with square pixels</i>	<p>With Pixel Aspect Ratio, usually the default "square pixels" can be maintained. This setting is only relevant in the special case of a DVD because the picture size 704 × 576 or 720 × 576 corresponds to neither 4:3 or 16:9.</p> <p>If you are creating, for example, an MPEG video for DVD, firstly the suitable template (e.g. DVD (PAL, 16:9)) must be appropriately chosen for the selected SlideShow format. The pixel format will then be automatically adjusted to "suitable for 16:9 presentation".</p>
<i>Frame rate</i>	Number of frames per second
<i>Correct TV edges</i>	Some TVs cut the edges of the film. How strongly this occurs, varies from device to device. To make the full image visible, the Wizard can reduce the size of the image. You can also set different edge gaps.
<i>Interlaced</i>	Interlaced to make movements seem more fluid.
<i>Audio Encoder</i>	Selection of various codecs to compress the audio file

If you want to save your own settings for later use, click on the save icon behind *Template*.

3. Which video format suitable for which output device?

For whichever device you would like to use to play a video, take a look first of all at its instruction manual. There you will usually be able to see the list of video formats which the device can reproduce. The specified video formats here are only recommendations, not all devices play these formats reliably.

Device	Video format
<i>Smart phone, Tablet-PC</i>	MP4 with a H.264/H.265 encoder (more formats available, follow the operation manual of the device!)
<i>Television</i>	MP4 with a H.264/H.265 encoder (more formats available, follow the operation manual of the device!)
<i>Multimedia Hard Disk</i>	MP4 with a H.264/H.265 encoder, WMV, M2TS (more formats available, follow the operation manual of the device!)
<i>PlayStation Vita/Portable</i>	MP4 with a H.264 encoder

Apple devices

MP4 with a H.264 encoder, MOV with a H.264 encoder (more formats available, follow the operation manual of the device!)

4. Export video for websites

With the help of various Wizards it is easy to publish your presentation on your own homepage or elsewhere online. The video can be saved to either a video portal or directly onto your own web space. The advantage of the video portal is that you have a player which can play your video. Using an easy-to-copy code you can embed your video on your website with very little effort.

You will find more information in the chapters ["YouTube Wizard"](#) and ["Vimeo Wizard"](#) (Pro Account).

If you want to provide the video from your own memory, you will need your own player for the direct playback of the video. Some video formats are supported by current browsers (you may need to install an extension) without the need for a player. This includes the *WebM* video, which you can create by using the *Video Wizard*.

5. Saving video to a USB stick

Click on the folder icon under *Target File*. Choose a location on your computer to save your file which you can find again easily. After the creation of the video you can transfer it from where you saved the file to the USB stick.

Alternatively, you can select the USB drive as the location.

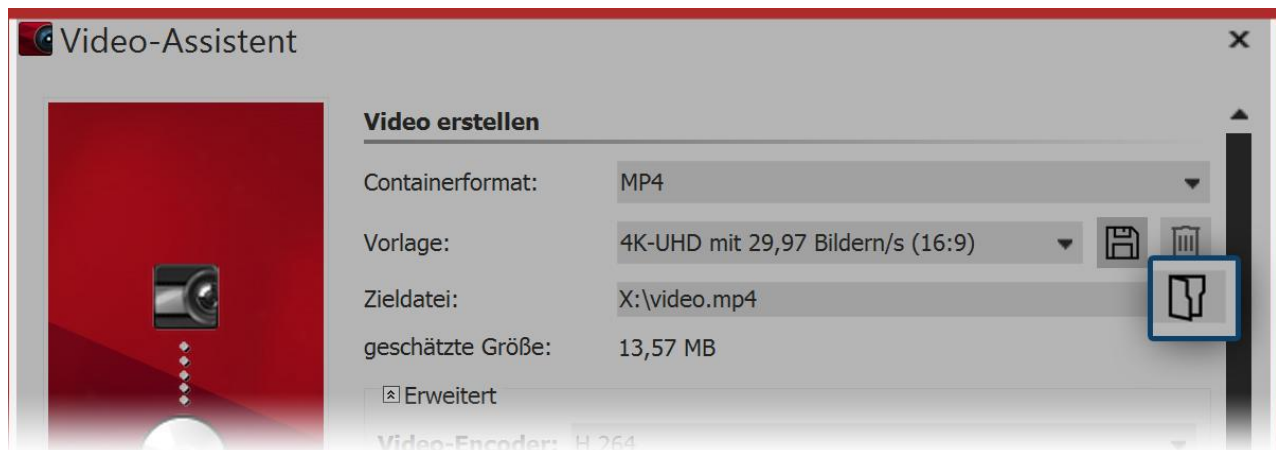


The type of formatting of the USB stick plays an important role when the created video file is larger than 4 GB.

If the USB stick is formatted with FAT32, it cannot save files larger than 4 GB.

It is possible to format the USB stick as NTFS. All the data stored on it will be lost. However, afterward, it can also store larger files.

You should certainly also make sure what format the player (e.g. the TV or Blu-ray) can play.



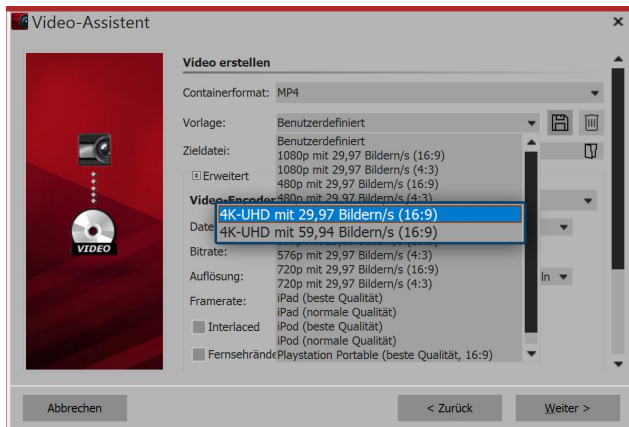
Click folder icon

23.3.1 4K Video Output

In AquaSoft Stages you can export high quality videos. The term 4K or UHD is used to denote a resolution of 3840 x 2160 pixels. You can select this resolution as a template for your video in the Video Wizard.



Please note that in order for your photos exported as 4K video, the resolution of the original images should not be significantly below 3840 x 2160 pixels. The lower resolution will be extremely noticeable as soon as you try to zoom into a photo.



Creating a 4K video with the Video Wizard

monitor, TV or other type of display that supports 4K.

1. Creating a 4K video with the Video Wizard

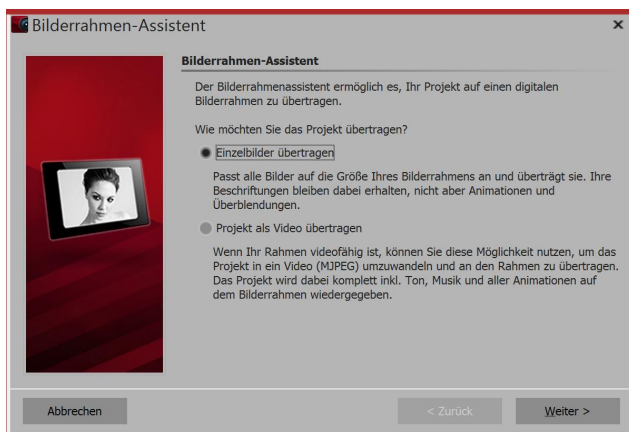
Open up the menu *Wizards* then *Video Wizard*. Select the option *MP4*. Under *Template* you will find a range of options. Select the option that suits your needs.

Once you have selected the desired template, select a location to save it in under *Target file*. Then click *Next* and finally *Create video*.

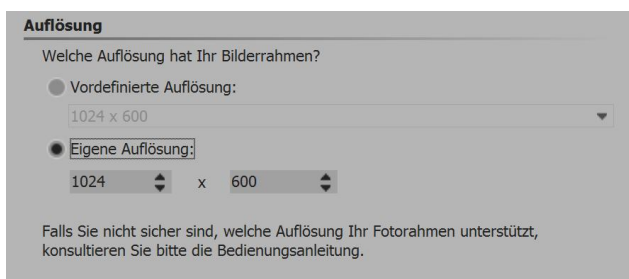
2. 4K Video Playback

A video with 4K / UHD resolution needs quite a lot of computing power to play. You will also need a

23.4 Picture frame wizard

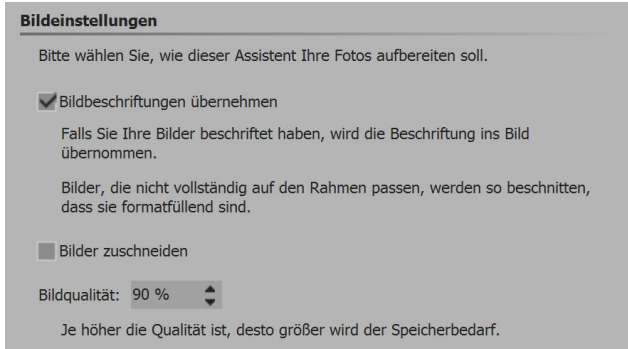


If you own a digital photo frame, using this wizard you can transfer your photos as single images to the frame or transfer the complete presentation as a video. If you want to transfer the entire presentation as a video, please check in advance whether your frame supports *JPEG motion videos*. You should refer to the frame's instructions.

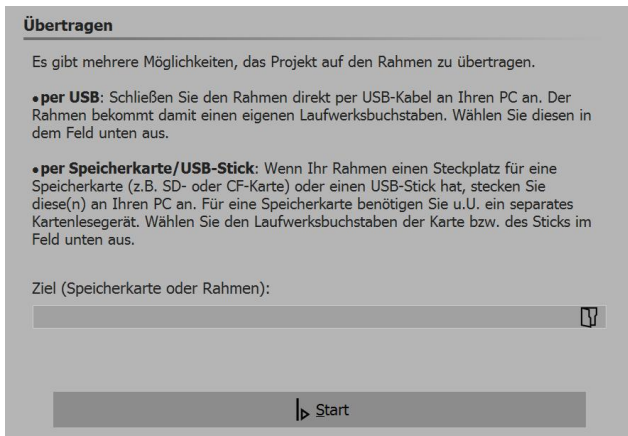


Exporting as individual images

As a first step, select your desired image resolution. Look at the manual of your frame to see what it supports.

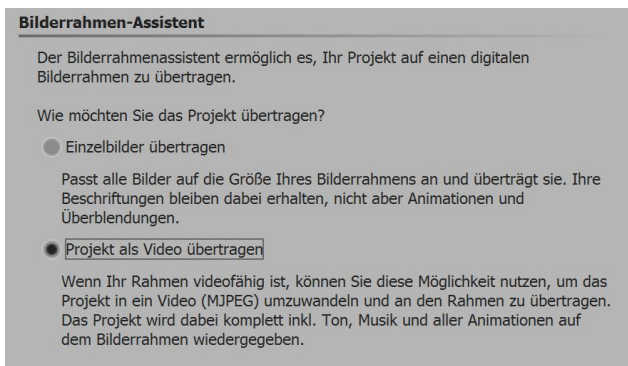


If you have pictures labeled, the text can be transferred. However, the text animations will not be included. The text is thereby firmly embedded in the image. If your images have a different aspect ratio to the frame, you can use *crop images* to crop the images, so that they fill the frame.

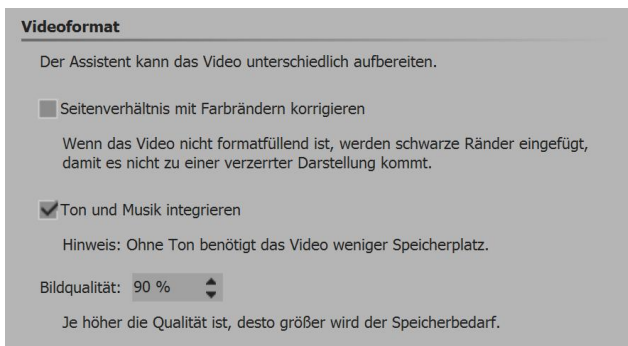


The last step is to select the location for saving. This may be the picture frame, a USB stick or a memory card.

Transferring a presentation as a video



If you want to transfer your entire presentation with all the animations intact, you must transfer the project as a video. Please check in advance whether your frame supports *JPEG motion videos* and, if yes, in what resolution.



If your project has a different, in the next step you can correct this with colored edges. This will not distort your pictures. Here you also decide whether you want to integrate music and sound in the video. But this is only useful if your photo frame can also play music.

The last step is to select the location for saving your video. This may be the picture frame, a USB stick or a memory card. The device or saving location must be connected to your computer.

23.5 Blu-ray player

Open up the *wizards* menu and then *Video Wizard*. There you will find two options for burning a disk for the Blu-ray player.

1. Selecting a medium

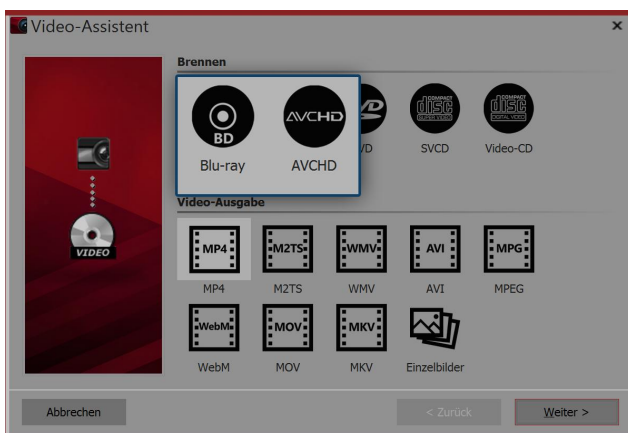
Blu-ray

If you own a Blu-ray burner and corresponding blank disks, use this option. This will burn you a Blu-ray directly.

AVCHD

If you own a DVD burner, you can burn in HD quality and load the disc into the Blu-ray player. Select this option to create an AVCHD for your Blu-ray player.

Select the option that suits you best and click *next*.



Blu-ray and AVCHD in the video wizard



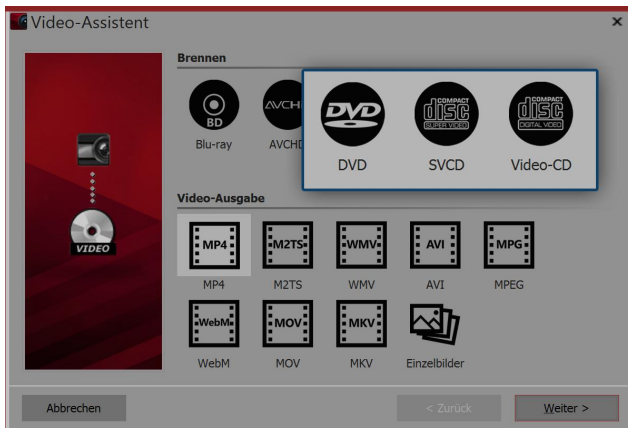
Burn settings for Blu-ray

2. Settings for video and burner

Setting	Meaning
<i>Burner</i>	Under <i>change ...</i> you can select another burner and reduce the burning speed.
<i>Bit rate</i>	The higher the bit rate, the more information is stored, but this also means, that the file becomes larger. Comply with the properties of the playback device.
<i>Smoother video by interlacing</i>	Intermediate images are saved with interlacing, so that certain image movements are smoother.
<i>Correcting TV edges</i>	This adds edges to images which is good for, for example, playing the presentation on CRT TVs.
<i>Save generated video in</i>	If you know that you want to burn the same video again, save the video file you have created. This will keep it for the next time you burn a disk.
<i>Not burning, only generating a video</i>	In the above point, if you are only creating a video and not (yet) wanting to burn it, select a saving location

Click *next* and then on *create video*, to burn the AVCHD or Blu-ray.

23.6 DVD player



Video wizard for DVD, SVCD and video CD

If you want to create a DVD for the DVD player, the *Video Wizard* can help you do that. It creates you a video from your project and burn this onto a DVD. If you would like a DVD with a menu, you can use the [Menu Wizard](#). With this, you can also burn several projects onto one DVD.

Video Wizard

With the *Video Wizard* you can burn a project onto a DVD or other media.

1. Selecting the type of data carrier

Now bring up the *wizards* menu, then *Video Wizard*. Under *Burning* you will see three options for the burning of a medium that can be played back on a DVD player:

DVD Creates an MPEG 2 video and burns it as a video DVD onto a DVD. (Resolution: 720:576)

SVCD Creates an MPEG 2 video and burns it as an SVCD onto a CD. (Resolution: 480:576)

Video CD Creates an MPEG 1 video and burns it as a video CD onto a CD. (Resolution: 352:288)



Advanced settings for DVD

It is recommended that you choose the *DVD* option if you own a DVD burner. Only use another option if you only have a CD burner because the image quality will be very low, because the resolution is low. After your selection, click *Next*.

2. Advanced settings

The Video Wizard has already set up for you everything that is important for the DVD, Still, you can adjust the advanced settings here.

PAL / NTSC If you are creating a DVD for a European device, select *PAL*. If you want to create the DVD for the US, select *NTSC*.

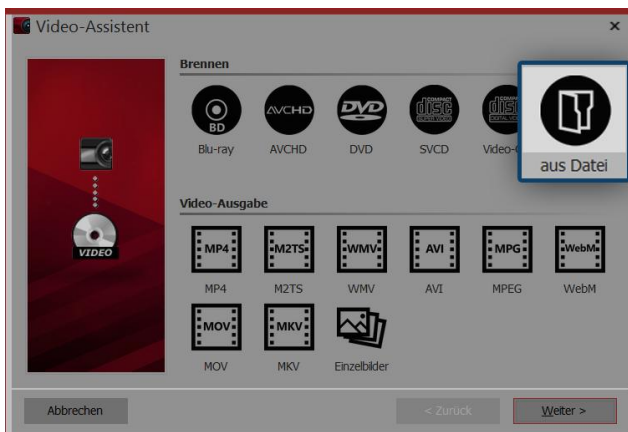
Burner Under *change ...* you can select another burner and reduce the burning speed.

Bit rate The higher the bit rate, the more information is stored, but this also means that the file becomes larger.

<i>Smoother video by interlacing</i>	With interlacing, two time-shifted fields are saved in the video. This ensures that the movement appears twice as fluid, but reduces the resolution and it can result in, depending on the footage, flickering edges.
<i>Correcting TV edges</i>	This adds black edges to images which is good for, for example, playing the presentation on CRT TVs.
<i>Saving generated video in</i>	If you know that you want to burn the same video again, save the video file you have created. This will keep it for the next time you burn a disk.
<i>Not burning, only generating a video</i>	In the above point, if you are only creating a video and not (yet) wanting to burn it, select a saving location

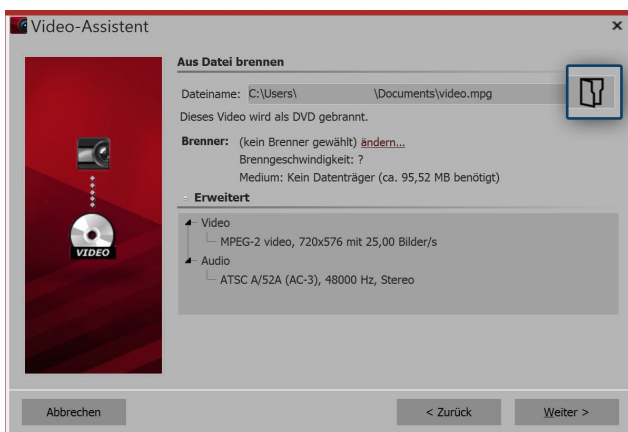
Click *next* and then on *create video*, to burn the DVD.

3. Burning a DVD from a file (optional)



Burning a video from a file

If you have already created a video from your project and would like now to burn it, you can select in the *Video Wizard* the *from file* option. Click on *next*.



Selecting a video file

4. Choosing a file

Under *file name* click the small folder icon. Here you can select the video file that you want to burn. The file must be in MPEG or M2TS format. Click on *next*, to start the burning process in the next step.

23.7 Menu Wizard

With the Menu Wizard you can create DVD and PC menus from your projects using templates. You can it combine multiple projects and burn to a DVD.

Use one of the included templates, upload new templates from the [download-center](#) or make your own templates for your menus using the integrated editor.

To design your templates you can use the [effect system](#).

Provide your templates with an introductory title page and a final end page and accompany the whole thing with music.

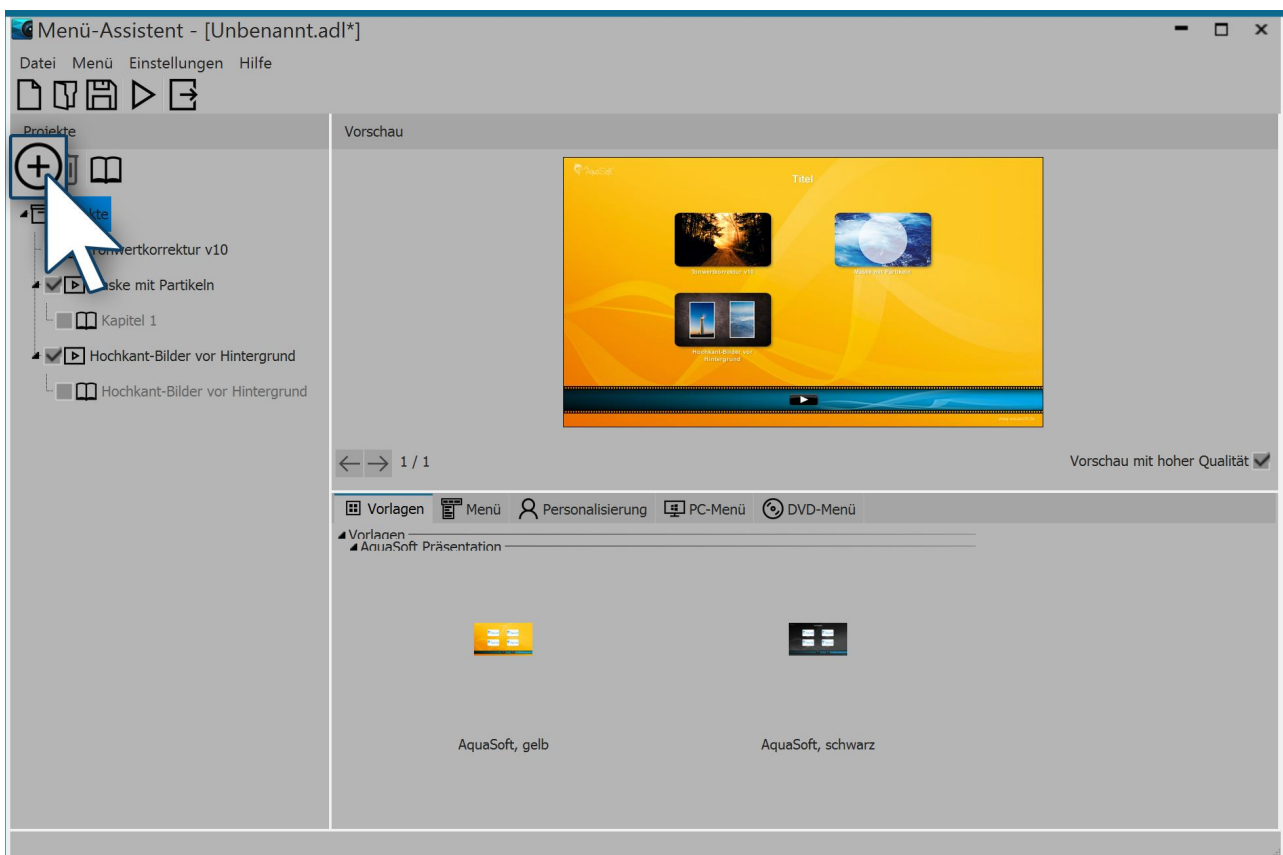
The Menu Wizard takes into account the structure of your projects while still allowing you to create your own chapter structures.

View your projects directly on your PC or burn them onto a CD or DVD and play it on another PC. Create DVDs in 4:3 or 16:9 format that can be played on any DVD player or on the PC.

23.7.1 A brief overview

If you want to burn a DVD with a menu, the Menu Wizard is available for you to use. With this you can burn several projects onto one DVD.

1. Opening the Menu Wizard



Menu wizard

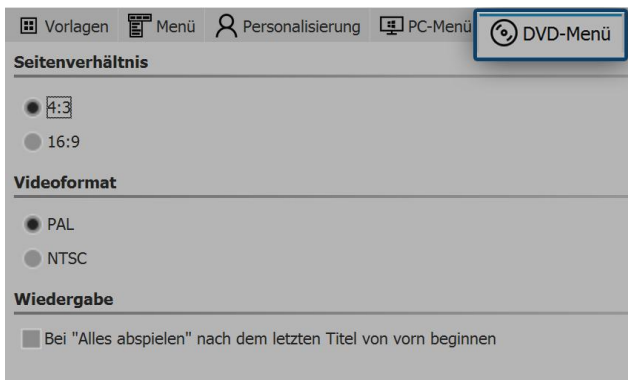
Bring up the Menu Wizard via *wizards / Menu Wizard*. If you have already opened a project, this will be loaded into the Menu Wizard. You can add additional projects by using the plus icon, located on the left beneath the menu. Under template, now look for a design for the DVD menu. The menu will appear in the preview which already contains thumbnails from your projects.



Our video will show you how you can edit or create a template for yourself "[AquaSoft DiaShow-Manager: Create your own DVD menu](#)".

(Link: aquasoft.de/go/kyk2)

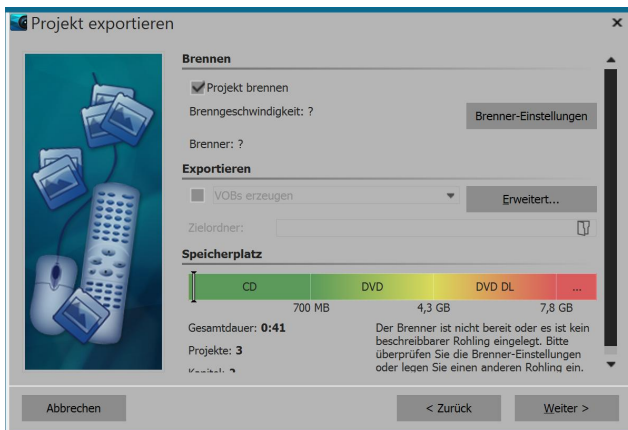
2. Settings for DVD menu



Settings for DVD menu

Under the *DVD menu* tab you can specify which aspect ratio the DVD menu should display. Under *video format* *PAL* is normally set for the European region. If the DVD is to be played on devices in the American region, set it to *NTSC*.

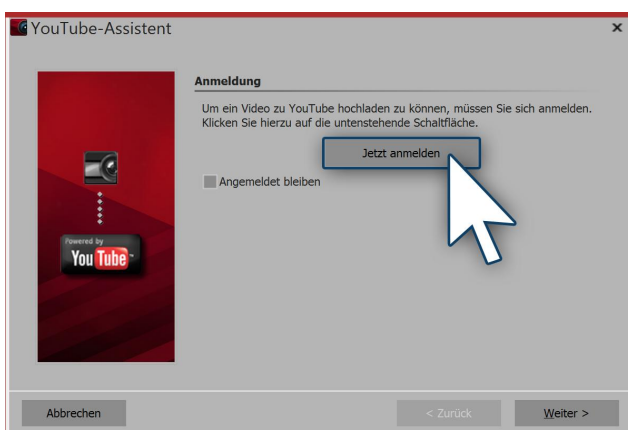
3. Burning a DVD



Burning a video DVD with menu

Use the export icon to call up the dialog for burning. There select *video DVD*. With *burn project* you create a video DVD. Click on *next* and *export project*.

23.8 YouTube Wizard



Log on to YouTube


The YouTube Wizard in AquaSoft Stages saves you time rather than creating a video, and then uploading it to YouTube, you can create and upload from directly within the program. This requires an account with Google or YouTube. You can find the *YouTube Wizard* under the drop down menu *Wizards*.

1. Log on to YouTube

In order for the wizard to upload your video to YouTube, you have to *log in* to your YouTube account from within the program. If you select the option to *remain logged in* then you do not have to enter your account information again the next time. We recommend only activating this option when you are the sole user of the computer.



↳ AquaSoft SlideShow möchte:

 YouTube-Konto verwalten 

 YouTube-Videos verwalten 

Durch Klicken auf "Zulassen" gewähren Sie dieser App und Google gemäß den jeweiligen Nutzungsbedingungen und der Datenschutzerklärung Zugriff auf Ihre Daten. Sie können diese und andere [Kontoberechtigungen](#) jederzeit ändern.

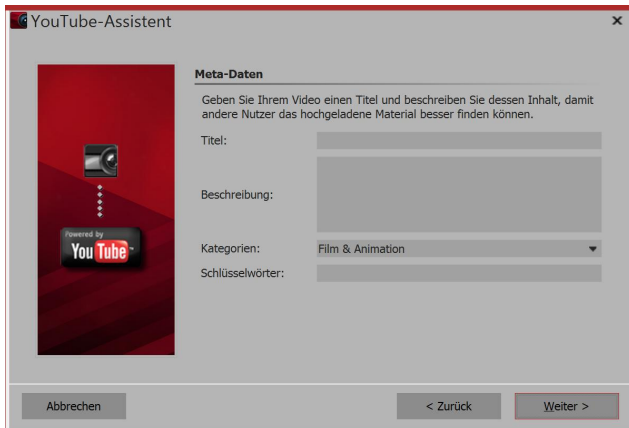
Ablehnen

Zulassen

Grant access

2. Grant access

After entering your log-in data, you have to confirm that you allow AquaSoft Stages to post your videos via the program wizard to your channel. Simply click on *Allow*.



Meta-Daten

Geben Sie Ihrem Video einen Titel und beschreiben Sie dessen Inhalt, damit andere Nutzer das hochgeladene Material besser finden können.

Titel:

Beschreibung:

Kategorien: Film & Animation

Schlüsselwörter:

Abbrechen < Zurück Weiter >

Entering Metadata

3. Filling out the Metadata

Enter a title, short description of your video, the category, and some keywords. Then click *Next*.



Auflösung

Wählen Sie eine Auflösung, in der Ihr Video hochgeladen wird.

Geschätzte Upload-Größe: 46,99 MB

480p 720p (HD ready) 1080p (Full HD)

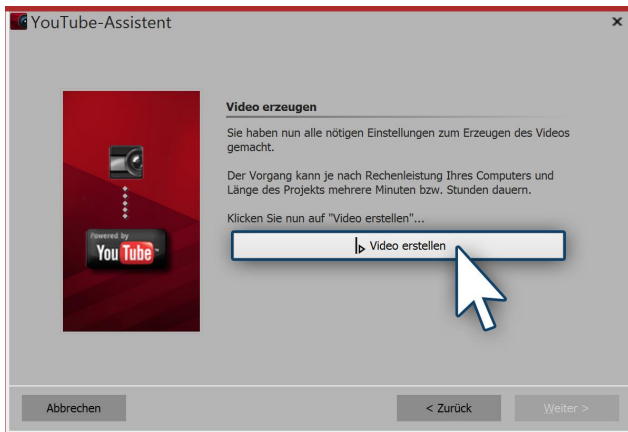
Erweitert...

Abbrechen < Zurück Weiter >

Video resolution

4. Video resolution

Depending on the desired quality of the video, at this stage you can specify the resolution. If you want it to load quickly, we recommend selecting a lower resolution. If you put more emphasis on quality, then select a higher resolution. And then click *Next*.

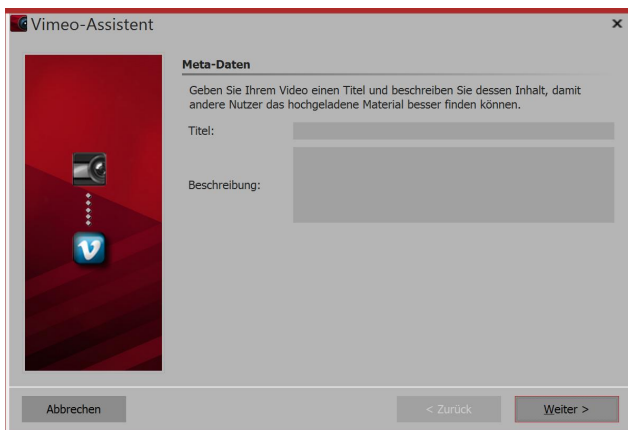


Creating a video

5. Creating a video

Last click the *Create video* button. That way a video is created and subsequently uploaded directly to your YouTube channel.

23.9 Vimeo Wizard



Filling out the meta-data

1. Filling out the meta-data

You can find the *Vimeo wizard* in the *wizards* menu. Enter a title and a short description of your video. Then click *next*.



Selecting your resolution

2. Video resolution

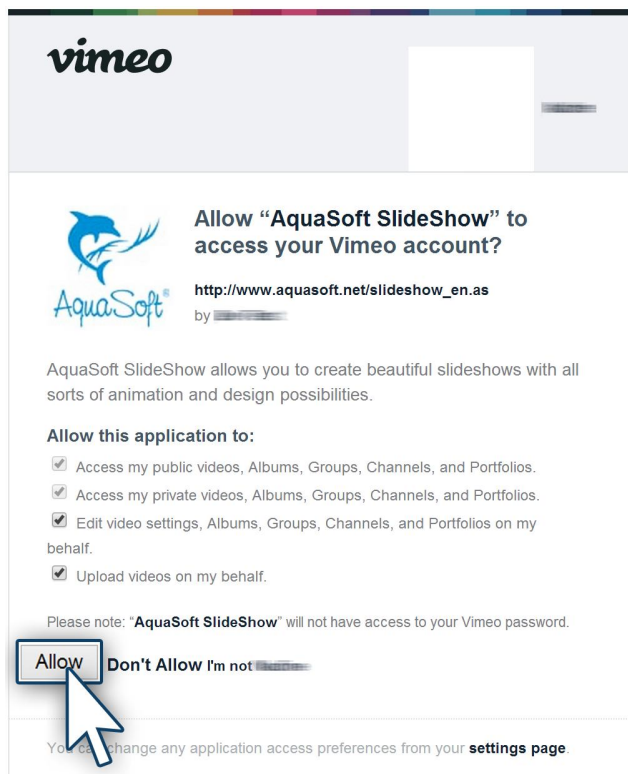
Depending on the desired quality of the video, at this stage you can specify the resolution. If you want it to load quickly, we recommend selecting a lower resolution. If you put more emphasis on quality, select a high resolution. After your selection, click *next*,



Logging in to Vimeo

3. Logging in to Vimeo

In order for the wizard to upload your data to Vimeo, you have to *log in* to your Vimeo account from within the program. If you select the option to *remain logged in* then you do not have to enter your account information again the next time. We recommend only activating this option when you are the sole user of the computer.



Grant access to Vimeo

4. Granting access

After entering your log-in data, you have to confirm that you allow AquaSoft Stages to post your videos via the program wizard to your channel. Simply click on *allow*.

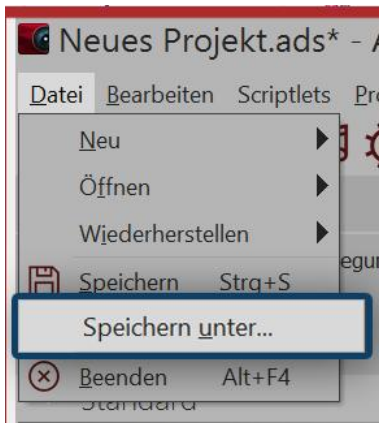


Creating a video

5. Creating a video

Finally click the *create video* button. That way a video is created and subsequently uploaded directly to your Vimeo channel.

23.10 Saving the Image list as text file



File - Save as

You can save/export the files that you have used in your project as an Image list.

To do this, go to *File / Save as* and under file format select Text file (tab separated) (*.txt).



Saving as a text file

The Image list is then exported as a file with the extension .txt.



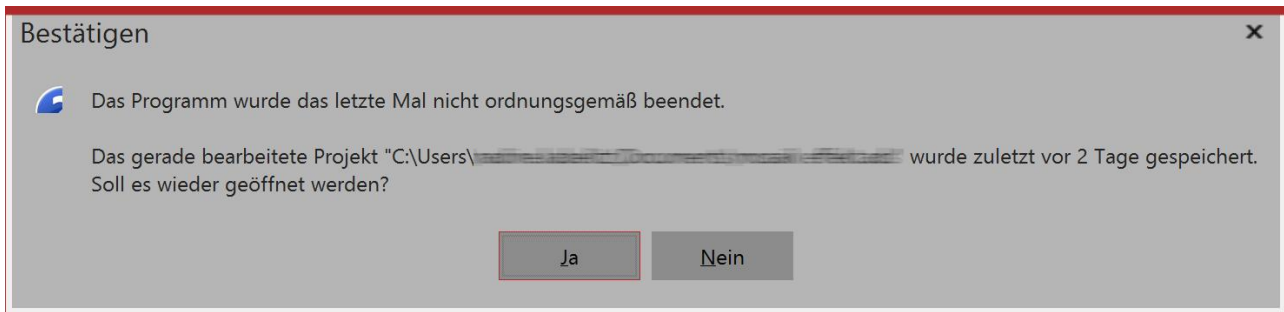
The following sentences should be removed!!! [Exporting the Image list](#) read more.
(Link: new link needed)

24 Saving and recovering

AquaSoft Stages will not abandon you in the case of a crash or any other problems. Each project is automatically saved at a specified interval.

If image data, music or videos are lost, the wizard will help you to *recover your data* again.

24.1 Auto recovery



Restore unsaved show

AquaSoft Stagessaves your project at specified intervals into its own backup directory. Thanks to this, if the program crashes your project is not necessarily lost, even if you have not saved it. After starting the program, a dialog box appears asking you if you want to restore the project. If you answer *Yes*, the version saved as backup will open.

After opening a project file, you can select the restore point via *File / Restore*.

If you want to save the recovered file, select *File / Save*. There you can choose an appropriate location for your project.

Automatisches Abspeichern

Durch das automatische Abspeichern wird in regelmäßigen Abständen eine Sicherheitskopie des aktuellen Projekts gemacht, die aktuelle Arbeit wird nicht überschrieben. Über den Menüpunkt "Datei / Wiederherstellen" können Sie jederzeit zu einem alten Stand zurückkehren.

Automatisches Speichern aktivieren

Maximale Anzahl der Sicherheitskopien: 10

Abstände zwischen den Sicherheitskopien: 3 Minuten

Alle bisherigen Sicherheitskopien löschen

Settings for auto save

Under *Extras / Program settings / Auto save* you can select how often a back up should be made.

24.2 Recovering files

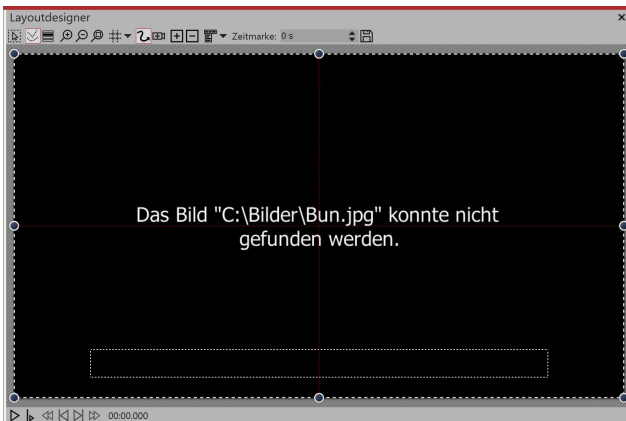
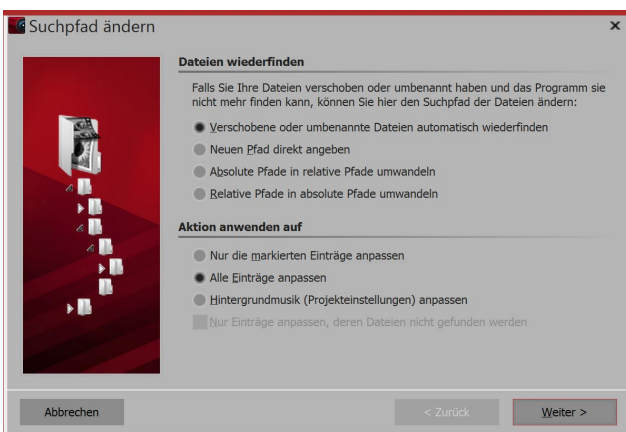


Image cannot be found

AquaSoft Stages only saves links to the images and music that you have used in your project. If you move, delete or rename your images, AquaSoft Stages can no longer find them. In the *Layout designer* you will see the following notification:



Retrieving images

AquaSoft Stages cannot restore deleted images, but the wizard can help to reinsert moved or renamed files back into the project.

1. Bringing up the wizard

Via *Wizards / Retrieving files* open the search wizard.

Under *retrieving files* select your desired option.

Automatically retrieving files which have been moved or renamed

Select this option if you do not know where the files are located.

Directly specify a new path

Select this option if the directory where the images are is known.

Converting absolute to relative paths

In relative paths, the position of the images is saved, starting from the storage file of the project. With absolute paths, the full path is stored on your hard drive.

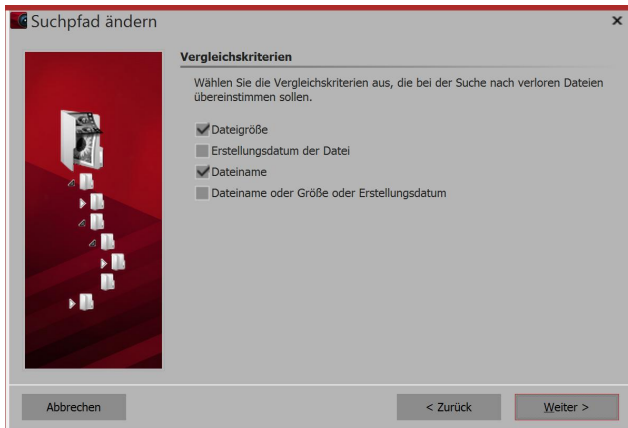
Converting relative to absolute paths

Then decide which items should be adjusted. After you have finished all these entries, click *next*.



2. Refining your search

Select the places where you want to search. The more places are searched, the longer it takes for the search to complete. Click on *next* when you have narrowed the search.



3. Defining comparison criteria

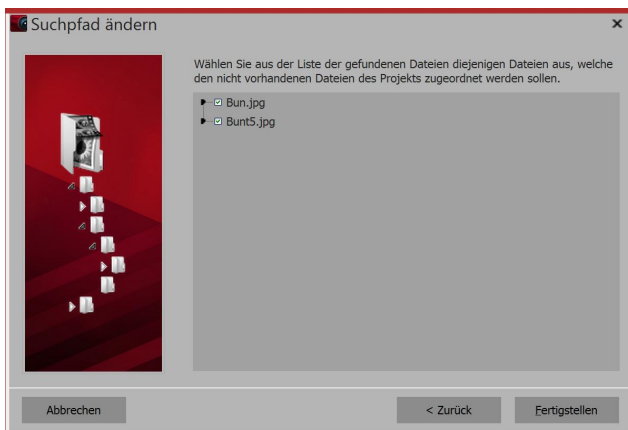
Here you decide which criteria are used to conduct the search.

After you have specified your comparison criteria, click *next*,



Read our Snaptip to learn how to [find renamed files in the project](https://aqua-software.com/en/9uaw).

(Link: aqua-software.com/en/9uaw)



4. Selecting the files you have found

After a successful search you the files you have found will be displayed. Select the files which are to be inserted, replacing the non-displaying files. Click *finish* to use the files. Save the project with these new connections so that the new paths are available even when you reopen the project.



You can check again whether all files are present via *Project / check errors*. Should there be any mistakes, click on the corresponding line in the error report to see which file is missing.

25 Properties of objects

Each of the *Objects*, which you have got to know so far can be influenced or changed via the *Properties* window. The *Properties* window in *Standard* view is always displayed in the right pane of the program interface.



If, under *Object view*, you remove the check mark, the object will not be displayed while the presentation plays. The Timeline displays only objects that are to be played. Should you wish to display an image again, bring up the Image list or the Storyboard. Here you can select it to be displayed again.

25.1 Image

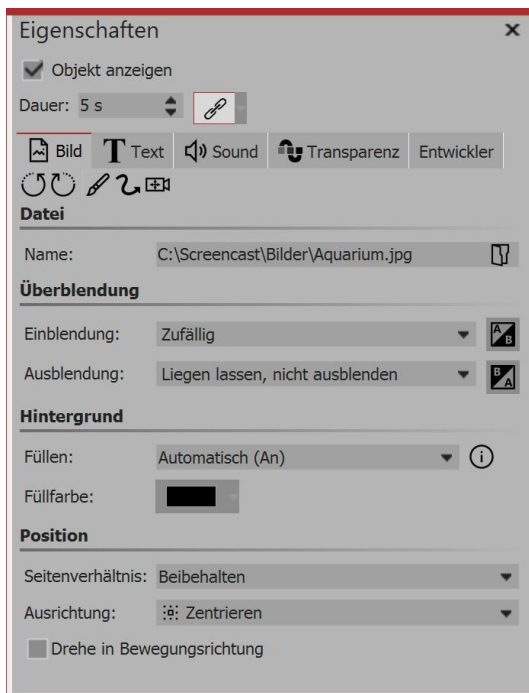


Image object settings

In the *properties* window belonging to the *image* object, you can assign the following settings:



Rotates the image counterclockwise.



Rotates the image clockwise.



Brings up the [built-in image editing](#).



Motion path: sets.



Camera panning: sets.

Duration

Here you can set the duration of the display of the image.

File name

Shows the location and file name of your image.

Aspect ratio

Aspect ratio refers to the ratio of height and width of the image. If an image's aspect ratio differs from the selected aspect ratio of the project, you can select your display preference here.

Retain: The aspect ratio of the image is retained. If the aspect ratio of the image and the project do not match each other, it brings it to the edges.

Crop: The image is cut to fit the aspect ratio of the project.

Intelligent cropping: Faces are taken into account when cropping (face recognition) and, if possible, not cut away.

Distort: The image is compressed or stretched to fit the aspect ratio of the project.

Alignment

Determines the position of the image on the screen.

Rotate in the direction of movement

If you give your image a *motion path*, the image automatically rotates consistent with the *motion path*. In the chapter "[motion paths with rotations](#)", you can find out more.

Filling the background

On = if the image does not fully fill the screen, the background will be color filled. The background color can be selected via *color fill*.

Off = the background is not filled and the previous object is still visible behind the current image. If you want to achieve a picture-in-picture effect, enable this option.

Automatic = the program is automatically set to *on* with regard to images/videos/Flexi-Collages in the first track. If you move an object to the second track, or lower, it is set to *off*. This means that you can create image-in-image effects more quickly. If you prefer a fixed value, you can set this yourself with the options *on* and *off*.

Cross-fading

A *fading-in* and *fading-out* can be assigned to the image. Via *customizing* the transition can be configured individually.






Text



Entering text for an image

For this, the letters will "hug" the path.

Under *style* you can set the font, size and color of the text. Under *control* you will find the following options:

-  Places the text at the bottom of the text frame.
-  The text is centered vertically in the text frame.
-  Places the text at the top of the text frame.
-  The text is displayed below the image. This also applies when the image is reduced.
-  Fit: Reduces the font size so that the text fits entirely within the text frame.

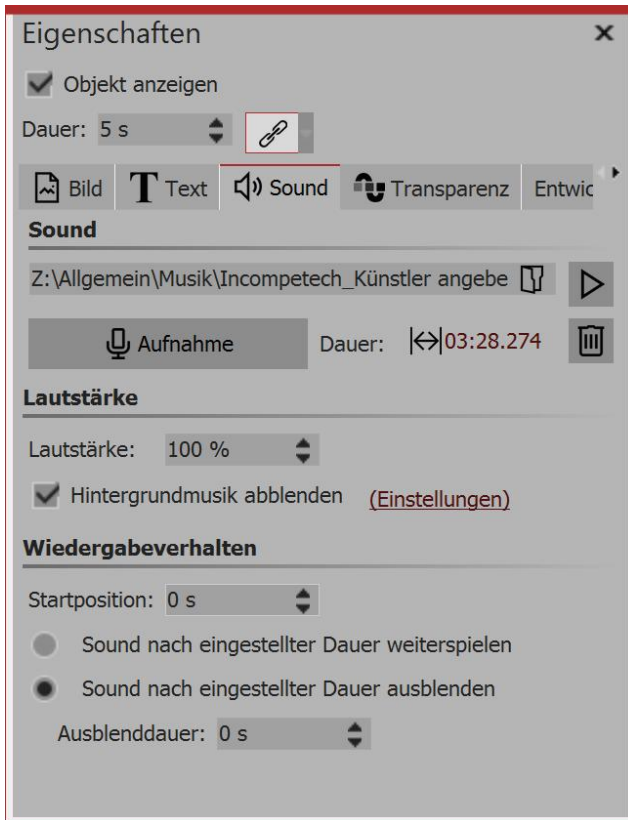
Under *effect* you can give the text a border or a shadow.

If the text should appear animated, you can choose from several pre-built animations on the list. Via the *edit* button, you can customize the animation. You can also see an appropriate preview.

Rotation around text center relates to animations in which the text is rotated. Under *edit* you can determine a different rotation center.

Under *behavior along motion path* you can specify how the text behaves when you have assigned it a [motion path](#). You can select whether the entire block of text should move or whether the individual letters on the motion path should run along the motion path.

Sound



Adding or recording sound for an image

sound duration is longer than the image display time, the sound disappears along with the image.

If the image is associated with a sound or you want to add a sound, you can specify the settings here.



Insert sound file and assign to the image



Plays the associated audio file.



Removes the file name (does not delete the file itself)



Opens the *Sound Wizard*, which allows you to record your own comments to the image.

Volume - controls the playback volume of the sound.

Fade background music - you can determine whether to dimmed / withdrawn during the playing of the sound, the background music volume. In this way you can prevent spoken commentary is drowned out by the background music.

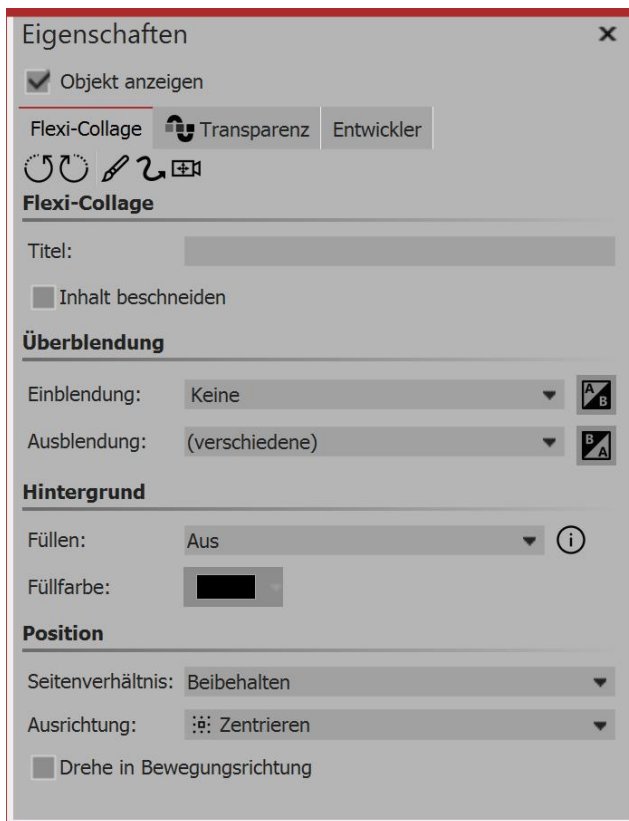
Continue playing sound over an adjusted time - with this option, the image may have a shorter duration than the sound. The sound continues to play over the following images, until it is finished.

Fade out the sound after a specified time - or, if the

Transparency

The *animated transparency* is described in the chapter ["animated transparency"](#).

25.2 Flexi-Collage



Flexi-collage properties

can create image-in-image effects more quickly.

Aspect ration - Images have an aspect ratio, which is composed of height and width of the image. If a *Flexi-Collage* you have created differs from the selected aspect ratio of the project is different, you can decide here how the *Flexi-Collage* is to be displayed.

- **Retain**: The *Flexi-Collage* gets edges when playing.
- **Crop**: From the edge of the *Flexi-Collage* parts are “cut off” until the *Flexi-Collage* fits into the correct aspect ratio, without this, borders result.
- **Distort**: The *Flexi-Collage* is inserted into the aspect ratio of the project, where a distortion of the image takes place.

Orientation - Determines the position of the collage on the screen.

Rotation in the direction of movement - if you have assigned a [motion path](#) to a collage, you can get the collage to automatically rotate along the path.

Transparency

The *animated transparency* is described in the chapter ["animated transparency"](#).

In the *properties* window there are various *Flexi-Collage* options which are described in further detail below.

Flexi-Collage

Title - here you can enter the title for the *Flexi-Collage* object. This serves as a better overview of larger projects.

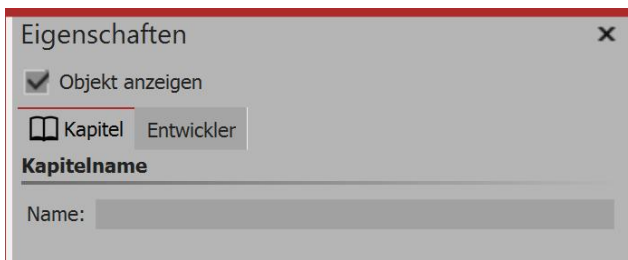
Cutting content - the section of the *Flexi-Collage* which goes out of the visible view in the *Layout designer* is cut off.

Fading in or . . . Fading out - here you can set your preferred *fade-in or ... fade-out*. With the *customizing* switch, you can configure the *fade-ins and... fade-outs*. You will also get a preview of all the *fade-ins and fade-outs*.

Filling the background

- **On** = background is filled in with color when the collage is made smaller.
- **Off** = background is not filled and the previous item “shines through”.
- **Automatic** = the program is automatically set to *on* with regard to objects (image, video, *Flexi-Collage*) in the first track. If you move an object to the second track, or lower, it is set to *off*. This means that you

25.3 Chapter



Chapter object settings

Only in *properties* relating to the *chapter object*, can a chapter name can be given. If the *chapter* is collapsed, the chapter name is visible. If you have split your project into multiple chapters, the chapter name offers a better overview. The chapter name is transferred to the *Menu Wizard*. The chapters allow that later on you can select and play them individually from a CD/DVD menu.



For details on how to make use of the chapter object, see the chapter ["Working with multiple tracks"](#).

25.4 Particles

The *particle* object shows you one or more images in a smaller format and moves them onto the screen. In the *properties* window you can influence the behavior of the particle object. Additionally, the particle object can be given a [motion path](#). You can also [rotate](#) the particle object.

The particle object settings are very varied. We offer no recommendations because each parameter allows completely different animations.



The best way to get to know the particle object is through your own experimentation.

Icons



With this icon, you can insert graphics into the particle object. For the particle object to work, you must have inserted at least one picture here. These images are hereinafter referred to as *sprites*. When inserting multiple sprites, either one of them will be randomly selected per particle, or, alternatively, an animation will be created out of them. For more details, adjust using the *sprite animation* option. Especially suited to being sprites are cropped images with irregular outlines.



Highlight an image from the list of sprites and delete it by clicking on this icon.



You can apply an image effect to the sprites. The one effects is applied to all the sprites.



The particle object not only supports simple values but also ranges of values or curves whose values vary over time. The wave icon allows you to switch between these options.

Value- fixed value over the entire period, for example, opacity = 100%

Value range- random selection between two values, e.g. opacity of the particle is randomly selected between 50% and 100%

Curve - (only Stages) follows the value of a freely definable curve over time, e.g. opacity should be 100% at the beginning of the particle object, and at the end be 0%

Curve area - (only Stages) value is a random selection from the range of values between two curves

Eigenschaften

Objekt anzeigen

Dauer: 33,8 s Abstand: 0 s

Nach dem Abspielen liegen lassen

Partikel Transparenz

Sprites (Bilder)

C:\Screencast\V10\glow-blue.png
C:\Screencast\V10\glow-blue2.png
C:\Screencast\V10\glow-blue3.png
C:\Screencast\V10\glow-blue4.png

Partikel-Entstehung

Simulation: Global

Emitter: Am Pfad entlang

Vorglühzeit: 2 s

Richtung: 100,69 °

Max. Alter: 10 s

Geschwindigkeit: 1 bis 5

Größe: 1 % bis 10 %

Anzahl: 13,36

Deckkraft: 50 % bis 100 %

Drehung X: 0 °

Drehung Y: 0 °

Drehung Z: 0 °

Drehungsfrequenz: 0 Hz

Sprite-Animation: Nacheinander und zurück

Frequenz: 5,22 Hz

Bewegung: Zufällig

Stärke: 10 %

Frequenz: 3,44 Hz

Emitterbreite: 5,6

Partikel-Leben

Deckkraft: Kein Wert

Richtung: Kein Wert

Geschwindigkeit: [Curve]

Größe: [Curve]

Drehung X: Kein Wert

Drehung Y: Kein Wert

Drehung Z: Kein Wert

Drehungsfrequenz X: Kein Wert

Drehungsfrequenz Y: Kein Wert

Drehungsfrequenz Z: Kein Wert

Spriteanimationsfrequenz: Kein Wert

Bewegungsstärke: Kein Wert

Bewegungsfrequenz: Kein Wert

Optionen

Inhalt beschneiden

Drehe Emitter in Bewegungspfadrichtung

Emitterdrehung an Partikelflugrichtung übergeben

Emitterdrehung an Partikeldrehung übergeben

Emittergröße an Partikelgröße übergeben

Partikelflugrichtung bestimmt Partikeldrehung

Sprites überblenden

The particles have two basic control options.

On the one hand, you can control the origin of the particles, that is when, how often and where they occur, how long they exist for and how they look. On the other hand, you determine in the section *particle life* how a particle changes over the course of its life.

Particle formation

<i>Simulation</i>	<p>Only when the particle object has a motion path does a change in the type of simulation has an effect.</p> <p><i>Locale</i> - the individual particles remain in the coordinate system of the particle object after their creation and move together with it.</p> <p><i>Global</i> - the particles are formed at the position of the particle object, but are then separated from it and fly their own way.</p>
<i>Emitter</i>	<p>You can define here the position or shape where the particles are formed.</p> <p><i>Square edge</i> - the particles are formed at the outer edge of the particle object and move to the opposite side. The edge from which the particles come determine their <i>direction</i>.</p> <p><i>Complete square</i> - the entire square area of the particle object is a possible particle place of origin.</p> <p><i>From point</i> - the particles are formed only at the center of the particle object. The size of the point can be broadened to a circle using the <i>emitter width</i> setting.</p> <p><i>Along the path</i> - ff this option is used, the motion path of the particle object is used as a design. The particle object now stays still and the particles are formed uniformly distributed over the entire path. Using the <i>emitter width</i> you can control in which area around the motion path the path of the particles may occur.</p>
<i>Pre-heat span</i>	<p>If the particle system must first be warmed up before it is displayed, you can here specify the time that the system is invisibly simulated before it is seen. The time specified here is not part of the presentation.</p>
<i>Direction</i>	<p>Here you can set the direction in which particles fly. The graphic (right) shows the meaning of the values.</p> <div data-bbox="1141 1276 1428 1556" style="text-align: right;"> </div>
<i>Max. age</i>	<p>A particle has an adjustable lifespan. If a particle should disappear after, for example, two seconds, enter this time here.</p> <p>The time indication 0 has a special position. It ensures that the individual particles life as long as the entire particle object.</p> <p>The particle lifespan is the reference value for all settings regarding the particle life (Stages only).</p>
<i>Speed</i>	<p>The pace of movement can be set under <i>speed</i>. The higher the value, the faster the particles fly across the screen. A value of 0 means no speed. The particles then remain where they originated. The speed is specified in "virtual screen units per second". 1,000 is the size of the entire screen. A value of 1,000 means that the particles fly across the entire screen in one second.</p>

<i>Size</i>	Here you determine the size of the particles. The size is calculated by means of the <i>positioning frame</i> in the <i>Layout designer</i> . The <i>positioning frame</i> is located at full size in the <i>Layout designer</i> and stands the particle size value at 10% so that the particles have 10% or the size of the <i>positioning frames</i> . If you make this smaller, the particles will also become smaller. Often you will be offered a range of values, instead of a fixed value, in order to bring more variation into the particle system.
<i>Number</i>	With the <i>number of particles</i> you can set the number of new particles to be produced per second. Together with the maximum age of a particle, the result is the number of simultaneously visible particles. Be aware here that more particles also need an equivalent increase in computing power.
<i>Opacity</i>	Here you can determine how opaque a particle is when it occurs. As with the size, with the opacity it is often useful to enter a range of values to create variations, e.g. with snowflakes, whose size in nature also varies.
<i>Rotation X/Y/Z</i>	A particle is a 2D graphic in 3D space. Therefore, it can be rotated around all 3 axes. This refers to the initial rotation, not to an animation. <div data-bbox="1173 728 1428 985" style="text-align: right;"> </div>
<i>Rotation frequency</i>	Rotational velocity about the Z axis (animated).
<i>Sprite animation</i>	<p>The setting is only useful if at least two different sprites have been added.</p> <p><i>None</i> - for each new particle one of the available sprites will be randomly selected and does not change over time.</p> <p><i>Random</i> - over the lifetime of the particle, the sprite used changes regularly. It is randomly selected from a list of available sprites.</p> <p><i>Successively</i> - all sprites are displayed, one after another. As the last one arrives, the first one begins again.</p> <p><i>Successively and back</i> - like <i>successively</i>, except that after the last sprite, the list is not repeated, but played through again backwards to the first sprite.</p> <p>Via the <i>frequency</i> you can set how often the change of the sprites takes place (this is not valid for the sprite animation "none"). Specifying 0 makes this a special case: In this case, the animation takes place via all sprites exactly once in the lifetime of the particle.</p> <p>Using the particle option <i>cross fade sprites</i> the changing of the sprites takes place not abruptly, but instead the particles blend softly into one another.</p>
<i>Motion</i>	<p>Each particle flies in a specific track. Via the motion, you can specify a deviation from this track, without actually redirecting the particles, this means that the particle will always return to its original path. There are several motions available:</p> <p><i>None</i> - no deflection of the particle</p> <p><i>Shaft vibration (sine)</i> - the particle performs an undulating motion along its path.</p> <p><i>Circular motion</i> - the particle describes small complete circles around its orbit.</p> <p><i>Random</i> - the particle is deflected perpendicular to its path at random.</p> <p><i>Random in all directions</i> - the particles can be deflected in any direction on the surface at random.</p>

Random 3D - deflection takes place in every direction, and the depth is modified within the space.

Strength of motion

Here you can set how much the deviation there should be by the particle from the original path. The higher the number, the more the strength of motion increases. The strength depends on the of the size of the particle.

Note: With the "random" movements, the motion strength often has to be increased because the strength only indicates the maximum deflection, but in the middle only smaller deflections are flown.

Motion frequency

The frequency indicates how often the movement is executed. The higher the number, the faster and more frequent the movements.

Emitter width see *emitter*

Particle life (only in Stages)

All values can be entered as a single value or as a curve. In the curve, the values change over time. All values are here relative to the initial values in the formation of a particle. When a particle has emerged, for example, with an opacity of 50%, 100% opacity corresponds to the particle's life setting at this value, for example 50%.

Opacity

Modifies the opacity of the particle. If a particle, for example, at the end of its life discreetly fades out, enter a curve here that at the beginning is 100% and at the end is 0%.

Direction

Deflection of the direction of flight of the particle over time. In contrast to the setting of the movement, the particle leaves its original trajectory here permanently. Enter for example 10 ° in order to disuade the particle by 10 ° clockwise from its original orbit. Here it is better to provide a curve.

Speed

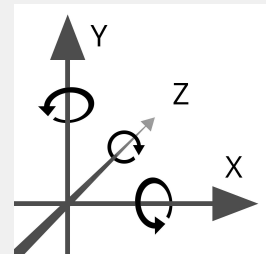
Modifies the speed of the particle. For example, to accelerate a particle, enter a curve from 0% to 100%. At the end of its life, the particle has reached the speed that was set during particle formation.

Size

Modifies the size of the particle. For a particle that, for example, at the end of his life becomes smaller and disappears into nothingness, specify a curve here that goes from 100% to 0%. Often, the effect is combined with a reduction in opacity.

Rotation X/Y/Z

Rotation of the particle sprite around the respective axes. The rotation angle is added to the current rotational angle of the particle.



Rotation frequency X/Y/Z

Frequency of rotation about the respective axis. This value is given in %, and modifies the initial value. It only has an effect when at the point of the particle's formation, the rotation frequency is entered as a value larger than 0%.

Sprite animation frequency

Modifies the value of the initial animation frequency, which must be greater than 0 for an effect to be visible.

<i>Strength of motion</i>	Modifies the initial motion strength.
<i>Motion frequency</i>	Modifies the initial motion frequency.

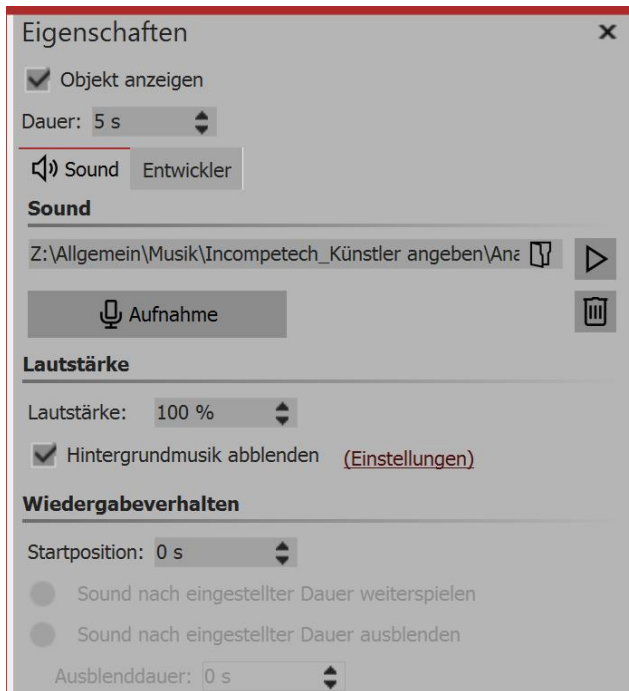
Particle options

<i>Cutting content</i>	Cuts everything that is not within the border of the particle object. The setting is usually only useful for local simulations.
<i>Turn emitter in direction of motion path</i>	If a motion path is assigned to a particle object, the entire particle object rotates along with the emitter in the direction of the motion path.
<i>Delivering emitter rotation on a particle flight</i>	If the emitter is rotated using a motion path, newly created particles will also have this direction as their assigned direction of flight.
<i>Delivering emitter rotation on a particle rotation</i>	If the emitter is rotated by means of a motion path, the particles sprites are rotated in the same direction.
<i>Delivering emitter rotation on a particle size</i>	The resizing of the emitter influences the change in size of the particles.
<i>Particle flight direction determined rotation</i>	The particles sprites align themselves on their trajectory.
<i>Cross-fading sprites</i>	If a sprite animation is selected and there are multiple frames for a particle, they are gently faded.

Transparency

The *animated transparency* is described in the chapter ["animated transparency"](#).

25.5 Sound



Settings for sound object



With the folder icon, you can insert or remove a music file. The selected title is displayed next to the symbol.



Plays the associated audio file.



Removes the file name (does not delete the file itself)



Aufnahme

Opens the *Sound Wizard*. With this you can add a comment to an image, using a microphone connected to you PC. You will find more on the *Sound Wizard* in the chapter "[Sound Wizard](#)"

The following settings are possible with *asound* object:

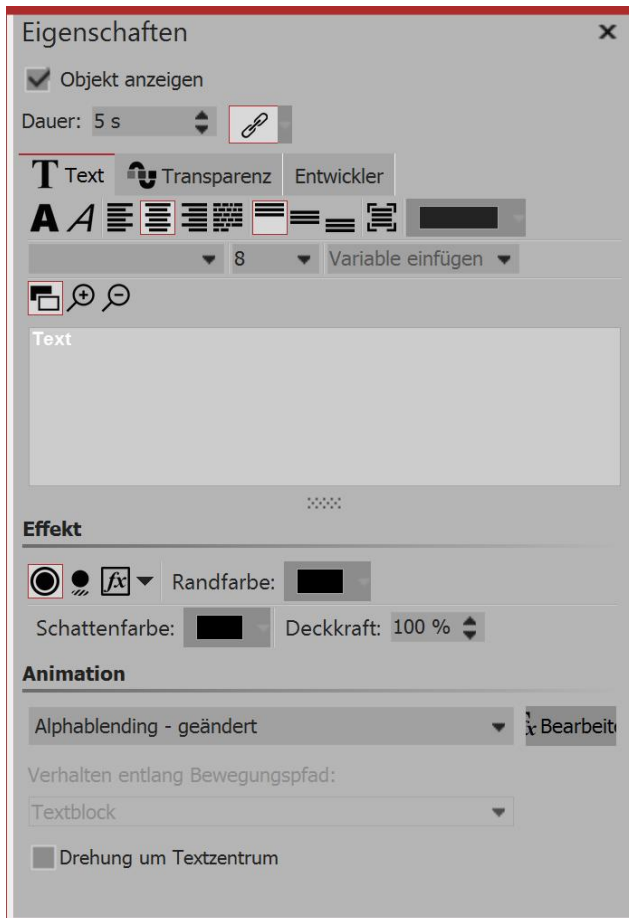
<i>Volume</i>	Displays at what volume the sound will play.
<i>Fade background music</i>	If this option is enabled, when you play the music file, the volume of the background music is automatically reduced. You can set the degree of volume reduction in the <i>project settings</i> . Click on the <i>settings</i> button in the <i>toolbar</i> and call up the item <i>music settings</i> . For more information see the chapter " Music settings "
<i>Sound after the set duration continue playing</i>	This option lets you enter a shorter duration, which you can enter under <i>duration</i> .
<i>Sound after the set duration fade out</i>	If you want to play the sound only for a specified amount of time and then stop, you must select this option. Under <i>fade out duration</i> you can set time that the sound needs to gently fade out.

The volume of a *sound object* can be set individually within the sound. You can find out more in the chapter "[Individual volume control](#)".



You should only use unencrypted music tracks for your projects. For legal reasons, AquaSoft Stagesonly supports the use of music titles that have been encrypted by DRM or similar procedures. The song must be available on your computer as locally saved file (music that is streamed or directly from a CD cannot be included). In the case of public or commercial contracts you must be aware of copyright and GEMA fees.

25.6 Text



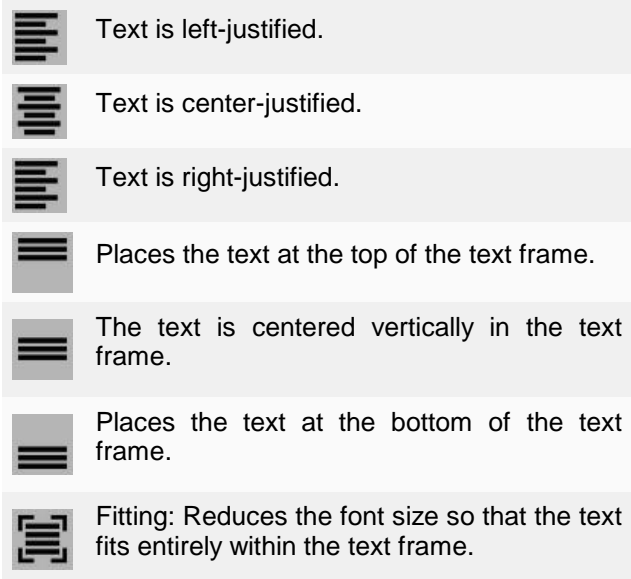
Text object settings

When you select a *text* object, in the *properties* window there are various settings options for the *textobject*, that you will be introduced to in the following text.

Under *font* set the font for the text, as well as its size and color.

Under *style* you can select whether the text is bold and / or should be in italics.

Under *orientation* there is a selection of various text alignments, such as right, center, left-aligned or justified. Additionally you are able to determine here the position of the text field:



If the text should appear animated, you can choose from several pre-built animations on the list. Via the *edit* button, you can customize the animation. You can also see a preview animation.

Rotation around text center relates to animations in which the text is rotated. Under *edit* you can determine a different rotation center.

Under *behavior along motion path* you can specify how the text behaves when you have assigned it a [motion path](#). You can select whether the entire block of text should move or whether the individual letters on the motion path should run along the motion path. For this, the letters will "hug" the path.

If you would like your text to run along a specific path, you will find the relevant instructions in the chapter ["Motion path with text"](#).



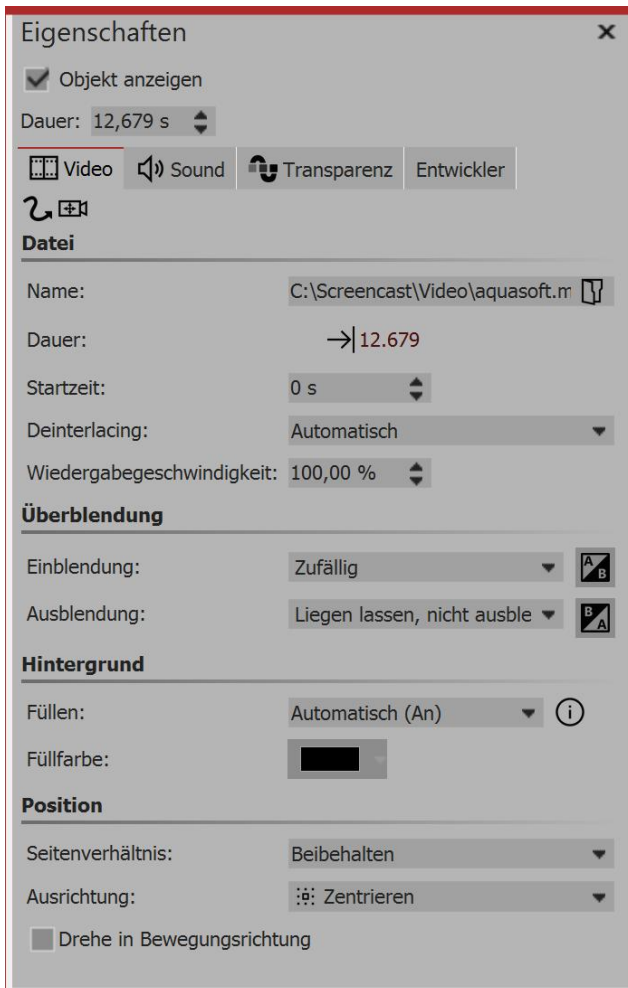
You can find out how to save your font settings in the chapter ["Program settings"](#) in the item "Standard picture settings".

If you want to use multiple fonts on an image, read the chapter ["Multiple texts"](#).

Transparency

The *animated transparency* is described in the chapter ["animated transparency"](#).

25.7 Video



Video object settings

Name	Shows the location and file name of your video. Via the folder icon you can swap the video for another video file.
Duration	Once you have changed the playing time of the video, you can adjust the length of the original video by clicking on the time.
Start time	Here you can enter from which position the video should be played. If, for example, you do not want to see the first ten seconds of the video, you enter the value "11 s".
Deinterlacing	Here you should select <i>automatic</i> , <i>off</i> and <i>always</i> from the options. Enabling this option is useful only if you insert videos that have been recorded using the interlaced method.
Playback speed	Here you can set how fast or slow the video should run. Values below 100% slow down the playback speed, more than 100% will speed up the playback speed.
Aspect ratio	Aspect ratio refers to the ratio of height and width of the video. If a video's aspect ratio differs from the selected aspect ratio of the project, you can select your display preference here.

Retain: The video keeps its borders as it is playing.

Crop: Sections of the video's border will be "cut off" until the video fits into the correct aspect ratio, without borders occurring.

Distort: The video is inserted into the aspect ratio of the project and in doing so, a distortion of the image takes place.

Alignment

Determines where the video is to be positioned on the screen.

Rotate in the direction of movement

If you have assigned a [motion path](#) to a video, you can get the video to rotate along the path automatically.

Filling the background

On = if the video does not fully fill the screen, the background will be color filled. The background color can be selected under *fill color*.

Off = background is not filled and the previous object is further visible under the video. If you want to achieve a picture-in-picture effect, enable this option.

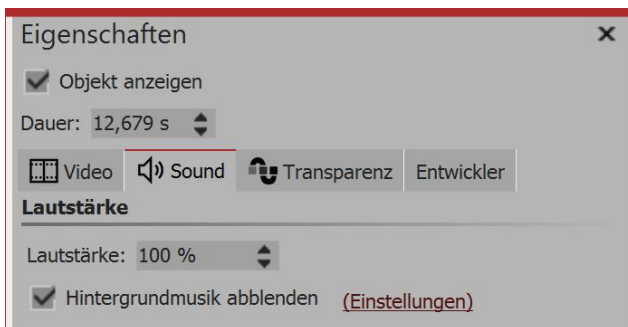
Automatic = the program automatically sets *On* for images/videos/Flexi-Collages in the first track. If you move an object to the second track, or lower, it is set to *off*. This means that you can create image-in-image effects more quickly. If you prefer a fixed value, you can set this yourself with the options *on* and *off*.



If you would like to know how to cut, speed up or slow down videos, see our video "[AquaSoft DiaShow 10: Video editing, slow and fast motion](#)".

(Link: aquasoft.de/go/nky3)

Sound



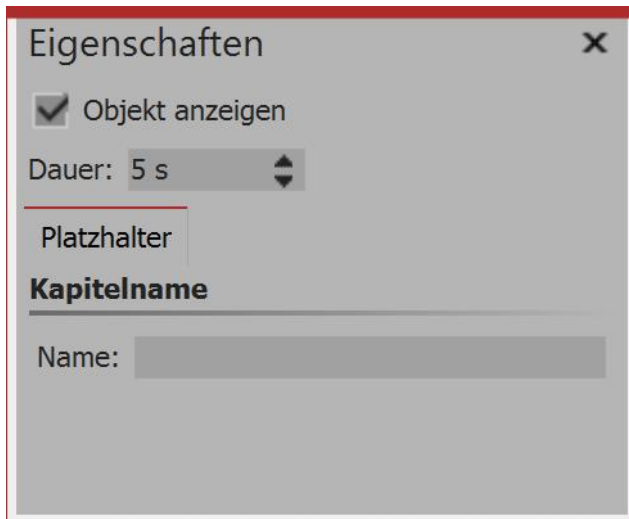
Video sound

Here you can define whether the volume of the background music should be lowered during playback of the video. If the video has no sound of its own, but perhaps a noise was recorded, you can set the volume of the video to 0% and remove the check mark from *dim background music*.

Transparency

Transparency is described in the chapter "[Animated transparency](#)".

25.8 Placeholders



Placeholder object settings

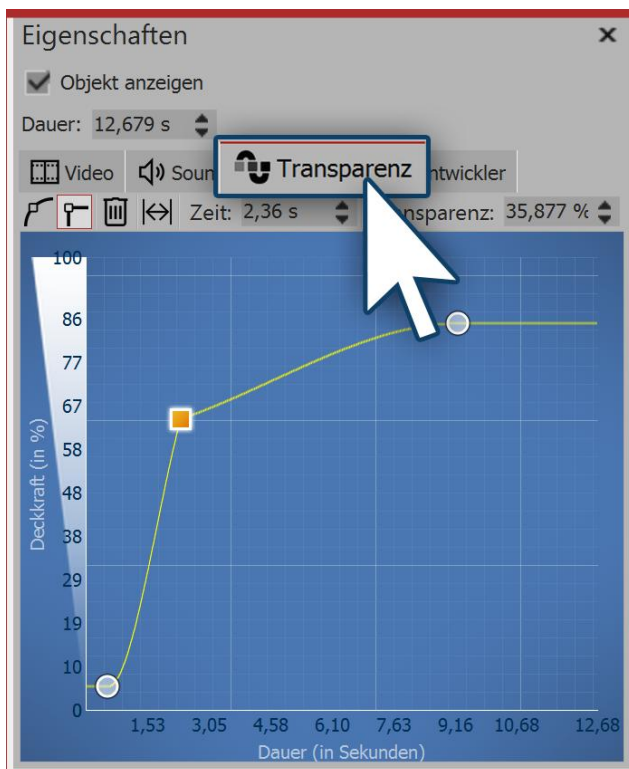
In *properties* relating to the *placeholder object*, you can enter a name. This facilitates the overview.

You can use a placeholder object for parts of the object that you later wish to fill with content. Alternatively, you can use a placeholder as a temporary pause.

25.9 Animated transparency

In the *properties* window you will find a *transparency tab* next to virtually all objects. This allows you to assign a specific transparency behavior. So, for example, it is possible to get an image or text to emerge slowly from a black background and subsequently disappear again. You can also get images and texts to appear semi-transparently on top of a previous image.

1. Settings for transparency







Putting dots in the blue field

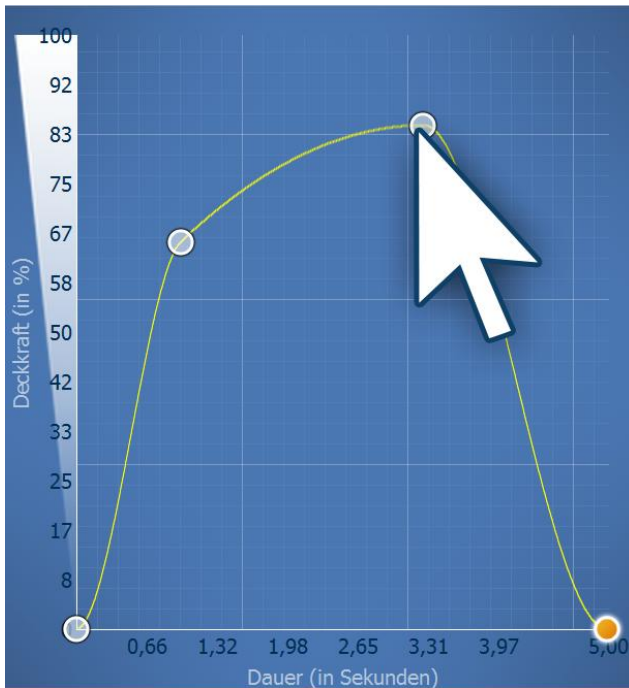
In order to create the transparency curve for your *object*, in the *properties* window, bring up the *transparency tab*.

A diagram will appear with a blue background, whose y-axis stands for the percentage opacity, whilst the x-axis shows the length of time in seconds. Put one-click points on the space between the axes. The deeper the point is, the greater the transparency of the object will be. If the point is at the level of 100% opacity, the object is not transparent, but completely visible.

You will find the following symbols with which you can influence the transparency curve:

-  The graph is displayed as a curve, the transparency animation runs smoothly.
-  The graph is displayed as a having corners, the transparency animation runs jaggedly.
-  If you clicked on a transparency mark (appears orange), you can delete the marker by clicking on the icon.
-  If you have you changed the display time of the image or text, by clicking on this button, you can fit the transparency to the display time.

2. Setting the course of the transparency curve



Transparency curve with four points

To set the course of the transparency, create a curve in the diagram. To this end, click in the blue background area. This will set the first point, the curve appears horizontal.

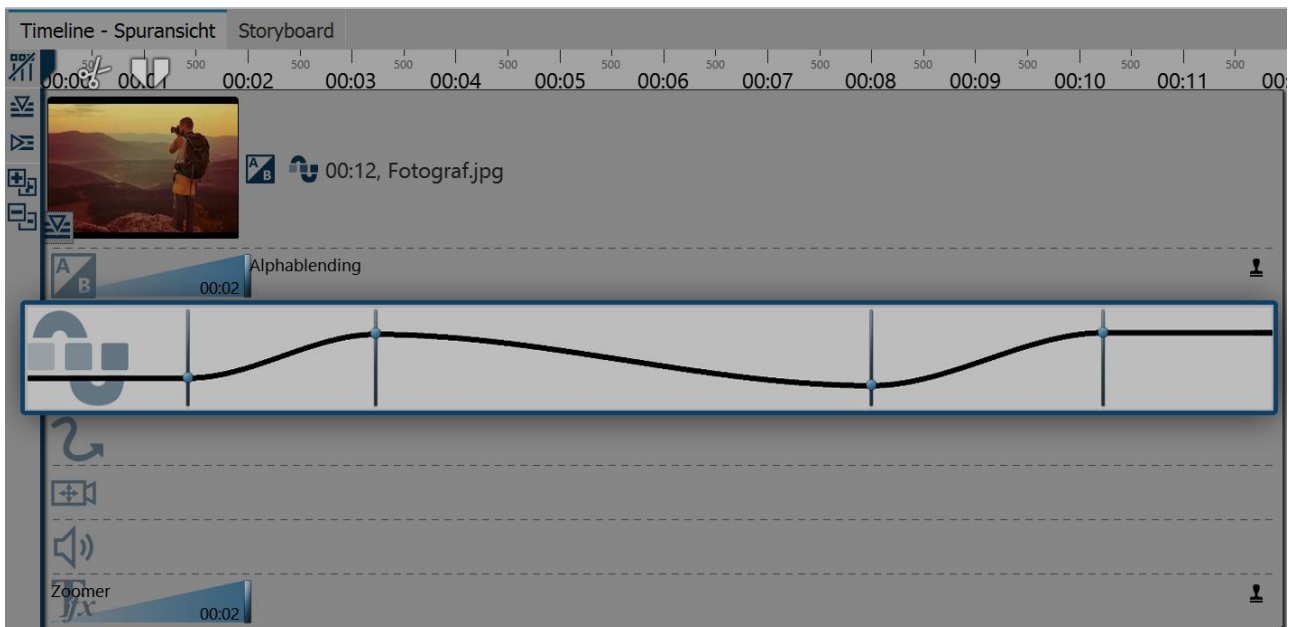
Now you can create more points by clicking with the mouse button. These can be easily moved. Each dot represents a certain amount of transparency, which the object possesses at a certain point.

The strength of the transparency is determined by the height of a point and can be accurately specified in the *transparency* field.

The timing can be also more accurately determined in the *time* field.

3. Controlling transparency via the key frame track (Stages only)

In Stages you can control the transparency using the key frame track. Just open the key frame track and click on track for transparency. Again, you have a curve, the ups and downs of which you can control with individual key frames. Values between key frames are automatically calculated (interpolated).



Keyframe track for transparency

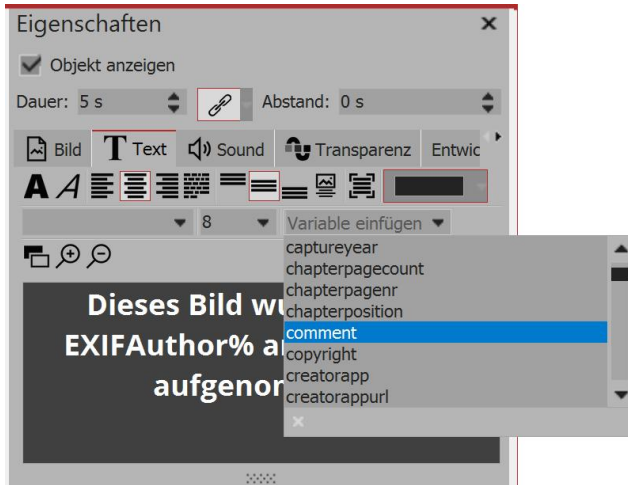
25.10 Working with variables

In AquaSoft Stages you can embed Exif and IPTC data into your project. This data contains information derived from your camera. Also, information that you have assigned to the image in an external program and which can now be found in the image properties, can be used (click the right mouse button on an image file in *Windows Explorer / Properties / Details* select).



Text with variables in the layout designer and the text input field

You integrate this information into AquaSoft Stages by using *variables*.

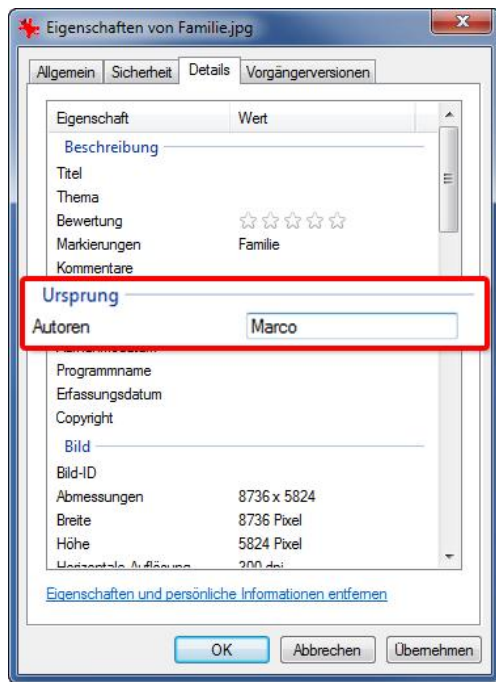


Inserting variables into a text box

You will find a list of available variables in the *properties* window, under the *text* tab. When you have found the right variable in the list, insert it by clicking on it. You can insert any number of variables into a text.

If you have combined images from different photographers in your project, in the properties window, under *text* you can insert the variable *% ExifAuthor%* for your images. If you would like to do this for all the images in a single step, press the **CTRL** key + **A** simultaneously, then enter the variable just once in the text box. This transfers it to all available images in the project.

Saving the photo author from the camera



The camera can save the author of an image

Using your camera, you can insert the author of an image directly into the Exif data. Many cameras allow you to enter your name in the internal menu.

When you then bring up the image onto your PC and call up the properties via the context menu, you will see your name under the details tab, in the author field. Use the variable %ExifAuthor % if you wish to identify the author.

Other examples of variables

<i>%comment</i>	inserts a comment to the image
<i>%capturedate%</i>	adds a recording date of the photo
<i>%ExifApertureValue%</i>	inserts used aperture value
<i>%date%</i>	Current date
<i>%file name%</i>	File name of the current image

26 Settings

26.1 User interface selection

The first time you start the software, depending on the version, you can choose between three or five colors for your user interface. The following options for settings are available:

- Dark (only in Stages)
- Medium dark (only in Stages)
- Medium light (only in Stages)
- Light
- Blue

You can change your selection at any time via *Extras / Program settings / User interface*. You can also decide whether the icons and symbols of the user interface should be displayed as monochrome or in color.

After making your selection, you will need to restart the software for the changes to take effect.



Selection of the User Interfaces in Stages

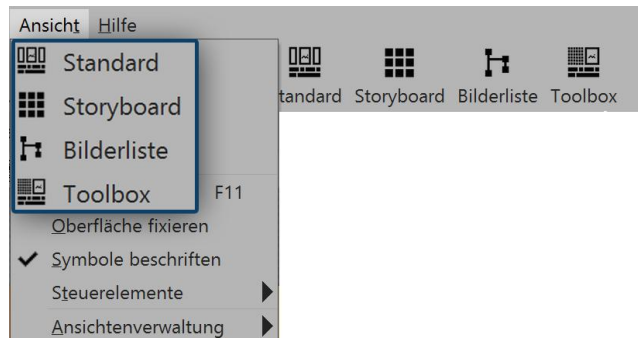


Selection of the User Interface in DiaShow Ultimate

26.2 Setting the view

In **AquaSoft Stages**, in the *view* menu, you will find five preset options for arranging the user interface. You will also find these options in the *toolbar*.

In most instructions that you find in this manual, the *standard view* is used. This does not mean, however, that this is necessarily the best view for your purpose.



Selection of views on the menu and in the toolbar

Adding control elements to the user interface

- ✓ Storyboard
- ✓ Objekte
- ✓ Intelligente Vorlagen
- ✓ Layoutdesigner
- Suchergebnisse
- ✓ Timeline - Spuransicht
- Bilderliste
- Ereignisse
- Meta-Daten
- Stichworte
- Manuelle Eingabe
- ⚙ Erste Schritte
- ✓ Eigenschaften
- Scripting-Entwicklungsumgebung
- Extradata
- ✓ Texteffekte
- ✓ Einblendungen
- ✓ Ausblendungen
- ✓ Bildeffekte
- ✓ Bewegungspfade
- ✓ Dateien

Control elements

Via *view / control elements* you can activate further control elements which can be displayed in the program interface or on a second monitor (if there is one).

Put a check mark in front of the control to activate it. So that the control element is no longer displayed, you can either close it or remove the check mark from the menu *view / control elements*.

If under *extras* you see that the *developer mode* is active, there are further control elements to choose from.

Creating a custom view

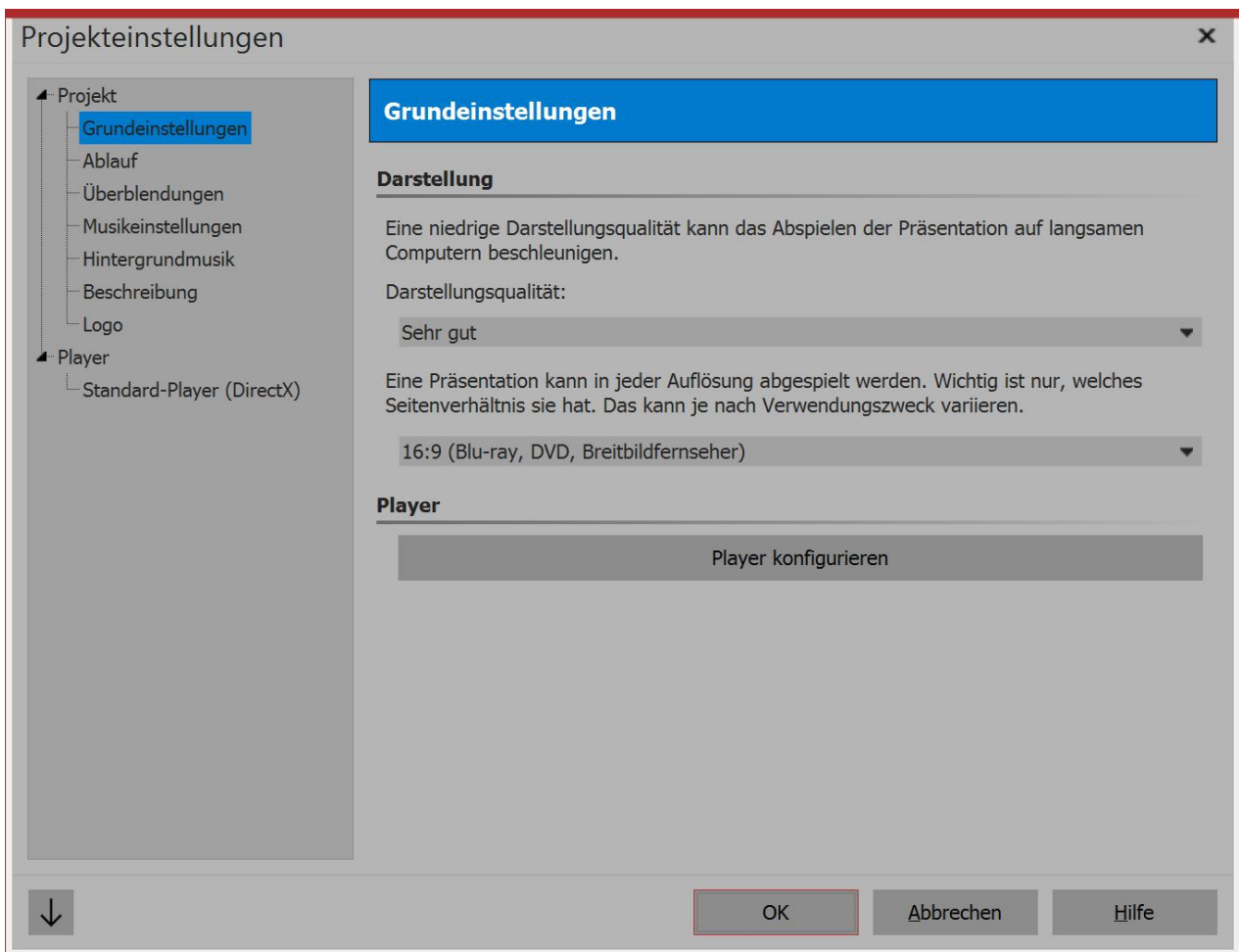
In addition to the already existing views, you can also create a view yourself. Arrange the controls of the [program interface](#) according to your preferences, using drag and drop. Under *view* select *view management / save view*. Now enter a name for the view you have created.

If you wish to call up a view that you have previously saved, select *view / view management / load view*. Now select your preferred view.

26.3 Project settings

The project settings can be set individually for each of your projects. The settings that you select here are always effective only for the active project.

Under project / settings, go to the project settings window. You can get to the settings directly via the gear button in the menu bar.

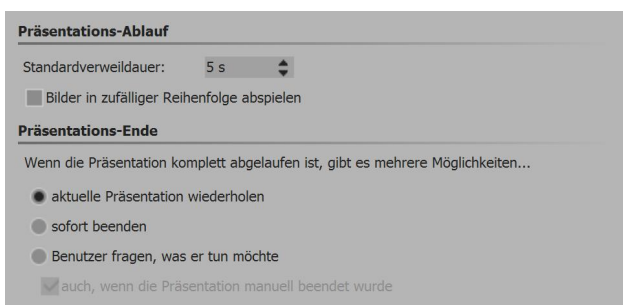


Basic settings

The *display quality* can be adjusted here, according to the performance of your computer. The higher the quality, the more computing power is required. This setting plays no role in the video computation. This is about the quality of playback in the AquaSoft Stages player. If the *display quality* is too high for your PC, you may find stuttering in the presentation's playback.

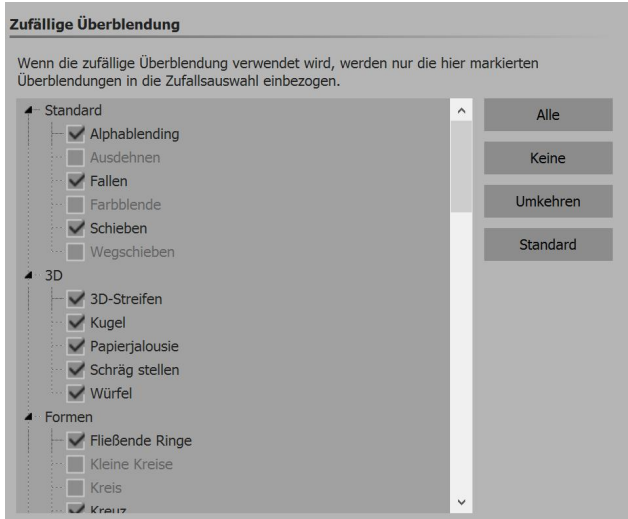
Your project's *aspect ratio* can also be set here. The aspect ratio should match the output medium. You will find detailed guidance in the chapter "[Aspect ratio](#)".

If you want to save the settings to use in all your further projects, click on the arrow at the bottom left. This will ensure that your selected settings remain as default for all future projects.



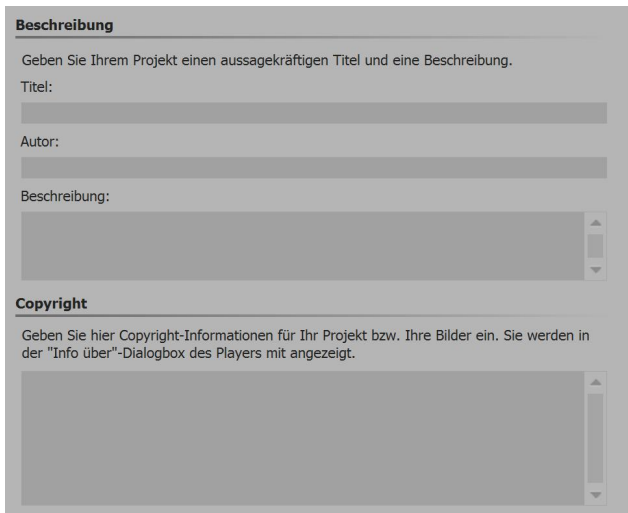
Sequence

Here you can specify the *default display time* for your images, as well as selecting a *random playback order* for your images and deciding whether the presentation should close at the end, or replayed. You can also allow the viewer to decide what they want to do at the end of the presentation.

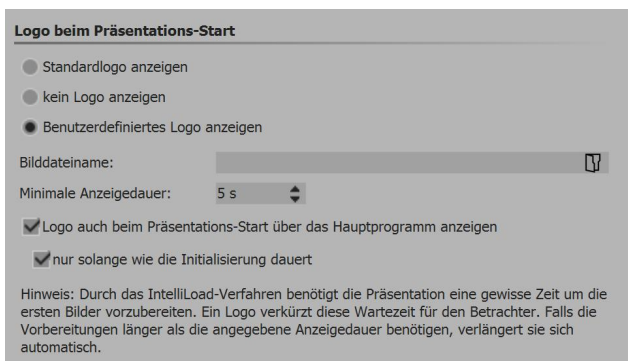


Transitions Select here which transitions are to be included in the selection *random transition*. All transitions with a check mark are used.

It is also possible to assign your own choice from the available fades to a specific "random transition". You can do this in image properties. These settings are then limited to the image.

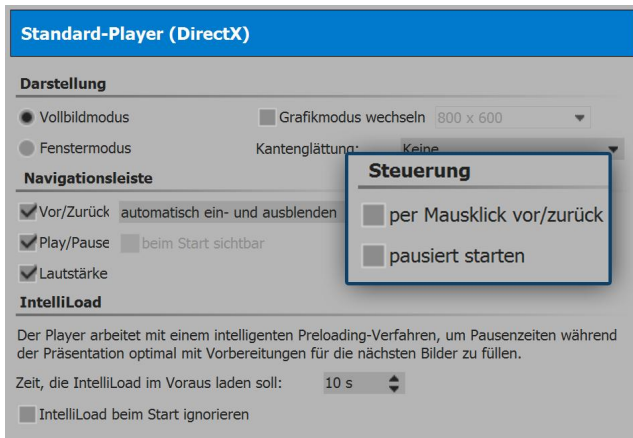


Description You can personalize your project individually. Enter a title, author and a description of your project. The details are essentially informative in nature, but can also be retrieved via [variables](#) `%title%`, `%author%`, `%description%`, `%copyright%`.

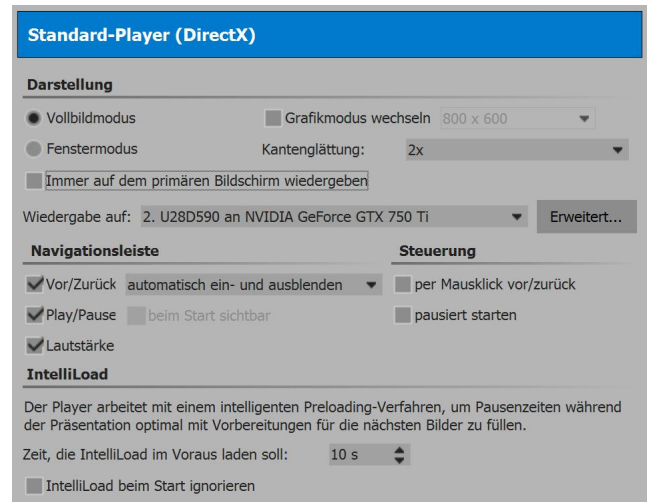


Logo If you would like to start your presentation with your own *logo*, you can select the appropriate image here. You can also choose not to use a logo.

Default player



Settings for the player in DiaShow Ultimate



Settings for the player in Stages

The playing of a presentation assumes the live player. Here you can adjust the settings for this. Please select here whether the presentation should be in full screen mode or windowed mode when played.

Via *anti-aliasing* you can set the anti-aliasing. This serves to eliminate jaggies at the edges. You will see the difference most clearly when you rotate a white square against a black background and watch the edges. By default, the option is set to *none*. The other options are displayed in sequence, i.e. 2x, 4x, 8x, 16x anti-aliasing of the image, with significantly increasing computational complexity. For older graphics cards, the option should be set to *none*. It depends on the graphics card how the anti-aliasing ultimately looks.

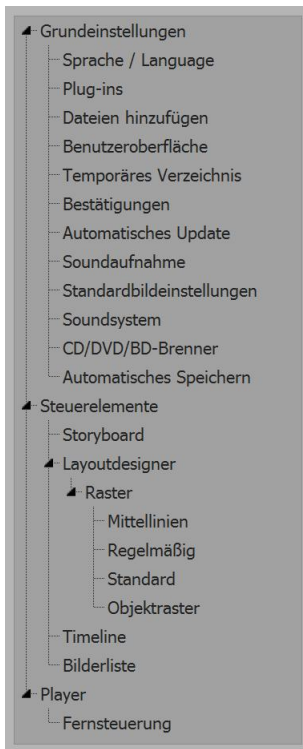
You can continue to make adjustments in the *navigation bar*. Determine which control elements of the *navigation bar* are displayed, and when these are inserted.

Via *control* you can select whether the presentation should begin automatically with playback, or if you want to [manually control the presentation](#). You can also activate here whether you control changing between images with a click of your mouse.

If you would like for your selected settings to be the default settings for each new project, you can click on *as default*. Each new project automatically retains the selected options. Via the *factory settings* button, you can reset your settings to their original state.

In Stages you can also set the output monitor. The program allows you to easily identify the primary and secondary screen when you click on *advanced*.

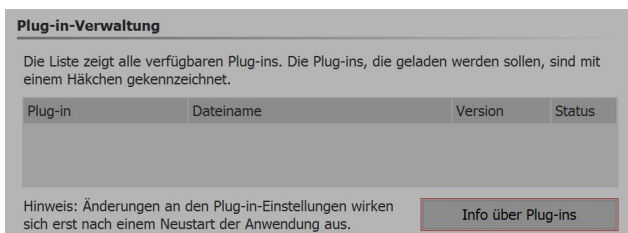
26.4 Program settings



The *program settings* relate to the basic settings of the entire program and not to individual projects that you can find via *project / settings* (more on this in the section "[project settings](#)")

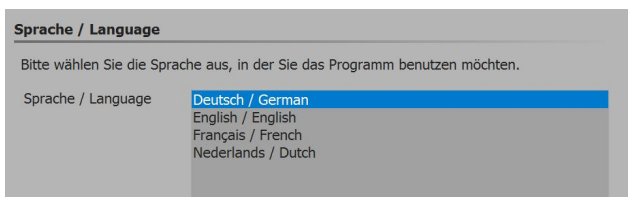
You can access the *program settings* via the *extras* menu.

If you want to customize, for example, your user interface to your specifications, or the behavior of your program on your system environment, this is the place to do it.



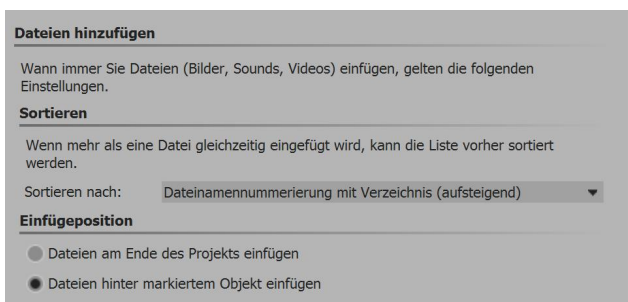
Plug-ins

Contains a list of additionally installed plug-ins, which have been installed through further AquaSoft applications. You can deactivate plug-ins for the next time you start the program via the checkboxes.



Language

The AquaSoft Stages can be used in various languages. Select the desired language and confirm with *OK*. You will need to restart the program for this to take effect.



Adding files

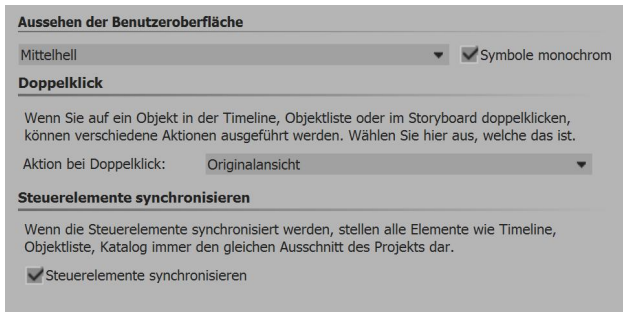
Allows you to set both the sorting order when you insert multiple files and the place you insert them.

If you are adding multiple files at the same time, specify in the sorting section how you want the files sorted.



In our SnapTip, you will learn how to [sort photos](#).

(Link: aquasoft.de/go/pc6h)



User interface

Here you can find out about further setting options for your user interface in AquaSoft Stages.

Via *double-click action* you can determine what happens when you double click in the Timeline, Storyboard or Image list. The possible actions correspond to menu items in the main menu of the program.

Select *synchronize controls*, then an image you have selected in the Timeline is also selected in the Storyboard, and vice versa. It may be useful to rearrange the behavior so that each control has its own selection. This means it is then possible to move images from the Storyboard into different chapters in the Image list without altering the other control when marking the images.

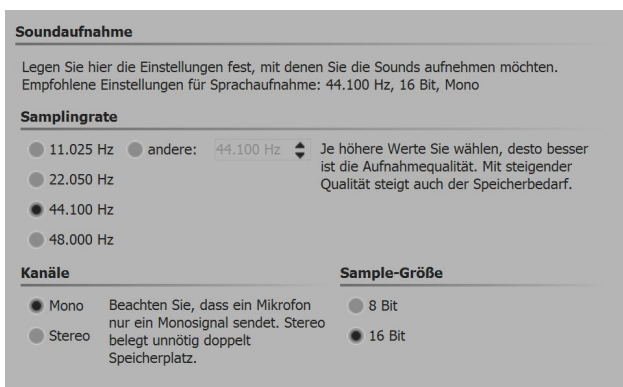
Temporary directory

AquaSoft Stages requires, for certain operations, short-term space on the hard drive for saving temporary files. Here you specify the directory where temporary files can be cached. When creating videos, you are likely to need a lot of space. Should the temporary directory provide insufficient space, you can specify another directory on a separate data carrier.

Automatic update

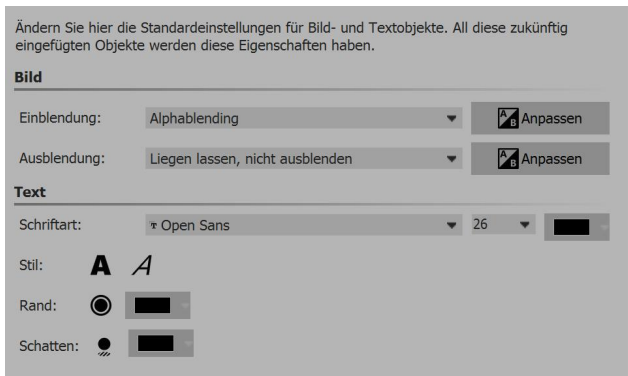
Any user who has the full version of AquaSoft Stages has to register the serial number to get free access to updates. The updates may offer improvements for handling errors or new program functions.

You can set the interval at which AquaSoft Stages checks to see if there are any new updates available. When you check, you will need to be connected to the Internet.



Sound recording

If you have a microphone, you can add commentary to your images via the [Sound Wizard](#). Here you can specify the settings for the recording.



Standard image settings

Here you can determine your preferences for inserting image objects and text objects. You can set default values for your text options and default transitions here.

In AquaSoft Stages Premium there are fewer options available here.

More complex settings can be realized via [custom objects](#).

Confirmations

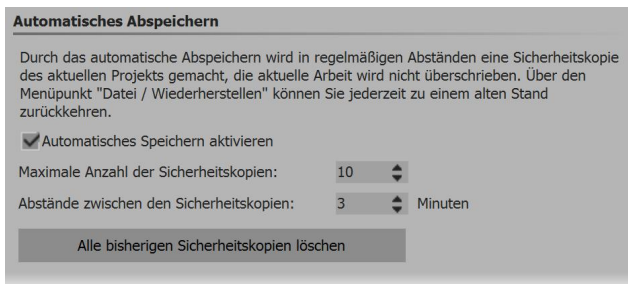
In AquaSoft Stages you will see several dialog boxes and information windows. You may enable or disable them here.

Sound system

The *sound system* takes on the playback of music involved in the project. Should you have any difficulties with music playback, adjust the settings here to *Windows Multimedia* and then restart AquaSoft Stages.

CD/DVD/BD burner

Here you can see your CD / DVD / BD burner when it has been detected. Choose the burner you want to use and set the recording speed. Please note that a high burning speed may have a lower resulting quality (although this also depends on the type of blank disk you use). Should there be problems reading the burned media, try a slower burn speed.

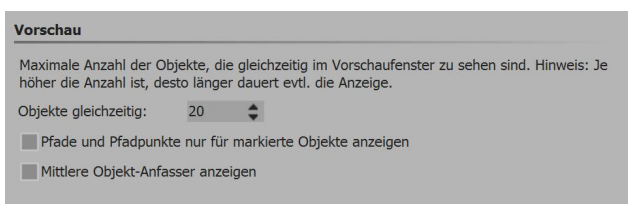


Auto-save

Here you can determine whether you wish to have automatic backups while working on a project. Via *file / open / restore* you can find an older version of your work. Auto-save does not overwrite your original project.

Storyboard

Set your *Storyboard* settings here.



Layout designer

Set your *Layout designer* settings here.

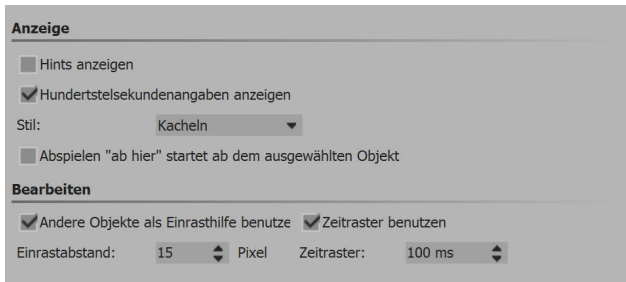
Undersimultaneous object you can determine how many objects can be simultaneously displayed in the *Layout designer*. For complex collages it may be necessary to increase this value. A high number of

simultaneously viewed items will use up more computing power and memory.

Furthermore, you can specify whether you want displayed the tools *paths and path tracks for all objects and average object drag point*.

In a sub-menu, you can more accurately determine how the *screen* should look and how the objects on the *screen* should be arranged.

You will learn more about the screen in the chapter "[Layout designer](#)".



Timeline

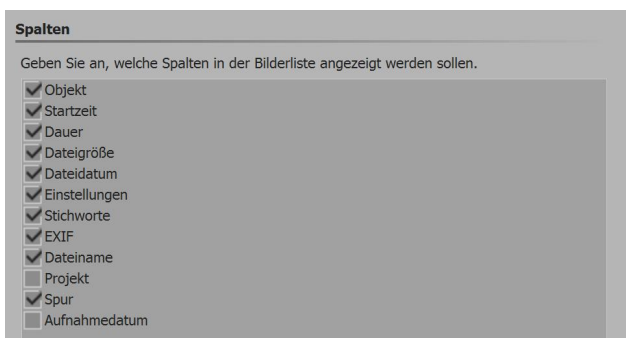
Here you can specify the settings for the *Timeline*.

If *show hints* is activated, you will get information about objects when you hover the mouse over them, like, for example, duration, start time, file name.

If you want to work with great precision, the style "Exact (dense)" is recommended, because it leaves no optical gaps for the discreet shadows between

objects.

If the program "Play from here" is selected, the slide show is played from the position at which the playhead is located. If you want to play from a selected object, this setting must be activated with a cross.



Images lists Select here what information you would like in the *Image list*.

AquaSoft Stages - Help

Copyright © AquaSoft GmbH 1999-2021

Visit us on the Internet:
www.aquasoft.net

