User Manual

Contents

1 General information

1.1 Legend / Symbols

Features that are tagged with this image are explained in more detail in a video. You will find the short link to the video behind this symbol.

The bell indicates particularly important information. This should not be overlooked under any circumstances.

The light bulb displays additional tips and hints, including additional information that you can find in our [AquaSoft Blog](#).

Sections marked with this symbol contain references to a sample project. The sample project can help you better understand a feature and give you valuable design ideas.

1.2 System requirements

To install **AquaSoft Vision** or **Stages**, you should have at least the following system requirement available. Better, especially in terms of display quality, are larger resources:

Hardware

CPU	2 GHz, Multi-core processor advantageous
Graphics card	DirectX 9c (must support shadermodel 2), at least 1 GB memory
Working memory	4 GB
Free space on hard disk	1 GB (burning video DVDs may require up to 10 GB for a short time)
Burner	optional
Supported operating systems	Windows 8.1, Windows 10, Windows 11 64-bit systems are supported.

If possible, install the software on drive C:. This way you can be sure that all necessary files are found immediately, even for templates or sample projects.

1.3 Installation and uninstallation

Installing the software from download or DVD

Directly after the purchase on www.aquasoft.de you will receive a download link and the license key. If you have already installed the demo version before, you can unlock it directly with the license key. If you need the installation file again, you can download it at any time from your customer login at login.aquasoft.de.

If you purchased the software through a dealer, register with your license key at login.aquasoft.de to receive updates.

If you purchased the software as a box, you will receive a DVD containing the installation file. Insert this into your DVD drive and you will be guided by the installation wizard.

Previous version already exists

If you have installed a previous version, you do not necessarily have to uninstall it. Different major version numbers can run side by side without affecting each other.

> If you open and edit a project file that was created with an older program version, do not save it under the same name. Instead, select Save as and add an appendix to the file name, such as "Filename_Version_12.ads". This way you can always open the original file again with the old version if necessary.

Unlocking the software
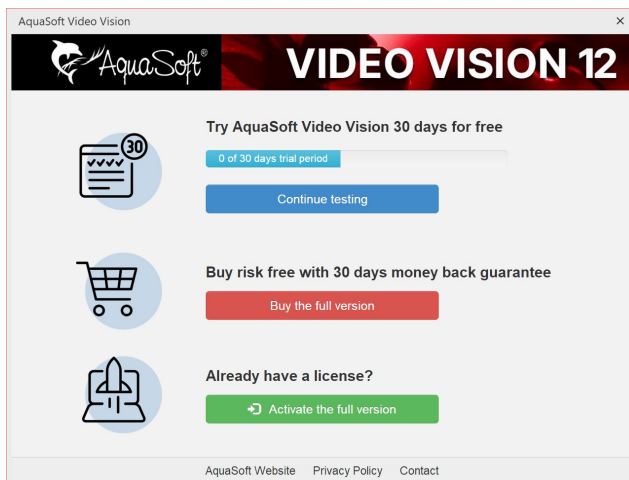
Start window with activation request

After starting the software, you will be prompted to activate it. To do this, click on the green button *"Activate the full version"*. Now you can enter your license key, which you received after the purchase. Alternatively, you can also use your login data (for the customer login) to activate the software.

Uninstall Software

If you want to uninstall the software, you can do this via the Windows Control Panel in the *Programs* or *App & Features* item.
In addition, we offer an uninstall file. You can use this if you cannot remove the program via the Control Panel. You can find the corresponding file at AquaSoft Wiki: (Link addres: aquasoft.de/go/qgwv).

1.4 Preparations

Windows 10 with ransomware protection enabled

> Microsoft has built a so-called ransomware protection into Windows 10. When this is activated, Microsoft blocks some folders from being accessed by almost any program. By default, your own and public folders for documents, pictures, music and videos, as well as your favorites are protected. You can't unprotect these without disabling it altogether. However, you can include folders that you want to protect yourself.
>
> The **Temp directory** and the **application data** must **not** be protected, since programs store data necessary for the process or user-specific data there.
>
> If ransomware protection is active, Stages must be unlocked to access protected folders in order to function properly.

Number of pictures

If the presentation is varied and exciting, friends or family will agree that time is relative. So the number of pictures is also a completely subjective decision. The better you "write the script", the better you will know how many pictures to show.
There is no universal answer to the question of the "optimal number of images".

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

- Is there enough variety among the images, the videos, and the music?
- Are the images and videos of appropriate quality?
- Have I designed the presentation so that there are moments for the viewer to be excited and surprised?

With a good amount of preparation, you have already made a picture selection in which motifs are not repeated and the shots are interesting and varied.
Through the use of appropriate music you create emotions and give special moments accents.

Sorting images

In order to achieve a good result quickly and effectively, you can make some preparations in advance. It makes sense to create a directory and possibly divide it into subdirectories. In these subdirectories you can store your images, sorted according to your own criteria.

Also, if you still want to rename the images, you should do this now. If the images are inserted first and then renamed or moved, they will no longer be displayed in the project.

> Organize your images before you start creating the project. When you insert the images, they are not saved again. Only the reference to the location where the images are stored is saved. If the images are moved to another folder or renamed, they can no longer be retrieved using the reference.

File types

AquaSoft Vision and **Stages** support the following file types, among others:

Image formats

AquaSoft image container (*.asimage)
AquaSoft JPNG (*.asjpng)
BMP images (*.bmp,*.dib*.rle)
Extended metafiles (*.emf)
Color Profile (*.icc,*.icm)
Graphics Interchange Format (*.gif)
High Efficiency Image Format images
(*.heic, *.heif)
JPEG 2000 (*.jp2)
JPEG 2000 Codestream (*.j2c,*.j2k,*.jpc)
JPEG images (*.jpg;*.jpeg)
LUT in cube format (*.cube)
Photoshop images (*.pdd;*.psd)
Portable Network Graphic images (*.png)
Portable Pixelmap images
(*.pbm,*.pgm,*.ppm,*.pxm)
RAW Images (*.cr2,*.crw,*.dcr,*.dng,*.mrw,
.nef,.orf,*.pef,*.raf,*.raw,*.rw2,*.srf,*.x3f)
Scalable Vector Graphics (*.svg)
Symbols (*.ico)
TIFF graphics (*.fax,*.g3f,*.g3n,*.tif;*.tiff)
Truevision images
(*.icb;*.pix,*.targa,*.tga;*.vda;*.vst)
Windows metafiles (*.wmf)
ZSoft Paintbrush images (*.pcc;*.pcx)

Video formats

Animated GIF (*.gif)
Common Intermediate Format (*.cif)
Digital Video (*.dv;*.dif)
DVD-Video (*.vob)
Flash Video (*.flv)
Flic Animation (*.flc)
Matroska Media Container (*.mkv)
MPEG (*.mpg; *.mpeg)
MPEG-2 Transportstream (*.mts;*.m2ts)
MPEG-4 Video (*.mp4;*.m4v;)
OGG Theora video (*.ogv)
Quicktime (*.mov)
Transportstream (*.ts)
Video for mobile devices (*.3gp;*.3gp2)
Video for Windows (*.avi)
WebM video (*.webm)
Windows Media Video (*.wmv)

> Always insert GIF files via the *Video object*. If the display duration cannot be detected automatically, you may need to adjust it. If you want to display the animation longer, set *None* under *Fade In*, copy the *Video object*, and paste it several times until you reach the desired length. Alternatively, use the GIF in the Repeat [191] effect.
>
> To use Heic and Heif images, your Windows operating system requires a corresponding Heif image extension that is not installed by default.

Sound formats

Advanced Streaming Format (*.asf)
AIFF files (*.aiff)
FLAC files (*.flac)
IT/Impulse Tracker music (*.it)
MIDI files (*.mid;*.rmi)
MOD music (*.mod)
M4A files (*.m4a)
MP3 files (*.mp3)
MP2 files (*.mp2)
OGG Vorbis files (*.ogg)
S3M/Scream Tracker music (*.s3m)
WAV files (*.wav)
Windows Media Audio (*.wma;*.wmv)
XM/FastTracker music (*.xm)

1.5   Memory and screen size

AquaSoft Stages is available as a 64-bit application.

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.

1.6   Keyboard layout

In **AquaSoft Vision** and **Stages** you can also access some functions via the keyboard. Many keyboard shortcuts are displayed when you hover the mouse over the corresponding button for a moment. You can also use some typical Windows shortcuts.

Play

`F7` Preview in the Layout designer

`F9` or `F5` Play (full screen)
`F8` Play from here (full screen)
`F12` Display CPU/GPU utilization (full screen)

`SPACEBAR` Pause/resume playback in full screen

Layout designer

`INS` Insert motion mark
`DEL` Remove motion marker
`CTRL` + `M` Calling up manual control

`CTRL` + `MOUSE WHEEL` Zoom in and out
`MOUSE WHEEL` Scroll vertically
`SHIFT` + `MOUSE WHEEL` Scroll horizontally

`SHIFT` + `MOUSE MOVE` Maintain aspect ratio
`SHIFT` + `MOUSE MOVE` Ignore grid settings

Timeline

`SHIFT` + `+` Open all chapters
`CTRL` + `-` Close all chapters
`ALT` + `MOUSE CLICK` Open and mark chapters and their contents

`SHIFT` + `MOUSE WHEEL` Scroll vertically
`MOUSE WHEEL` Scroll horizontally

`CTRL` + `MOUSE WHEEL` Change width
`SHIFT` + `CTRL` + `MOUSE WHEEL` Change height

`SPACEBAR` Set marker line while player is playing in Layout designer
`SHIFT` + `MOUSE CLICK` Set marker line when player is not active
`RIGHT CLICK` on line to remove marker line

`T` Cut at playhead position with object selected
Cursor keys `LEFT`/`RIGHT` Move playhead in the timeline in frame steps (60 fps)

`ALT` + `MOUSE MOVE` Move objects while maintaining the distance to subsequent objects in the track.
`ALT` + `MOUSE MOVE` Move keyframe markers while maintaining the distance to the following marker

Windows keyboard shortcuts / key combinations

`CTRL` + `Z` Undo action   `CTRL` + `O` Open

`CTRL` + `Y` Restore action   `CTRL` + `S` Save

`CTRL` + `A` Select all   `SHIFT` + `CTRL` + `S` Save as...

`CTRL` Select multiple elements   `F1` Help / Manual

`CTRL` + `C` Copy   `F2` Rename

`CTRL` + `X` Cut   `F4` Expand drop-down list

`CTRL` + `V` Insert   `F11` Full screen mode on / off

`DEL` Delete

2   Designing step by step

2.1   First steps (quick guide)

Three steps to a first presentation: Start the program and select an empty 16:9 project in the Welcome dialog.

> Doesn't your screen view look like the one in the example below? Click *Default* at the top of the toolbar to go to the default view.

1 Insert images
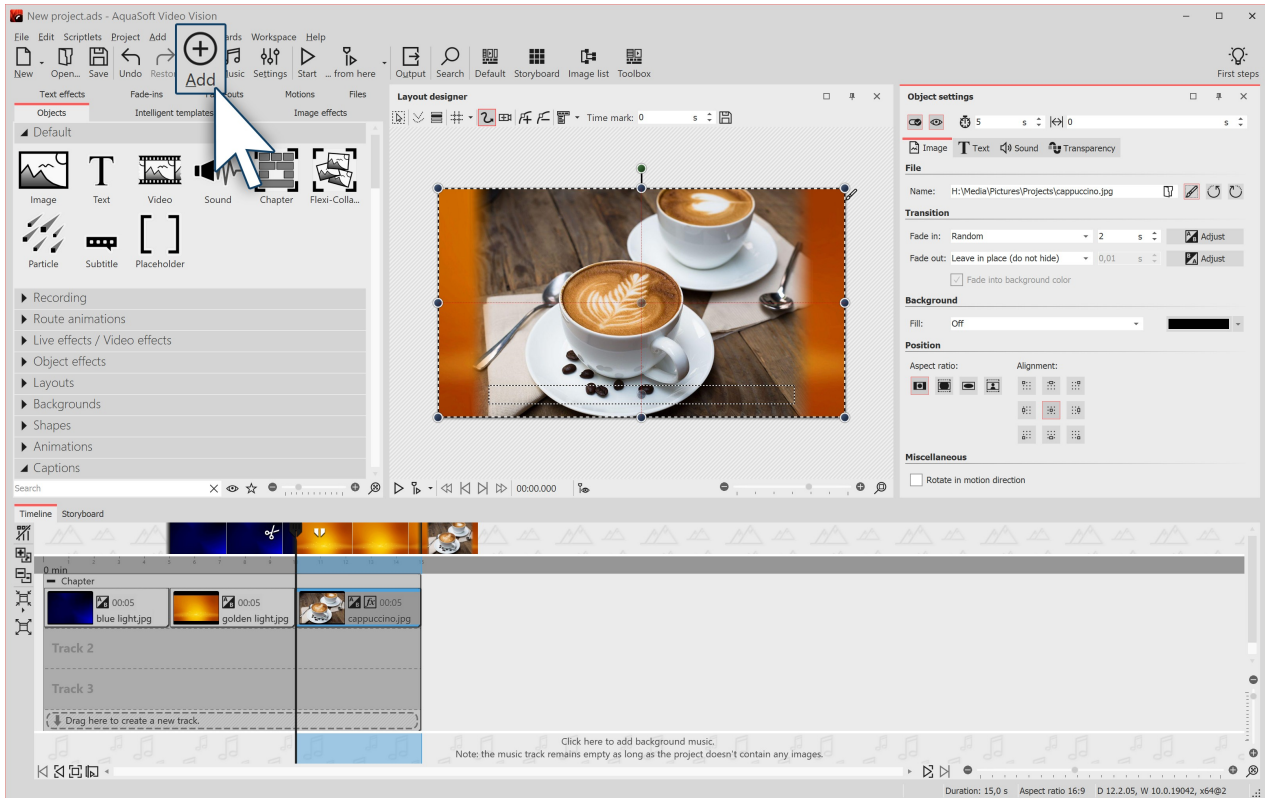
Click the plus icon to insert images

Click on the plus symbol at the top of the *Toolbar* and insert your images. If you want to insert several images at once, hold down the `CTRL` key and click on the images with the mouse in the file selection window. If you want to insert an entire image folder, select *Add / Directory* from the top menu.

- In the Insert Images ⌜8⌝ chapter you will learn more ways to insert images.

- If you want to label your images, see the Labeling an image ⌜37⌝ chapter .

- To learn how to add a sound comment to images, see the Sound Wizard ⌜66⌝ chapter .

2 Insert background music
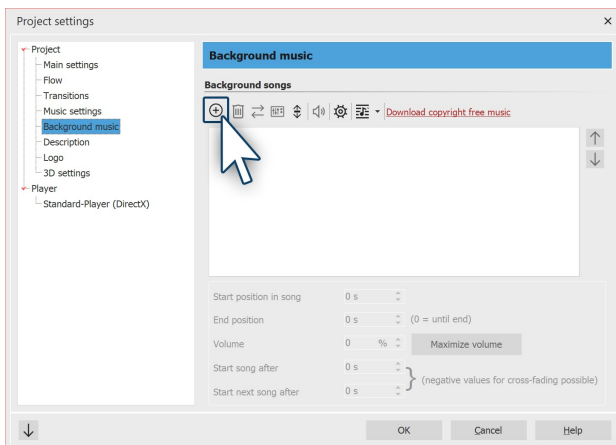
Add background music

Click on the music icon in the Toolbar. The background music menu opens with an empty track list. There is a plus symbol in the menu that you can use to add music titles. Confirm with OK to load the titles into the project.

3 The show can begin

You have inserted images and music in two steps and can now play the presentation. To do this, click on the *Play button* in the menu bar or press the F9 key. The transitions, i.e. the crossfades from one image to another, are randomly selected - depending on the setting *Extras / Program settings / Default image settings*. In the chapter Assign transitions 116 you will learn how to define them yourself.

You can also get a brief introduction to the program with our video "AquaSoft DiaShow 9: Programmübersicht".
(Linkadresse: aquasoft.de/go/2dn2)

2.2 Insert images

In **AquaSoft Vision** and **Stages** you can insert your images in various ways. Some of them are very intuitive to use, while others are more extensive tasks. Learn which methods you can use to insert images in this section.

Valid for all variants:

- You can select or mark an image for insertion by clicking it with the mouse.
- Multiple images can be selected by holding down the CTRL KEY plus clicking the mouse.
- By holding down the SHIFT KEY and clicking with the mouse, you can select the first and last image, including all the images in between.
- You can select all images with CTRL + A .

Insert images via the Plus symbol

In the *Toolbar* in the upper area of the user interface there is a large Plus symbol. Click on the icon to open a view of your folders and storage locations. Here you now select the location of the images you want to insert. Select one or more images and confirm with *Open*.

Insert images using the Image object from the Toolbox

Select the *Objects* tab in the *Toolbox*. In the *Default* section you will find the *Image object*. Either insert it with a double click or drag it with the mouse to the *Timeline* or *Image list* to the place where you want to insert an image. It is also possible to drag the image object onto the *Layout designer*.

Image object

After the *Image object* is placed, the view of your folders and storage locations opens. To select one or more images, proceed in the same way as described in the section above.

Insert images from the file browser
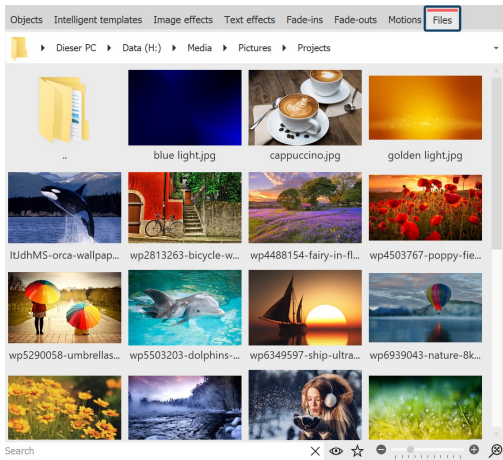
File browser in the Toolbox

In the Toolbox you will find the *File browser* under the Files tab. In the top line, select the directory or folder where your files are located.

The images are displayed as small preview images (thumbnails) in the File browser, with the file name below them. With the help of the search field, which is located at the bottom left, you can search specifically for a file name or file format and thus display the desired file more quickly.

To select one or more images, proceed in the same way as described in the above section.

Drag one or more thumbnails to a location in the Timeline to place the file or files. Pay attention to the small red line. This shows you where you will place the file when you release the mouse button.

Images, videos and sounds that are already used in the current project are marked with a check mark in the file browser.

Insert images via drag and drop

"Drag-and-drop" is the principle of "dragging and dropping". If you have opened a folder outside the application that contains your images, you can drag the images directly into the program window. To do this, shrink the program window by pressing the WINDOWS KEY and the DOWN ARROW on your keyboard at the same time (or click the icon in the upper right corner to shrink the window). Now you can conveniently drag files from a folder or from your desktop into the program.

Insert images via "Add"
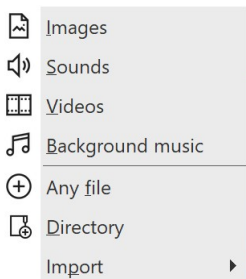
In the upper menu bar there is the *Add* menu item where you get several options for inserting different types of data.
If you choose the option *Images*, the file selection dialog opens and you can select one or more images - as described above.

The *Directory* option allows you to insert a complete folder. If you select this option, a dialog appears in which you can define exactly which data is to be inserted and whether subfolders are also to be inserted.

Add images with the Import Wizard

In the *Wizards* menu you will find the *Import Wizard*. With this you can insert images directly from the camera or scanner into the project. You will find a detailed description in the chapter.

Add images with the PowerPoint Wizard

If you have a PowerPoint presentation and want to transfer the individual slides to your project, follow the instructions in the chapter.

Remove images

If you want to remove an inserted image, select the object and press the DEL KEY . Or right-click the object and choose *Remove*.

> More about inserting images (and videos) you can see in our video ["Bilder und Videos hinzufügen (Erste Schritte in DiaShow 10)"](). (Linkadresse: aquasoft.de/go/import)

2.3   Insert videos

Video object

In **AquaSoft Vision** and **Stages** you can insert videos and edit them.
To insert a video, select the *Video object*, which you can find in the *Toolbox* under the *Objects* tab. Drag the *Video object* from the *Toolbox* to the *Timeline*.
You will now be prompted to select one or more video files.

Inserting videos into the *Timeline* can also be done by simply dragging and dropping them from the *File browser*.

After selecting your video, it is visible in the Timeline. Depending on the zoom you have set in the Timeline, you will see a number of frames from the video. If you move the mouse pointer over the video, you can view the respective single frame.

Under *Extras / Program Settings / Timeline / Video Thumbnails* you can find more settings about the number of thumbnails for videos.
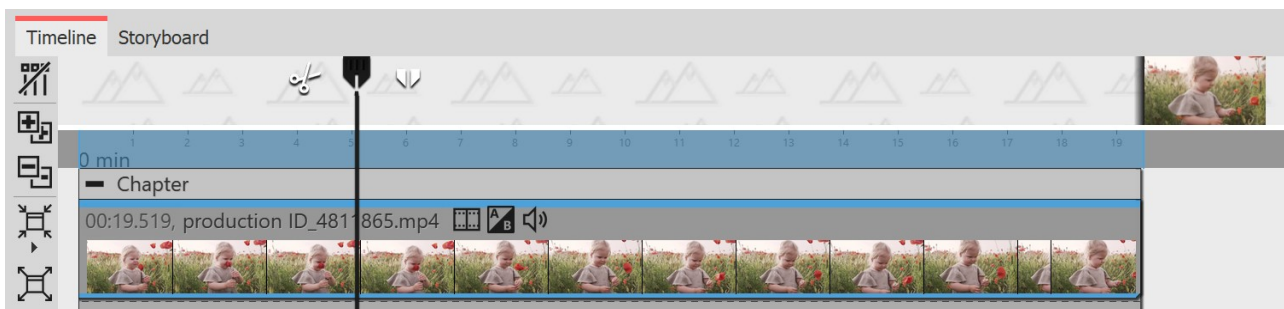
Video with thumbnails and single frame in the Timeline

> Learn everything about the setting options of a video object in the [Video][275] chapter. To learn how to edit videos, see the [Cut videos][69] chapter.

Technical information

AquaSoft Vision and **Stages** can play most common video formats. Depending on availability and [Program settings][288], the graphics hardware is used to decode the videos efficiently.

2.4   Insert sounds

Sound object

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

You can use the *Sound object* to insert music, noises, sounds, comments, etc.
The *Sound object* can be used independently of the [Background music][59].

You can insert the *Sound object* into your project by dragging it to the desired location in the *Timeline* while holding down the MOUSE BUTTON .
You can also insert the *Sound object* into the project by double-clicking on it.
You can set the volume for a sound individually. You can find out how to do this in the chapter [Individual volume control][64].

1 Back group of images with sound

The *Sound object* is used, for example, when a piece of music or a commentary is to be played for a fixed number of frames.

If you want to underlay a certain number of images with a certain sound, use the *Chapter object* from the *Toolbox*.
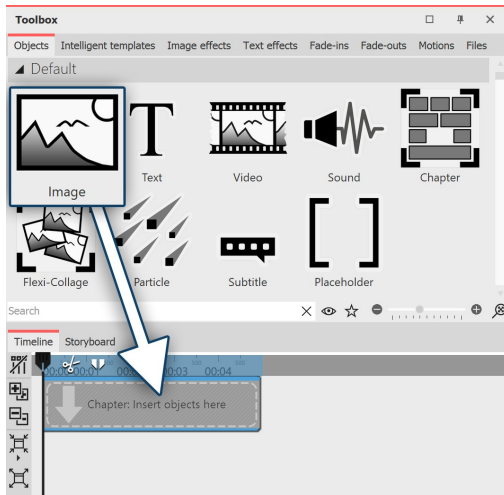
1.1 Insert Chapter object and Image object

Use the *Start Chapter object* or drag a *Chapter object* from the *Toolbox* to the *Timeline*.

Drag an *Image object* onto the empty *Chapter object*.

Then select multiple images or drag an image object into the *Chapter object* for each new image.

The images should be next to each other in the *Timeline*.
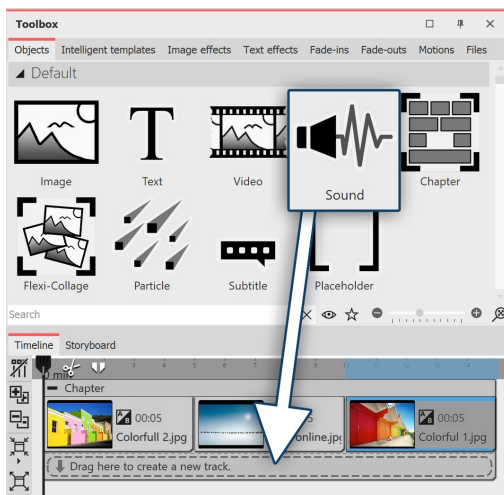
1.2 Insert Sound object

Now drag a *Sound object* under the image group on the "Drag here to create new track" label and select a sound file.

In this way, you create a new sound track.
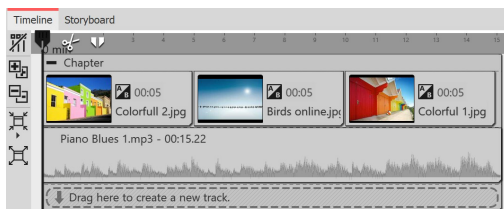
Sound inserted under images

1.3 Adjust sound length

If the sound file is too long, you can adjust the duration of the *Sound object* in the *Properties* area under *Duration*. Another option is to drag on the edge of the *Sound object* with the mouse button pressed (the mouse pointer becomes an arrow with two tips) and thus adjust its length.

2 Record your own sound

You can record your own sound commentary with the help of the *Sound recording object* or via the *Sound Wizard*. See the chapter to learn how to record a commentary.

2.5 Aspect ratio

In the first step of designing your project you should decide on the right aspect ratio. In this chapter we will show you how to find the aspect ratio that best suits your needs. Before you create your project, you need to know where your presentation will be rendered later. If the aspect ratio of your project matches that of the output device, that's the ideal case.

Always refer to your output device when asking about aspect ratio.

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

- Images taken with an SLR camera usually have an aspect ratio of 3:2.
- Older compact cameras take photos in 4:3.
- Smartphones take pictures and videos in 16:9 or 9:16.
- With an iPhone or iPad, you take pictures in 4:3.

The output devices, on the other hand, can have a different aspect ratio:

- Modern flat-screen TVs and PC monitors usually have an aspect ratio of 16:9.
- Social media channels have different requirements, e.g. 1:1 or 9:16 for portrait videos.
- When outputting via a projector, the aspect ratio can vary. Find out about this in advance.

You can see that the content of your project and the device on which you want to play back the presentation can have very different aspect ratios. If you adapt the photos and videos as well as backgrounds and other design elements to the aspect ratio of the output device, you'll end up with a coherent, professional project. **AquaSoft Vision** and **Stages** offer many options for this, which you will learn about at the following pages.
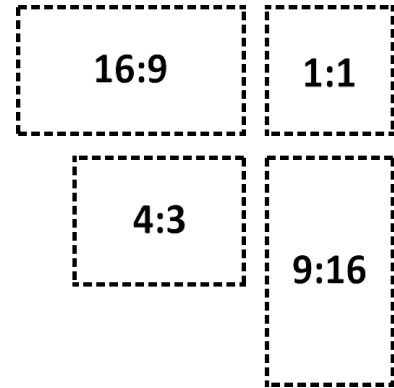
> Selecting the appropriate aspect ratio is important so that your presentation is later reproduced as far as possible without black bars, i.e. full-screen.

2.5.1 Adjust project aspect ratio

Select the aspect ratio in the Welcome dialog

Welcome dialog

When you open the program, the Welcome dialog appears. It offers the option to create a new project and provides three different aspect ratios to choose from: 16:9, 9:16 and 1:1. If the Welcome dialog does not open for you or if you have already closed it, you can create a new project with the desired aspect ratio via *File / New*.

You have now set your aspect ratio. Now insert your photos. Your photos can - depending on the capture device - have a different aspect ratio than your project. If the aspect ratio of the photos is different from that of your project, empty spaces will appear in the Layout designer, which are usually displayed in black. To avoid this, you can have your images displayed in full format.

Change aspect ratio of the project

Change the aspect ratio afterwards

If you notice that you have chosen the wrong aspect ratio for a project, you can still set a different one later.

To do this, click the **Settings button** located at the top of *Toolbar*. Here you can select different options in the *Main settings* under *Aspect ratio*. After making a change, check parts of your presentation that have already been designed, such as texts, to make sure they are positioned correctly.

2.5.2   Fit images to aspect ratio

Automatically adjust aspect ratio
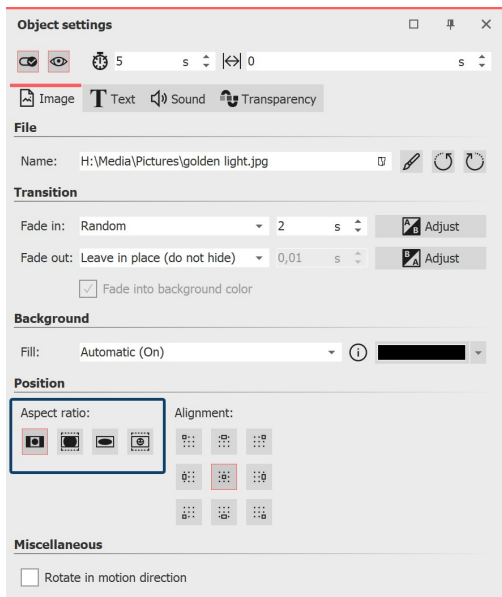
In the *Properties* window, under *Position / Aspect ratio*, you can make various settings to automatically adjust the aspect ratio of your photo to the aspect ratio of the project.

Adjustment via image properties

The following options are available for an image or video:

Keep - The image keeps its aspect ratio. If it is different from that of the project, black borders will be displayed.

Crop - the image is cropped at the edges so that it has the same aspect ratio as the project (the original file is not changed, only the display of the image in the project is cropped).

Stretch - The image is compressed or stretched to fit the aspect ratio of the project. This is not suitable for images of people, as they may acquire an unnatural or unflattering figure.

Center faces - the image is cropped at the edges so that it has the same aspect ratio as the project (the original file is not changed, only the display of the image is cropped). Faces are taken into account when cropping (face detection) so that they can be seen as completely as possible.

You can use the *Alignment* buttons to influence the position of the image on the screen or to specify the area of the image to be cropped when "Crop" is selected. The center position corresponds to "Centered".
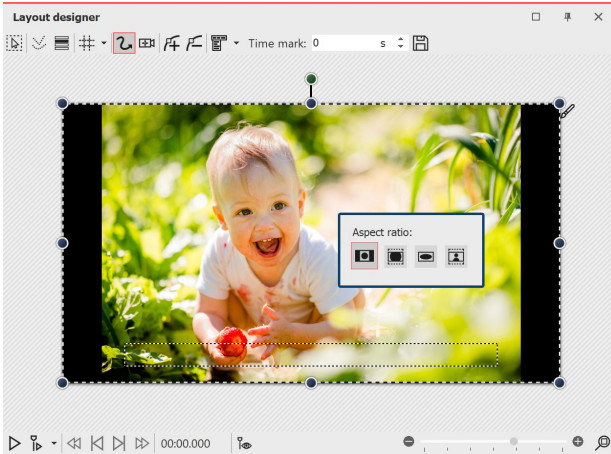
Image in 16:9 project with "Keep" aspect ratio
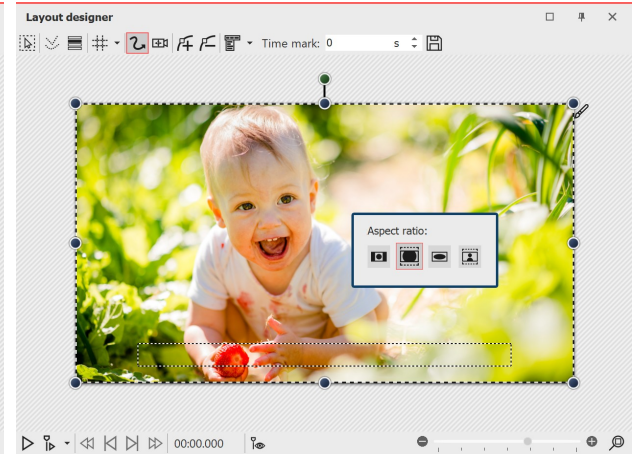
Image in 16:9 project with "Crop" aspect ratio

If you want to edit all the images in the same way, it is enough to select them by pressing the `CTRL` + `A` keys. Now you just need to select the desired option, it will be applied to all the selected images.

Manually adjust image size and position
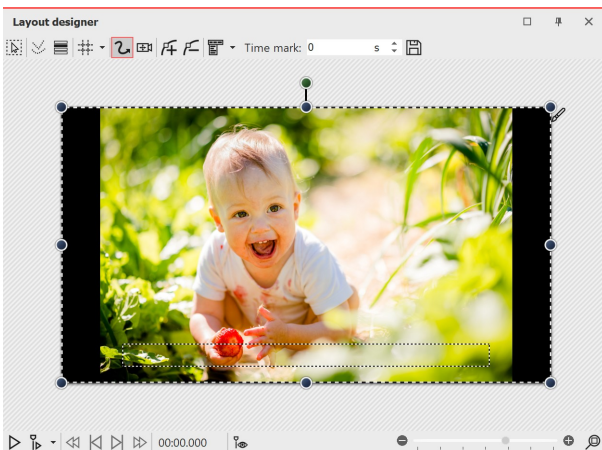
Image with black borders left and right

In the following example you will learn how to adjust the images to the aspect ratio of the project according to your own ideas.

Create a new project in 16:9 aspect ratio via *New / New project* in 16:9 format. Add an image that does not match the 16:9 aspect ratio. The aspect ratio is set to *Keep in* the properties.
You will now see black borders next to the image that you want to avoid.
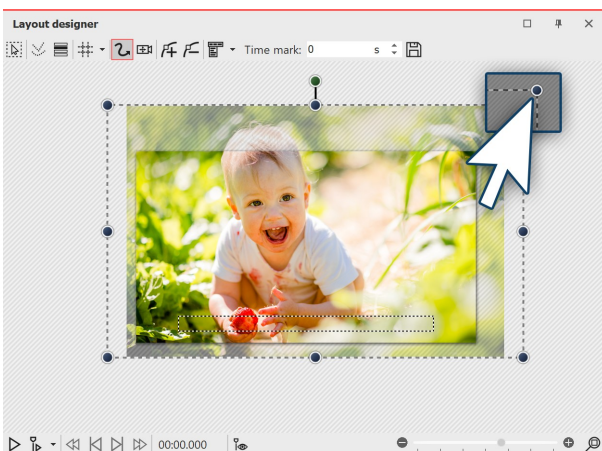
Enlarge image in Layout designer

Reduce the size of the section in the *Layout designer* by clicking the Minus symbol ⊖ at the bottom right of the Layout designer .

Drag the image larger using the corner points of the *Position frame* until the black borders have disappeared. Then position the desired image section in the visible area.

Alternatively, you can also Define a section of the image 86 with a camera pan.

Save as template (optional)

If several images are to be inserted into the project with a specific setting, it is worth saving the setting you have made as a separate template in the Toolbox. You can then use the template to have the following images inserted automatically with the desired settings. You will learn how to save your own template in the chapter Saving your own objects 217.

> Learn how to include portrait and other photos into your project without black borders in the blog article with video "Hochformat-Fotos gut präsentieren". (Link address: aquasoft.de/go/hoch)

2.5.3   Customize design

Often you have thought about the composition of the image. This work should not be influenced by cropping. Even in this case, you do not have to accept black borders. Three variants are described below.

Variant 1: The Picture-in-Picture effect

Picture-in-Picture

With the *Picture-in-Picture effect*, your image is automatically shown against a background that is created from your image. The Picture-in-Picture effect is ideal for portrait images and portrait videos, or even for 3:2 shots in a 16:9 project. Among other things, you can influence the image size of the foreground image and colorize or blur the background.

Simply drag the effect from Toolbox onto your image. You can learn more about this object effect in the Picture-in-Picture 173 chapter.
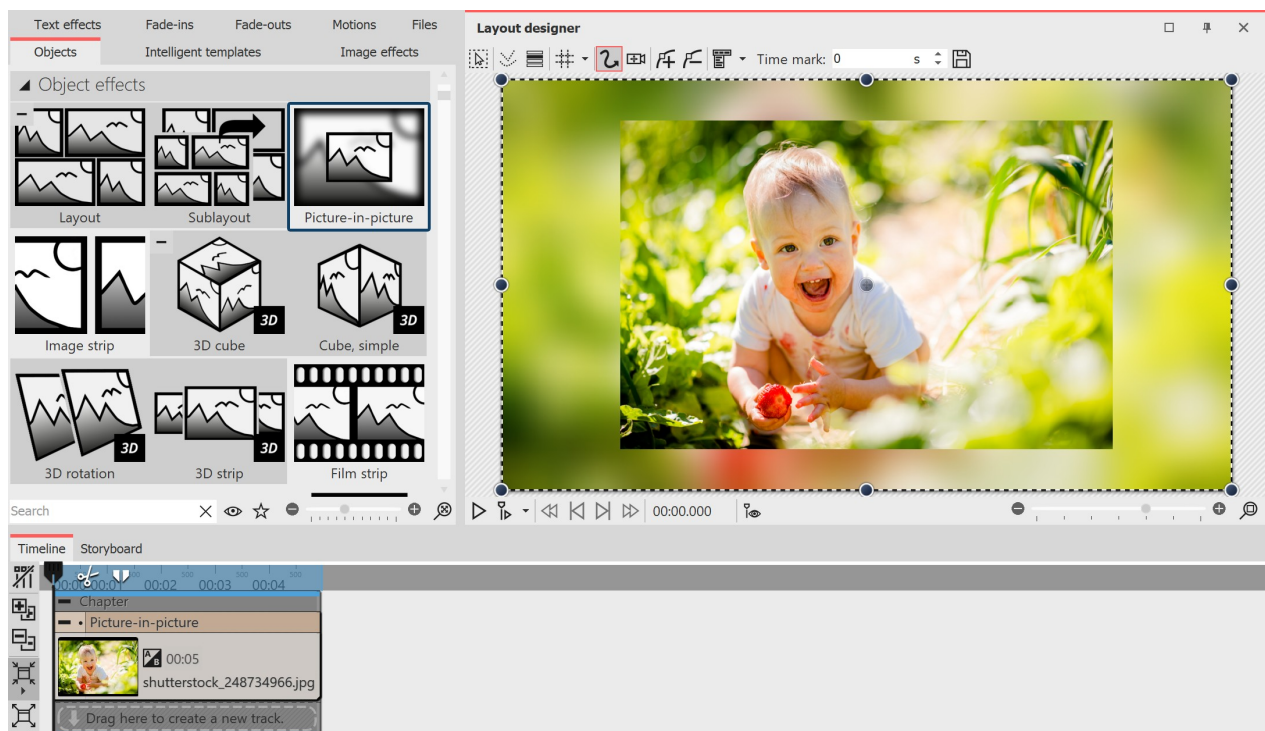
Hide mismatched aspect ratio with Picture-in-Picture effect

Variant 2: Use tracks to design the foreground and background

Alternatively, we recommend working with multiple tracks. In the chapter Working with multiple tracks 74 you will learn how to do this. The tracks within a chapter allow you to use images as background while other images appear in the foreground.

1. To do this, hold down the mouse button and drag a chapter from *Toolbox* to *Timeline*.

2. Drag an *Image object* into the chapter and select an image to serve as background.

3. Then drag another *Image object* under this image to the "Drag here to create new track" label. Now select all images that should appear in the foreground.
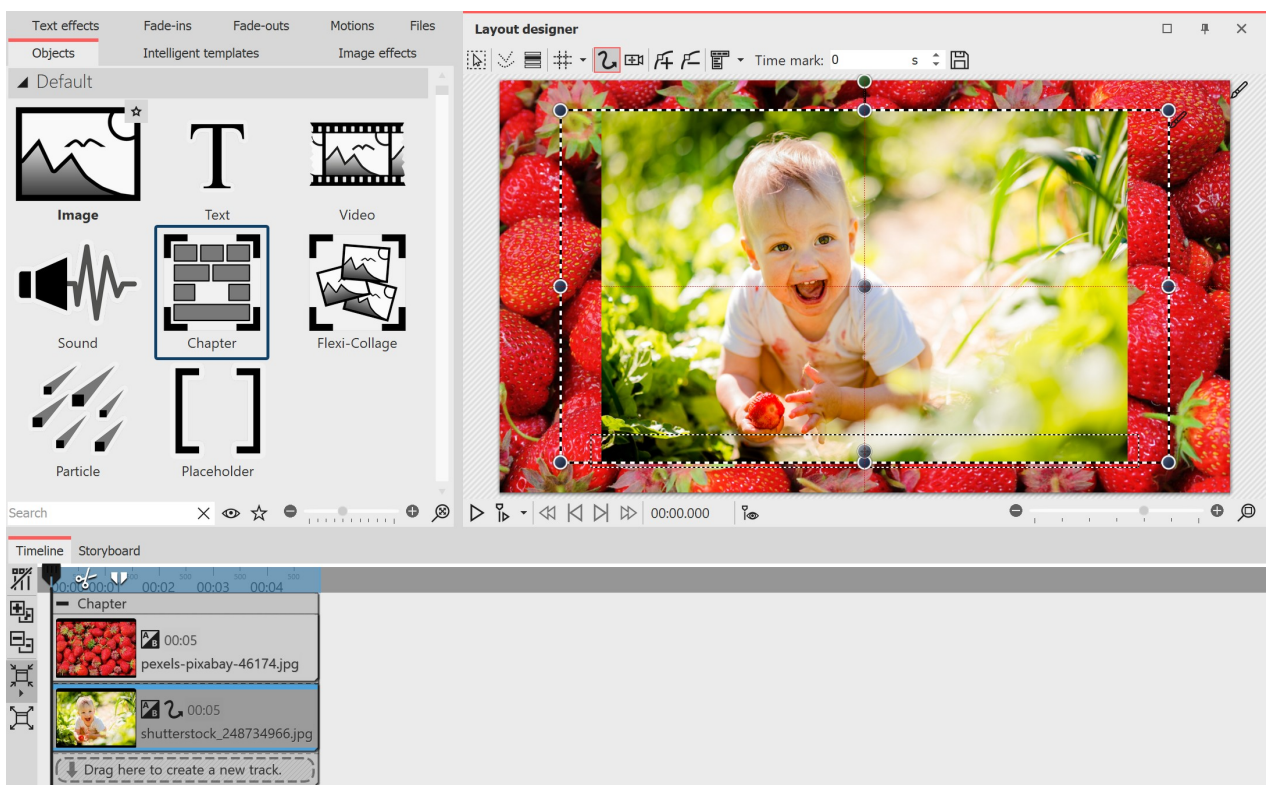
Design with foreground photo and background photo

Variant 3: Show multiple images

If there are portrait images in your project, you can also place two images next to each other in the *Layout designer* and display them simultaneously.

1. Drag a chapter from the *Toolbox* to the *Timeline* while holding down the mouse button.

2. Now drag an *Image object* into the chapter, select two images.

3. Now drag one of the portrait images under the other one (again on the "Drag here to create new track" lettering).

4. In the *Layout designer*, you can place or rotate the images as you like.

In addition, you can give the images a frame. You can find a selection in the *Toolbox* under the tab *Image effects - Frames*.

To show several images at the same time, the layout effect 167 is also suitable.
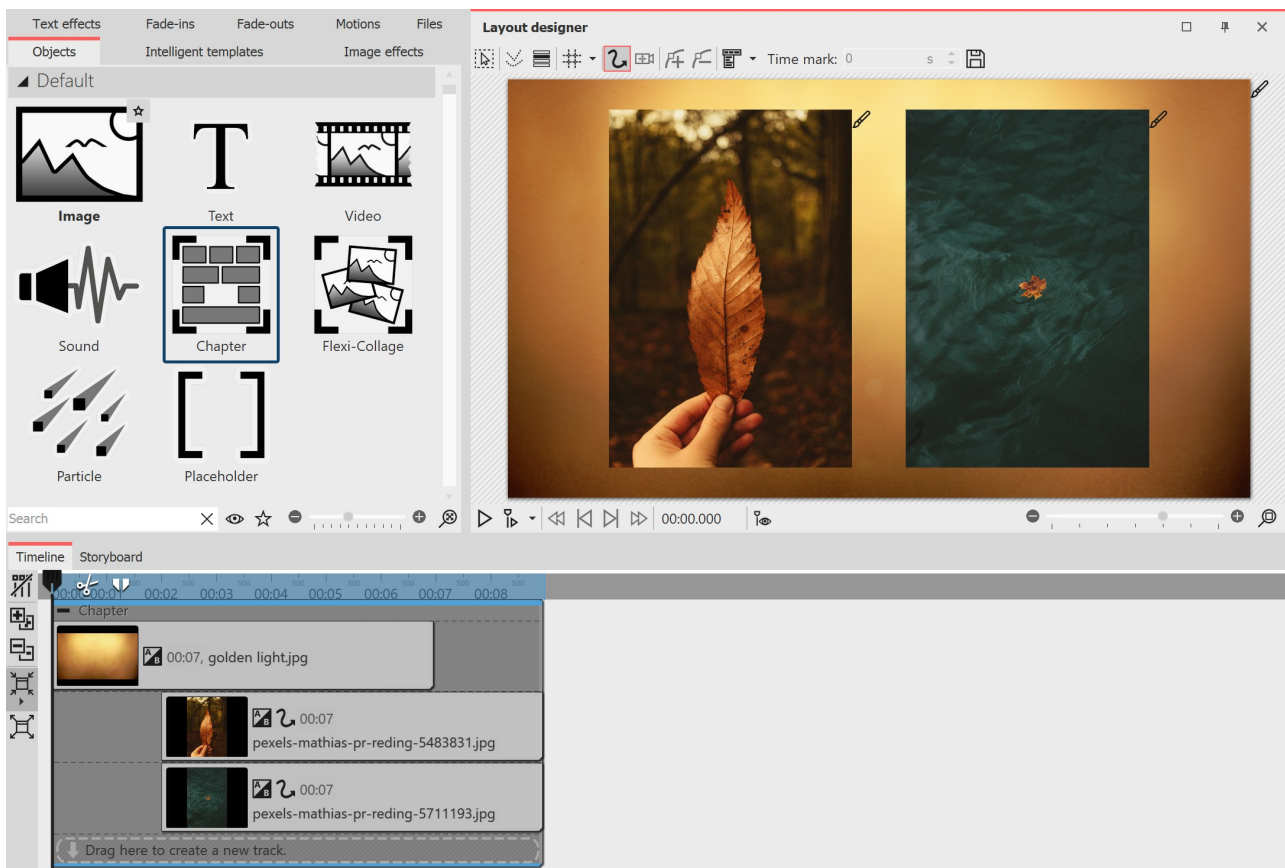
Creatively handle mismatched aspect ratio

2.6 Saving a project

If you are satisfied with the project and have already previewed your presentation, you should save your result. Also, if you have only reached an intermediate state in your work with the program, you should save it. In **AquaSoft Vision** or **Stages** there are various ways to do this, which are explained in more detail below.

1 You should always do this: Save as ads file

New project.ads - AquaSoft

File Edit Scriptlets Project Ac

New ▶

Open ▶

Restore ▶

💾 Save   Ctrl+S

Save as...   Shift+Ctrl+S

⊗ Exit   Alt+F4

Save as ads file

As soon as you want to save an intermediate state or a finished project, go to *File - Save as*.

Enter a name for your project and select a directory that you can easily find again. Sometimes it is useful to create a separate directory for projects.

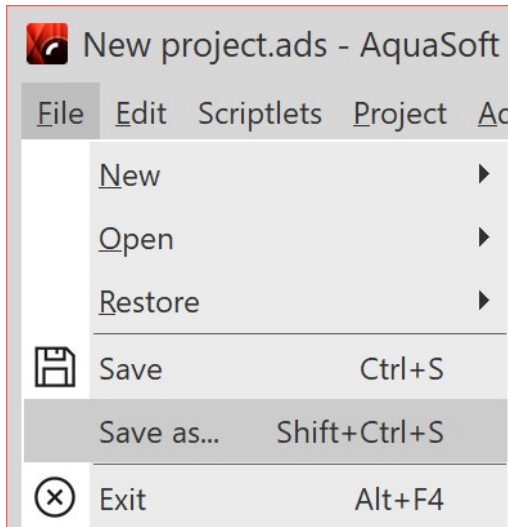Always save the project as an *ads file*. Once your project is saved in the correct location, it is sufficient to use the simple *Save*.

Open saved project

There are several ways to open a saved project for further editing or output in the program.

- Double-click the ads file. The ads file will be opened with the linked program.
- Right-click the ads file and first select "Open with" and then Vision or Stages.
- Start Vision or Stages, depending on the setting, the welcome window will appear. Click "Open Project" and select the ads file from your computer.
- Start Vision or Stages and go to File - Open. Select the ads file from your computer.

> Always save the project file as an ads file. This is the only way you can still edit your project later. Editing texts, images, transitions, etc. is only possible within the ads file.
>
> **No** pictures, music or videos are stored in the ads file itself. The program remembers where your data is located and retrieves it from there. As soon as the location of your data changes, it is deleted or renamed, the data can no longer be retrieved. You can archive the project 229 to prevent data from being no longer found 259 later.

2 Output as video for PC and TV

Many smart TV or mobile devices can play videos at best. AquaSoft Stages outputs videos to match. Especially the MP4 format is accepted by many devices.

In the *Wizards* menu, select the *Video Wizard* and create an MP4 video. Under *Destination folder*, specify the location where you want to save the video. You can learn more about this topic in the Output as video 231 chapter.

3 Output as DVD or Blu-ray

How to output your project as a video DVD is explained in the DVD-Player 242 chapter. Burning a Blu-ray is explained in the Blu-ray-Player 241 chapter.

4 Output only for PC for live presentation or archiving

If you want to demonstrate a project live, AquaSoft Stages offers you the option to save it with all associated files in a separate directory.

To share with other PCs, you can export your own Player and protect your images. This option is also interesting if you have finished a project and want to save all related data in one place. You can read more about this in the chapter "PC presentation"₂₂₉.

3 Program overview

The structure of the surface

> 💡 The description of the controls refers to the *Default* view. You can set this under *View / Default*.

AquaSoft Vision and **Stages** contain a large repertoire of tools that you can use to edit your project. In the following graphic you will find an overview of the most important controls. We will often talk about objects here. *Objects* are all elements that can be inserted into a project, e.g. images, texts, music, videos, Flexi-Collages and more.
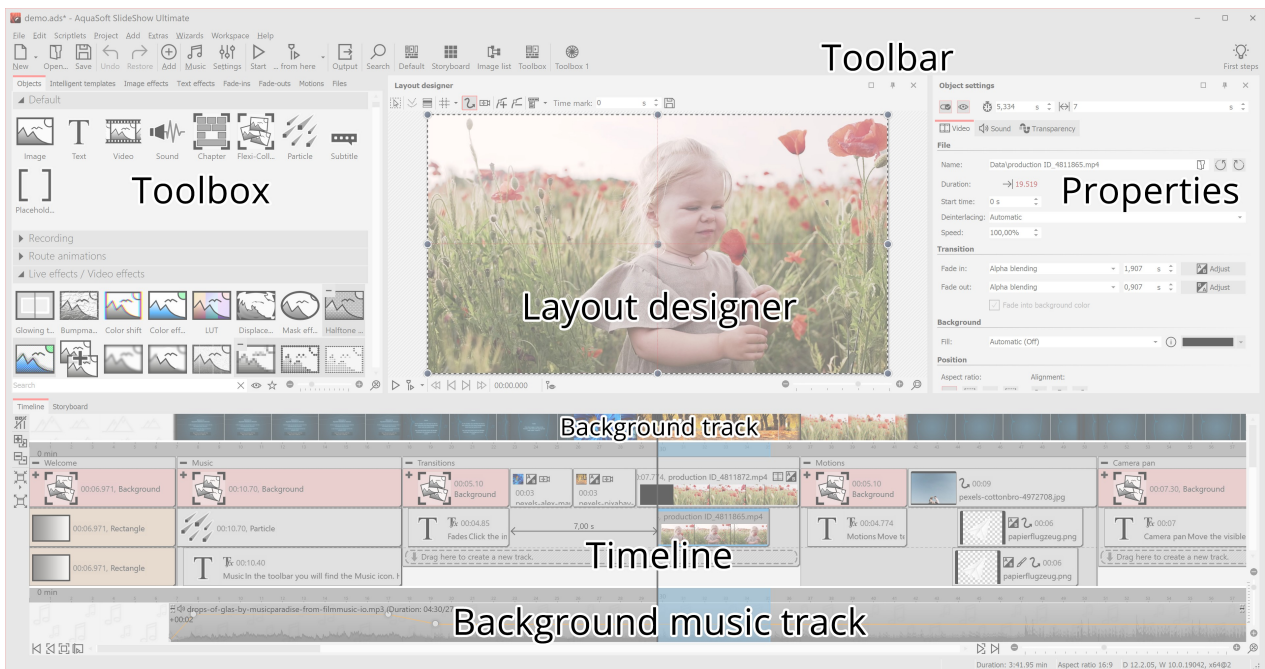
Areas of the program

The Toolbar
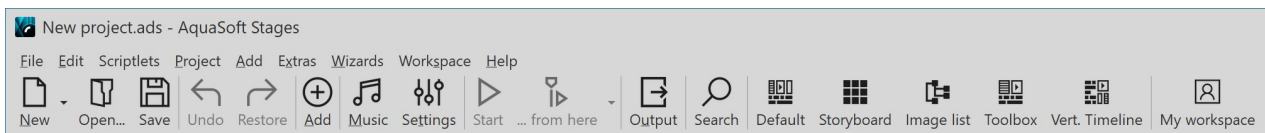
Toolbar at the top of the user interface (Stages)

Under *Workspace / Icons with captions* you can switch the labeling of the Toolbar elements on and off.

The individual symbols of the Toolbar:

🗋 ▾	Creates a new empty project.
📂	Opens an already saved project.

💾	Saves your project.
↩ ↪	Undo / redo last action.
⊕	Adds images, videos and sounds to your project.
🎵	Opens the dialog for inserting the background music.
🎚	Opens the Project settings. These settings apply only to the currently opened project.
▷	Plays your presentation from the beginning.
▷ ▷	Plays the presentation from Playhead position or from the marked position (switchable).
↱	Opens the Output Wizard for creating videos, Blu-rays and DVDs.
🔍	Allows searching for texts, file names and keywords in the project.

	Loads the *Default* workspace of the program.
	Loads the *Storyboard* workspace of the program.
	Loads the *Image list* workspace of the program.
	Loads the *Toolbox* workspace of the program.
	Loads the *Vertical timeline* workspace of the program.
	Loads one of your saved workspaces of the program.

Properties / Object settings

Properties of an image object

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

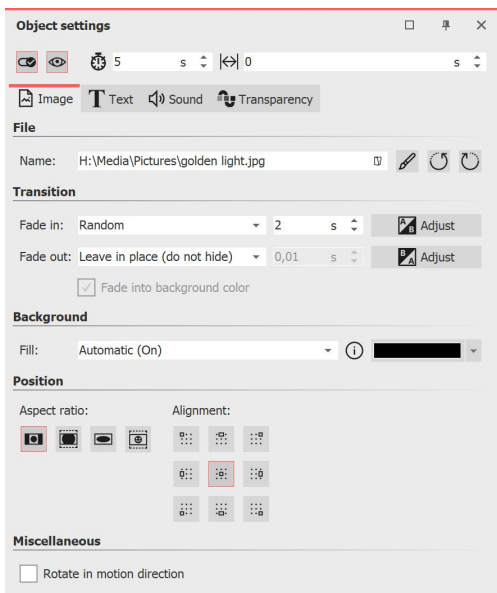Here you can determine, for example, the display duration (under *Duration*) of your image and the type of *Fade-in* and *Fade-out*.

On the *Text* tab, you can label the image and set text formatting. On the *Sound* tab, you can assign a self-recorded comment or sound to the image. On the *Transparency* tab, you can set a transparency curve.

The individual objects and their properties are explained in detail in the chapter <u>Properties of objects</u> 260.

The properties of effects are explained in the <u>Live effects</u> 132 and <u>Object effects</u> 167 chapters.

3.1   **The Layout designer**

In the *Layout designer* you can see the preview of your presentation. Here you can see how images and texts will be rendered on the screen. The *Layout designer* is your workspace for placing objects. Move images, videos, text, and more where you want them, and use the handles on the objects to zoom in or out. In the *Layout designer*, you also set the flow of <u>Motion paths</u> 97 and <u>Camera pans</u> 85.
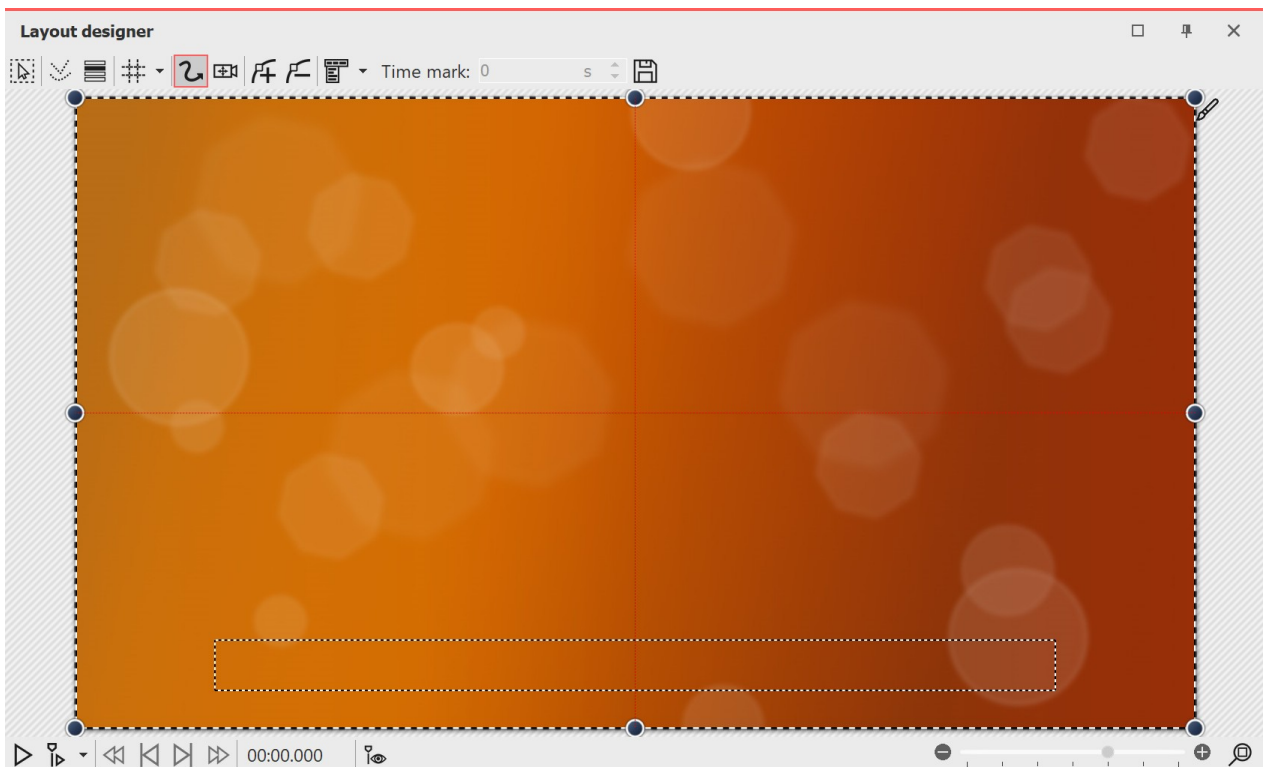
Preview in Layout designer

The following icons are available for viewing in the Layout Designer:

⬚	Selection frames can be dragged across the entire Layout designer area to select multiple objects.
⌄	Displays paths and path points of all selected objects.
▤	Displays objects that would obscure the selected one.
⊞	Selection of the grid to which the images and objects can be aligned.

At the bottom of the Layout designer you will find buttons to control the playback behavior.

▷	Plays the presentation from beginning to end.
⏵	Plays the presentation from the point where the Playhead is located or from the marked object (switchable).
👁	Activates the Live preview [25] in the Layout designer.
⚉	Preview the motion path directly in the Layout designer and edit the motion path as it runs.
🔍	Restores the normal view/default zoom in the Layout designer window. The slider to the left of it zooms in and out of the Layout designer view.

When you play the presentation in the Layout designer, the bar changes.

| | 00:01.468 |

‖	Pauses the playback.
□	Ends the playback.
◁◁	Jumps to the previous image when Player is paused.
▷|	Jumps to the next frame.

Areas in the Layout designer
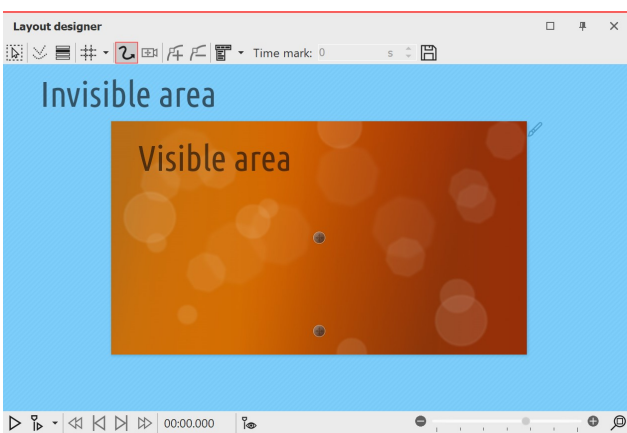
Areas in the Layout designer

There are two areas in the *Layout designer*. The visible area contains all the elements that will later be visible when the presentation is played. The elements placed in the non-visible area are not visible when the presentation is played. The non-visible area can be used to lead *motion paths* beyond the edge of the image. This way, you can have elements of your project fly in or out of the visible area. Movements can therefore already take place outside the visible area and then merge into the visible area. For example, you can have images and text move across the screen from left to right.

Use the slider at the bottom right of the Layout designer to zoom in and out of the visible area.

Grid in the Layout designer

In the *Layout designer* you can show a grid. There are several options for this:
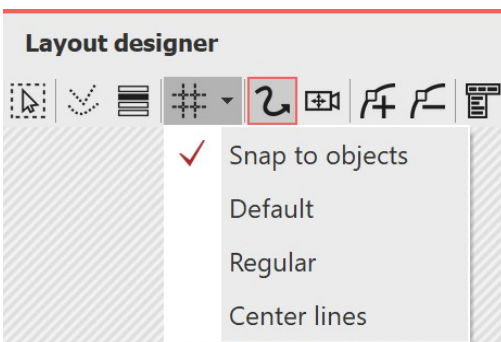
Grid options (SlideShow)

Snap to objects	Objects, such as images or text, orient themselves to the objects available in the Layout designer and snap to them.
Default	The grid is divided to match the aspect ratio.
Regelmäßig	The boxes of the grid have the same height and width.

Center lines	A horizontal and a vertical center line are displayed.
Phi-Matrix	Displays lines for the golden section.

All grids can be combined with each other. To do this, select the various grid options. A check mark will then appear in front of each active option. With another click you can deactivate the option again.

Control of the view in the Layout designer

You can reduce and enlarge the view in the *Layout designer* with the -/+ slider, but also with the combination of the `CTRL` key and turning the `MOUSE WHEEL`. Furthermore, when you move the mouse over the Layout designer, a horizontal and vertical scroll bar appears at the bottom and right, respectively.

3.2 Live preview
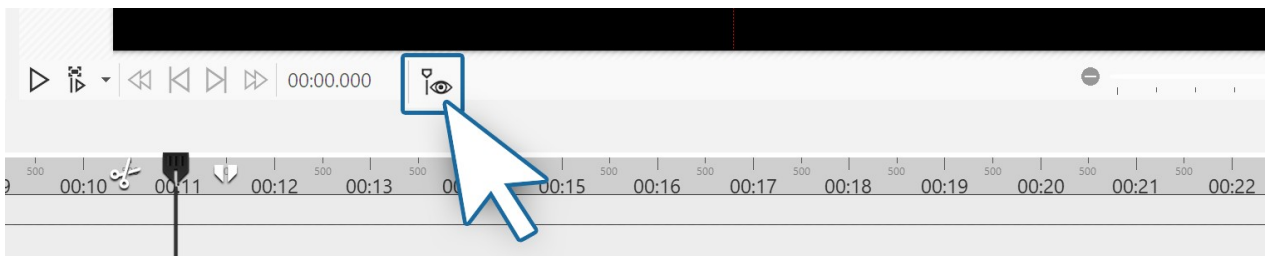
Live preview icon in the Player control panel

You have the option to view your project or specific sections live in the Layout designer. This works via the Playhead, which you can move manually in the Timeline. To activate the live preview with Playhead, click the Playhead-eye icon located at the bottom of the Layout designer.

Slide the Playhead back and forth at the desired position in the Timeline to view the preview. You control the speed of the preview by the speed of movement with the Playhead.

Use the live preview in [Video editing](#) 69 to search for suitable places in a video for cutting.

In **Stages** you can also find the [Motion Path Preview](#) 26.

> There is a limit to the number of objects that can be displayed in the live preview. The number depends on the value set for ["Objects simultaneuosly"](#) 290 under *Tools / Program settings / Layout designer*.

3.3 Motion path preview
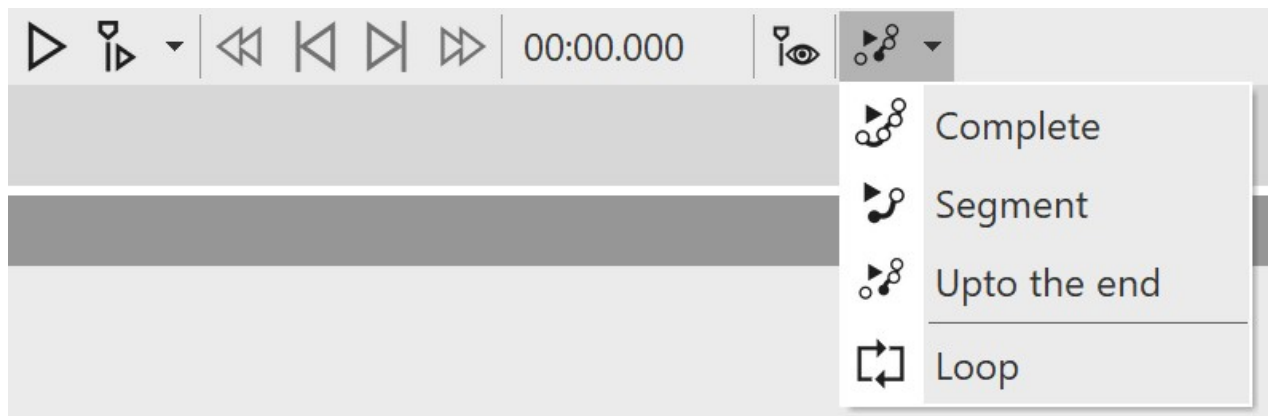
Motion path preview in Player control

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

To use the preview, select a mark of your motion path and use the small triangle on the right of the icon to select one of the three playback options. Then click the motion path preview icon to start or stop playback.

Complete	Plays the entire motion path.
Segment	Plays a specific segment of the motion path.
Upto the end	Plays the motion path from the selected mark to the end.
Loop	Repeats the selected movement (Complete, Segment or Upto the end).

3.4 The Toolbox
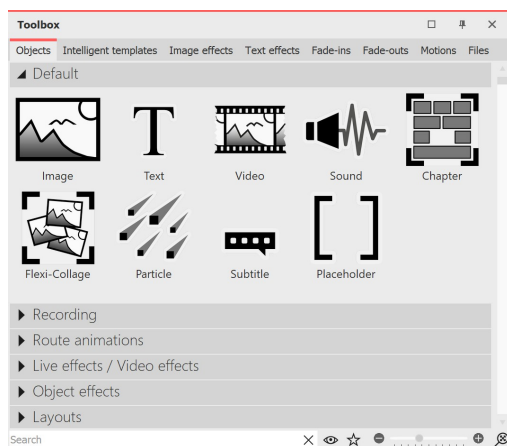
Objects in the Toolbox

You can find the *Toolbox* in the *Default workspace* on the left side.

In the *Toolbox* you will find all objects that can be inserted into a project. You can click on them and drag them to the desired position in the Timeline, the Image list or also to the Layout designer by holding down the left mouse button. This process is called "drag and drop".

Alternatively, you can also double-click on one of the objects, it will then (depending on the <u>Program settings</u> 288) be inserted into your project at the end or to the right of the currently selected object.

Zoom in or *out* the icons using the slider located at the bottom right of the Toolbox or right-click in the Toolbox and select "Zoom in/out icons". Click on the magnifying glass in the corner to restore the default zoom of the Toolbox.

In the *Search field* you can search for elements located in the currently opened Toolbox tab.

1 Areas of the Toolbox

The Toolbox has different areas that you can access via tabs. The sections in the areas can be expanded and collapsed using the triangles on the left edge. To expand or collapse all sections at once, right-click in the Toolbox and select the desired option.

The following is a brief overview of the individual areas of Toolbox. More detailed information can be found in the corresponding chapters of this manual.

1.1 Objects

Under the *Objects* tab you will find the most powerful and at the same time elementary tools.

Right in the first section you will find the *Default* objects, such as image, text, video and sound. These are the most important elements that will mostly make up your project.

- The Chapter object allows you to create as many tracks as you want - learn more about this in the [Working with multiple tracks] 74 chapter.
- Furthermore, you will find the Flexi-Collage, the function of which is described in more detail in chapter [Flexi-Collage] 265 chapter in more detail.
- Particles are explained in more detail in the chapter [Creating a particle effect] 207.
- The use of subtitles is explained in the [Subtitles in different tracks] 57 chapter.
- The function of the placeholder is explained in the [Placeholder] 277 chapter.
- To learn more about designing in 3D space, see the [Creating 3D scenes] 209 chapter.

In the section *Recording* you will find the possibility to record comments and sounds with the *Sound Wizard* via sound recording object and thus insert them directly into a project.

Do you want to run a line, vehicle, or other object along a specific path? Or are you looking for maps to display your travel route in your presentation? Help yourself to the selection of possible designs in the Route animation section. The [Animated paths and routes] 123 chapter gives you a glimpse of the vast design possibilities.

Under *Live effects/Video effects* you'll find effects that you can use to affect the appearance of your photos and videos. Read more about each effect and learn how to apply them in the [Live effects] 132 chapter.

In the *Object effects* section you will find ready-made effects where you only need to insert images or videos. In the [Object effects] 167 chapter, each of the effects is discussed individually so that you can easily understand and apply them.

Layouts let you quickly arrange photos and videos into collages. Learn more about these effects in the [Layout and sublayouts] 167 chapter.

At the very bottom of Toolbox, in the *Control* section, you will find objects that allow you to control the presentation manually. Read more in the [Automatic and manual sequence] 222 chapter to learn how to use the *Pause* object and the *Play* object.

> In our video ["Standard-Objekte in der Toolbox"](#) you can learn more about the functions. (Linkadresse: [aquasoft.de/go/1bcj](#))

1.2 Further Toolbox areas

In addition to the *Objects* area, the Toolbox offers you further tabs for which this manual provides instructions. To facilitate the overview, here is a selection of the chapters in which you will find explanations of the areas of Toolbox:

- To learn how to apply *Image effects*, see the [Image effects] 203 chapter, and to learn how to create your own image effects, see the [Image editor functions] 204 chapter.

- For information on how to use *Text effects*, see the Labeling an image [37] chapter. Read more about creating and saving your own text effects in the Saving your own templates [217] chapter.
- For information on *Fade-ins* and *Fade-outs*, see the Assign transition [116] chapter.
- For detailed help on *Motion*, see the Motion paths [97] chapter.
- You can get to know the *Intelligent templates* better in the Intelligent templates [109] chapter.
- The *Files* tab opens the File Browser. From there you can easily insert images [8] and videos [10] into your project.

> If you right-click on a file in the file browser, you will see the context menu, which you also know from Windows. Here you can, for example, open the file in an external program for editing.

2 Toolbox-Hide elements/set as favorite
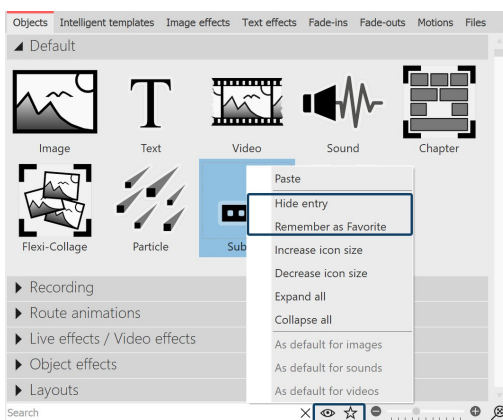
Toolbox - Hide elements/Set as favorite

For a better overview, you can *hide* elements of *Toolbox* that are not needed or mark frequently used ones as *favorites*.

To hide a *Toolbox* element, right-click it and choose *Hide entry*.

To highlight a *Toolbox* element, right-click it and select *Remember as favorite*.

If you want to see *hidden* elements in the Toolbox, click on the **eye icon** at the bottom of the Toolbox.

To make an element that is not displayed visible again, right-click on it again and select *Show entry*.

To display only (previously) favorited elements in the *Toolbox*, click on the **star icon** at the bottom of the *Toolbox*.

You can remove an object marked as a favorite by right-clicking it and select *Remove from favorites*.

3.5   The Timeline

With the help of *Timeline* you coordinate the timing of your images, texts, sounds and videos. This way you can display different elements one after the other, simultaneously or time-shifted.
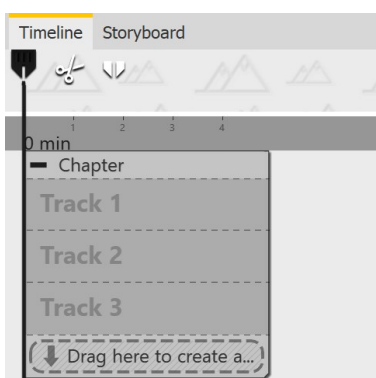
Empty Timeline in Premium

When you start the program or create a new project, you will find a *Chapter* object at *Timeline* that allows you to start directly with several tracks. You can define how many tracks the start chapter has under *Extras / Program settings / Timeline / Chapter tracks*.

There are specially marked Permanent tracks in this start chapter. You can read more about this in the chapter Properties of objects: Chapter [266].

To learn how to work with multiple tracks, refer to the chapter Multiple tracks [74].
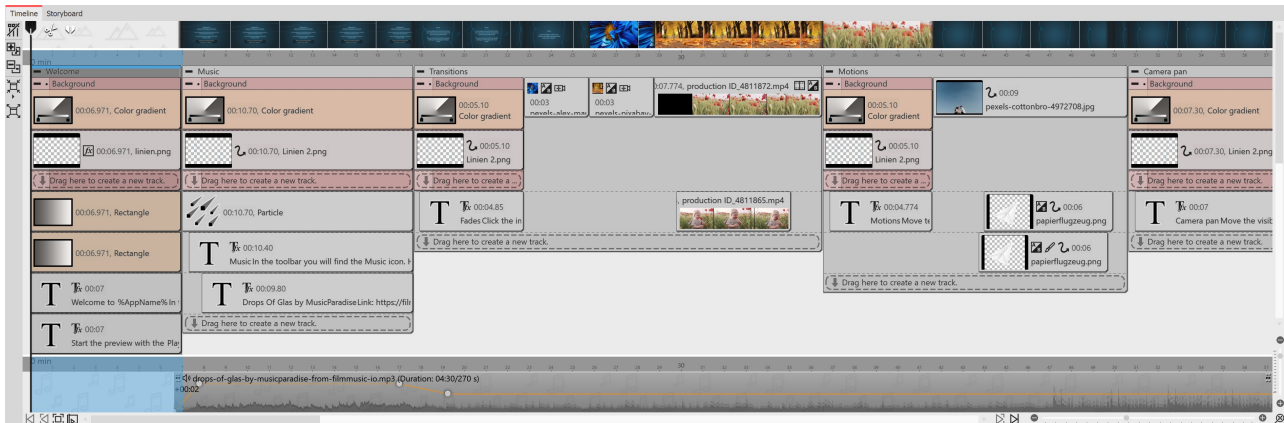
Timeline with multiple tracks (Ultimate)
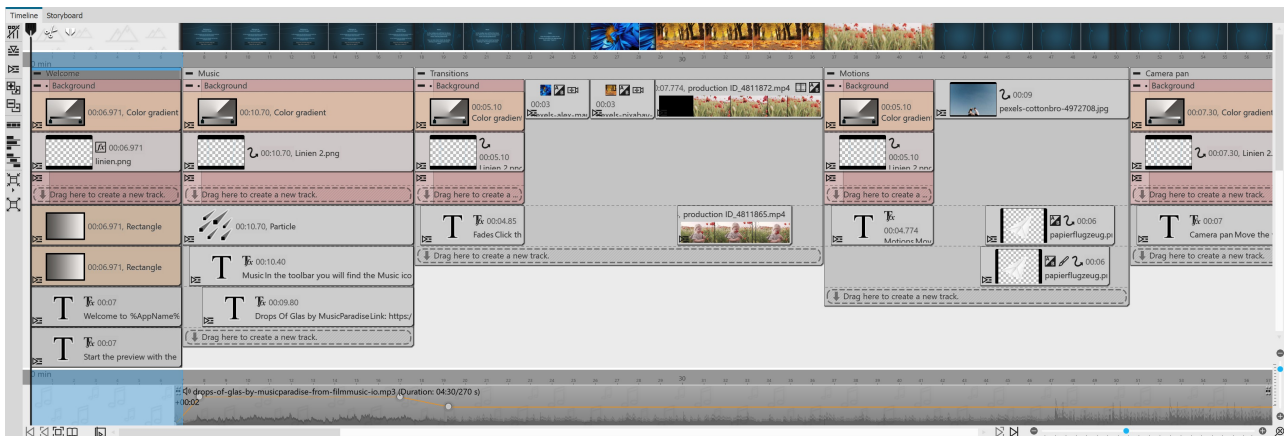
Timeline with tracks and keyframes (Stages)

1 Timeline - Enlarge or reduce view

In the lower right corner there are two small sliders, one vertical and the other horizontal. With these you can set how high or how wide the objects are displayed in the *Timeline*.
The magnifying glass icon at the very bottom right restores the *default Timeline zoom*.

You can also zoom in or out of the view in the Timeline using the mouse wheel.

- Change width: CTRL KEY + MOUSE WHEEL
- Change height: SHIFT KEY + CTRL KEY + MOUSE WHEEL

2 The background track

At the top of *Timeline* you can see the *background track*. It shows the overall context of your project and helps to see what the background looks like at the start of an object located in the Timeline.

The *background track* calculation indirectly helps to see older objects left lying around when playing **"from here"** in the layout designer, which are not actively drawn at the selected playback position.

You can influence the height of this track at its lower edge. Change the height of the background track by moving the mouse over its lower edge until a small double arrow appears. Now drag the background track larger or smaller while holding down the mouse button. You can also close the background track in this way.

3 In der Timeline navigieren

At the bottom of Timeline you will find a scroll bar for longer projects, with which you can scroll horizontally in your project. The following buttons also help you navigate or navigate to objects in the Timeline:

	Jump to beginning / Jump to end (button active only if Timeline-beginning/Timeline-end is not visible on the screen).
	Jump to the beginning of the chapter / Jump to the end of the chapter.
	Jump to the selected object.
	SetPlayhead to the stop position of the Players.
	Jump to chapter or Flexi-Collage. Selection is made via list.

You can also navigate in the Timeline with the help of the mouse wheel:

- Horizontal navigation: MOUSE WHEEL
- Vertical navigation: SHIFT KEY + MOUSE WHEEL

If there is a large number of objects in the *Timeline*, it is convenient to choose a smaller display to get a better overview.
For a better overview, you can collapse open chapter objects or Flexi-Collages . To do this, use the small Minus icon located at the top left of each object that allows tracks.

4 Symbols on the Timeline

On the left side of Timeline you will find the following icons that support your work in Timeline:

	Removes all Timeline markers.
	Open all containers (chapters and Flexi-Collages).
	Close all containers (chapters and Flexi-Collages).
	Combine selection in a container (chapter, Flexi-Collage or 3D scene).
	Remove the enclosing container (chapter, Flexi-Collage or 3D scene).
	Open / close all keyframe tracks.
	Arrange selected objects horizontally / vertically / in steps.

Stages users can find more symbols and special functions described in the <u>Working with Keyframes</u> [32] section.

5 Symbols on objects in the Timeline

The *Timeline* also shows you which effects, animations, etc. are assigned to the objects. You can see this by the small symbols that are displayed on the respective object in the *Timeline*. The following symbols are available:

|		
Transition	Image effect	Movement path
Text without animation	Text with animation	Camera pan
Video file	File contains sound	Transparency

6 Play "from here" with the Playhead

In the *Timeline* there is a *vertical line* that allows you to set the playback position. This line is called **"Playhead"**. At the top of the Playheads you will find two icons that serve you as editing tools (more about this in the chapter <u>Editing videos</u> [69]**).**

Drag the *Playhead* or click the mouse in the Timeline to the point from where you want to start the preview and then click the **"From Here"** button.

You can influence the behavior of Playheads under *Tools / Program settings / Timeline / Behavior*.

Playhead shows playback position
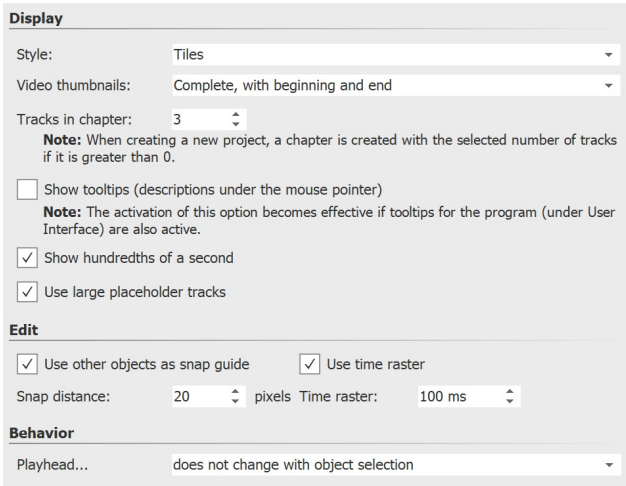
Under *Extras / Program settings / Timeline* you can make further configurations of the Timeline.

Here you can change the snap-in behavior and the display in the *Timeline*. To save space in the Timeline, you can remove the checkmark from "Use large placeholder tracks". This will cause the "Drag here to create new track" hint in chapter objects and Flexi-Collagen to be displayed only minimized.

If you want to place an object directly under another object or at a specific time, the snap behavior can help you position objects accurately.

Settings for Timeline

7 Markings in the Timeline
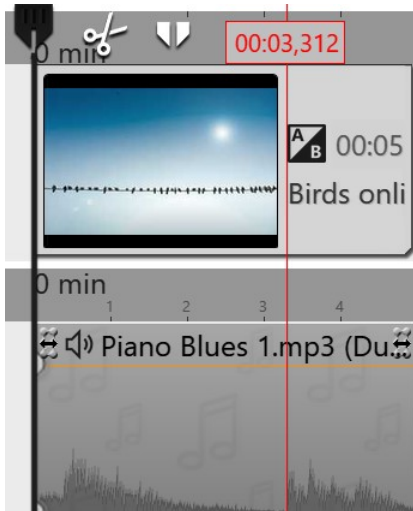
Press the SHIFT key and click on the Timeline (see picture on the left). A *red line* appears, which you can move by holding down the mouse button. The line goes across your inserted objects and the *background music track*.

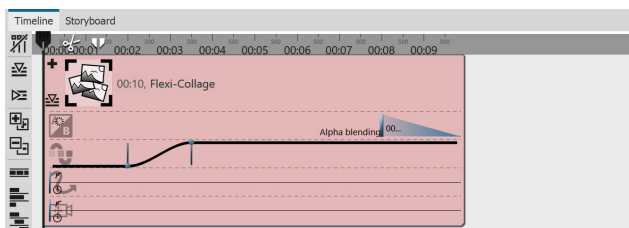You can also set *markers* while the project is currently running as a *preview* in the *Layout designer*. Always press the SPACEBAR at the time you want to insert a marker.

If you want to delete a line, just right-click on it. To delete all markers at once, click *Remove all Timeline markers in project* or click the corresponding button on the left side of Timeline in Video Vision and Stages.

The markers have a magnetic effect and help you align your images in multiple Timeline tracks or match them to music bars.

Timeline with marking

3.6   **Working with keyframes**

1 What can you use keyframes for?

In **Stages**, you can control the transparency, fade-in and fade-out, camera pan, motion path, and text fade-in in the Timeline via keyframes, among other things. This makes it easier for you to time the effects with each other.

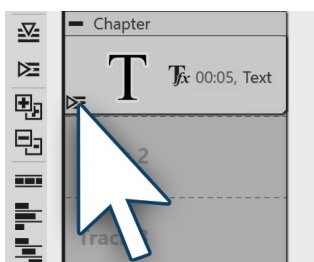**For each animation, the object contains multiple keyframe tracks**

If you are working with music or sound, the effects can be precisely matched to the sound using the keyframe track, but the effects can also be better matched to each other using the keyframes.

A keyframe always represents a specific setting that is displayed at a specified time.

The values that lie between two keyframes are automatically generated by **Stages**. This allows you to control a transparency gradient, motion, or crossfade entirely using keyframes.

2 How to open the keyframe tracks?

Each object in the *Timeline* has *keyframe tracks* that can be used to control various effects.

The *keyframe track* expand and collapse icon is located on each individual object.

If you want to save space in the *Timeline* and do not want to display each individual *keyframe track*, simply leave the others collapsed. Then only use the button for expanding the *keyframe track* that is located on the respective object.

Expand keyframe tracks

On the left edge of the *Timeline* there are ten small buttons that make it easier for you to work with the *tracks* and the *keyframes*. You can use them to expand and collapse all *tracks* at once, show or hide all *keyframe tracks*, and decide how to arrange objects. To learn more, see Symbols in the Timeline 30.

3 How to use keyframes?
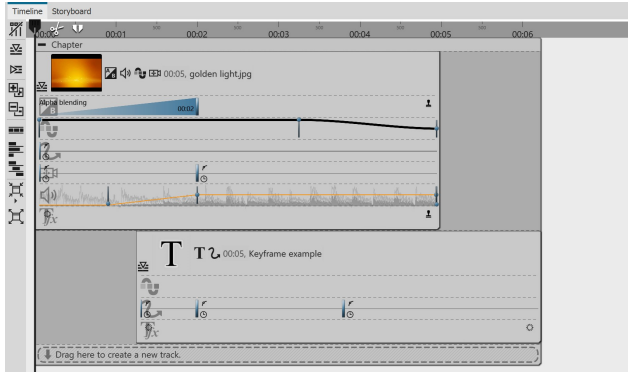
Opened keyframe tracks

First, expand the *keyframe tracks* of the object. Depending on the type of object, different *keyframe tracks* are available. You can see which effect or property can be set in each track by the icons at the beginning of each keyframe track.

If you want to edit the *keyframes* in a specific track, first click in the respective track. This is then highlighted by a slight enlargement.

Then click anywhere within that track to create a *keyframe*. This keyframe can create a new *motion mark* in the track for the *camera pan*, whose properties you can specify in more detail in the *Layout designer*,

for example.

A keyframe in the *transparency track* creates a new point in the *transparency curve*. You can already see this curve with its ups and downs directly in the keyframe track.

## 4 Meaning of the symbols in the keyframe tracks

When you expand the *Keyframe tracks*, you see a separate icon at the beginning of each track. The icon indicates which effect you are affecting with the respective keyframe track.

	Duration and type of fade-in or fade-out.
	Duration and modulation of opacity (transparency curve).
	Time interval between the marks of a motion path.
	Time interval between the marks of a camera pan.
	Time course of the change in volume.
	Duration and type of text effect.
	Playback speed of a video.
	Text or image with property "Leave in place (do not hide)".

3.7   The Storyboard

Besides the tab for the *Timeline* there is also a tab for the *Storyboard*. In the *Storyboard* you can see the preview images for all objects. Here, the display of time is omitted, so all objects are of the same length and are only arranged in order. If you are creating a large project, you can find a specific image more quickly here. By dragging with the mouse, you can also change the order of the objects here.

If you switch to the *Storyboard* workspace under *Workspace / Storyboard*, the *Storyboard* is displayed even larger. This gives you a much better overview of the files you have already inserted. With the size slider at the bottom right you can reduce or enlarge the preview images.

Storyboard of your project
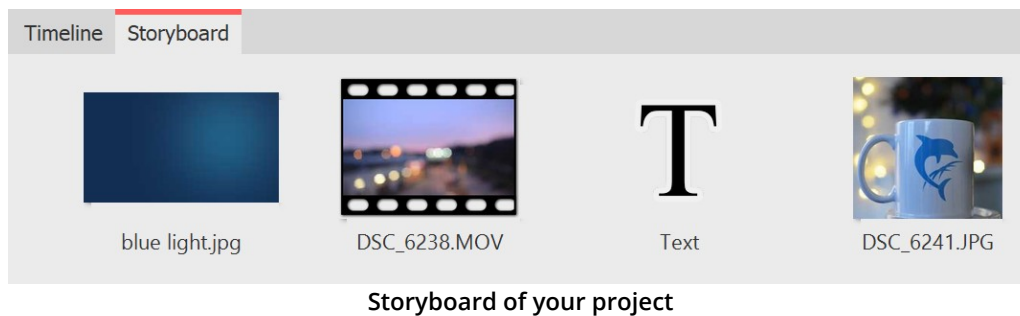
> If you have deactivated an image in your project via the properties ("Do not consider object during playback"), it will no longer be displayed in the Timeline. The Timeline only displays objects that are also to be played back. If you want an image to be considered again, activate it via the Storyboard or the Image list.

3.8 Image list

You can load the *Image list* under *Workspace / Controls / Image list* or select it from *Workspace / Image list*. In the *Image list*, all objects of the current project are displayed, including the associated duration. You can also display the shooting date and other parameters. To find out how to integrate these into your interface, please refer to the chapter <u>Setting the workspace</u> 282.

Clear representation in the image list

You can see the start and idle times of the objects here. For images, the file size and the file name are displayed. You can select yourself which parameters are to be displayed under *Extras / Program settings / Image list*.

If there is a check mark in the *Exif* column, your images contain *Exif data* (e.g. date taken, camera model and resolution of your images). These can also be displayed in the current presentation. In the <u>Variables</u> 54 chapter you will learn more about how to include the Exif data in your project.

In the *Image list*, the *Track* column informs you in which track the object in the *Timeline* is located. If the entry is empty, the object is in the first track. You can always create several tracks within a chapter. You can change the order of the objects here by moving the elements with the mouse ("drag-and-drop").

3.9 Manual input

Manual Input helps you place objects in the Layout Designer, resize objects, and time motion markers in animations, route animations, and camera pans/zooms.

Open Manual input

You call up *Manual input* with the key combination CTRL + M or via the context menu (right-click) in the *Layout designer*. Double-clicking an object in the *Layout designer* also opens *Manual input*.

Manual input

The **Path settings** always refer to the entire path.

Time distribution: The time distribution of the markers of a path can be *individualized* or *evenly*.
With the "evenly" time distribution, there is only one start and end time and any number of marks without time in between. The path then runs at a uniform speed. In the Layout designer, the marks appear with hash marks (#1, #2, #3, etc.).

Timestamp: The duration of a path can be specified with a time unit (time in seconds) or defined via the object duration (*Percent of object duration*).
If the option *Percent of object duration* is selected, paths scale along with it when the duration of the object is changed. In the layout designer, marks appear with percentage signs (e.g. 0%, 40%, 100%).

Timing : The path timing can be controlled by a curve. With the *No value* setting, the playback is linear between the first and the last mark. With a curve, the path can run faster/slower and forward/backward at defined times.

Active motion mark: Select the mark or the respective object to check or adjust the values.

Type of mark: The *Smooth* option is enabled by default. The change of direction in a motion path is smooth, and the motion starts and ends more slowly. With three soft marks, you see a curved curve in the Layout Designer.
With the *Hard* mark type, a change of direction occurs abruptly, a movement proceeds at a constant speed. With three hard marks, you can see an angle in the Layout Designer.
With the *Bezier* selection, you will find additional handles at each marker to influence the bending of the soft curve.
With the *Jump* mark type, there is no movement between the marks.

> To customize the mark type for multiple marks at once, right-click a mark in the Layout designer and select *Select All Marks*. Once all marks are selected, right-click again and select *Curve type* and the desired type.

Size of predecessor: If you activate this option, the size of the previous position frame is adopted when a camera pan or motion path is executed.

Time: The time value of the selected mark appears here. You can adjust it by keyboard input if you have clicked in the field before.

Idle time: Specify how long a marker should be displayed with the selected value.
For route animations, this allows you to pause at a location before the route continues to be drawn. For camera pans, a pause time can be used to pause at a section of the image before the pan continues.

The **units** of the *Manual input* can be switched. To do this, click on the unit in the input field and select from the options offered.

|	
Coordinates	The Layout Designer works with a virtual resolution of 100x100 percent. Since the output is always variable, no fixed resolution is used here. An image in the Layout designer is located exactly in the middle at: **Percent**: X=50% / Y=50% / Z=50%. **Per thousand**: X=500‰ / Y=500‰ / Z=500‰ **0 to 1**: X=0.5• / Y=0.5• / Z=0.5•
Size	If both values are 100% (or 1000‰ or 1•), the object frame fills the screen.
Rotation	Enter the rotation angle for the respective axis here. You can enter the value directly via the keyboard or adjust it with the arrow keys. The angle can be specified in *degrees*, *rotations* or *percent.* A "flat" rotation of an object, clockwise or counterclockwise, is achieved via the Z axis.
Rotation center	If you want to rotate your object around the center point, enter the value Y=50% and Y=50%. For example, to rotate the object about the lower left selection frame edge, select X=0% and Y=100%.
Edges	The value 0 means here that the edge is on the left or above. Counting is always to the right or down. This means that the edge at the value 100% is located at the very right or at the very bottom. If a value above 100% is entered, the respective edge is located in the invisible area.
Relative input	If you activate the option, the values will always be applied relative to the currently existing position.

> Depth sorting by means of the Z coordinate is effective only within a 3D scene. Outside of this, the depth sorting is only done by the sequence in the Timeline tracks.

4 Texts and labels

4.1 Label images
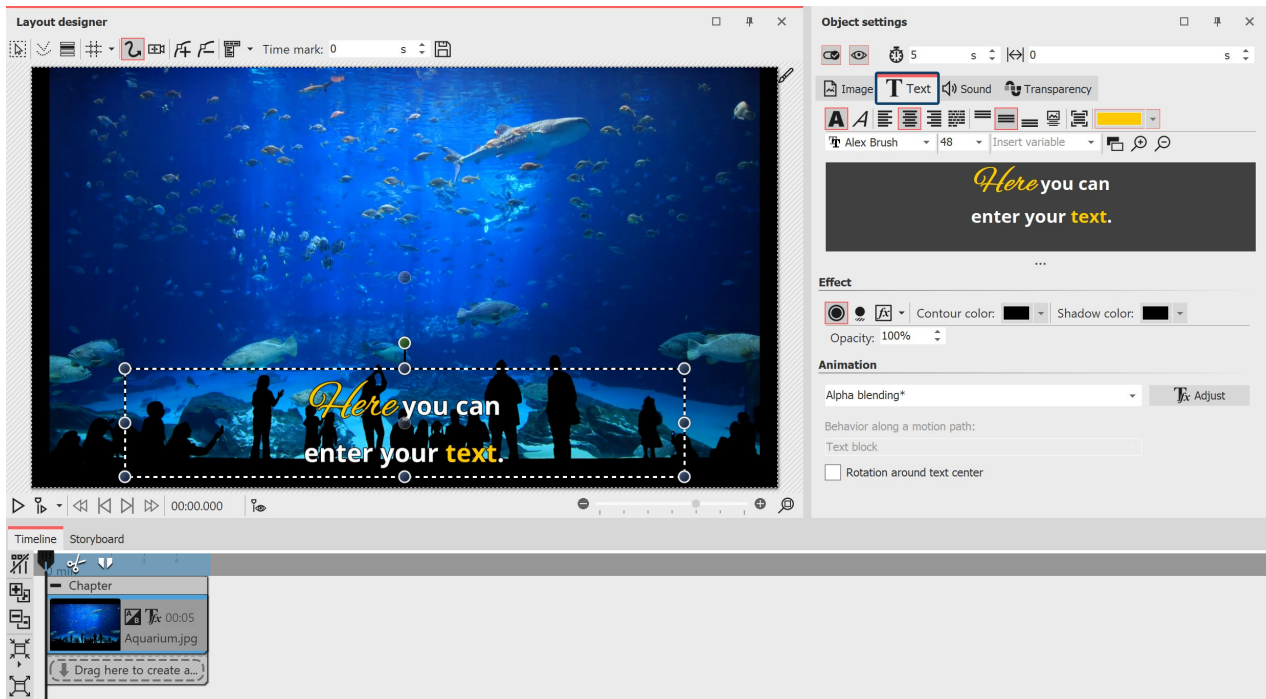
Text input for an image

Insert an image. In the *Properties* area you will find the *Text* tab. If the *Properties* window is not displayed in your view, right-click the image and select *Properties* from the context menu. You can also activate the display via *Workspace / Controls / Properties*.

1 Enter text in the Properties area

To label an image object, click the *Text* tab in the *Properties* area.

In the text field you can enter text and, after selecting the text, apply appropriate formatting, such as font, font size and font color. Under Alignment you can choose from the following options for positioning the text:

☰	Positions the text at the bottom of the selection frame.
☰	The text is displayed in the center of the selection frame.
☰	Positions the text at the top of the selection frame.
▦	Fits the text into the given selection frame (font size is reduced if necessary).
🖼	The text is displayed at the bottom of the image. This also applies if the image is displayed in a reduced size.

Enter the desired image caption in the text field. Select the text to change the default font and font size. Use CTRL + A to select all the text at once in the text box.

If you want the text to have a certain color, select it first. Now you can specify the color using the color selector (located to the left of the font selection).

2 Control duration of text insertion via keyframe
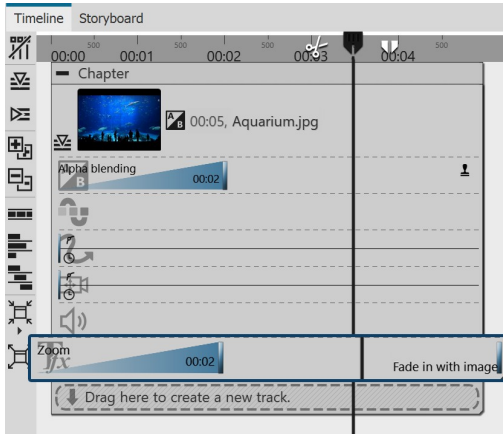
Keyframe track for text animation

In **Stages** you can also control the duration of the fade-in or fade-out of the text via the *keyframe track*. To do this, open the *keyframe track* and click in the track for the text animation.

Here there is a keyframe for fade-in and fade-out (if this is activated), with which you can control the end of the fade-in and the beginning of the fade-out.

How to underline text is shown in our blog article "Text unterstreichen". (Link address: aquasoft.de/go/textus)

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 220.

You can find a finished project under *File / Open / Sample project* which contains various formats. The sample project can be found under the title "Q**uote with image**".

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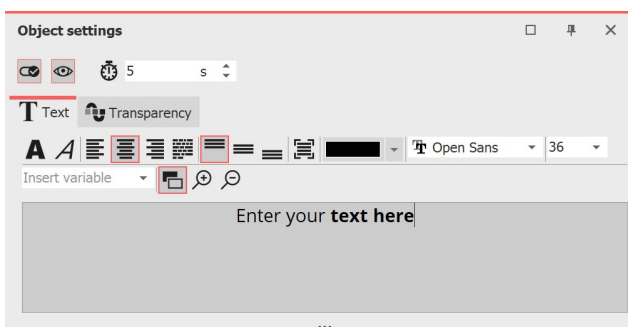
Combining text styles

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 need more space, drag the text field larger using the three dots located centrally below the text field. You can use the magnifying glass icons to enlarge or reduce the display of the font in the text field.

The background color of the text field can be adjusted so that you can see the text better. 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.

> If red rectangles are displayed when selecting a font in the font list, this is an indication that the corresponding symbols cannot be displayed in this font and will be replaced by a standard font in the project.

2. Border, shadow and effects for text
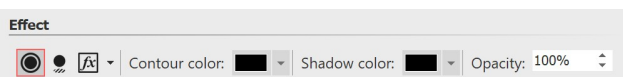
In the *Effect* section you make settings that are applied to all the text that is in the text box.

⊙	Activates the text border for the text in the text box.
●	Activates the shadow for the text in the text box.
ƒx	Activates the text effect for the text in the text box. By clicking the arrow located next to image editor 220, a separate text effect can be created. However you can also use a ready-made effect from the *Toolbox*. You can find these in the *image effect* tab in the section *Text friendly*.
Contour color	If you have clicked on the *Contour* icon, you can select a color for the letter border here.
Shadow color	If you have clicked on the *Shadow* icon, you can select a color for the shadow here.
Opacity	The value affects the opacity of the text while leaving the opacity of the letter border. This allows the interior of a text to be transparent while still displaying the outline.

> If you want to use image effects for texts, see our blog post ["DiaShow 10 neue Funktionen: Bildeffekte für Texte"](about:blank)for more tips and design ideas. (Link address: aquasoft.de/go/texteffekte)

## 3 Furnishing text with effects and animation

Editing text animation

In addition to the normal settings for color, font and font size, you can also assign a border and a shadow effect to the text in the *Object settings* window. Under *Animation*, you can select an effect for the text to fade in or out. If you click the *Tfx Adjust* icon next to the *Animation* selection, you can customize each effect.

If an existing text animation is modified, it appears with an asterisk after its name.If an existing text animation is modified, it appears with an asterisk after its name.

You can also get the text animation editing window by right-clicking on an image in the *Timeline* and using *Select text animation*.

In the menu for editing the text effect you will see, in addition to the adjustment options, a preview of the selected animation. In addition, you can choose not only a *Fade-in* for the text, but also a *Fade-out*. This can be controlled in just as much detail as the fade-in. To do this, select the Zoomer option in the upper field.
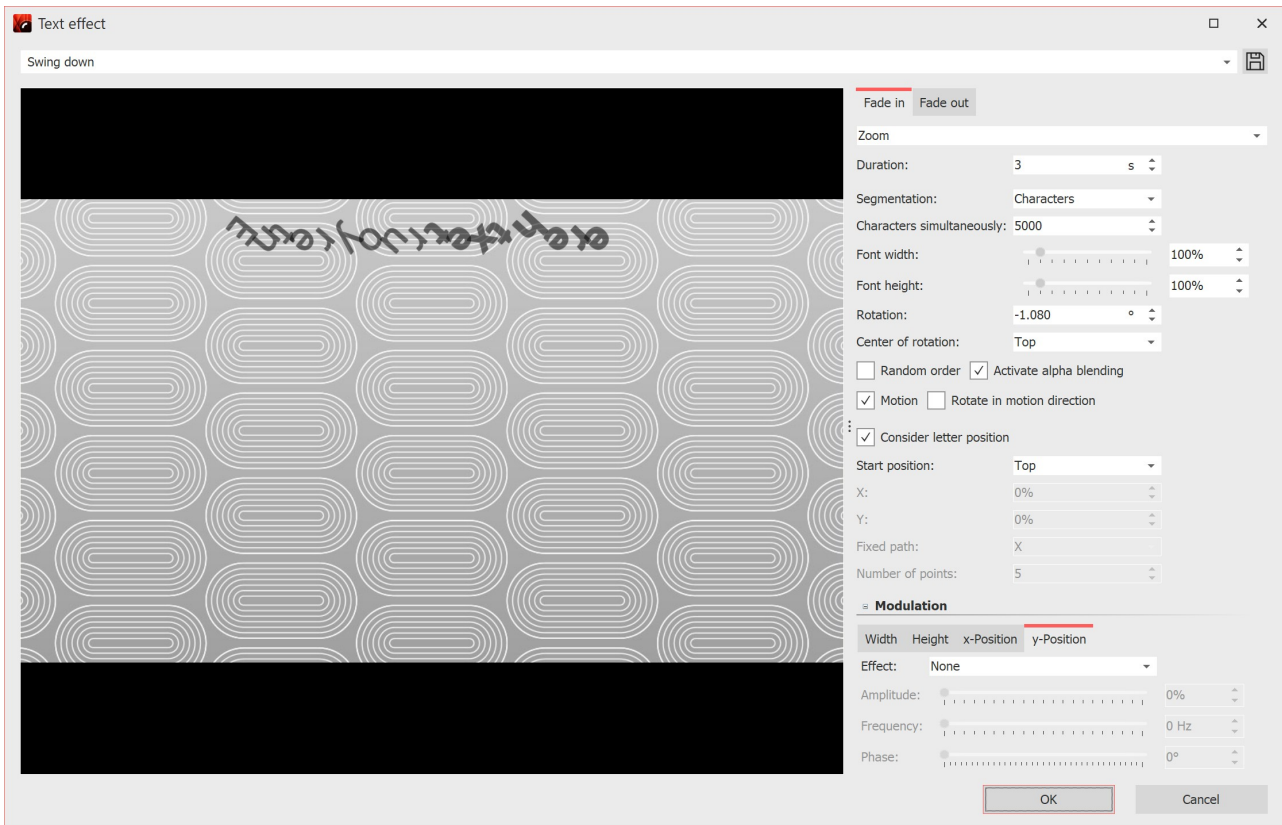
Edit text animation with preview
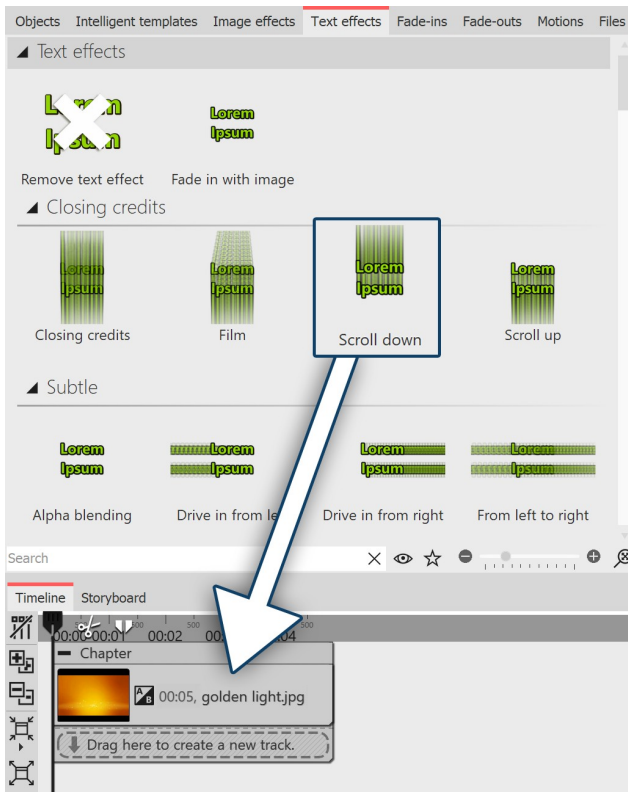
Drag text effect onto image in the Timeline or Layout designer

Text effects from the Toolbox

It is not only through the *Object settings* window that you can select a *Text effect*. In the *Toolbox* you can call the same *Text effects* as under *Object settings*.

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

If you want to use the same *Text effect* for all images, select all images by pressing the keys `CTRL` + `A` . Now double-click on the desired *text effect*.
If you want to use the same *text effect* for some images together, then hold down `CTRL` and click with the `MOUSE` on the images to which you want to apply the *Text effect*. Once the images are selected, double-click the desired *Text effect* in this case as well.

To remove a *Text effect*, first select the object in question in the *Timeline*. Then double-click the *"Remove text effect"* icon at the very top of the Toolbox.

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*.

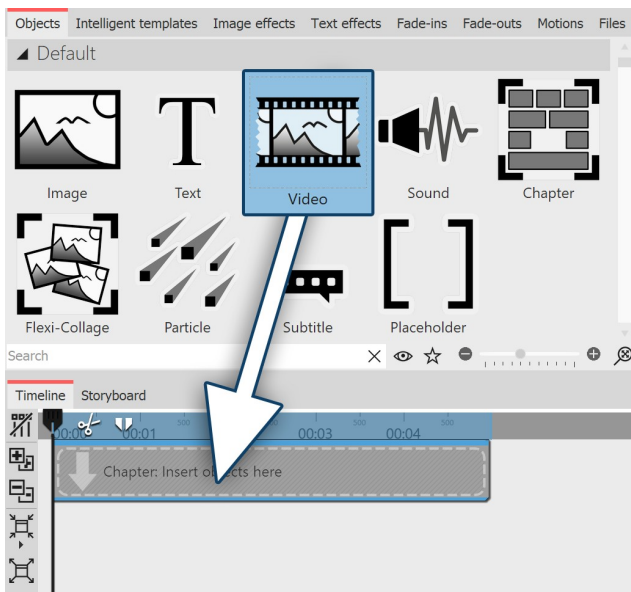## 1. Inserting a Chapter for multiple tracks
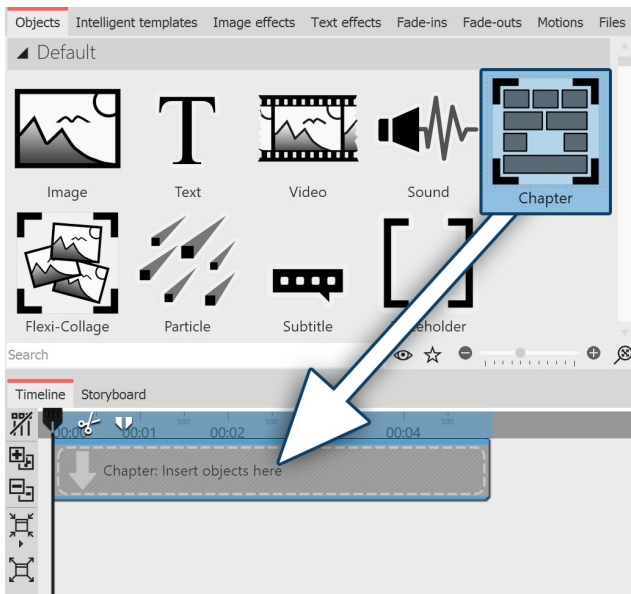
Drag the Chapter into the Timeline

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

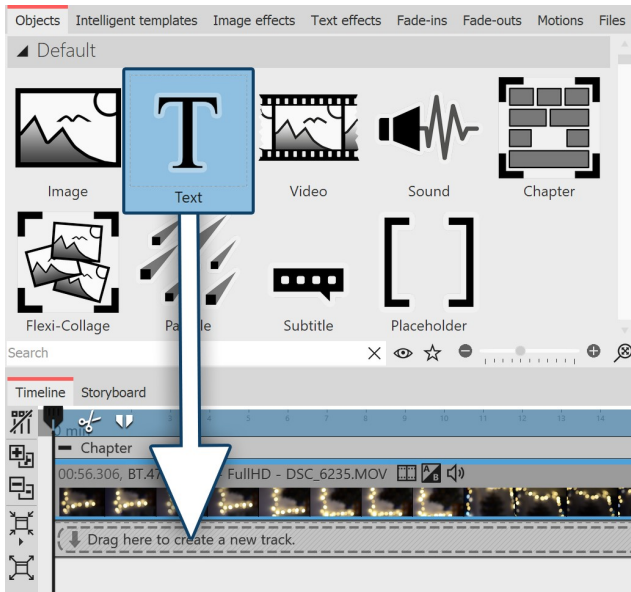Drag a *Chapter Object* from the *Toolbox* into the *Timeline*.

2. Adding a video

Adding a video to Chapters

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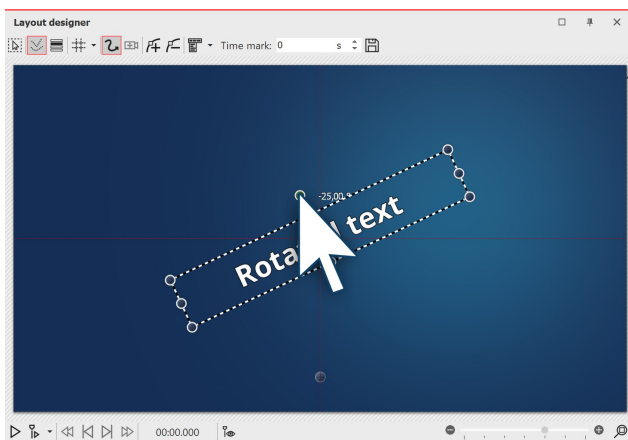
3. Inserting text

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-Objekt*. 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 **Rotate text**

1 Rotate text in the Layout designer

Rotate text in the Layout designer

Insert an image and enter a caption in the *Object settings* window under the *Text* tab. Your text now appears on the image and is surrounded by a dashed frame. Outside the frame, centered above the text, is a dot. Click on the dot and hold down the mouse button. The mouse pointer appears as a crosshair. Now rotate the mouse: you will see how the text rotates.

Once the text has reached the desired position, you can release the mouse. A number appears next to the point you click to rotate the text. This indicates the angle of the rotation in degrees.

2 Specify angle of rotation

Manual input

If you want to specify the angle as precisely as possible, use the *Manual input*. You call this up by pressing the `CTRL` + `M` keys simultaneously. Under *Rotation / Angle* you can now enter the value yourself.

Under *File / Open / Sample project* you will find a text animation *"Text with momentum"* in which the text rotation has been applied. If you wish, you can change the text, copy the animation and paste it into your project.

4.5   Text with colored background

If you want to display a text as a text panel with a solid color background, follow these instructions.
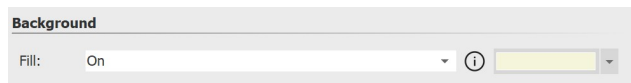
1 Insert "Colored background" object
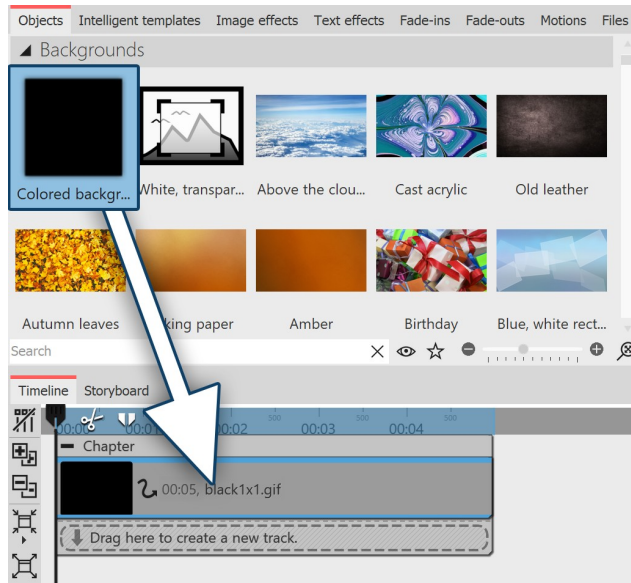
In the *Toolbox*, under *Objects*, in the *Backgrounds* area, there is the *Colored Background*. You can use this to fade in texts independently of images. The colored background can also be faded in or out. Drag the *Colored background* from the *Toolbox* into the *Timeline* and place it where you want it.

Drag "Colored Background" from Toolbox to Timeline

> If you want to place the *Colored background* at a specific position, drag it from the *Toolbox* to the desired position in the *Timeline* or *Image list* while holding down the mouse button. While 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 applies to other objects.

2 Select background color

Select background color

The *Colored background* always appears black at first after insertion. However, you can change the color in the *Object settings* window under *Background / Fill color*.

3 Enter text

Now enter the label under *Object settings - Text* in the text field provided for this purpose. Proceed according to the same principle as described in chapter .
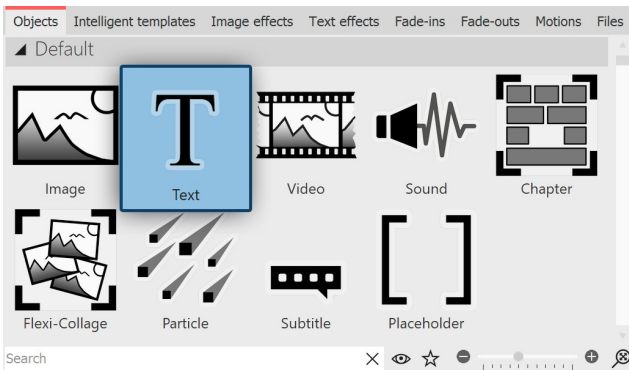
4.6   Multiple texts

Text object in the Toolbox

To display multiple texts at the same time or time-shifted, 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*.
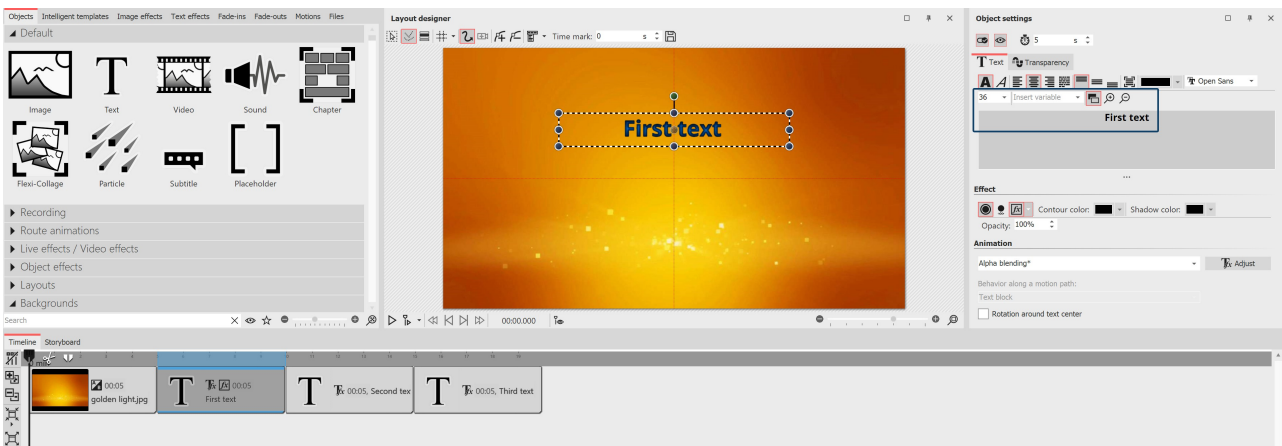
Entering text and selecting animation

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 *Chapter object* from the *Toolbox* into the *Timeline* into last place, behind the other objects.
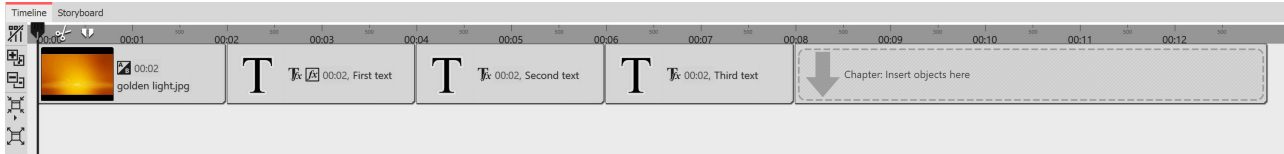
Multiple texts with Chapters in the Timeline

The *Capital Object* allows you <u>to work with multiple tracks</u> 74. 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:
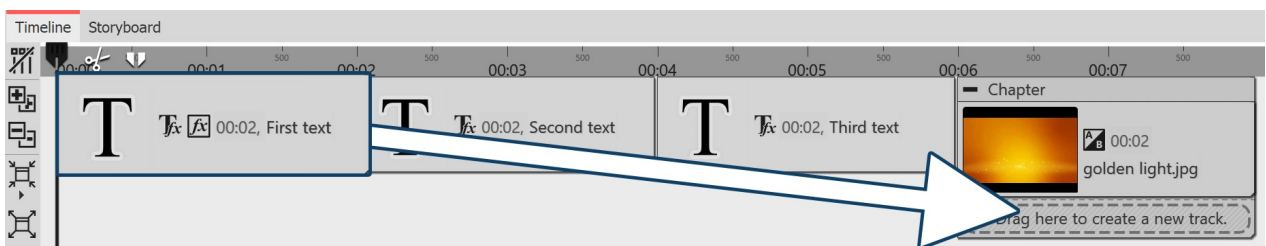
1 Move the image into the Chapter

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.
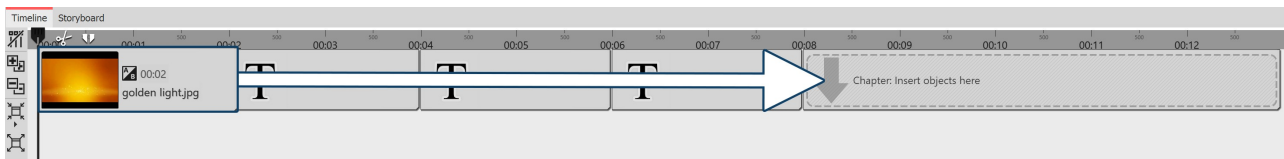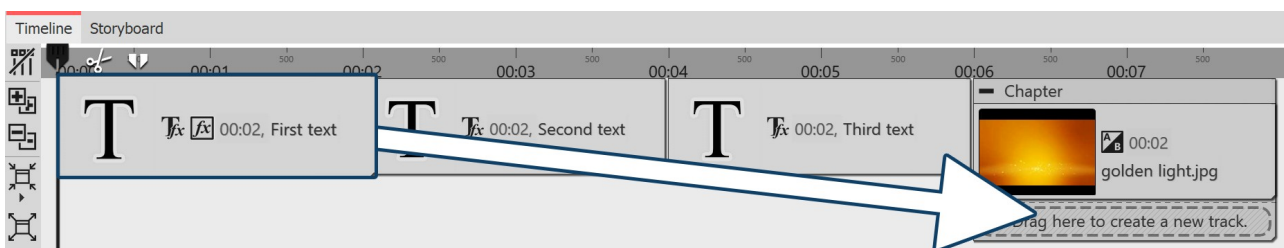

Drag image to chapter

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.

Drag first text object to track under image

3 Move more Text objects to new track

Insert the second *Text object* under the first *Text object* following the same procedure as described in the previous step.
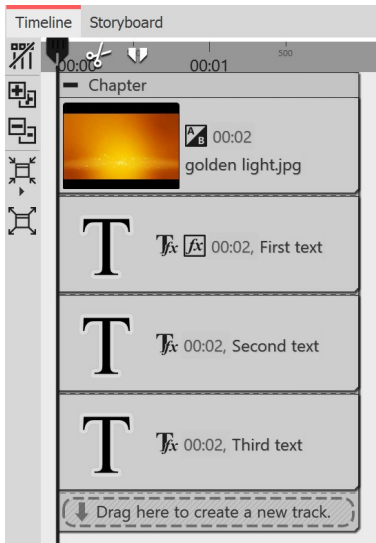
4 Texts appearing simultaneously

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.
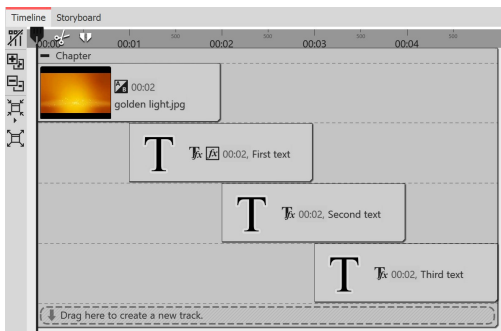
**5 Make texts appear time-shifted**

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 object*, 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 "<u>Working with multiple tracks</u> 74 ").
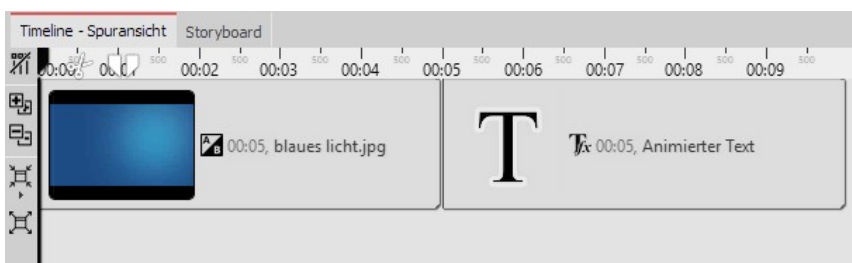
Text behind image
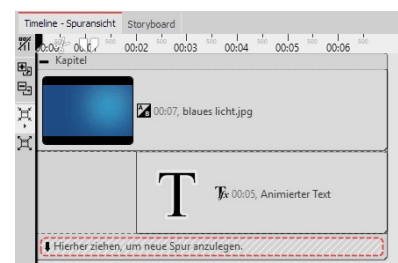
Text track underneath image

2. Creating motion markers in the Layout designer

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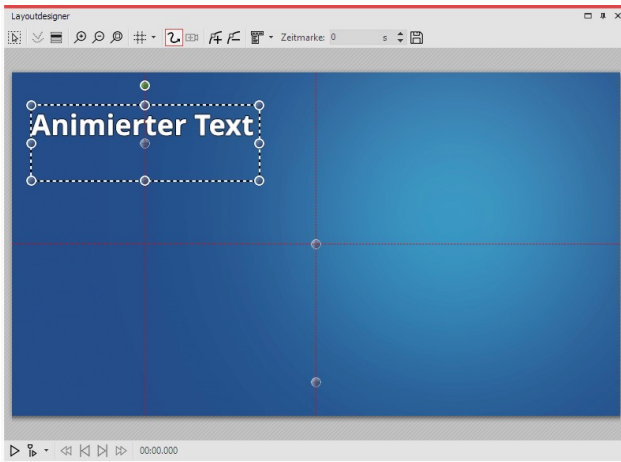
Click on the *text object* in the *Timeline*. You will see the *text object* in the *Layout designer*. It will be surrounded by a dashed border and some round dots. Move the cursor over the text and move the text with the mouse, holding down the mouse button to do so. This means you can position the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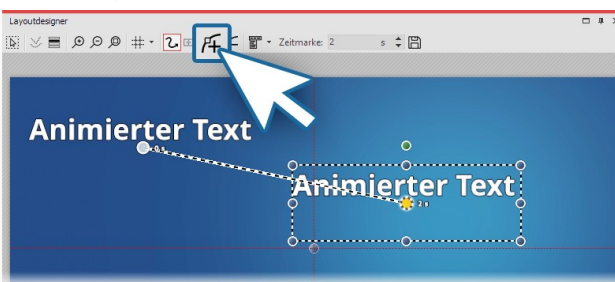
Adding a motion mark

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
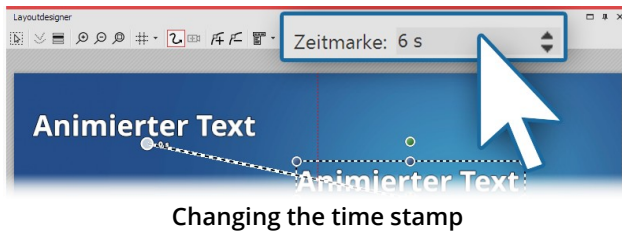
While the second *motion marker* is still selected (orange dot), enter a different value under *time stamp*. To slow down the movement between the first and second *motion marker*, you can increase the value to five seconds. When you increase the value of the first *motion marker* (default is 0.00s), 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
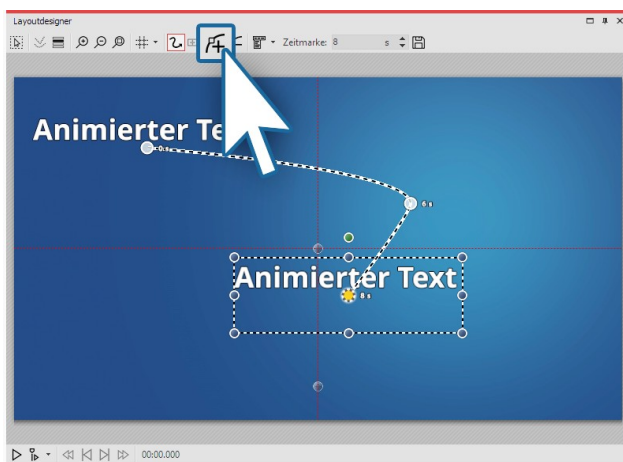
Now use the squared plus symbol to add a new *motion marker*. Position the *motion marker* at the top right. Using the round drag handles, you can shrink the text. It will then seem as though the text is "flying" backwards. To preview this, activate the preview in the *Layout designer* or press F9 .

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.
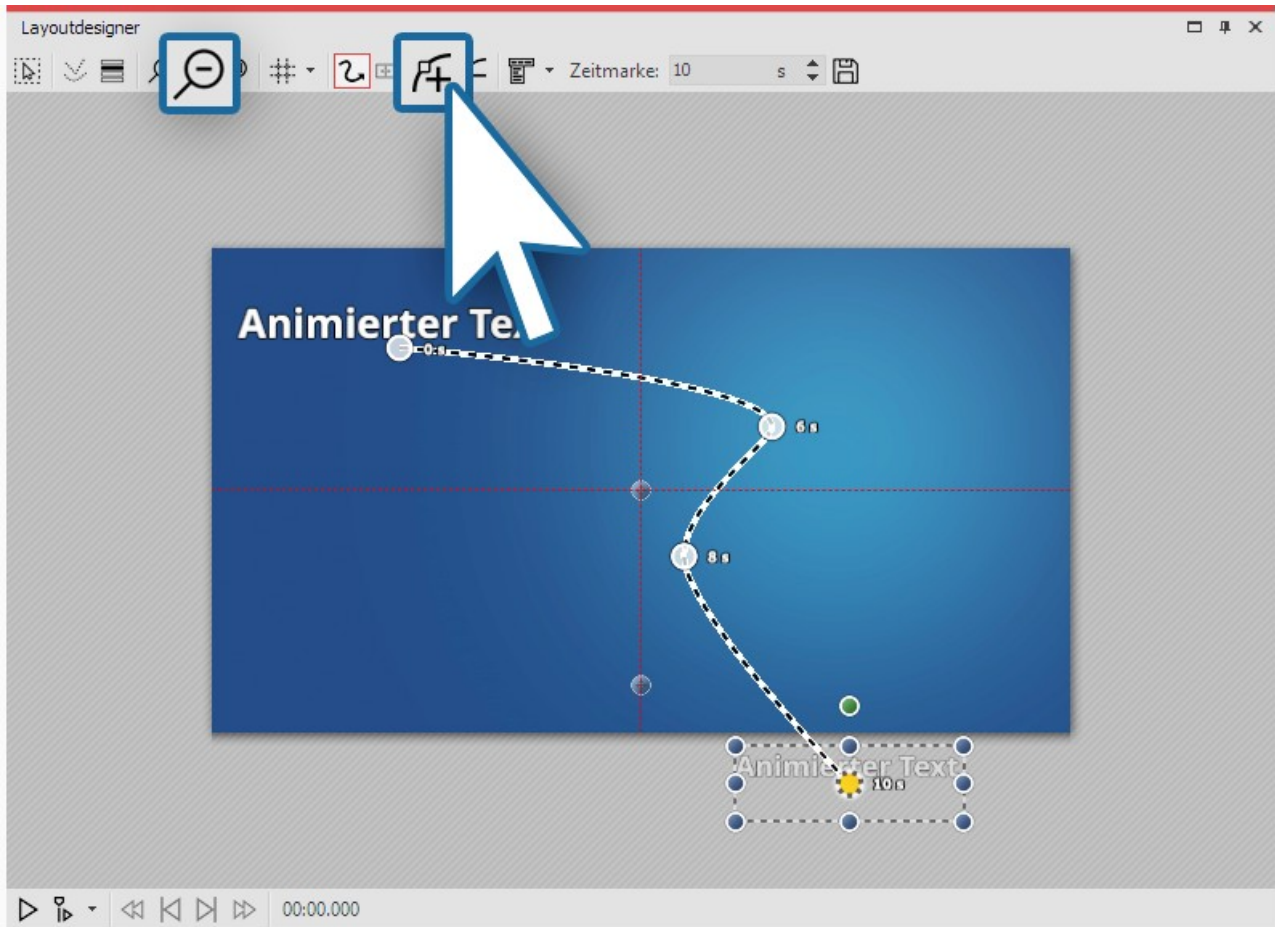
Getting the text to fly into the non-visible area

7. Behavior along the motion path
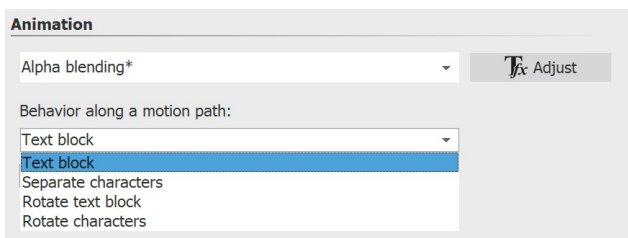
Behavior along the motion path

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   Animate scrolling text

With a scrolling text or a ticker you let a one-line text run over an image or video. The text is usually scrolled from right to left. This form of display is used for news tickers and breaking news, for example.

## 1 Insert image and text into chapter object

Structure in the Timeline

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

Place an image in the *Chapter object* and a text object in the track below it. (See also chapter "Working with multiple tracks" 74)

Due to the staggered arrangement, only the image is visible at first during playback, the text scrolling starts only after two seconds.
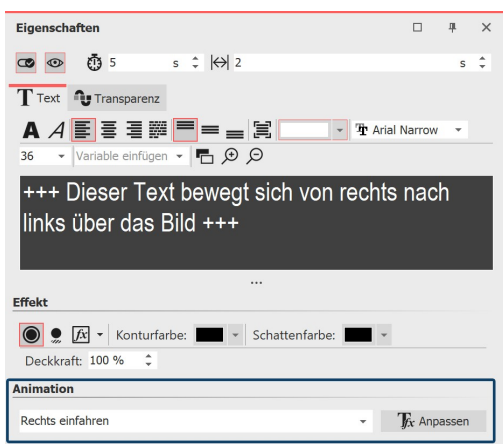
Text properties with animation "Move in right"

2 Customize text object

Select the *Text object* in the *Timeline* and enter your text in the text field in the *Properties* window.

Select the animation*"Move in right"*.

Then click the *Edit effect* button to adjust the duration of text insertion.
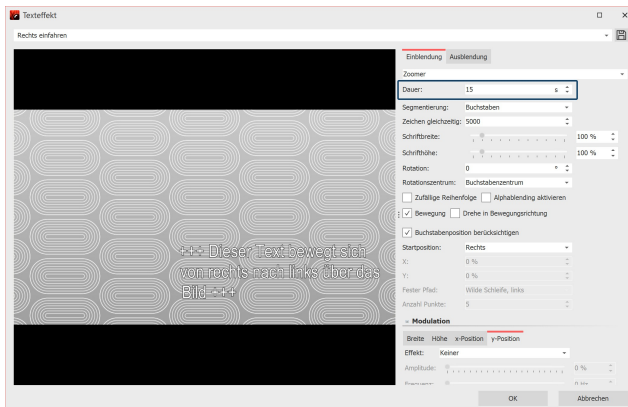
Customize text animation

For this text length, 15 seconds is appropriate. In the *Timeline*, the duration of the text object is automatically adjusted to this length.

Change text width at selection frame

In order for the text to appear single-spaced, the frame of the text object must be dragged to a sufficient width in the *Layout designer*.

Reduce the view of the *Layout designer* with the Minus symbol.

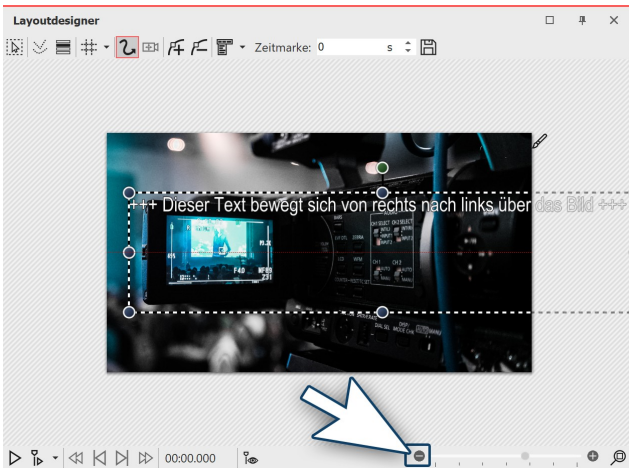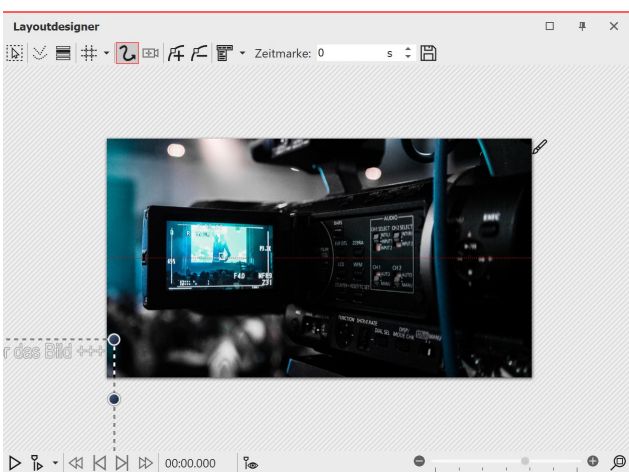Drag the text frame on a round handle until the text is single-spaced.

Place text outside the image

Place the text in the *Layout designer* to the left of your image. The last letters must no longer protrude into the image so that the text really passes through completely and does not stop in the image.

When playing, the text now runs through your image once from right to left.

If you want the text to move through faster or slower, lower or raise the animation duration in the Animation *Properties*, which you can access again via the *Edit effect* button.

If you want the text to pass through multiple times, you can copy the existing text object and paste it another time.


Scrolling text during playback

4.9   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).
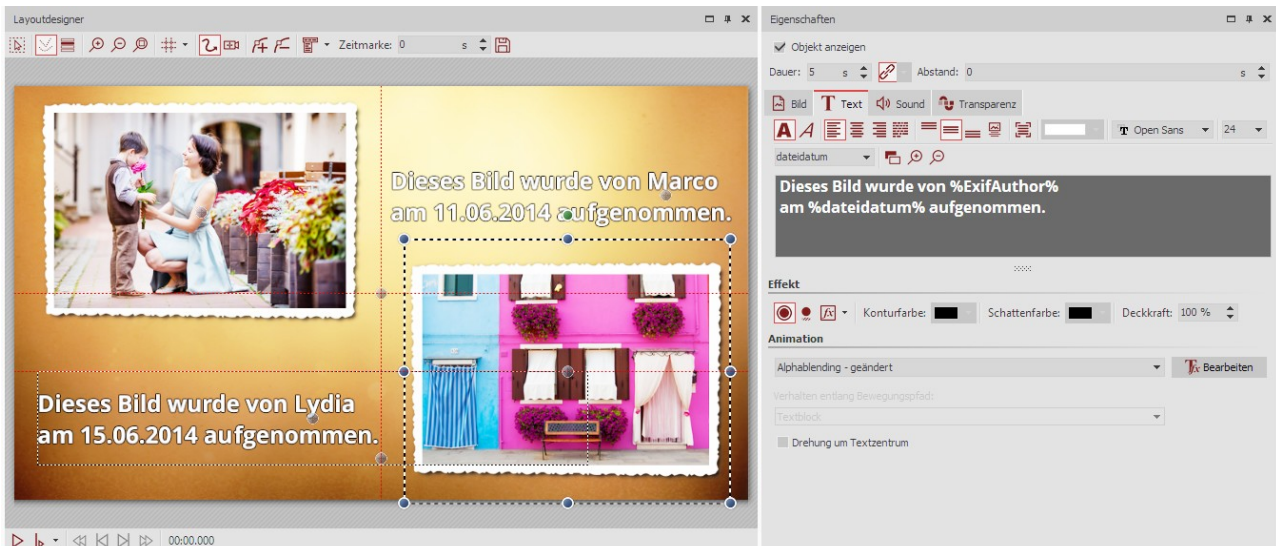
Text with variables in the layout designer and the text input field

You integrate this information into **AquaSoft Stages** by using *variables*.
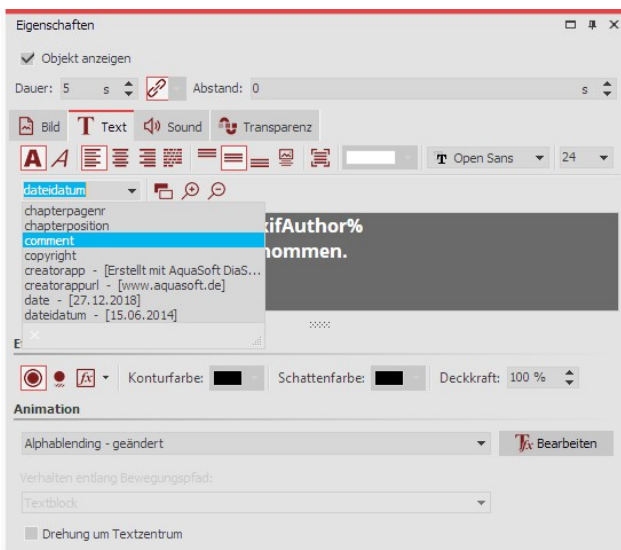
Inserting variables into a text box

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
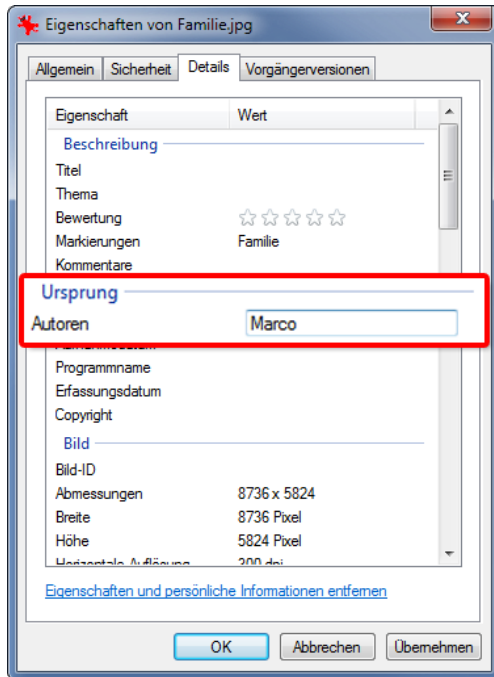
The camera can save the author of an image

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

%kommentar%	inserts a comment to the image
%aufnahmedatum%	adds a recording date of the photo
%EXIFApertureValue%	inserts used aperture value
%datum%	Current date
%dateiname%	File name of the current image

4.10   Insert credits
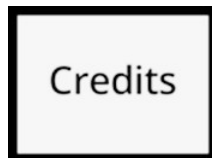
Citation   Credits

If third-party media not generated by the author are used in a project, it is appropriate or necessary to cite the sources. In most cases, the authors specify the manner in which they should be named.

The *Citation object* and the *Credits object* are suitable for naming the authors. You can find them in the *Toolbox* under the *Objects* tab in the *Captions* section.

Citation object in the Timeline

You can use the *Citation object* to store author information at any point in the project. The content text of the object is displayed exclusively in the *Credits object*. It's best to use the *Citation object* in an extra track.

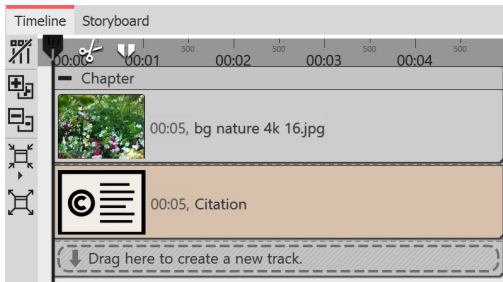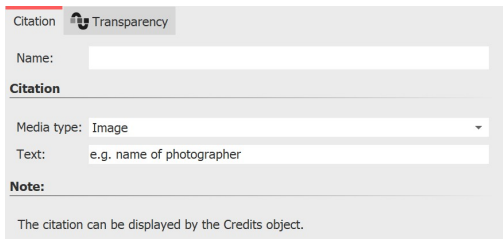Select the object in the Timeline, for which you want to make a specification, and click on the symbol *Group selection into a chapter* at the left Timeline border. Now you have a chapter around the selected object. Drag the *Citation object* from the Toolbox to the Timeline under the object.

**Properties of the Citation object**

In the object's properties you now set the media type - *image*, *video*, *music* or *font* - and enter the text that names the source.

To provide a general source citation or to leave some information about the background music, you can also insert the Citation object in another place, for example in an additional bottom track.
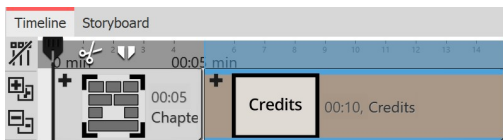
Credits object in the Timeline

Drag the *Credits object* to the end of your project in the Timeline. You will now see a container that you can open by clicking the *Plus* icon. The opened object contains a black background and a text object.
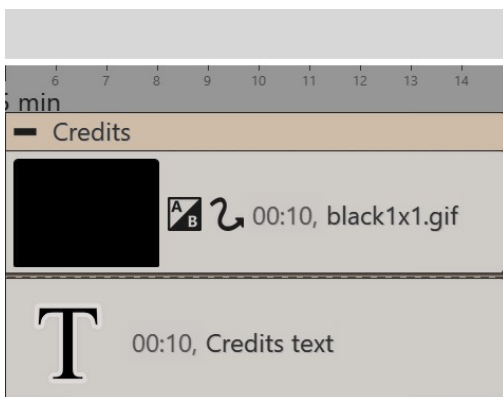
Opened Credits object in the Timeline

If you have already stored information in your project with one or more *Citation objects*, these will now be displayed automatically when the *Credits object* is played.

If you do not want to work with *Citation objects*, you can also provide the *Credits object* directly with information yourself. To do this, click on the text object within the *Credits object* to enter all authors and sources in the *Properties* area.

4.11   Insert AquaSoft Outro

AquaSoft credits
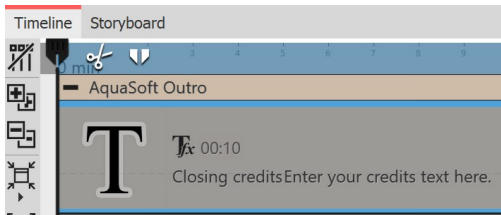
The *AquaSoft Outro* object is used to add credits to your presentation with little effort.

You can find it in the *Toolbox* under the *Objects* tab in the *Captions* section.

AquaSoft Outro object in the Timeline

Drag the object *AquaSoft Outro* from the *Toolbox* to the *Timeline*. Credits usually belong at the end of the presentation, but they can theoretically be inserted anywhere.

Opened AquaSoft Outro object in the Timeline

Open the *AquaSoft Outro* object in the *Timeline* (with the *Plus* symbol next to the title). You will find a text object in which you can enter your own texts for the credits. These texts will be automatically integrated into the animation. You can format the texts as you wish (font type, size, color, etc.).

Fold the object in the Timeline again (*Minus* symbol). Now you can comfortably drag it with the mouse to the desired length. The longer the object, the slower the text scroller. The more text, the longer the credits should be.

4.12   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.
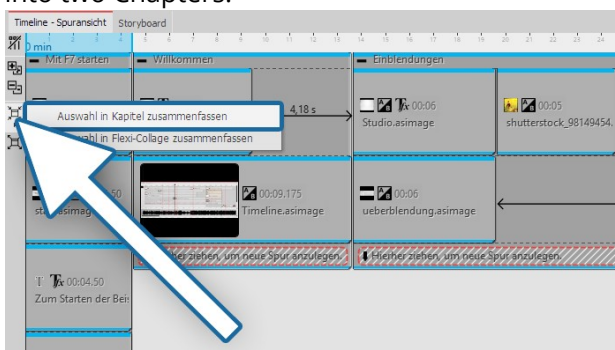
Click on the last primary Object

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

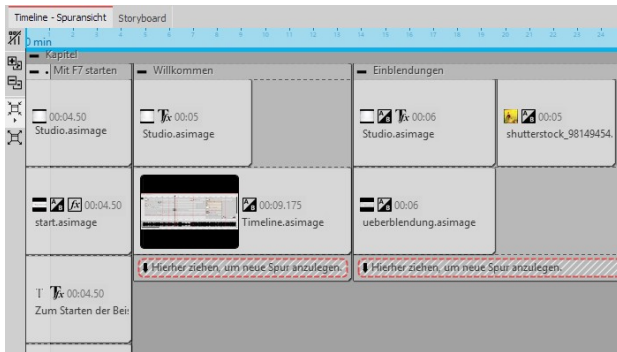Now go to the beginning of your Project. Hold down the SHIFT key and click on the first Object. In this way you have selected the entire contents of your Project (except for the new Chapter Object).
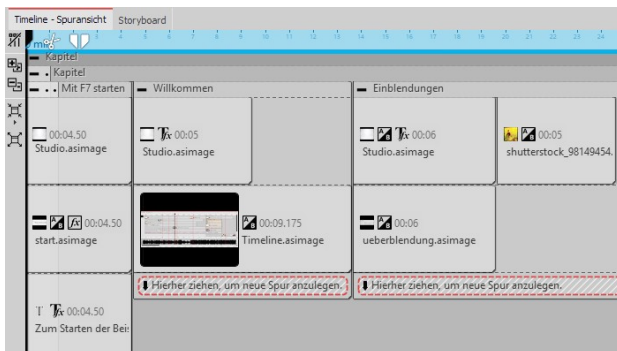
Drag selected content in Chapter Object

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*.
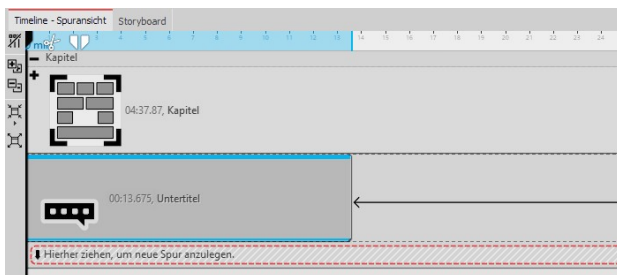
Drag Chapter Object into Chapter Object

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.
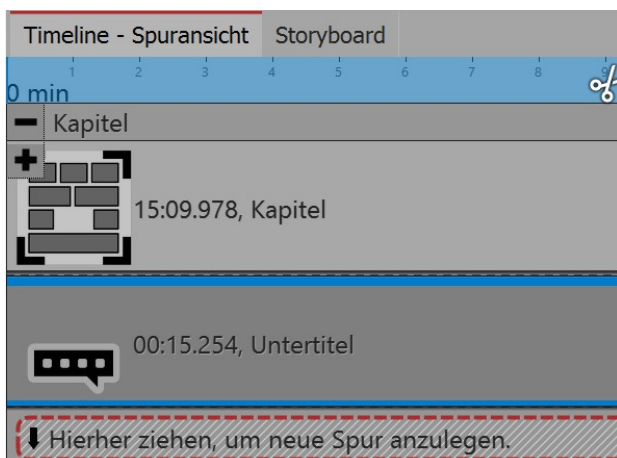
Subtitles Object under the Chapter Object

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

5   Inserting sound and music

5.1   Background music tracks

Use only unencrypted music tracks for your projects. For legal reasons, the use of music titles that have been encrypted by DRM or similar methods is not supported. The music track must be available as a locally stored file (streamed music or tracks available only on CD cannot be included). For public or commercial presentations, you should also pay attention to copyright and license fees.

With the *background music track*, which is located at the bottom of *Timeline*, you can easily insert background music. The tracks are arranged one after the other in a separate track.
If you want to play additional or several sounds at the same time, you can use the sound objects 10 .
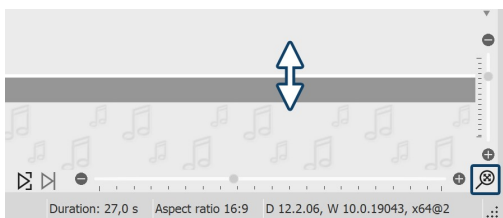
Show or enlarge/reduce background music track

If you do not see the background music track, it is hidden. Move the mouse to the bottom of Timeline, so that you are slightly above the scrollbar. Here, the mouse pointer turns into a double-headed arrow. Hold down the mouse button to drag up the background music track. In this way you can reduce or enlarge the background music track at any time.

Clicking the magnifying glass icon at the bottom right of the program restores the default zoom of the Timeline and the background music track.

At the beginning this track is empty, but as soon as you insert music tracks and images, the envelope of your music tracks appears. There are several ways to fill the background music track:
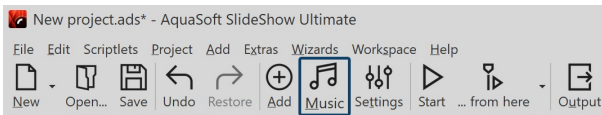
1 Insert background music

You have **three options** to insert background music:

- Double-click in the empty *background music track* in the *Timeline*
- Click on the *Music* button in the *Toolbar*
- Via the menu item *Add* and the selection *Background music*

"Music" button in the Toolbar
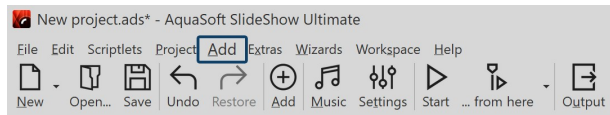
"Add" menu item in the menu bar
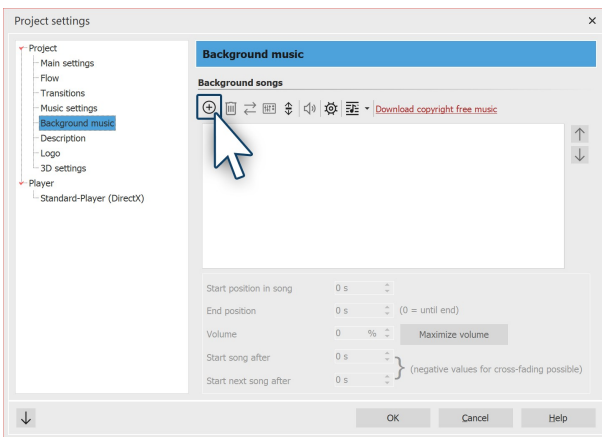
Background music track list

After you have selected one of the three options, the window for inserting the music tracks appears. Click the *Plus* icon here to insert tracks.

After confirming with *OK*, you will see the music in the background music track.

2 Edit track list

After you have performed one of the actions listed above, the background music settings will open. Here you can add, edit or delete tracks.

⊕	You can insert one or more titles. These will then be displayed one below the other in the track list.
🗑	Remove selected title from the list.
⇄	Replace selected title with another one.
▦	Change settings for selected title.
↕	Maximum volume for all tracks.
◁»	Play selected song.
⚙	Opens the music settings.
⊟	Create, save or import title list.
↓	You can change the order of your titles with the arrow icons that become active when a title is highlighted.

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

Volume	Specify here the volume at which the title is to be played. The volume unit can be switched by clicking on it.
Maximize volume	Clicking the button raises the volume of the title so that the loudest part corresponds to 100%. The maximum value is displayed at Volume.
Start song after	Enter here after how many seconds the title should start.
Start next song after	If you do not want the following song to start immediately, enter the length of the pause between the two songs here.
Start position in song	With this function you can play a section of the title. Here you determine from which point in the song the title is to be played. If you enter a value of 20s here, for example, the title will start from the 20th second. The first 20 seconds of the title are not played.
End position in song	Here you can determine when the song should end. Again, the time marker in the song must be selected. If you want the song to end after two minutes, enter 120s here.

3 Display in the background music track
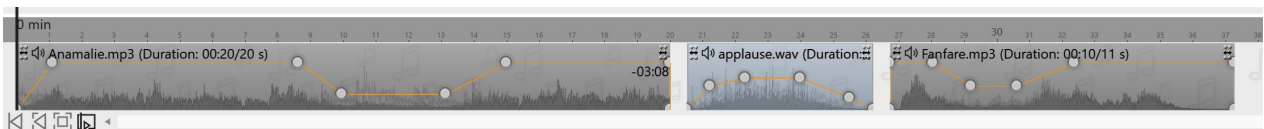
Different coloring of the music tracks

In the *Timeline* you can see the music in the *background music track*. The music waveform is colored alternately for each track so that you have a better overview in the *Timeline* at which time the tracks end or begin.

The height of the *background music track* is freely adjustable. To do this, drag or slide the top edge of the *background music track* up or down.

To shorten a title, move the mouse to the end of the title. Here the mouse pointer turns into a horizontal arrow with a double tip. Hold down the mouse button and drag the end to the left to shorten the piece of music. You can also remove the beginning of a track this way. To move a track, move the mouse over the track until a cross with four arrowheads appears. Hold down the mouse button and drag the title to the desired position.
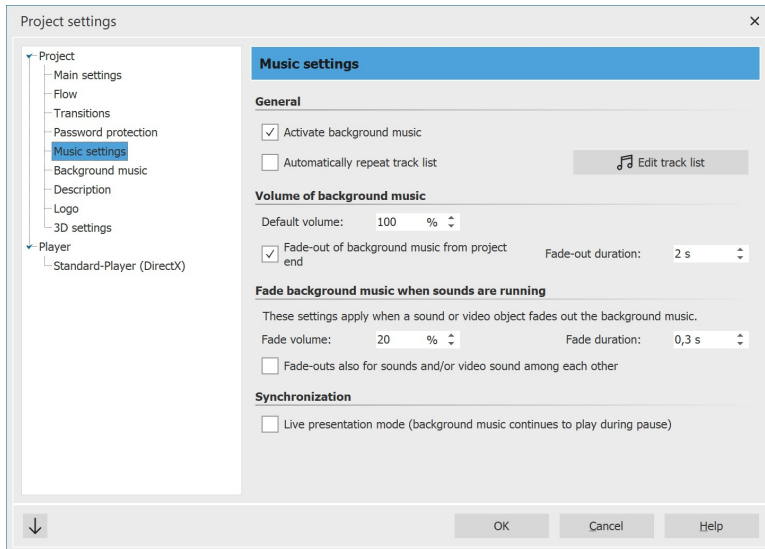
In our video ["Hintergrundmusik (Erste Schritte in DiaShow 10)"](#) to see step by step how to insert and edit background music. (Link address: aquasoft.de/go/hgmusik)

The volume of the background music can be set individually within each title. You can find out how to do this in the chapter ["Individual volume control"](#) 64 .

5.2   Settings for music

You can access the music settings via *Project / Settings / Music settings*.

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

Activate background music	Allows you to specify whether or not background music should be included in your project.
Automatically repeat track list	Here you can specify whether the track list should be repeated when all tracks have been played and the presentation is not yet over.
Edit track list	This button will take you to the *Background Music* menu where you can remove or add tracks.
Default volume	Here you can set the volume at which the tracks should be played (100% = full volume).
Fade background music from project end	The background music can be faded out smoothly after the end of the presentation or simply canceled at the end.
Fade-out duration	Here you define the length of the fade-out. The fade-out takes place when other objects with a sound (such as videos or audio comments) are played at the same time.
Fade volume	If you use S*ound objects* in your project or have spoken comments on your images, it makes sense to dim the background music when playing these objects. Here you specify to which volume the music should be dimmed. 0% = fade completely 100% = do not fade
Fade duration	Sets the time period over which the music is to be faded.
Fade-outs also for sounds and/or video sound among each other	Here you specify whether the background music fade settings should also be applied to Sound objects or video sound running in parallel.

Live presentation mode	If this option is enabled, the music will continue to play during a pause.

↓	If you want to save the settings for all other projects you will create, click on the arrow at the bottom left. This allows you to set the selected settings as the default for all upcoming projects. Alternatively, you can reset all settings to the factory defaults here and then confirm them as the new default.

# 5.3 Align objects in time with the music

After you insert the background music, it will be displayed with an up and down in the *background music track* (envelope).
If you want the change of your images to match the music, there is a special tool. You can create a grid yourself in Timeline. You will learn how to do this in the following.

1 Create timeline markers

Hold down SHIFT and click on the *Timeline* (see picture below). A red line will appear that you can move while holding down the mouse button. The line goes across your inserted objects and the *background music track*, so you can use the music's envelope, for example, as a guide when placing the line.
If you want to delete a line, then a click with the right mouse button on this line is sufficient.
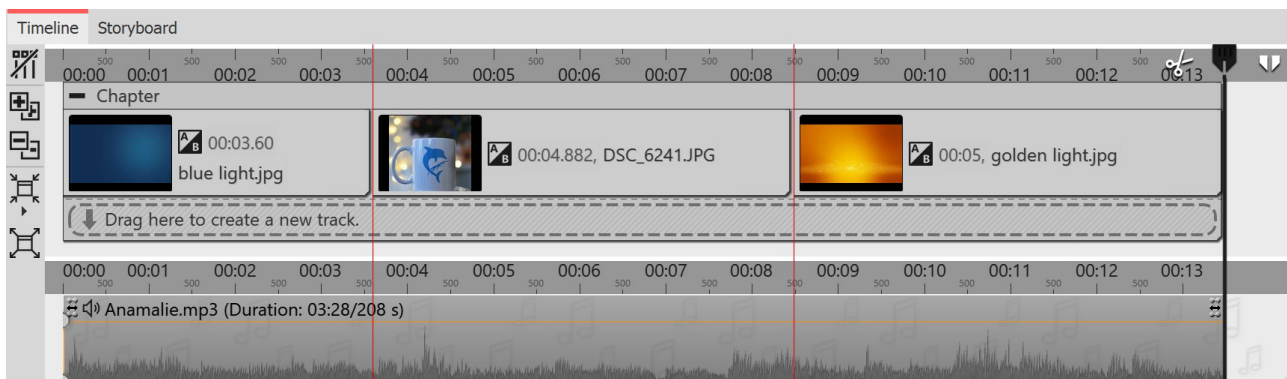
Images aligned to marker lines

2 Find beat of the music

If you have a good sense of the pulse of the music, start previewing the presentation from the *Layout designer* by pressing F7 .
Now, following the beat of the music, you can set the red lines with the SPACEBAR.
When the preview is finished, the lines are set to match the music. You can now align the images to them.

You can also orientate yourself to the up and down of the envelope. To do this, it is best to enlarge the view in the *Timeline* using the sliders in the lower right corner.

|	
💡	To learn how to ["Create Karaoke Video"](#), see our blog post of the same name. (Link address: aquasoft.de/go/karaoke)

5.4 Store image group with music
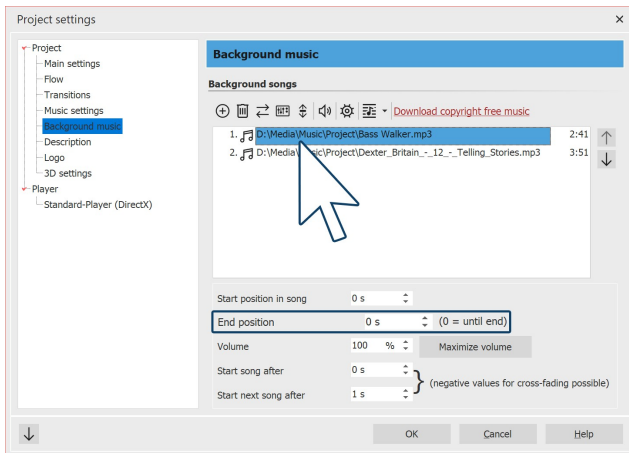
Set end position of the title

If you have arranged your images according to different sense units or if you want to play a suitable title for a new image group, you can change the music tracks to match the image sequence.

First insert your images. Set the duration of the respective image group and insert the background music.
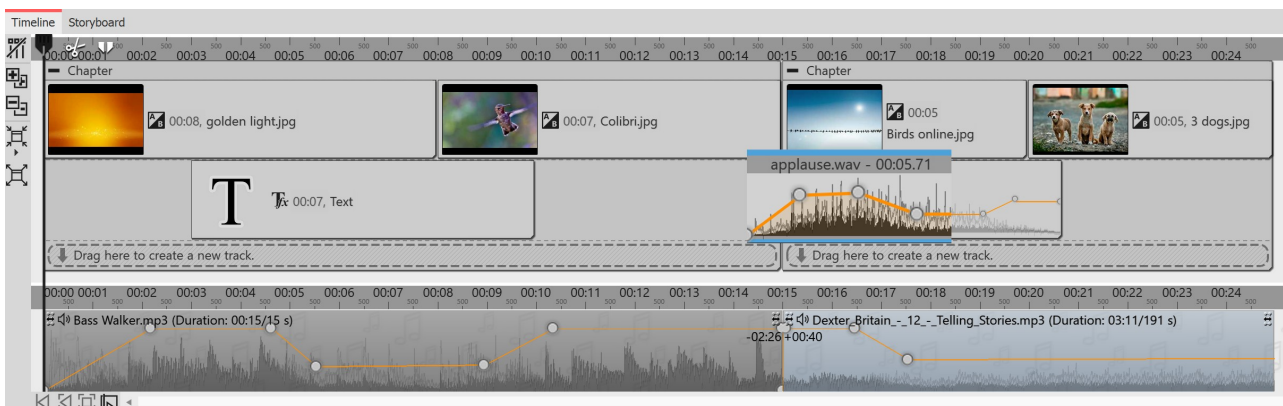
Click on the title and enter the duration of your image group under End position.
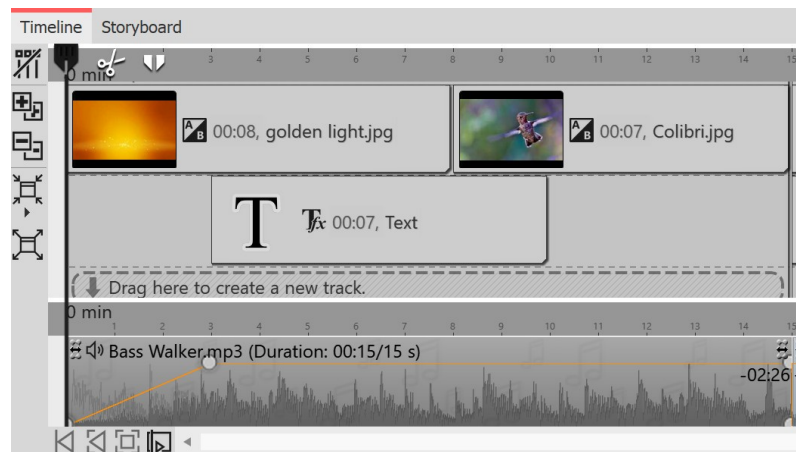
Different titles for different groups

5.5 Individual volume control

The volume of each track, whether *background music* or *Sound* object, can be adjusted individually. This is done in the *Timeline* via round marker points.
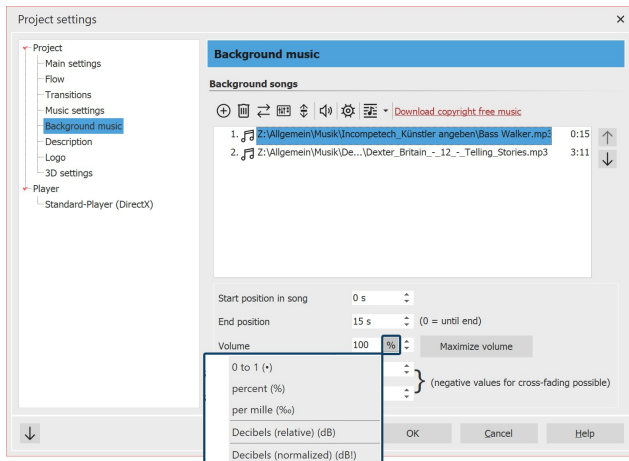

Adjust volume individually

1 Change volume curve

The volume can be varied within a piece of music with the help of a line. The up and down of the line corresponds to the variation of the volume. The higher the waves in the envelope the louder.

To make this line visible, click with the mouse on the waveform of the track. Each click creates a point that can be moved. If you click a point with the right mouse button, it will be deleted. When deleting the last point, the line will be removed.

Change unit for volume

2 Matching the volume of multiple sounds

When using music and sounds from different sources, it often happens that they have different output volumes. The volume of each individual song of the background music, of the video sound, of spoken image comments and sound objects can be lowered or increased individually. If you use the unit *Decibels normalized (dB!)* instead, they all get the same volume level.

The volume unit for each sound can be switched by clicking on it. Here, 1- = 100% = 1000‰. This corresponds to no change in the existing volume of the inserted sound. Likewise, you get no change to your volume at *0 decibels (relative)*.

- +1 dB is estimated to be the smallest volume change

perceptible to the human ear.

- +6 dB makes the volume perceived about twice as loud.

- -6 dB means a halving of the perceived volume.

To set all sounds to a uniform volume level, give them the unit decibel normalized (dB!). Then select for all sounds e.g. ±0 dB!, so that all have an identical volume. For *Decibel normalized (dB!)*, the existing sound in the background is first maximized if possible (i.e. the volume of the sound is raised so that the loudest part corresponds to 100%) and mathematically changed to the loudness target value.
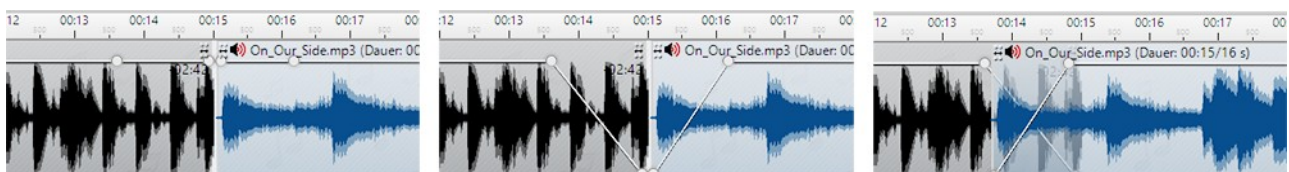
Example: You have three tracks in the background music track. When playing, the first one is okay in terms of volume, the second one is too quiet, the third one is louder again. If you now enter ±0 dB! for each title in the background music title list, all titles will be perceived with a uniform volume. To make all titles uniformly somewhat quieter, you could then enter -3 dB(!), for example. (A higher value than ±0 is not recommended, this could lead to overdriving of the first and third title).

3 Crossfading: Two titles merge into each other

If you want two titles to merge smoothly, use the volume curve. Set two points on the *Volume curve* at the end of track 1. Do the same at the beginning of track 2.

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

Now move the titles on top of each other in such a way that the lines become an X. This explains the meaning of the title "Crossfading" (the English word "cross" means "cross"). You can only move the music on top of each other if the mouse pointer changes to a cross with four points. To do this, it is best to aim the mouse at the area of the music where the song name is located.

**Smoothly transition pieces of music into each other**

The background music is automatically dimmed when a **Sound** object or a **Video** object is started. You do not need to set this manually. In the <u>music settings</u> [62], you can configure the fade volume and duration for the entire project. If you do not want the music settings to apply to a particular **Sound** or **Video** object, deselect the **Background music** fade option in its properties on the **Sound** tab.
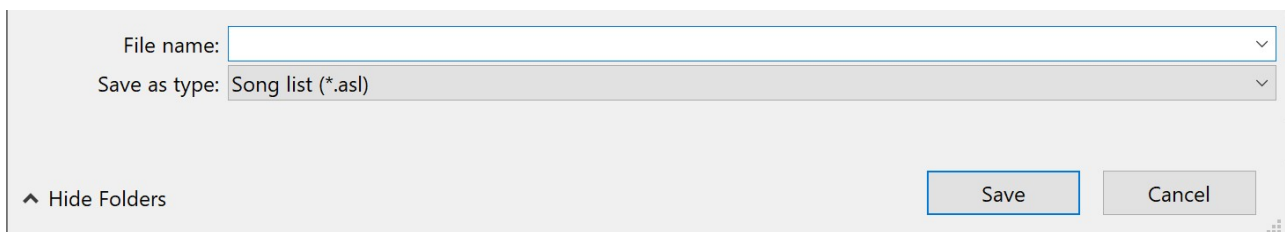
5.6 Save track list

Once you have added a set of songs to your project, you can export them as a *track list* and use them for other projects.

To do this, go to the **Music** button located at **Toolbar**. Click **Background music** in the menu on the right. Select the **Track list** icon (see screenshot) and click the **Save track list** command.
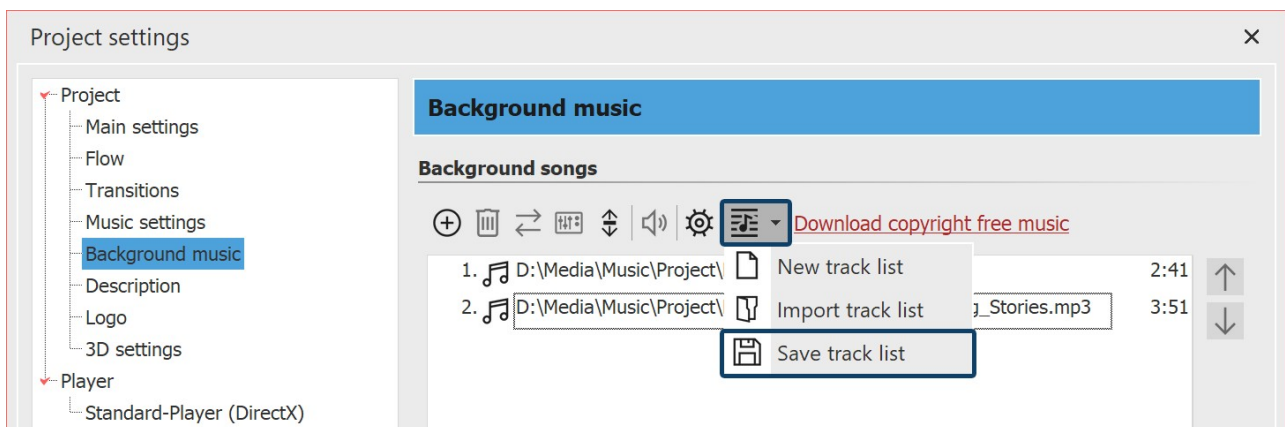
Save track list

Now specify a name and a location for your track list. The track list will be saved as an asl file.

Save track list as

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

5.7 Sound Wizard

With the help of the **Sound Wizard** you can record spoken comments and sounds via a microphone connected to the PC. There are two ways to use the Sound Wizard:

- With the Toolbox object **Sound recording** you insert a **Sound** object into your project, for which you start a microphone recording directly with the insertion.
- Use the *Wizards* menu item to call up the **Sound Wizard**, which shows you the images in your project that you can add a sound comment to.

Sound recording

When working with the *Sound recording* object, you get a *Sound* object that you can move and arrange freely in your project. When recording via the *Sound Wizard*, the sound file is not directly visible in the *Timeline*, *Storyboard* or the *Image list*, it is linked to the image.

Use Sound recording object
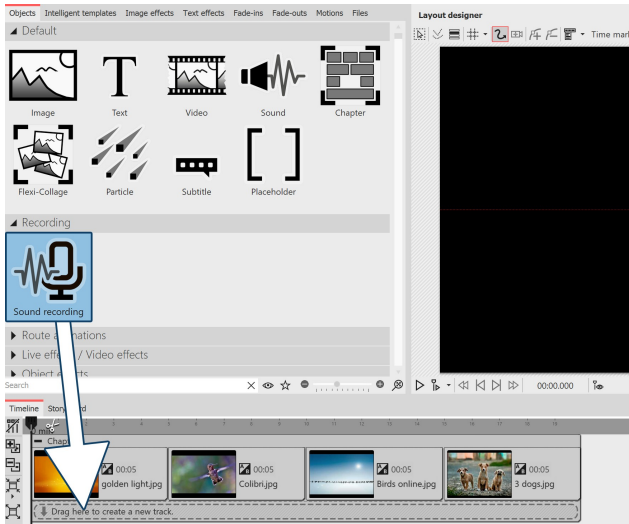
Use Sound recording object

Drag the *Sound recording* object from the *Toolbox* to the *Timeline* to the position where you want to insert a comment.

The *Sound Wizard* opens. Complete steps 2 and 3 described in the next section to record your sound. Then, to finish recording and send it to *Timeline*, click *Finish* in the Sound Wizard.

Use Sound Wizard to annotate images
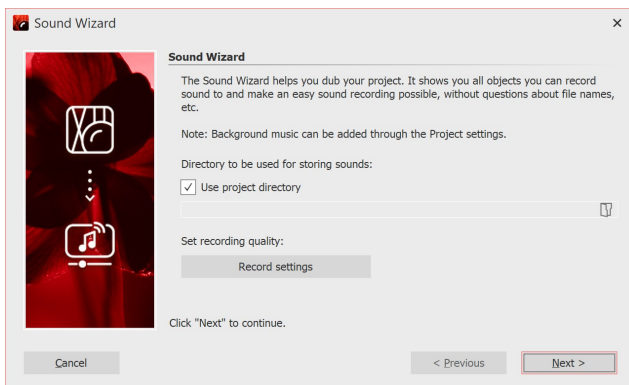
Recording directory and settings

1 Open Sound Wizard

Call up the *Sound Wizard* via the *Wizards* menu item.

2 Set output directory

If your ads project file is already saved, the resulting files will be saved in the project directory by default.
To select a different directory, click the folder icon and select the directory where you want to save the recordings.

Via *Recording settings* you reach the dialog for the differentiated definition of the settings for the sound recording, which you normally do not have to change.
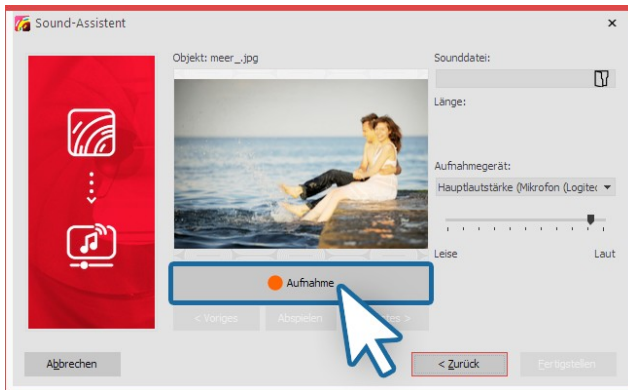
Record comment

3 Comment on single images

Click *Record* and record the comment for the displayed image. If you misspeak, stop recording for the image and start again. You only need to speak the recording for the selected image again.

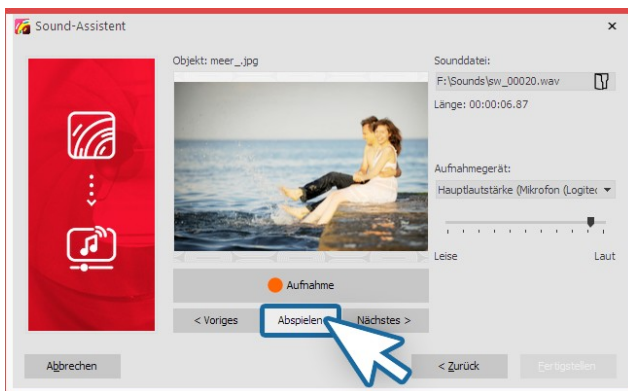Under *Sound file* you can open an already existing file.

Under *Recording device* you select the microphone with which you want to record. Use the volume control to influence the recording volume.
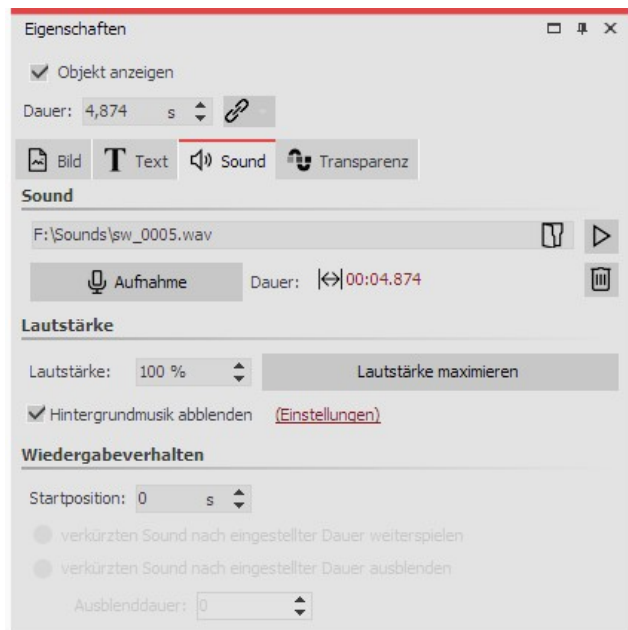

Listen to recorded comment

4 Listen to comment

With *Play* you can listen to your recording. The *Sound Wizard* automatically assigns the recorded commentary to your images. The image display duration is automatically adjusted to the comment duration.

Use the *Next* or *Previous* buttons to select the image for which you want to record a comment.

Sound in the image properties

In the *Object settings* of the corresponding image you will find the recorded file. Via the *Play* button (triangle symbol), the recording can also be played back here.

The *Sound Wizard* can also be started directly from the *Object settings* of an image. Click the *Sound* tab and select the *Record* button.

The sound can be removed via the *Trash can* icon.

More about the sound properties can be found in the chapter "Sound" 273.
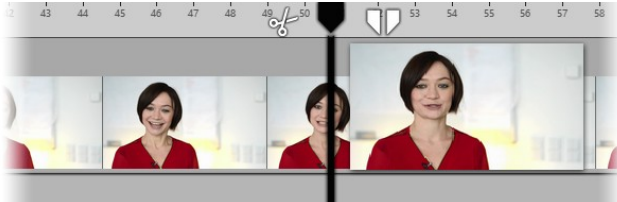
In our series "Diashow mit Tonkommentar" you will find many tips on the correct recording technique, sources of error and the voice as a means of design. (Link address: aquasoft.de/go/ton)

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.
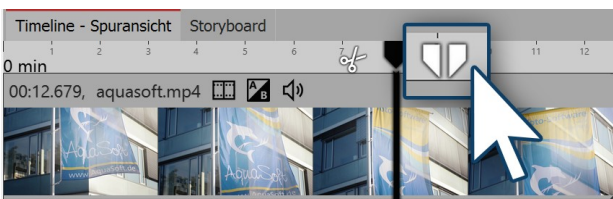
1. Cropping videos in the Timeline

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).

Playhead in the timeline

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 tweezer 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
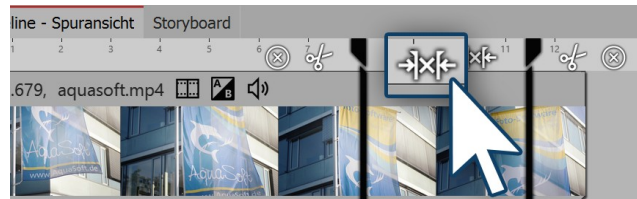
Cutting a piece out from the middle

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

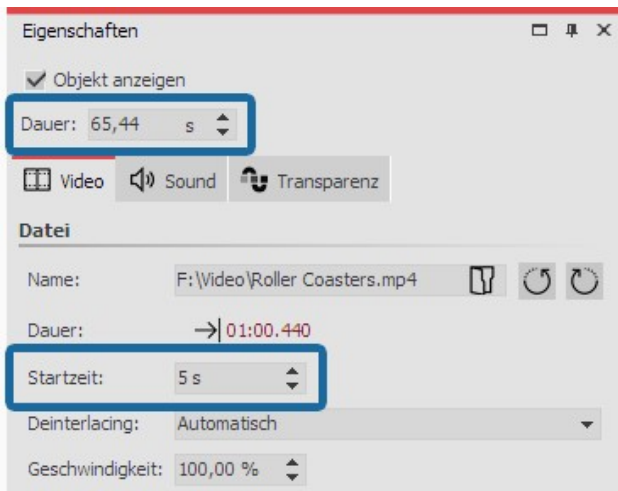You can shorten the beginning and end of a video directly via the time entry in the *properties* window.

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
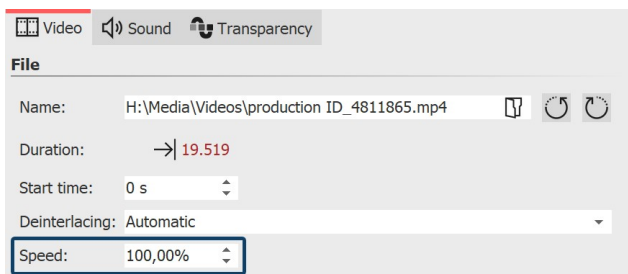
Change playback speed

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 keyframe 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.
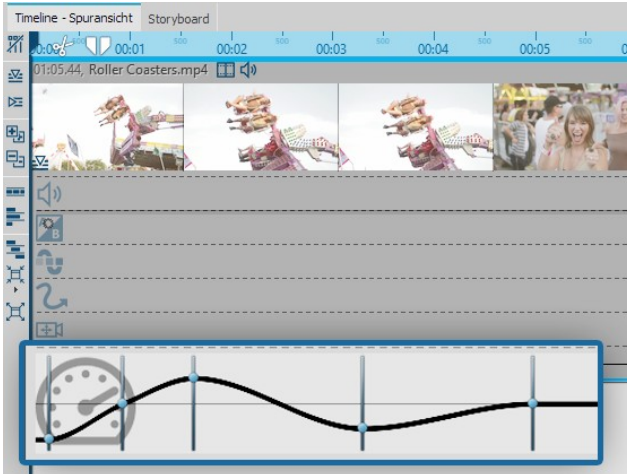In the matching *keyframe track* (speedometer icon) you can raise or lower the playback speed on a curve.
The straight line in the *keyframe track* offers you orientation and indicates where the 100% mark is.
The maximum value of the curve is always that which you have set in the *playback speed* field.

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 DiaShow" you will learn how to rotate a video.

(Link: aquasoft.de/go/btbm)

1. Inserting and rotating video
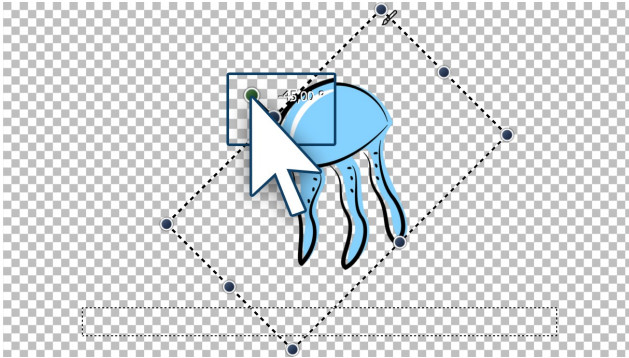
Rotating a video

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)
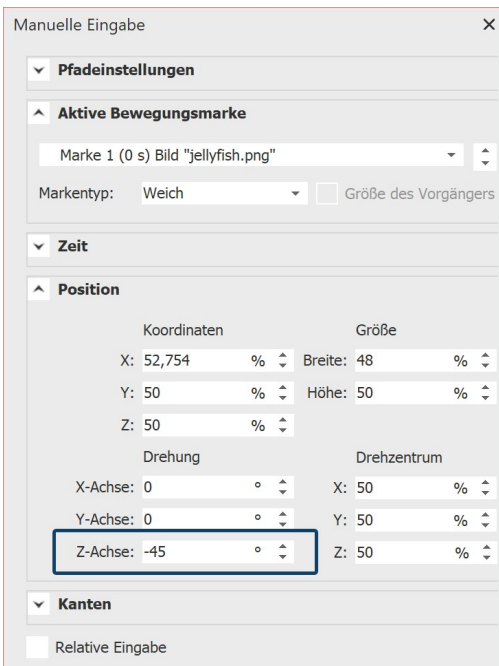
If you have a specific value for the angle of rotation you would like to apply, right click on the image in the *Layout designer*. From the context menu that appears, select the item Manual entry 34, this will open a corresponding window. Under *Rotation* you can now enter your own preferred value for 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°.

Manual entry of the angle

6.4   Edit video sound
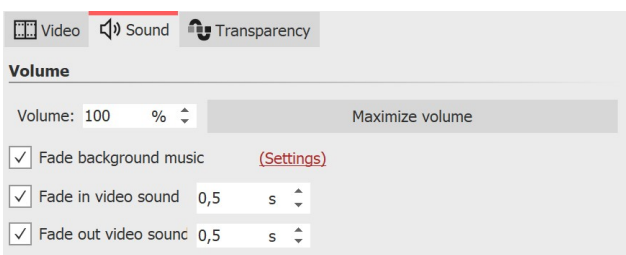
Sound properties in a video

If you use video in your project, you have the option to fade the video sound in and out, and to lower or maximize the volume of the video sound.

To turn off the video sound completely, set the *Volume to 0%*.

Clicking the *Maximize volume* button will increase the volume for the entire video sound of the object so that the loudest part corresponds to 100%.

For *Fade in video sound* and *Fade out video sound*, enter the duration for which the video sound should slowly fade in or fade out.

If the checkmark is set at *Fade background music*, existing background music will be faded down (turned down) according to the music settings while the video is running.
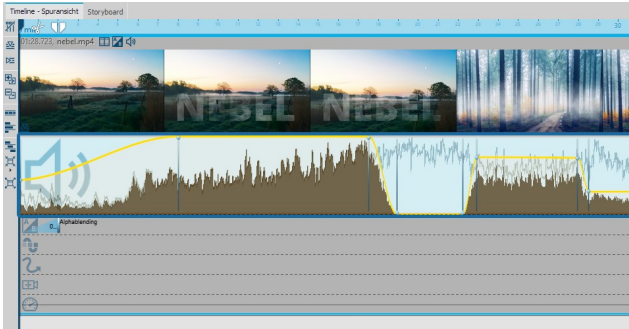
Volume of the video in keyframe track (Stages)

In Stages, you can additionally control the video sound via a volume curve directly in the keyframe track. To open this, unfold the keyframe track of the video object. Set several markers in the track with the speaker symbol by mouse click to lower or raise the volume over ranges.

6.5   Separating sound from video

1. Select command from the shortcut menu
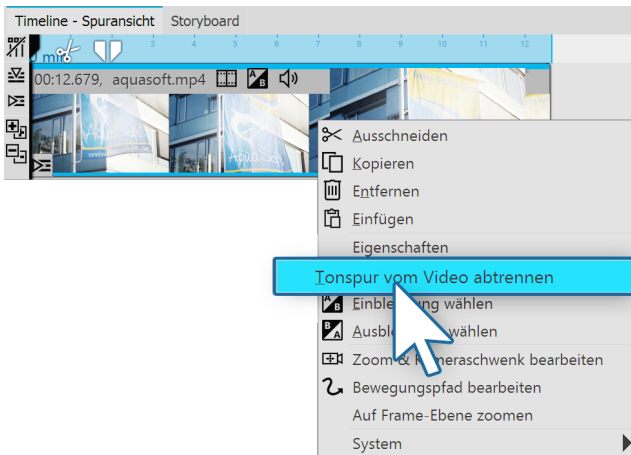
Right-click on video object to separate sound track

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
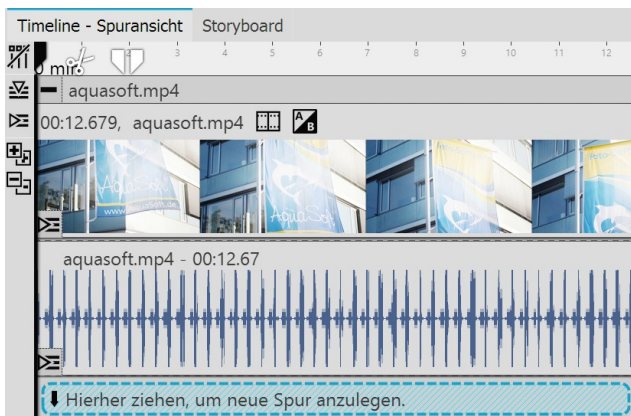
Audio and video track are displayed separately

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*.

6.6   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.
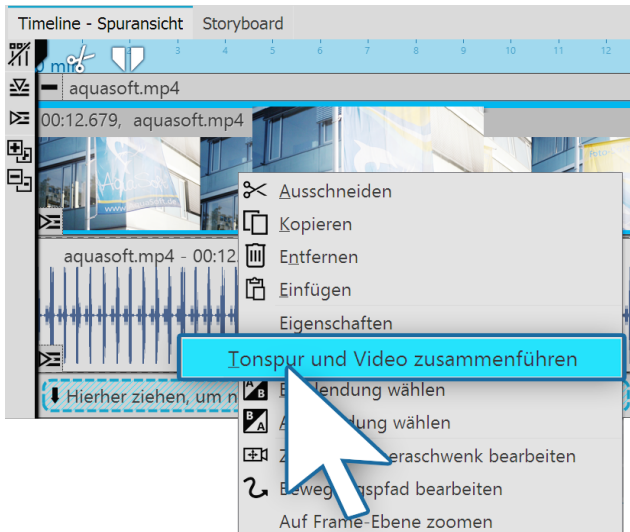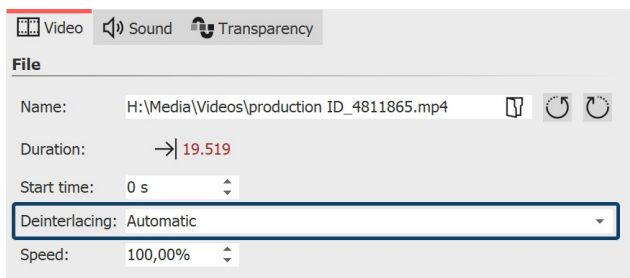
If you find that when you preview your video in the Layout designer you can see streaks or a staircase effect, go to *properties* and switch the option *Deinterlacing* to *on*.

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

7   Working with multiple tracks

What are tracks and what are they used for?
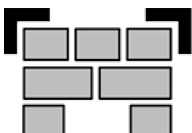
Chapter object

In AquaSoft Vision and in Stages you can create as many tracks as you like using the *Chapter* object. In each track you can place objects of any kind, such as images, music, videos, *Flexi-Collages* and other elements. You can find the Chapter object in the *Toolbox* under the *Objects* tab.

Think of the objects within a chapter as photos lying in a pile. This comparison sometimes helps to understand the principle of tracks and which objects will cover each other.

Objects placed in the topmost track are located within the "photo stack" at the very bottom and can serve as a background, for example. Objects placed in the second track are within the photo stack above the images of the first track. Depending on how large the image is, it will completely or only partially cover the image below.
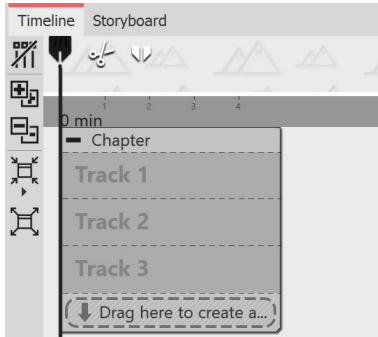
Depending on the setting *Extras / Program settings / Timeline* you will already find a start chapter with labeled tracks in the Timeline when you start a new project. Use the chapter to be able to work immediately on multiple tracks.

These specially marked tracks are *permanent tracks*. By right-clicking on the chapter object, you can add or remove permanent tracks in the context menu. Permanent tracks are retained even if there are no objects in the tracks.

You can use as many chapter objects as you want in your project.

In our video Textspur, Tonspur und mehr Spuren" we show you how to work with tracks using several examples.
(Link address: aquasoft.de/go/spur)

Insert image into a chapter
(image track)

To use a *Chapter object* and get multiple tracks, drag a chapter object from the *Toolbox* to the *Timeline*.
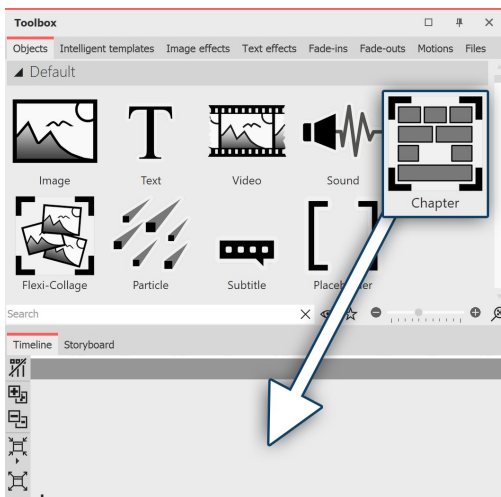
Drag Chapter object to Timeline

In the *Timeline* window there is now an empty section with the note *"Insert images here"*. Drag an image object onto the note and select one or more images.
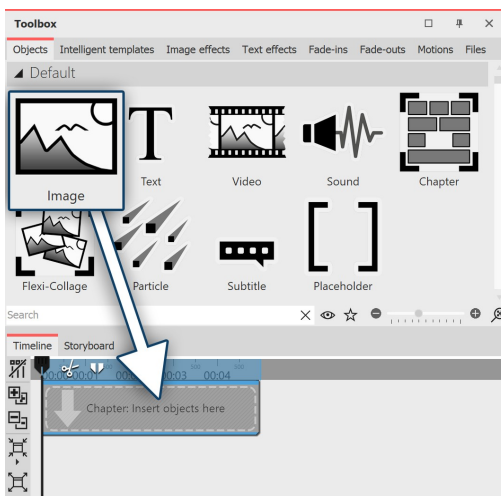
Drag image object into chapter

You have now inserted images into the first track of the chapter. You can change the position of the images as you wish by dragging them while holding down the mouse button. You can also change the display duration of the images. To do this, either enter a time in the *Properties* window under *Duration* or drag the edge of an *Image object* in the Timeline to extend its display duration.
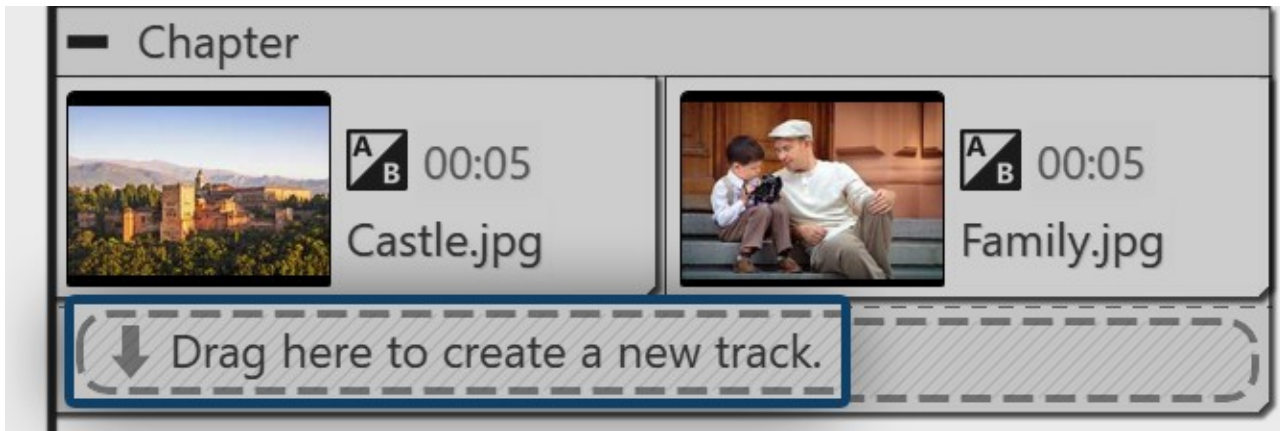
Images are in the first track

After you have inserted the images, they will be in the first track of the chapter. Below the inserted images you will find the text*"Drag here to create new track*". Drag all the objects that you want to be in the new track to this lettering. Everything that is in the *Timeline* in the lower track is displayed in the Layout Designer above the objects of the previous track. Objects in the second track cover objects in the first track.
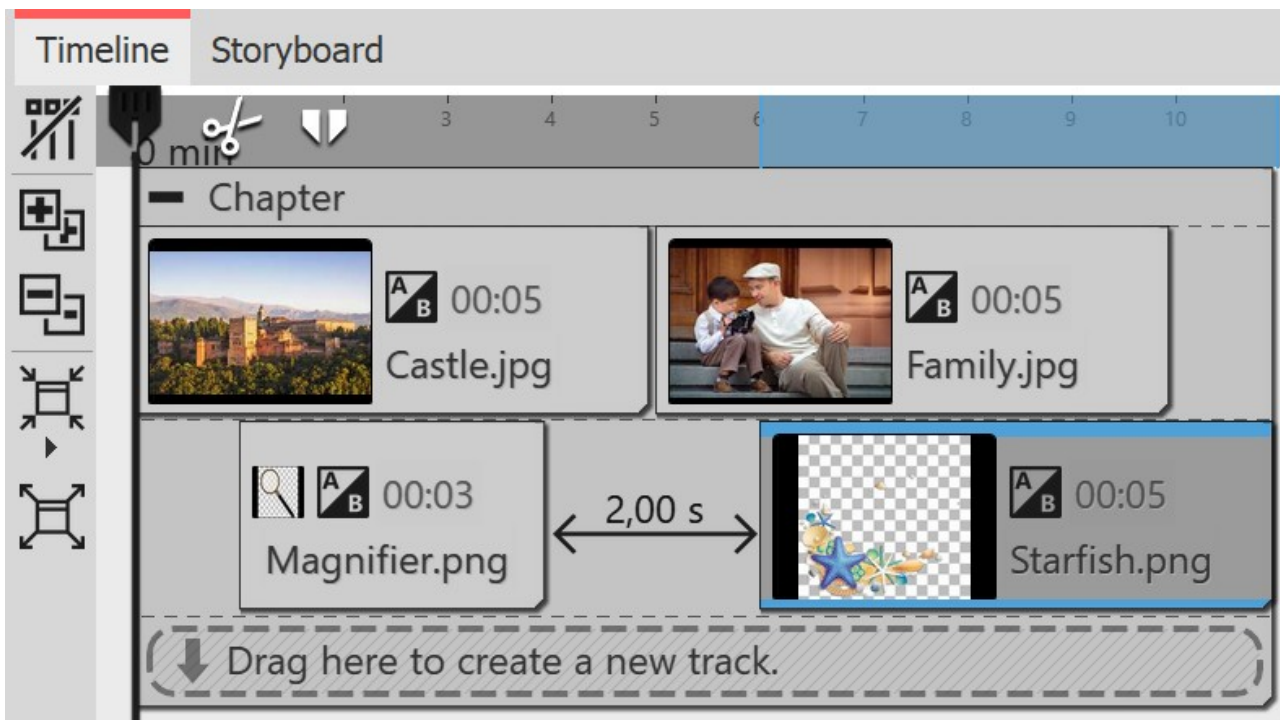
Two image tracks in one chapter

7.1 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 preprepared 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

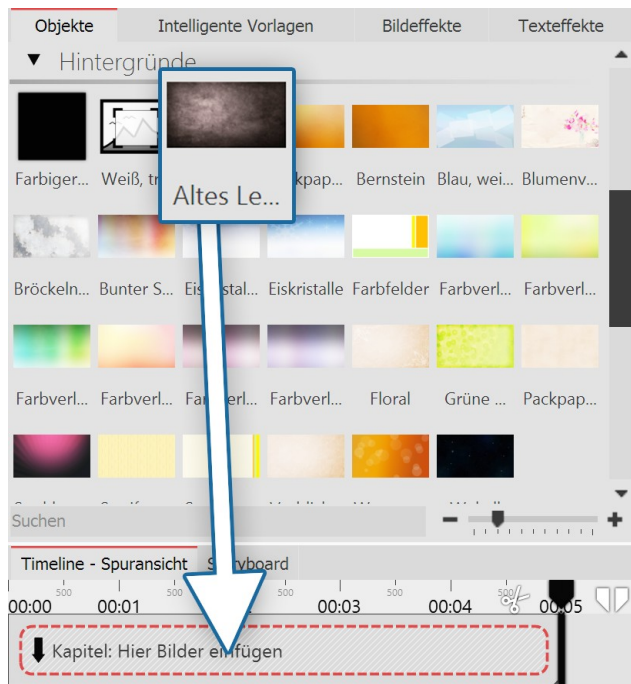Drag a *chapter* from the *Toolbox* into the *Timeline*.

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
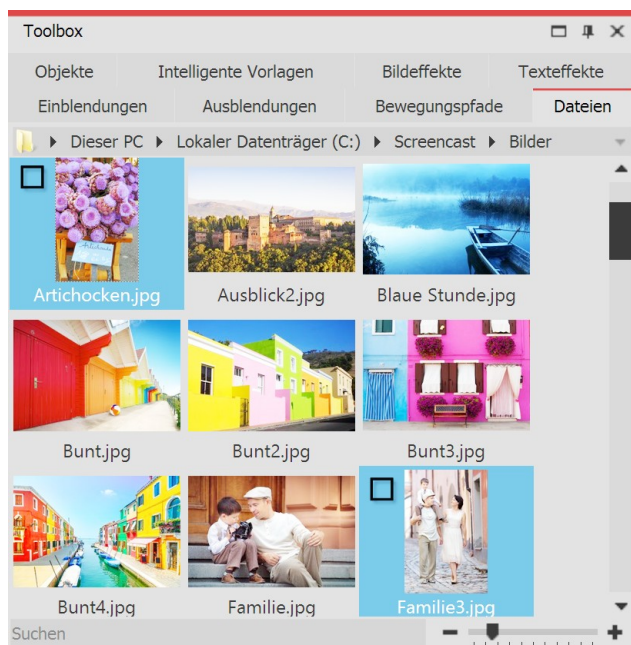
Choosing images

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 drage 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
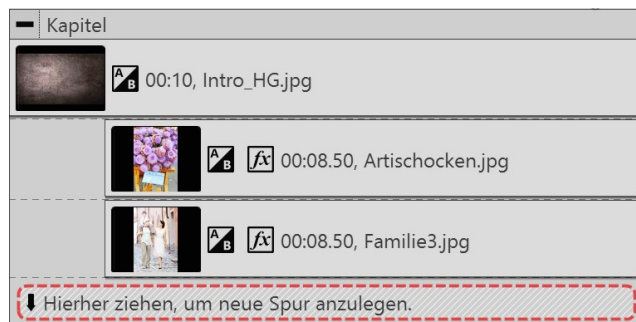
The images will now be displayed at the same time

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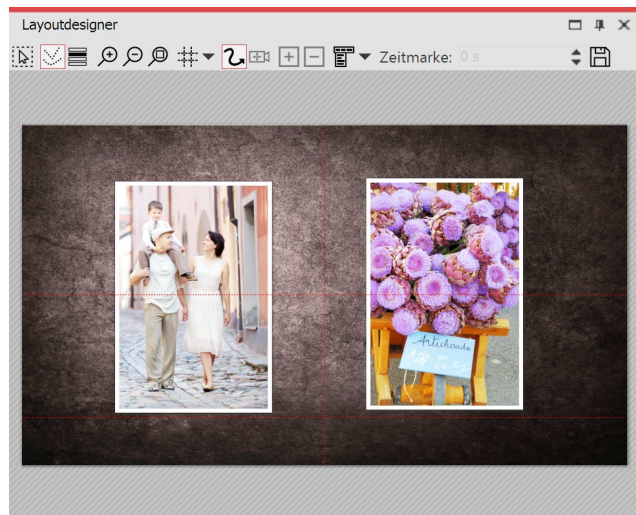
Images are now the same size and located next to each other .

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
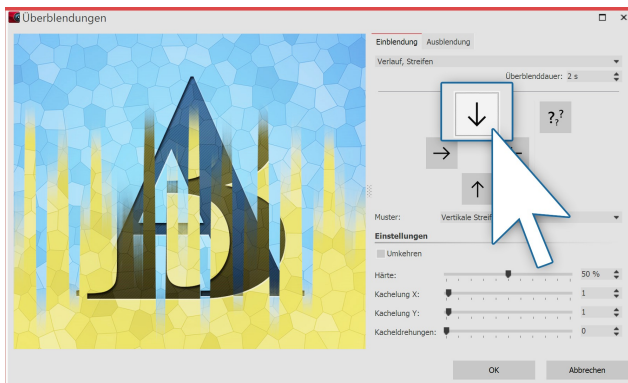
The fading in can be adapted to each case

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.

7.2 Picture-in-picture / Collages
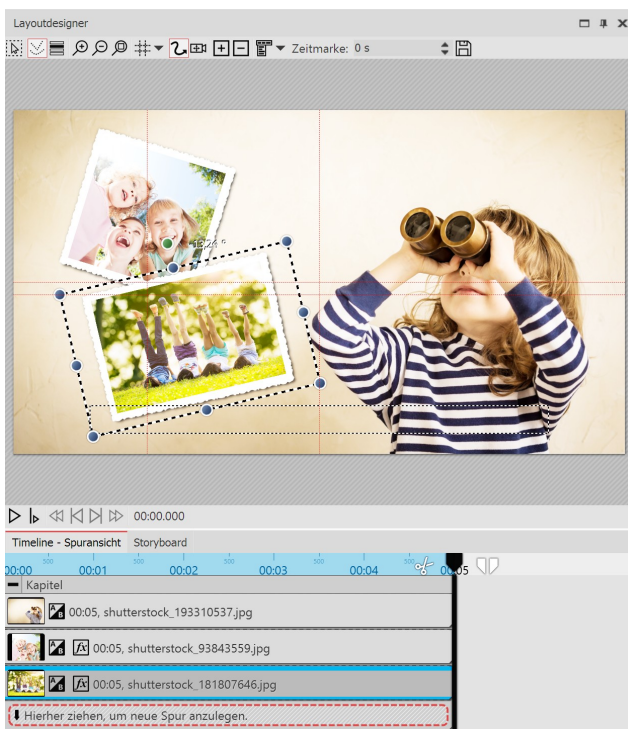
Creating a picture-in-picture effect in the layout designer

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 8 .

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 locate 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.

7.3   Inserting a text track

1. Insert Chapter object, images and Text object in Timeline

If you want to display a text across multiple images, create a track with a **Text object** in a **Chapter object**. First insert a **Chapter object** and drag your images or videos into the Chapter object.

Below the inserted images or videos, there is now a narrow line with the label **"Drag here to create new track"**. Now drag a text object to this position.
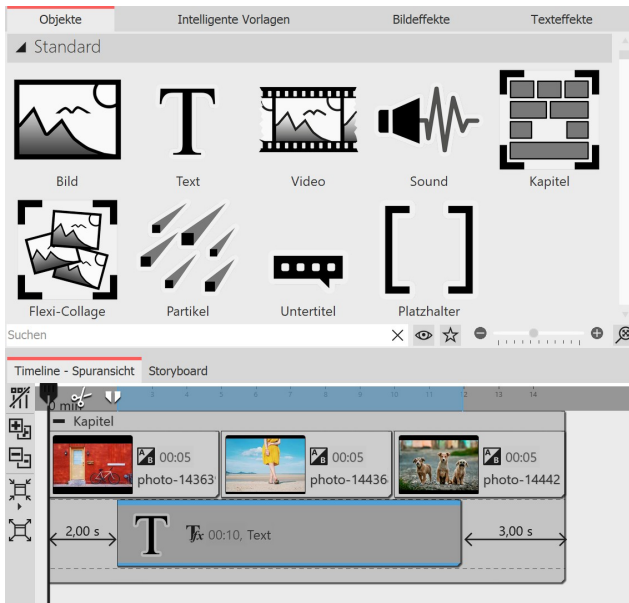
Dragging a text object into the track under the images

In the **Properties** window you will see a text input field where you can enter your label. You can also influence the layout of the text there.

Enter text for an image

2 Change the display duration of the text track
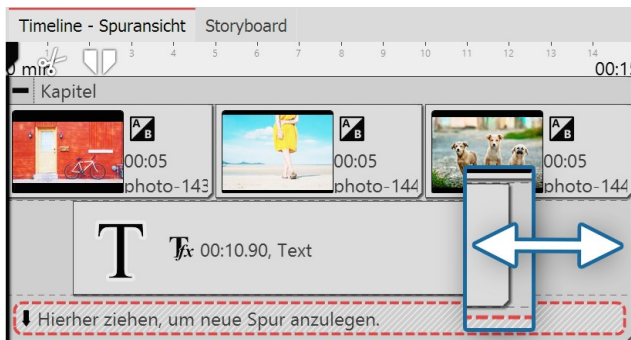
Adjusting the duration of the track by dragging its outline

To extend the display duration of the text object, you can either extend the display duration in the *Properties* window under *Duration*. You can also shorten or lengthen the display duration via *Timeline*. To do this, move the mouse arrow to the edge of the *Text object*. Drag or move the mouse along the edge of the *Text object* while holding down the mouse button.

7.4   Inserting a sound track

To create a track with a *Sound object*, first insert a chapter from the *Toolbox* into the *Timeline*. If you want to add sound to a specific video, group of images, or other graphic elements, insert them first.

Drag a *Sound object* to the location where you want sound to insert. If you want to create a new track, drag the *Sound object* to the *"Drag here to create new track"* label. Now the file selection window appears, in which you select a sound file.

Alternatively, you can use the *File browser* and drag a sound file from there to *Timeline*; you do not need the sound object in this case. The fact that it is a sound file is recognized automatically.

7.5   Creating a video track
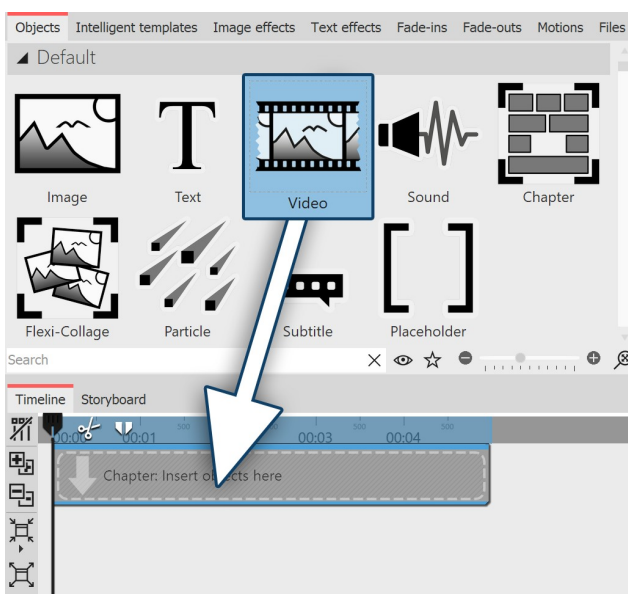
To create a track with a *Video object*, first insert a chapter from the *Toolbox* into the *Timeline*.

Drag a *Video object* to the location where you want the video to begin. If you are creating a new track, drag the video object to the *"Drag here to create new track"* label. Now the file selection window appears, where you select a video file.

Alternatively, you can use the *File browser* and drag a video file from there to *Timeline*; you do not need the video object in this case. The video file will be detected automatically.

Using the *Chapter object* this way you can Label the video 41 with an additional *Text object*.

7.6   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 movement paths. Just as with the *chapter object*, inside the flexi-collages tracks can be created 74. You can also nest several flexi-collages inside one another.

1. Inserting a flexi-collage
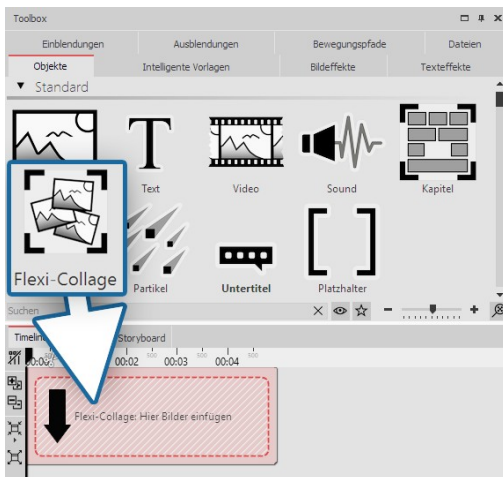
Dragging a flexi-collage from the toolbox into the timeline

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
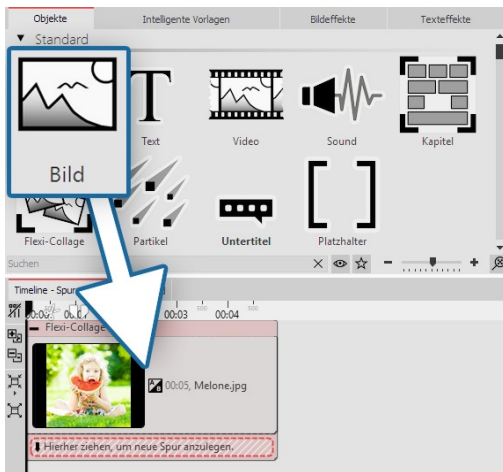
Dragging picture objects into a flexi-collage

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 afterwards in the *Timeline* and is surrounded by the red frame of the *flexi-collage*.

As with the chapter object, you can work with tracks 74. 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.
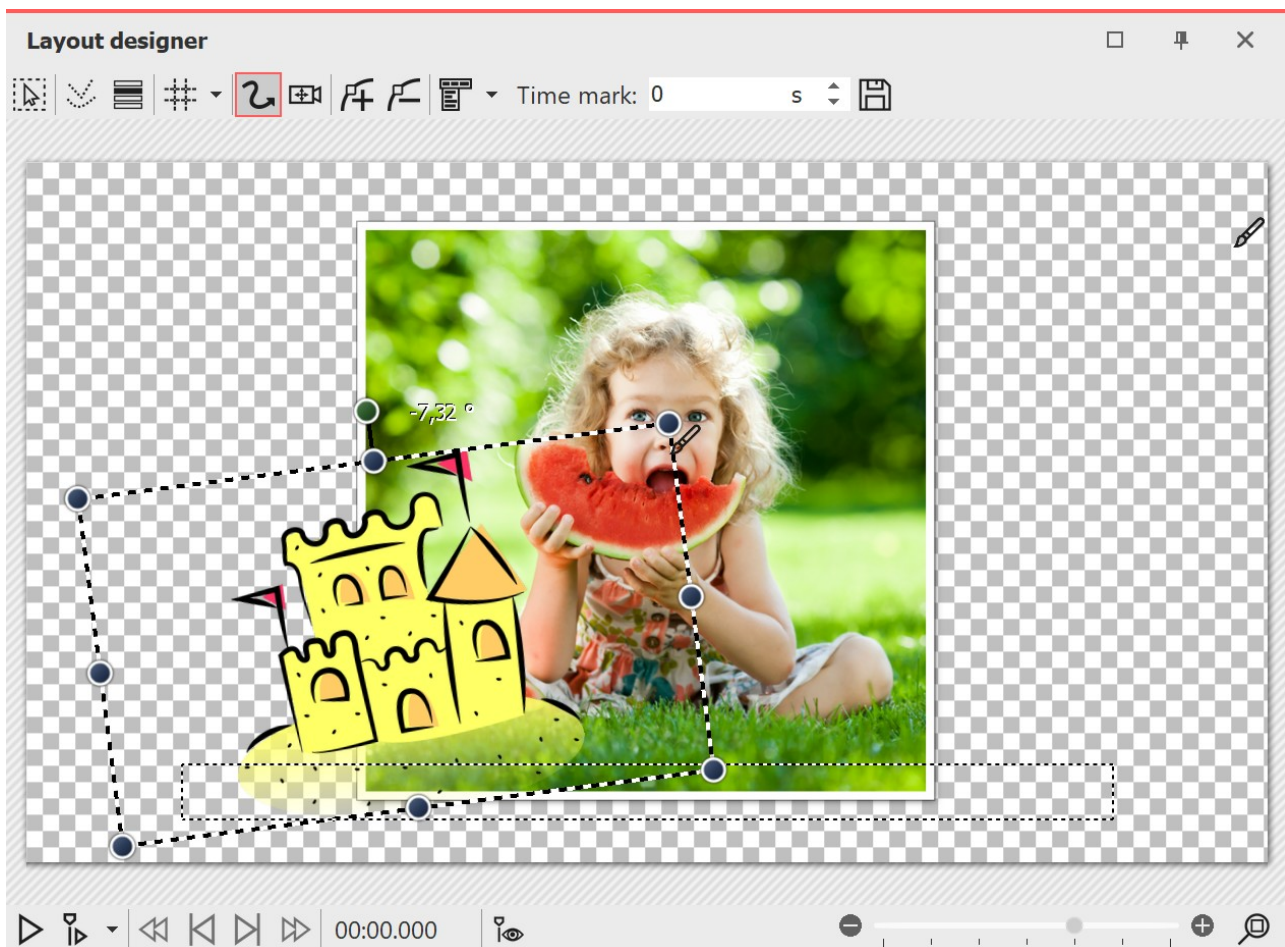
Positioning images in the layout designer

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 97 and assign an effect 132 to the image group.

3. 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.

Settings for the flexi-collage

3.1. The "flexi-collage" tab

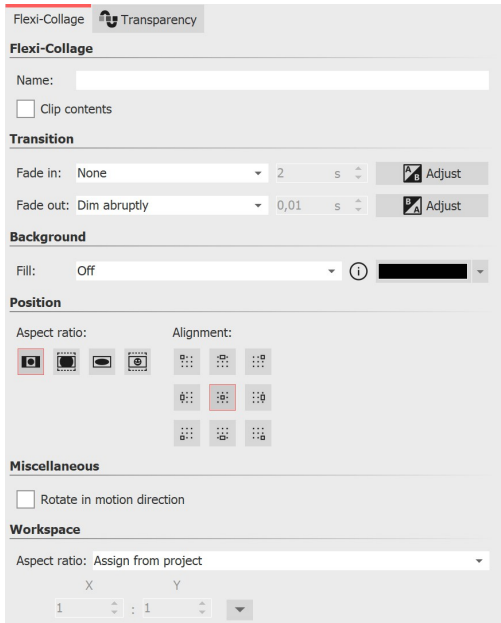|	
Title	Here you can enter the title for the *flexi-collage* object. For large projects with several flexi-collages, you get a good overview.
Cutting content	If you activate this content, the parts of the *flexi-collage*, which are beyond the visible range in the *Layout designer*, are cut off.
	The setting is useful when the college needs to be rectangular and the elements within it ought not to stray beyond the edges.
Fading in or out	Here the desired *fade in or out* is set for the entire flexi-collage. The objects which are inside the flexi-collage can also crossfade. With the switch *adjust* the *fading in or out* can be configured. You will also get a preview of all the *fades in and out*.
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 can create image-in-image effects more quickly.
Aspect Ratio	Images have an aspect ratio, which is composed of height and width of the image. If a *flexi-collage* which has been created differs from the selected aspect ratio of the project is different, you can decide here how the *flexi-collage* is to be displayed.
	Maintaining:: The *flexi-collage* gets edges when playing.

	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] 104 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"] 277.

8   Camera pans

8.1   Camera panning - Introduction

Camera panning can be applied to [image objects] 262, [flexi-collages] 265 and [video objects] 275. 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*.
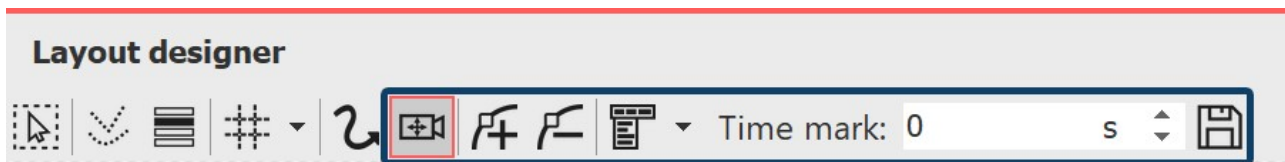
Icons in the layout designer

	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 *motion 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*.

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.
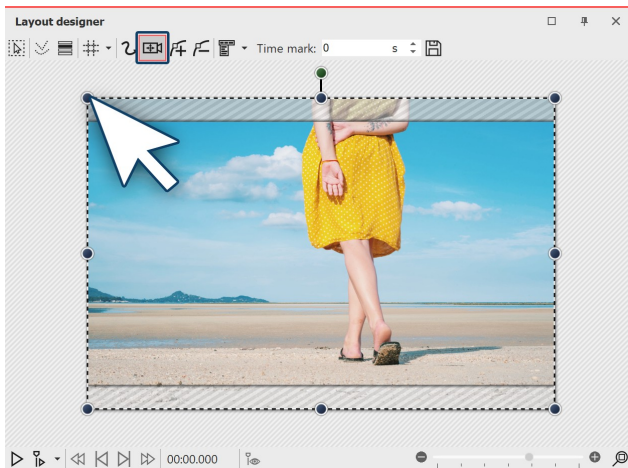
8.2   Determining an image's display detail

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

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.

The border displays the overhang

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.

The border fits the aspect ratio

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 protudes beyond the dotted line.

8.3   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
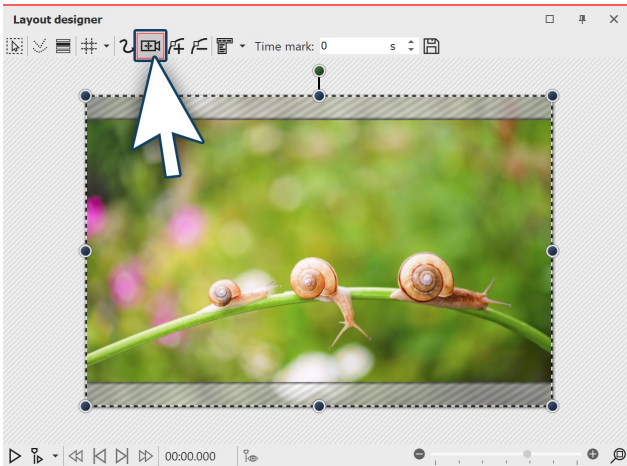
In the *Timeline* select the object you wish to zoom in on. Then, in the *Layout designer* switch into *camera panning mode*,by clicking on the camera pan icon in the top bar of the Layout designer.

Activating camera panning in 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 r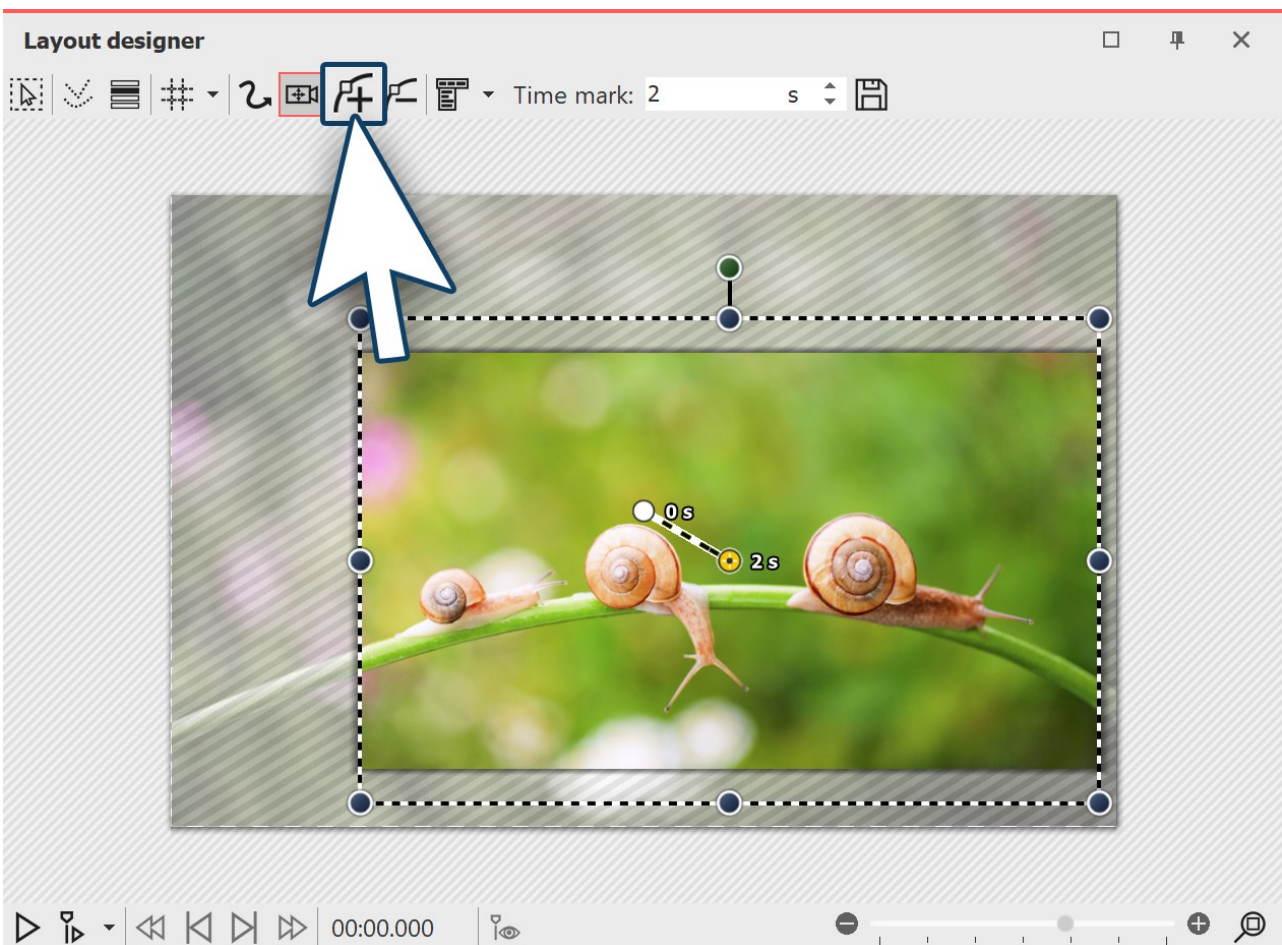ound blue drag points that are located at the edge of the image. However in this case we will leave the first *movement marker* where it is and add a second marker. Click on the *square plus icon* to insert a motion marker or use the INSERT key.

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 more the *positioning frame*. If you hold down SHIFT while you alter the frame, the aspect ratio 12¹ 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. Alwasy 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
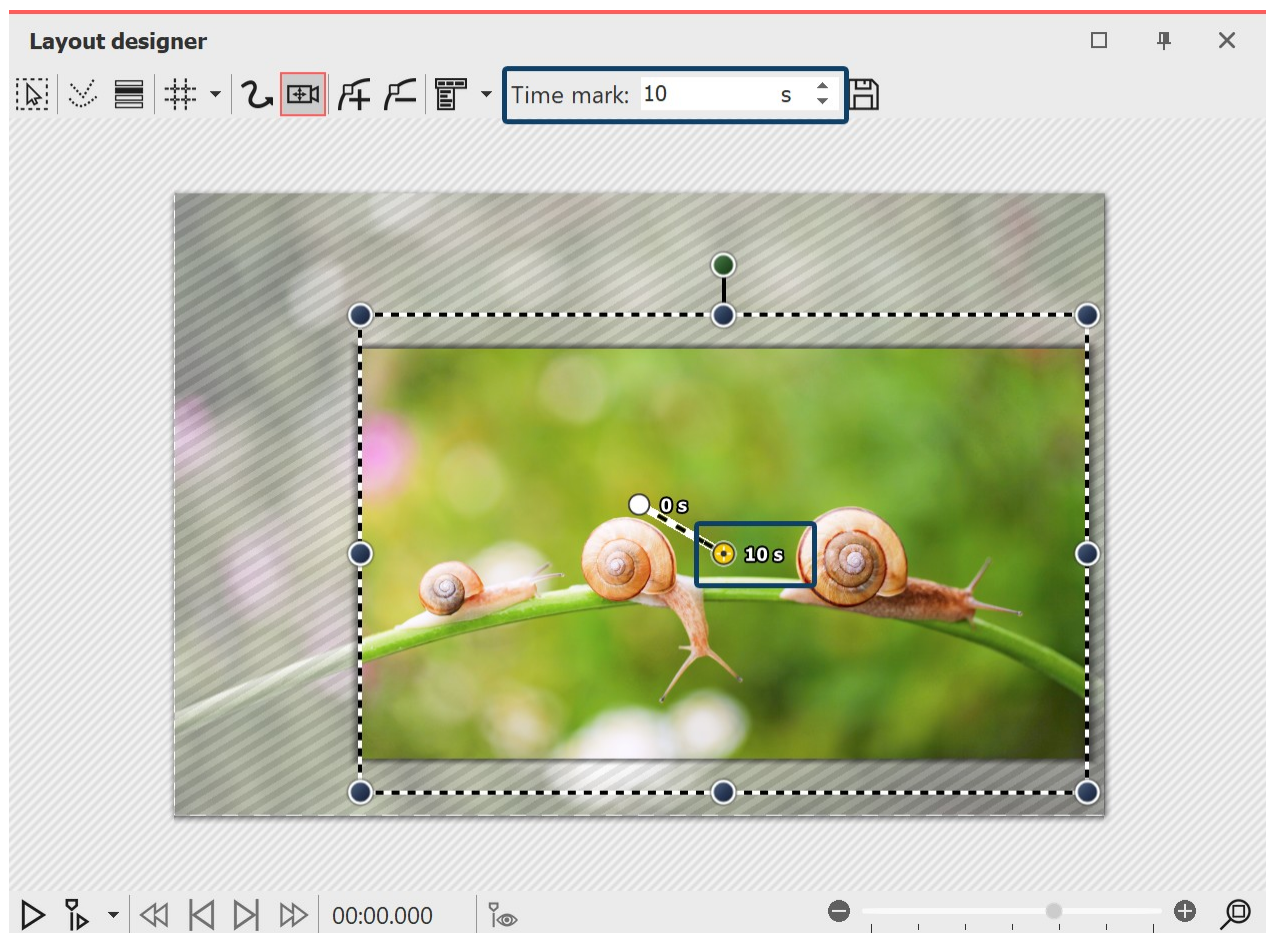
Adjusting the duration of the camera panning

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 timestamp 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.

8.4   Zooming out

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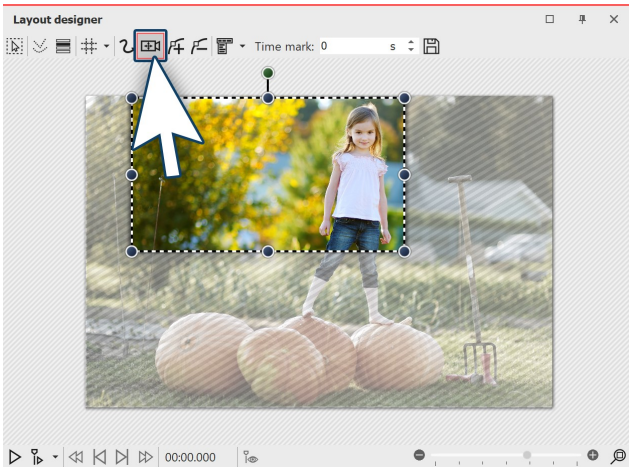
Activating zoom & camera panning

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
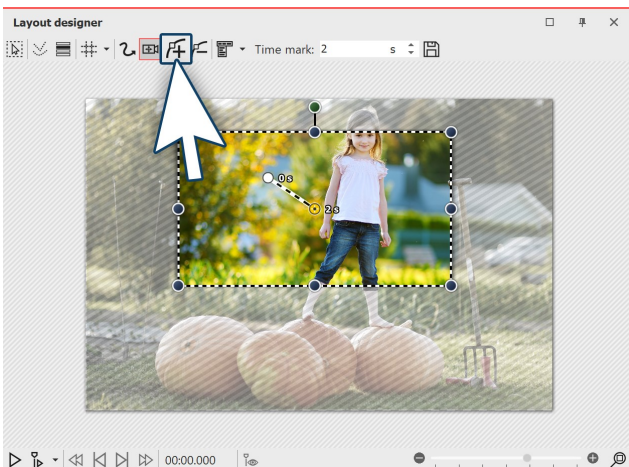
Inserting motion markers

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*.
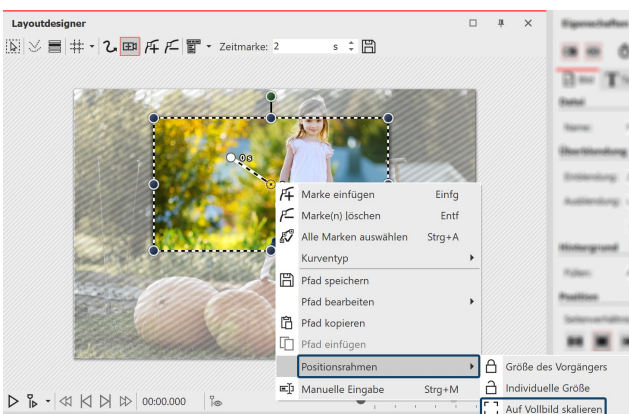
Scaling the positioning frame to full screen

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

3. Adjusting time

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 first marker, so that the middle point, located in the section of the image you are using, appears orange. Under *timestamp* you can now enter a higher value, such as 10 seconds.

8.5 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 longshot 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

Rotated image section

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*.
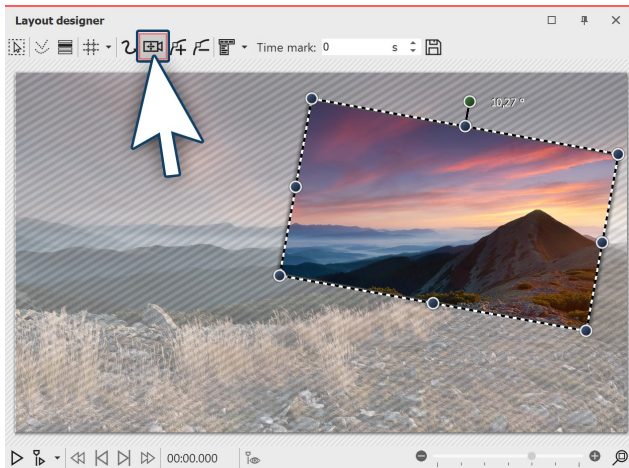
If the *zoom & camera panning* tool is active, for a short time the words "camera panning" will appear over the image in the Layout designer. As soon as you have activated the zoom & camera panning, you will see a dotted border around the preview image, the *positioning frame*. Reduce the size of this 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 withint the visible area in the Layout designer.

2. Creating new motion markers
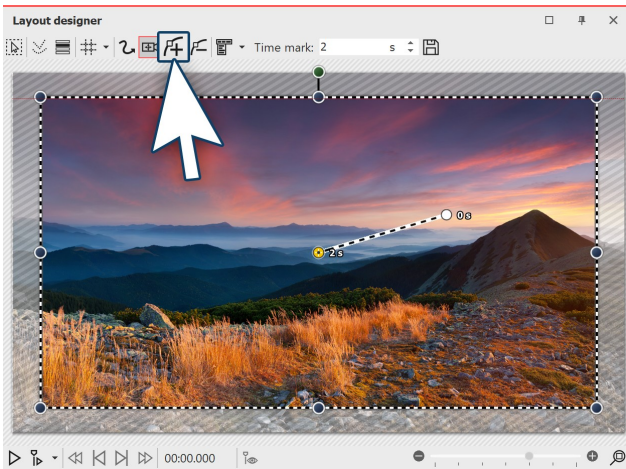
Inserting new motion markers

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
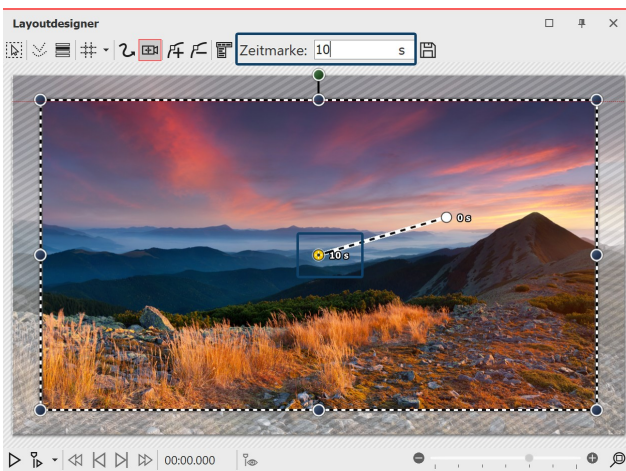
Extending time

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 *timestamp* you can now enter a higher value, such as 10 seconds.

8.6   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
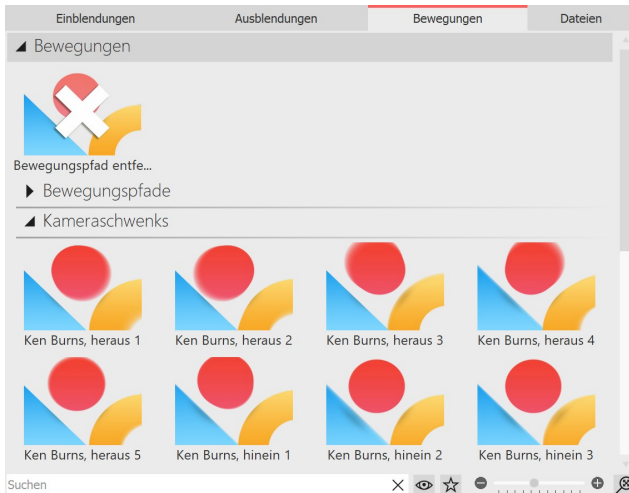
Ken Burns effects in the Toolbox

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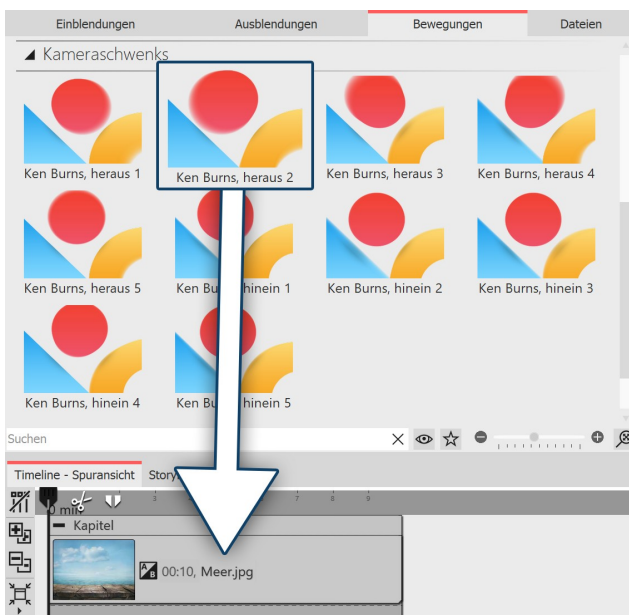
You can also highlight the image in the *Timeline* and then right click on the *Ken Burns effect* in the *Toolbox*. Select *apply* in the context menu to transfer the effect to the selected image. If you wish to apply a *Ken Burns effect* to multiple, or all images, mark the relevant images in this way.

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
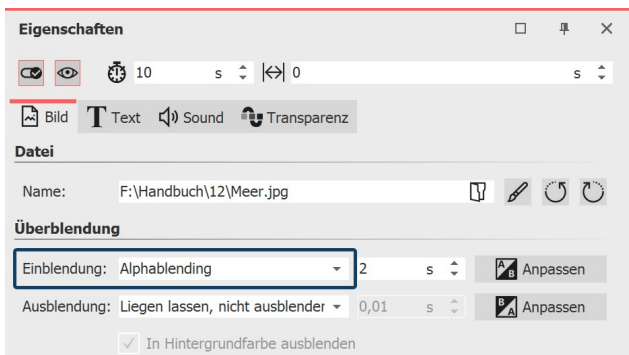
Setting alphablending in "properties"

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 *alphablending*.
- Under *background* the option *fill* should be set to *off*.

4. Tiered structure for even smoother transitions

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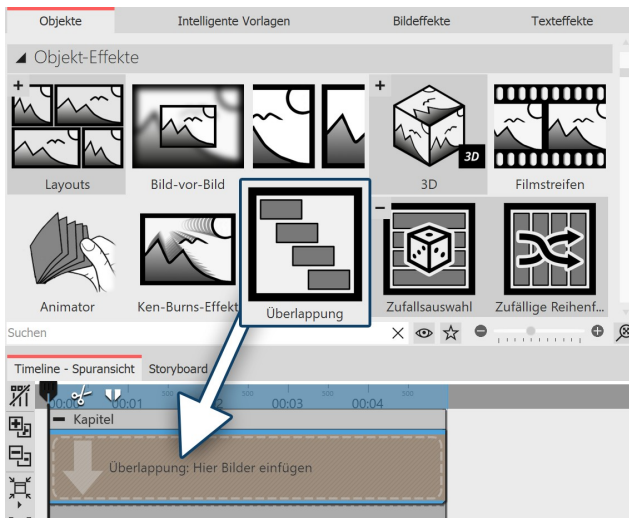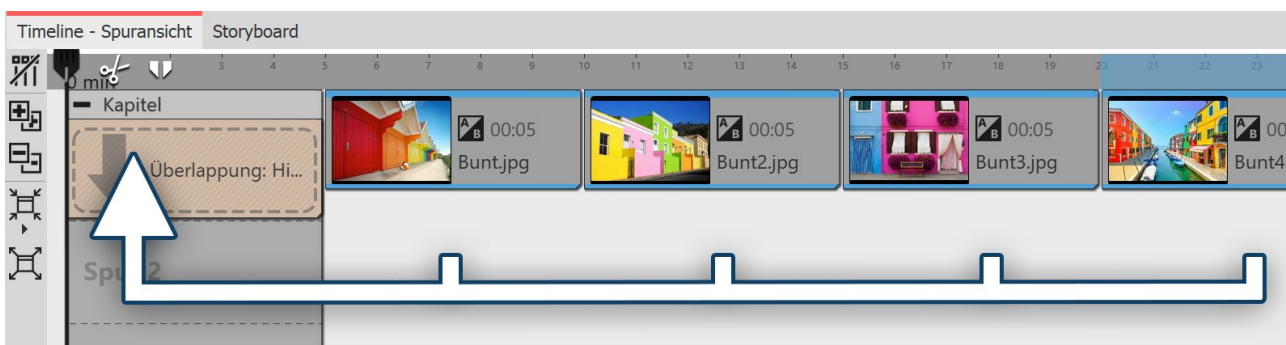
You can find the overlapping effect in the toolbox under object effects.

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 surrouned 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** unter **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 " and .

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)

8.7   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
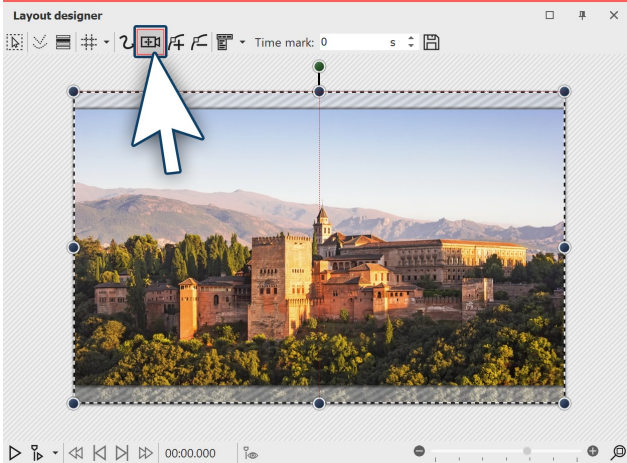
Panoramic image in the layout designer

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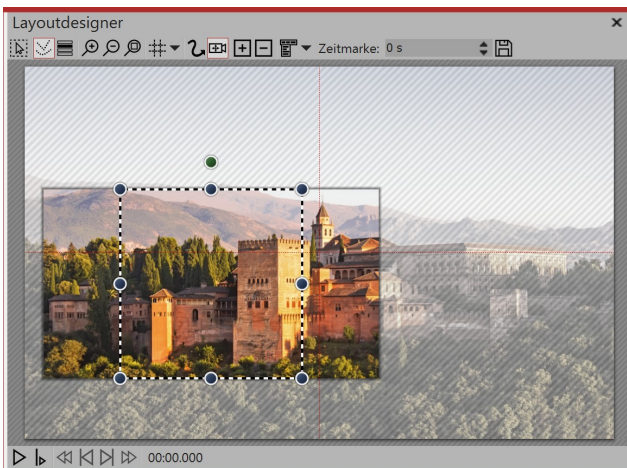
An image detail that does not match the aspect ration of Diashow.

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 buttong 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
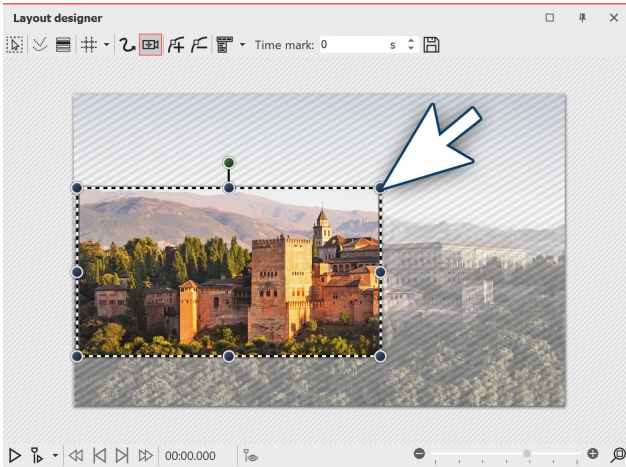
The detail fits the aspect ratio

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.
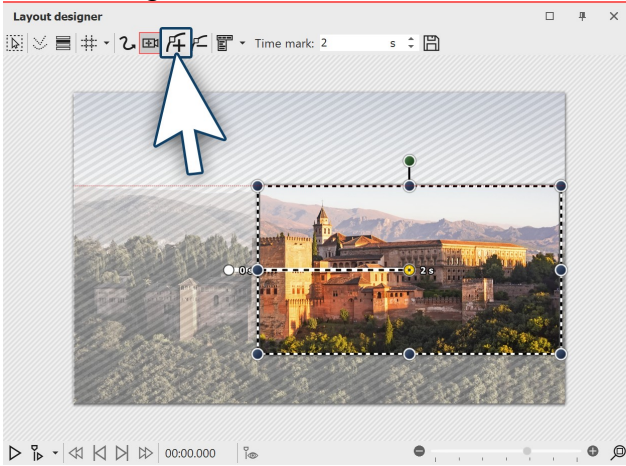
Now position the frame to the right of the image.

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 i 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*.

9 Motion paths

9.1 Introduction to motion paths

Motion paths can be applied to image 262, text 274, video 275 and particle objects 266 but also to flexi-collages 265 and live 132 and object effects 167. 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*.
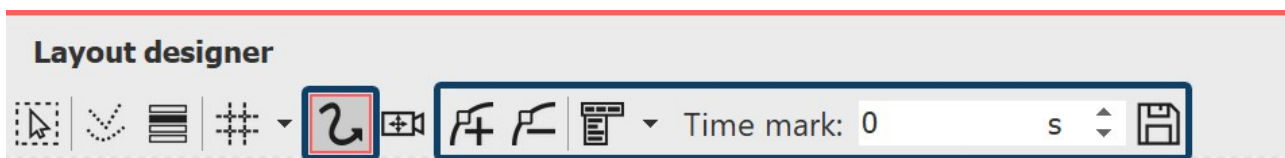
Icons in the layout designer

	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 chapterl Text animation 48 *motion paths* are further discussed.

9.2   Motion path in the Toolbox
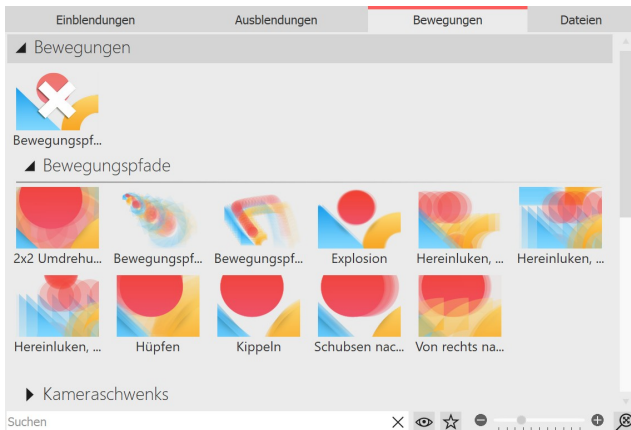
Motion path in the Toolbox

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.

9.3   Creating your own motion path

1. Inserting the image and activating the motion path tool

Activating the motion path tool

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 enlarged non-visible area (crosshatched)

First motion marker

All motion markers

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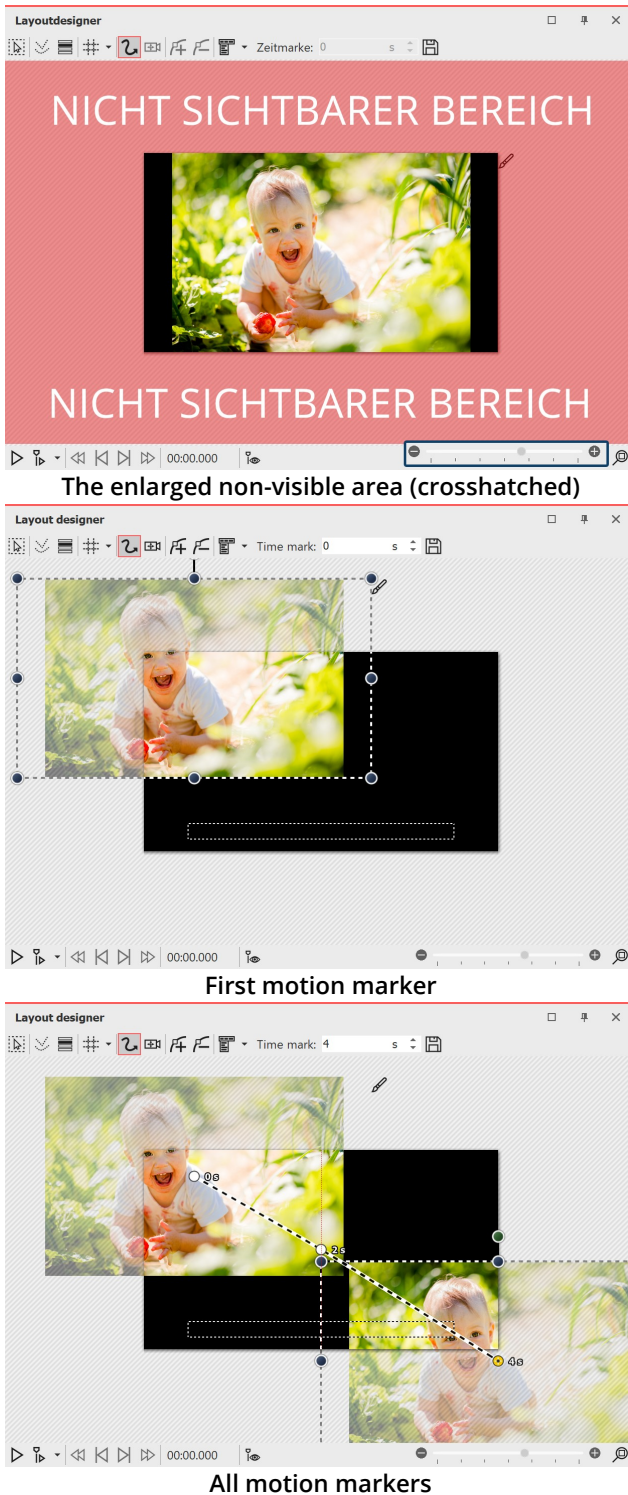 magnifying glass icon*. You may need to repeatedly click on the icon in order to achieve the desired degree of reduction.

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.

9.4   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.
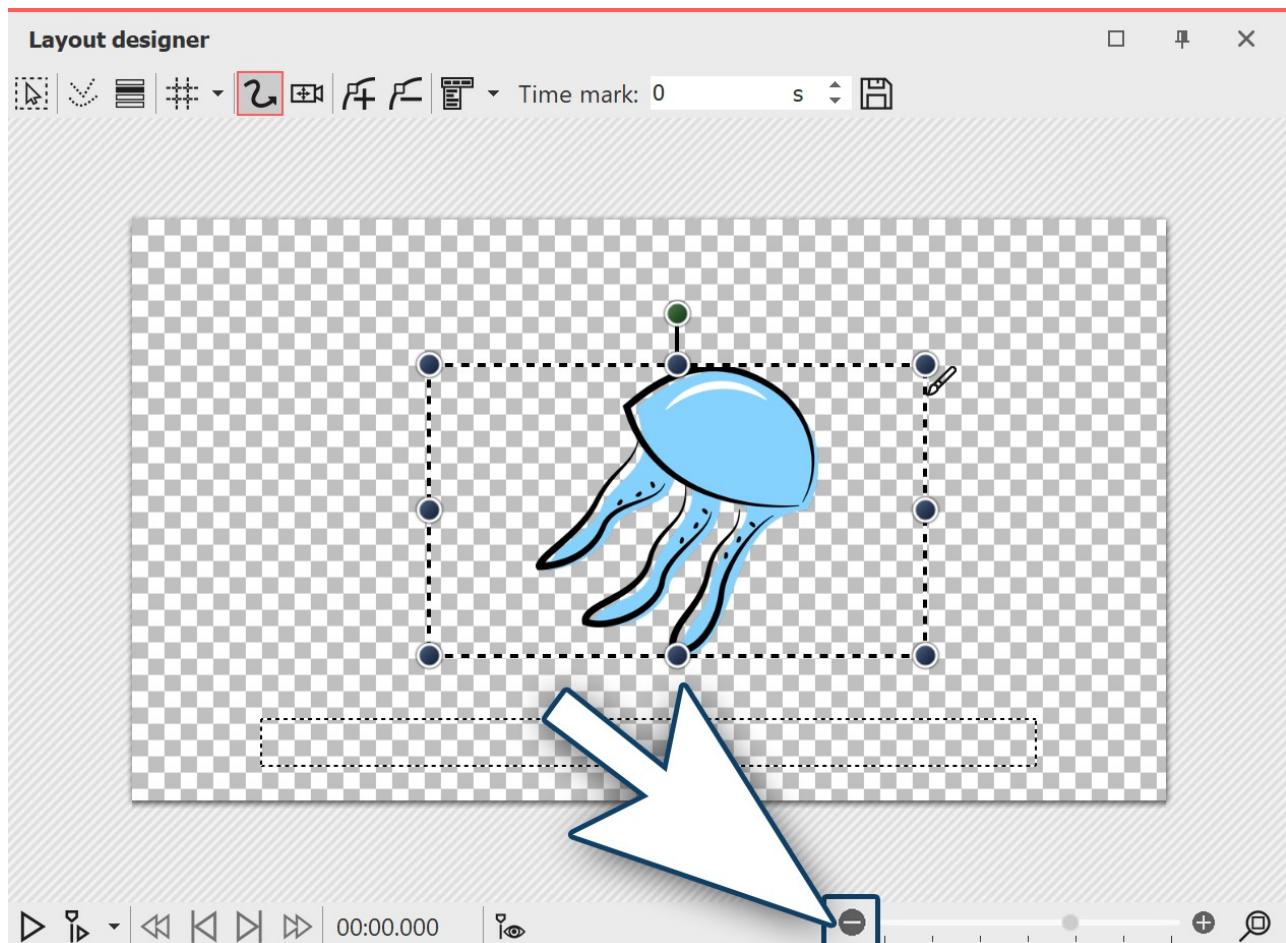
Shrinking the view to make the non-visible region visible

2. Rotating an object
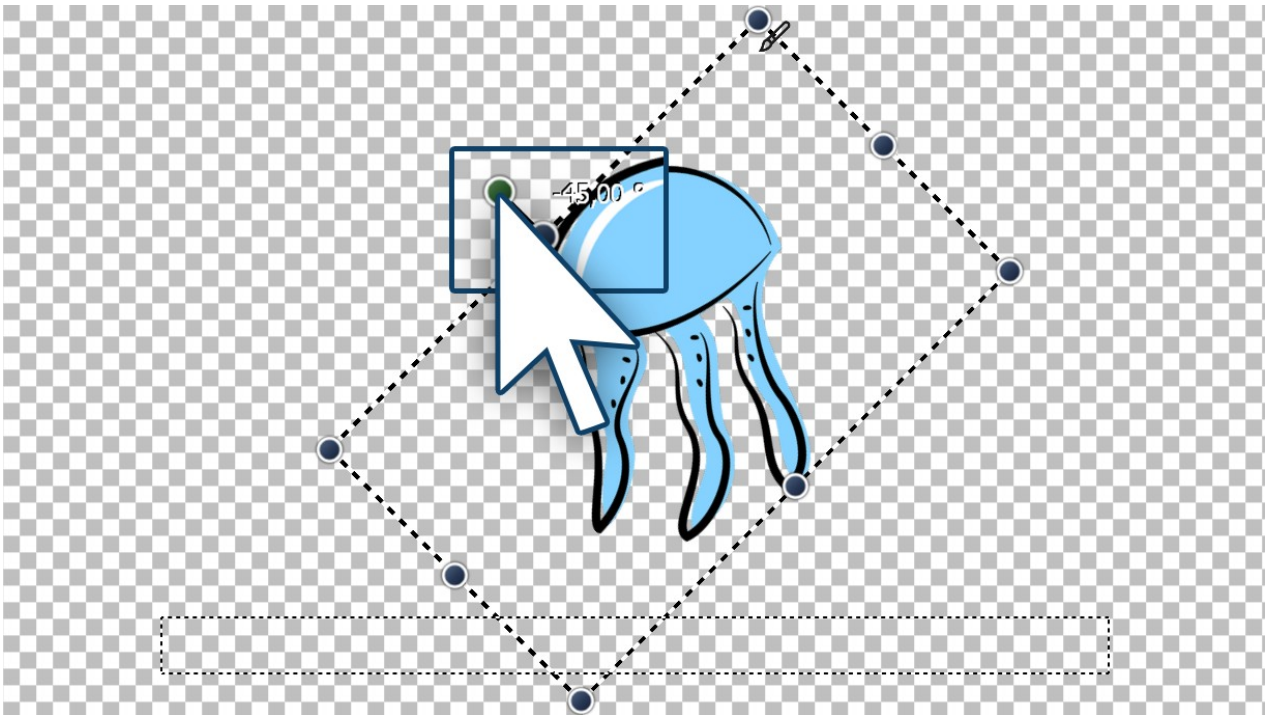
Rotating an image

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 34, 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 <u>"Motion paths with rotations"</u> [104]. If you would like to rotate text, you can find precise instructions in the chapters <u>"Rotating texts"</u> [43] and <u>"Making text fly"</u> [48]. There are many objects which you can rotate. Rotate *videos*, *flexi-collages*, *texts, motion paths* and *images*.

9.5 Motion paths with resizing

In the chapter <u>"Introduction to paths of motion"</u> [98] 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 fo 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
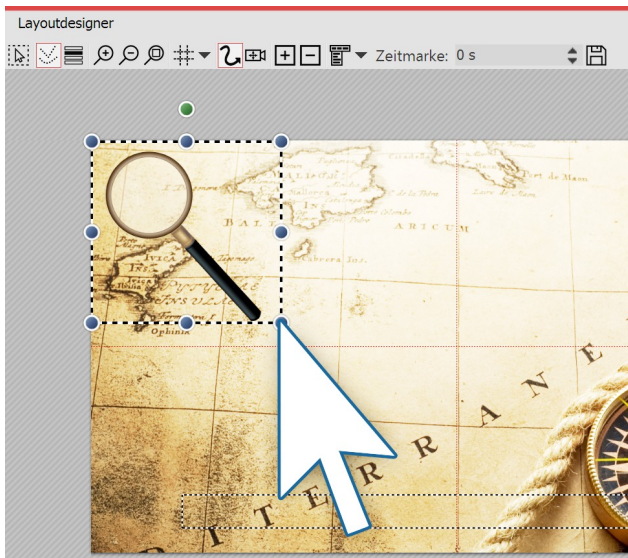
Shrink the image in the Layout designer

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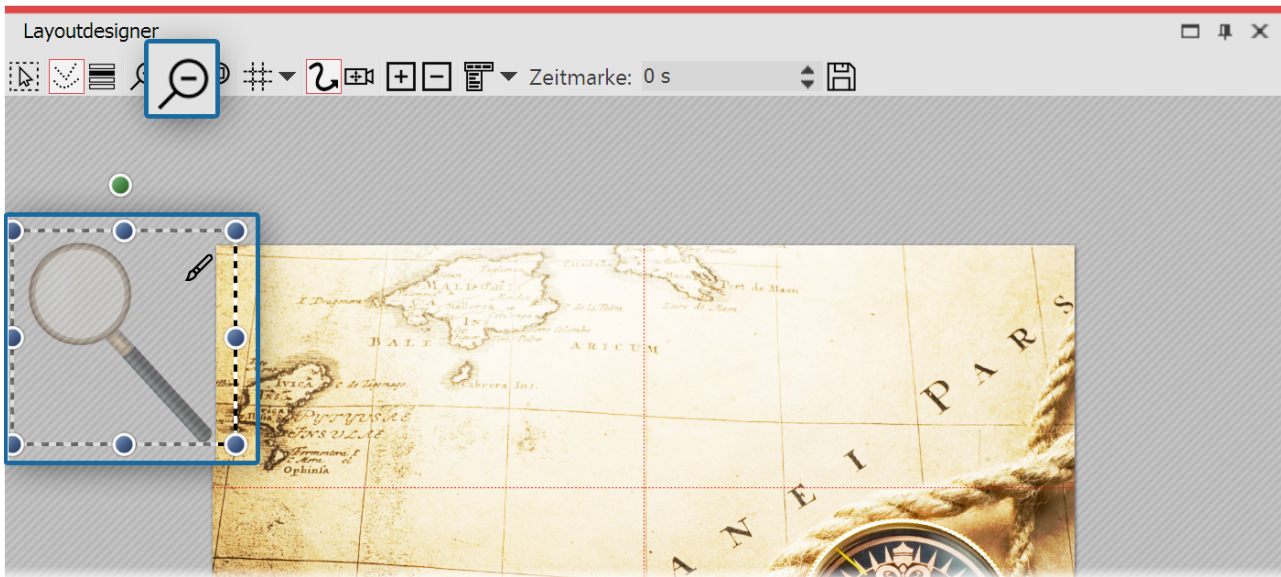
The first movement marker is located in the non-visible range

4. Enlarging new motion markers
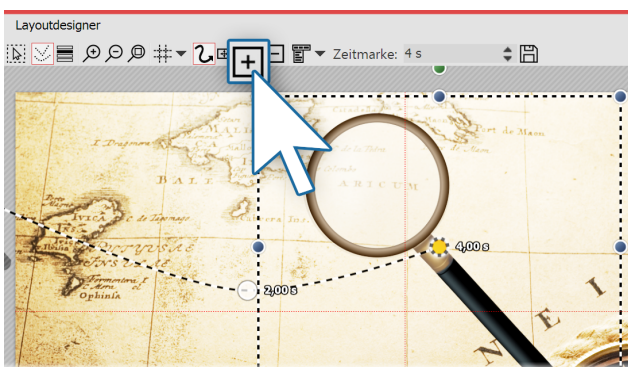
Creating new motion markers

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.

9.6 Motion paths with rotations

Motion paths with automatic rotations can be used on image objects 262, flexi-collages 265 and video objects 275.

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*.
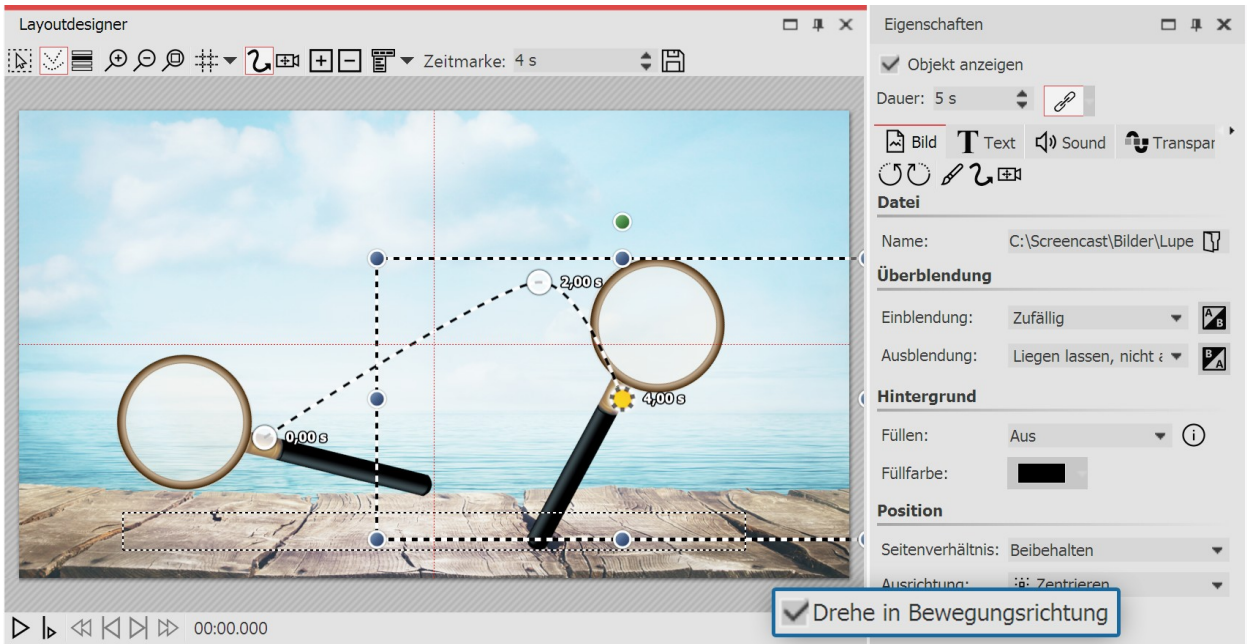
View of the layout designer and properties

Rotating the motion path
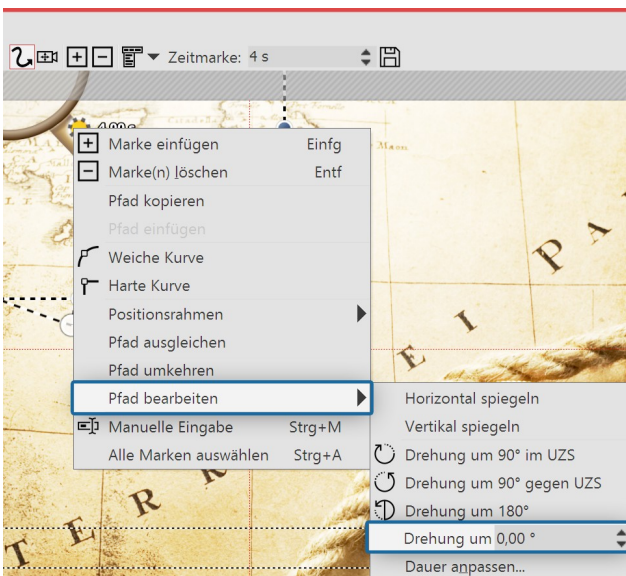
Rotation of the entire motion path

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*.

9.7 Motion paths with text

Just as with images, you can also also have text moving along *motion paths*. In the chapter "Introduction to motion paths" 98, you can discover how to create *motion paths*. You will need this knowhow 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.
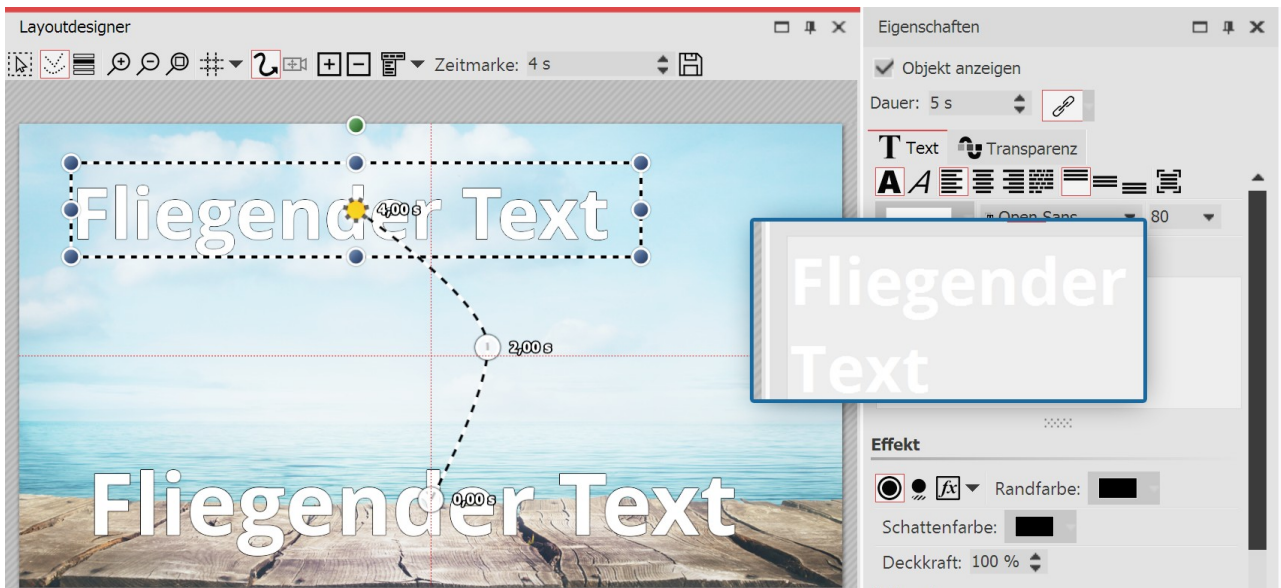
Entering a caption in the text box

2. Creating a motion path
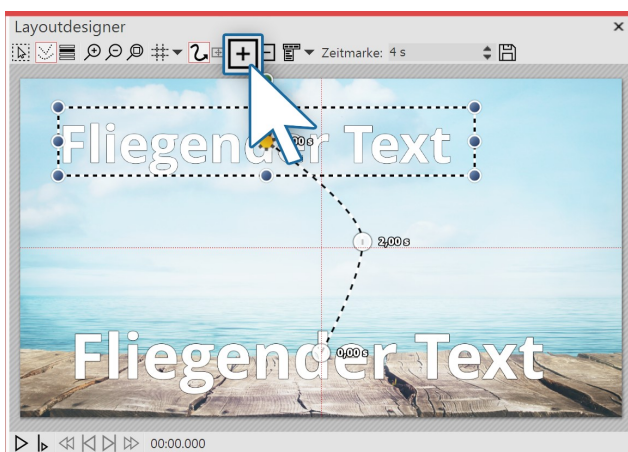
Motion path of the text in the layout designer

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*.
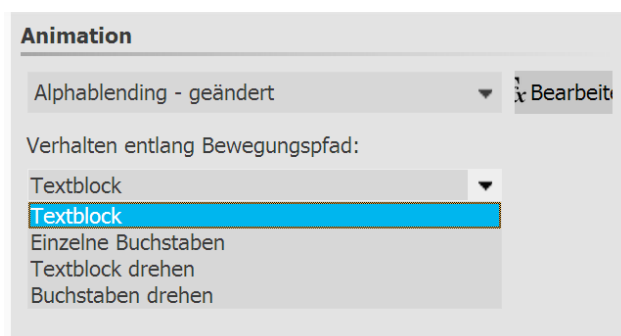
Settings for text object

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

Text block	The text remains horizontal and is guided straight along the path.
Individual letters	The letters are individually animated and stick to the path.
Rotating the text block	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.

9.8   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.
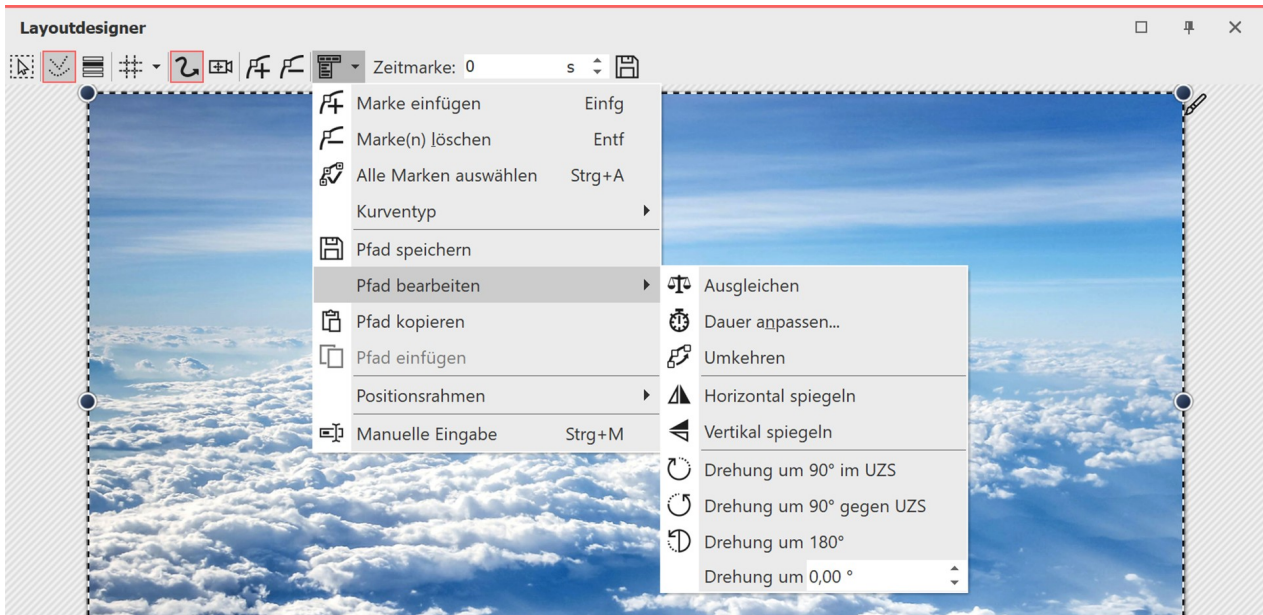
Options for path in the context menu

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

10 Intelligent templates

Intelligent templates are ready-made projects that you just fill with your photos, videos and music. You can add image captions as well as insert text objects that will appear in the show as a text panel.

Use Intelligent Templates
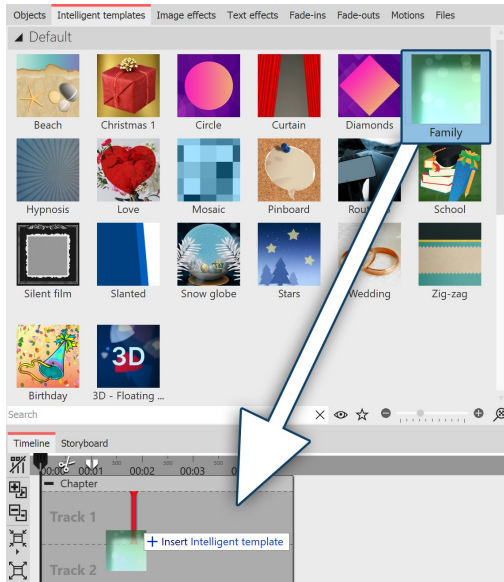
Insert Intelligent template from Toolbox

To insert an *Intelligent template* into a project, drag the desired template from the *Toolbox* to the *Timeline*.

In the next step, select the images to be inserted with the template.

Personalize template
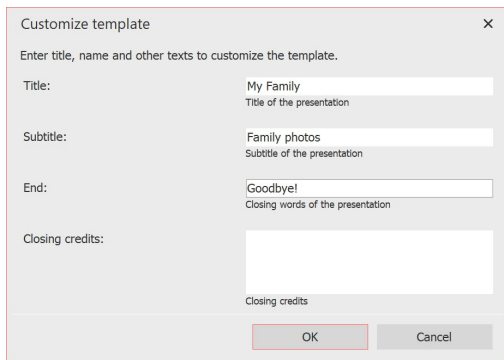
Personalize template

After that, depending on the selected template, you can enter titles, subtitles and other information that will be used for opening and closing credits. After you have confirmed with *OK*, you will see the *Insert Intelligent template* together with the images in the *Timeline*.

Alternatively, you can use templates with the .

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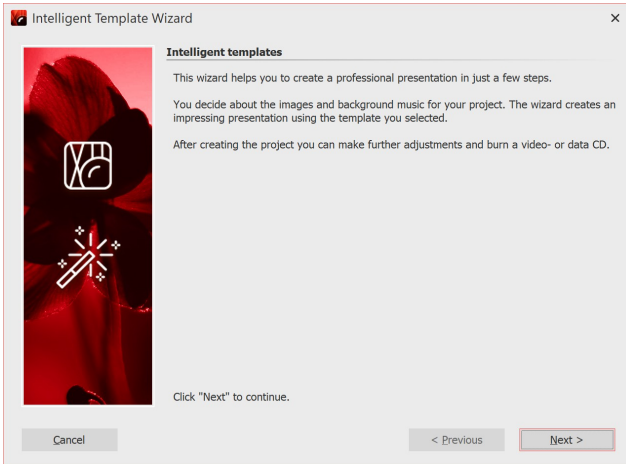
The intelligent template wizard includes a number of intelligent templates to facilitate the creation of your project.

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
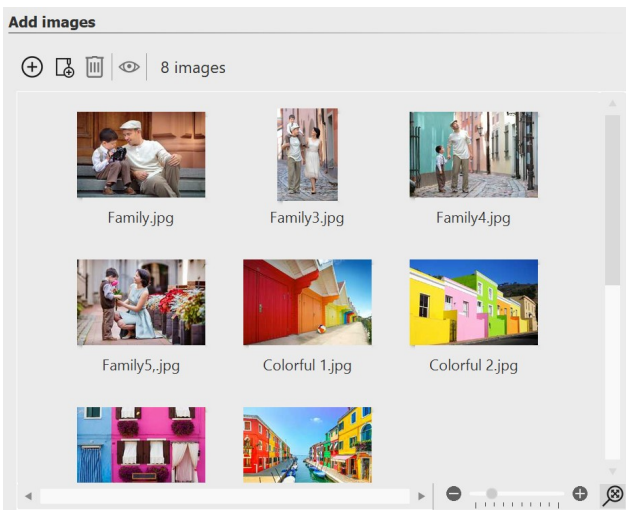
Adding images

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
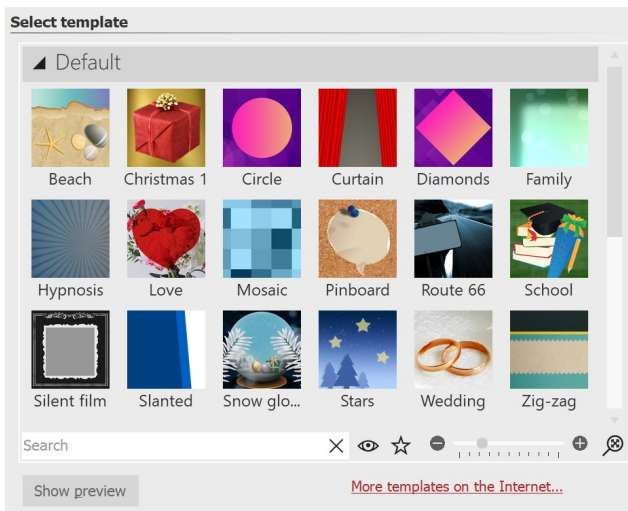
Choosing a template or watching a preview

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
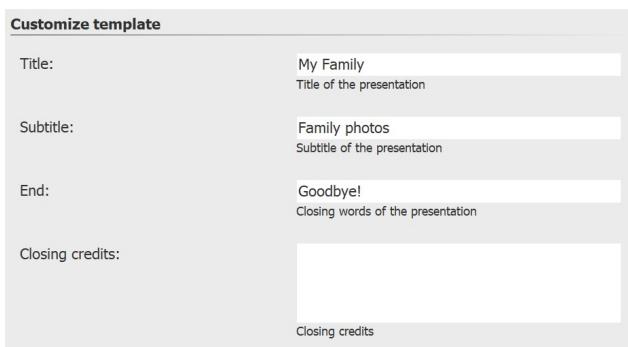
Entering your own labeling

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
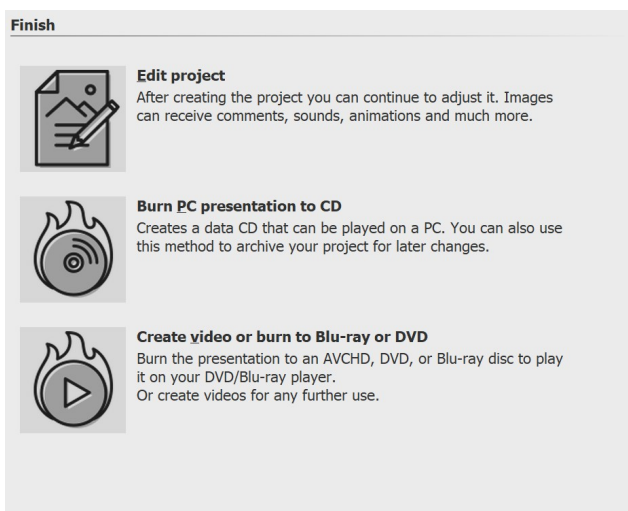
Output options

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 <u>CD/DVD and archive wizard</u> 229. 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](#) 241. 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.

10.2   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 Texteinstellungen 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

10.3   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
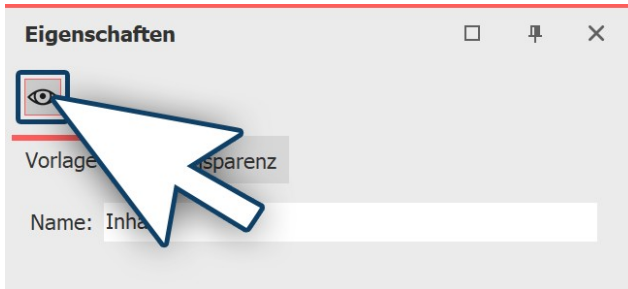
Turning off part of a template

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*.
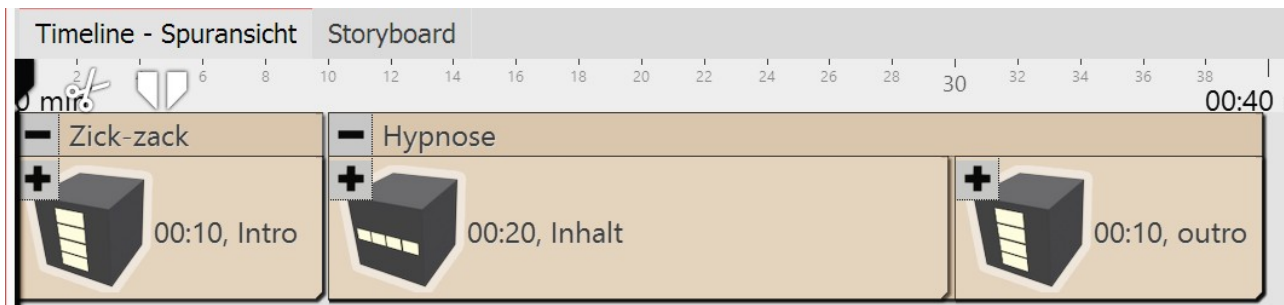
Parts of various templates in the timeline

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)

10.4   Keeping ramdom 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.

10.5   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. IIn 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.
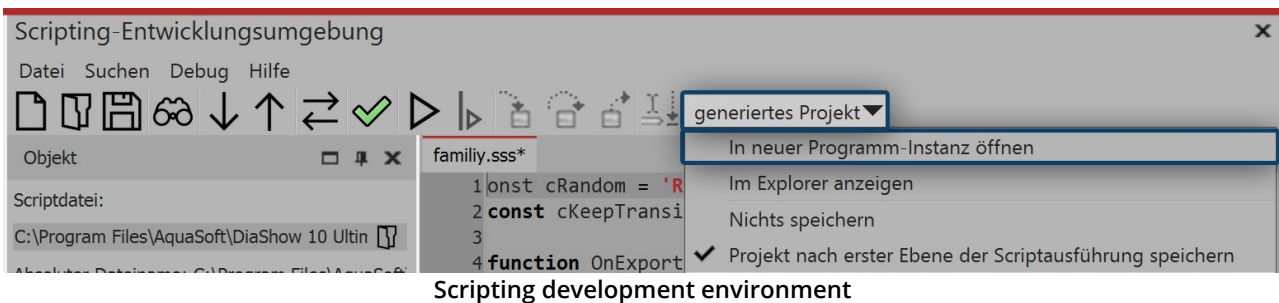
Scripting development environment

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

11   Fade-ins and fade-outs

11.1   When should I implement fading in or out?

Fade-ins and fade-outs can be applied to images, videos and Flexi-Collages. In the *Object settings* section, you can set the *Fade-in* or *Fade-out* you want. You can also adjust their duration and, in many cases, their behavior.

1 When to use a Fade-in

With a *Fade-in* you create the transition from one image to the next. While the last image is still visible for a short time, the next one will gradually become visible. Also, if you want to fade out an image after black at the end of your project, use the fade-in principle, because here a black background is simply faded in after the last image.

In most cases, it is sufficient to work only with fade-ins to achieve a smooth transition from one object to another.

2 When to use a Fade-out

With a *Fade-out* you achieve that the object disappears completely. After the fade-out, the image is no longer on your "virtual image stack". Objects lying below it may then be visible again.

You should never use a fade-out for a smooth transition. Fades are only suitable when you are working with multiple tracks and you want an object that is displayed in front of other objects (such as a background) to leave the display smoothly.

3 Common problems and solutions

3.1 The image appears again

This behavior can occur if you have selected fade-outs in addition to fade-ins. In this case, do not select fade-outs in addition to fade-ins. If you want to be sure that all objects have only fade-ins and no fade-outs, click on an object in the *Timeline*. Then press CTRL + A to select everything. Then go to *Object settings* and for *Fade-outs* set the option *Leave in place (do not hide)*.

If you don't want to do without your fades, make sure that all fades have the *Fade to background color* checkmark set. This function ensures that instead of fading into previous images, you fade into the background color of the image. You can change the background color in the image properties.

3.2 Black gap between images

A black gap between images occurs when you have always selected a *Fade-in* and fade out. In this case, the background track 28 is completely black.
The *Fade-in* always requires an image that can be faded in. However, fading out ensures that this image is no longer displayed. Again, it helps to use *Fade-ins* only. To do this, you can select all objects and then choose the option *Leave in place (do not hide)* under *Object settings - Fade-out*.

3.3 Video stops while the next object fades in

Video and image in overlap 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 Overlap*, which you can find in the *Toolbox*.

> There is also an alternative to the Overlap effect, which we show in a video. (Link address: aquasoft.de/go/t2su)

11.2   Assigning transitions

In **AquaSoft Vision** and **Stages** a distinction is made between *Fade-ins* and *Fade-outs*. Use the *Fade-in* to define how the image should be faded into your presentation. With the fade out you can set how the image behaves when you leave the display.

> Fade-outs are only needed in special cases and do not need to be selected for each image. Select fade-outs only when you are working with multiple tracks. The objects in the first track should not receive a masking.

In an empty project, first add photos or videos. To do this, use the *Add* button in the menu bar or the Add menu item. You can also insert several images at once by selecting them with the mouse in the file selection window. To do this, hold down CTRL on the keyboard and then click on the desired images.

> With which fade-in and fade-out an image is inserted into your project is determined by the setting under *Extras / Program settings / Default image settings*. This default fade can be adjusted individually for each object.

You can assign *Fade-ins* and *Fade-outs* to your photos in three different ways:

- via the *Toolbox*,
- via the context menu
- and via the *Object settings* window.

You can learn more about it in the following sections.

1 Assign transitions via the Toolbox

Fade-ins in the Toolbox

Call up the *Fade-in* or *Fade-out* tab in the Toolbox.

If you click on a *Fade-in* or *Fade-out*, you will get a small preview of it.

With the first *None* icon you can remove an insertion from an object. It will then appear without any effect.
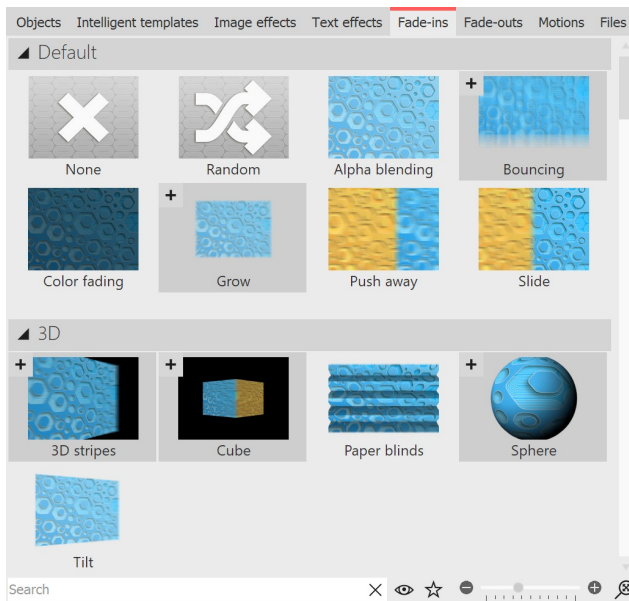
The triangle icon located in front of the category names or transition styles allows you to open and close the individual categories and styles.
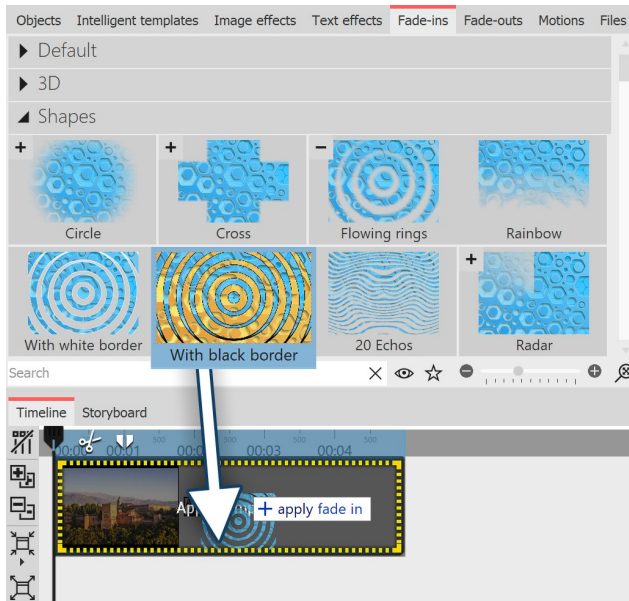
Add fade-in by dragging on the image in the Timeline

Drag the desired *Fade-in* or *Fade-out* onto the image in the *Timeline* while holding down the mouse button. A dashed yellow frame appears around the image in the *Timeline* if you have placed the *Fade-in* or *Fade-out* correctly. You can then release the mouse button.

If you want to apply a transition to several or all images, select the corresponding images.

- Pressing the `CTRL` + `A` keys will select all the images present in the project.
- If you want to select only some specific images that are not related, hold down the `CTRL` key while clicking the mouse on the images you want to select.

Reload Toolbox
Apply
Hide entry
Remember as Favorite

Click "Apply"

Now select a fade-in or fade-out in the **Toolbox** and click on it with the *right* mouse button. The context menu appears. If you select the item Apply, the effect will be applied to all selected images.

2 Apply transitions via the context menu in the Timeline

Edit image
Select fade-in
Select fade-out
Select text animation
Record sound
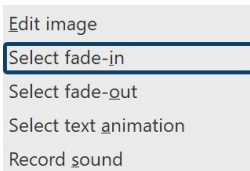
Set Fade-in or Fade-out from the context menue

If you *right-click* on an object in the **Timeline**, the context menu opens. There you will find a selection point for **Fade-in** and for **Fade-out**, which you can use to specify the desired fading.
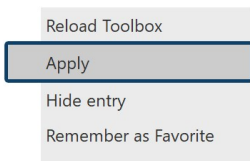
3 Apply transitions via the Object settings
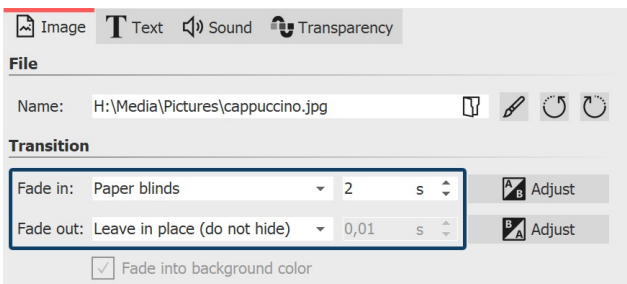
Set Fade-in and Fade-out

Click an image in the **Timeline**. The transition is set in the **Object settings** under **Image** (or **Video** or **Flexi-Collage**).

💡 If the Object settings are not displayed in your view, you can call them up via the context menu (right-click on the Image object) of the image. Another possibility is to call up the Object settings under **Workspace / Controls**.

11.3 Adjusting the transition
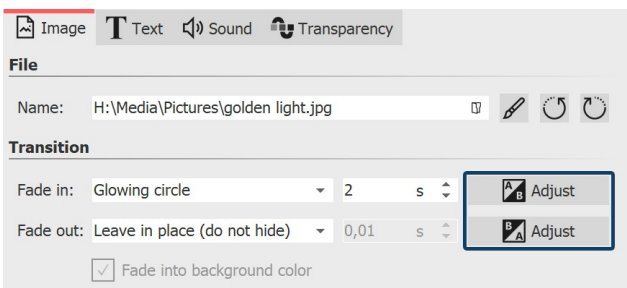
Adjust Fade in or Fade out

You can change the duration of a transition directly in the **Object settings**.

If you want to customize the appearance of a transition to your liking, click the **Adjust** button in the **Object settings** section.

Depending on the transition type, completely different and additional setting options are available.

Adjust the fade-in or fade-out parameters to your liking.
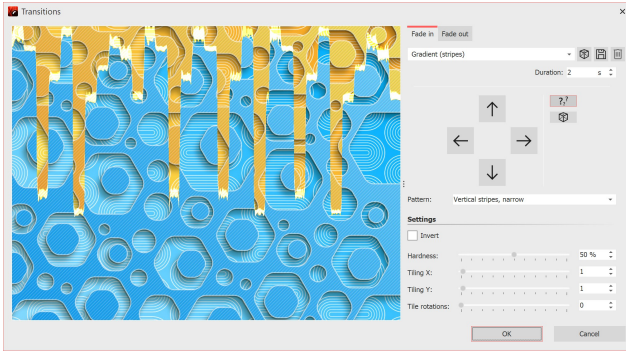
Customizing a transition (Ultimate)

You can save self-created or customized transitions using the disk icon. Formore on saving custom fade-ins and fade-outs, see the Saving transitions 220 section.

Random parameters for this transition at each playback

Set random parameters for this transition

Control transition with curve
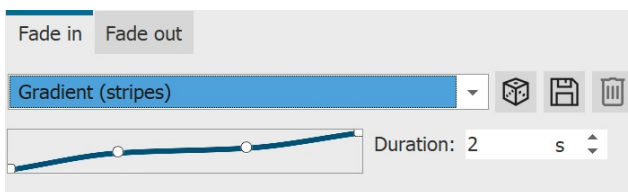
Curve for transitions (Stages)

In **Stages**, the transition can also be controlled via curve. Click the mouse in the field with the slanted line to change the transition timing.

11.4 Creating your own selection
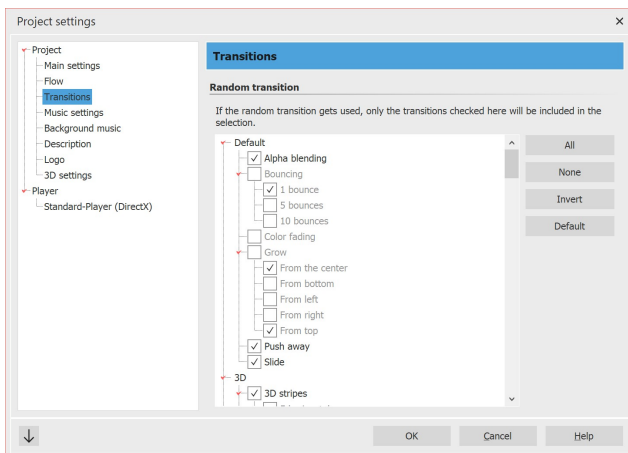
Selection for random transitions

Under *Project / Settings / Transitions* you can make a preselection of transitions. This selection will be used for all objects for which you have selected the option *Random* as transition. If you want to save this selection for all future projects, press the arrow button at the bottom left.

Use the drop-down menu to choose from the available transitions. Use the dice icon to display a random transition and modify it or roll the dice further if necessary.

Random transitions are generated with new random properties each time they are played.

You can also use the "Specify random transition" scriptlet 214 let to have such a random selection fixed in the project.
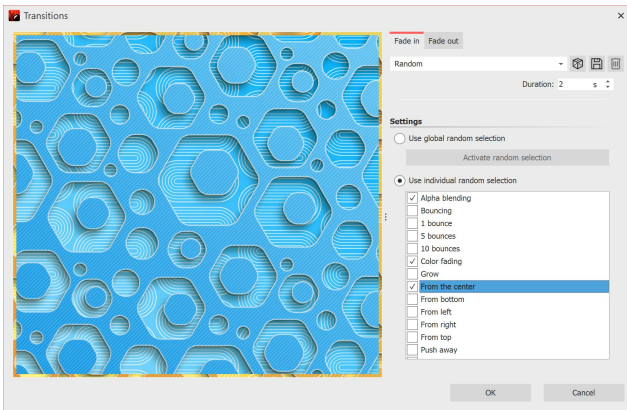
Own random selection for an image

If you want a specific object to have its own random selection, go to the *Transition* section under *Object settings*. Here the *Random* option should be set. Now click on the *Adjust* button. Here you can compose an *individual random selection* that will be used only for the particular image.

12   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.

12.1 Inserting a map

Map from the toolbox

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

Drag the object from the **Toolbox** to the place in your project where you need the map.

1 Open Map Wizard

After the object is in the correct position, the Map Wizard opens. Here you see a map section that you can move by dragging it with the mouse.
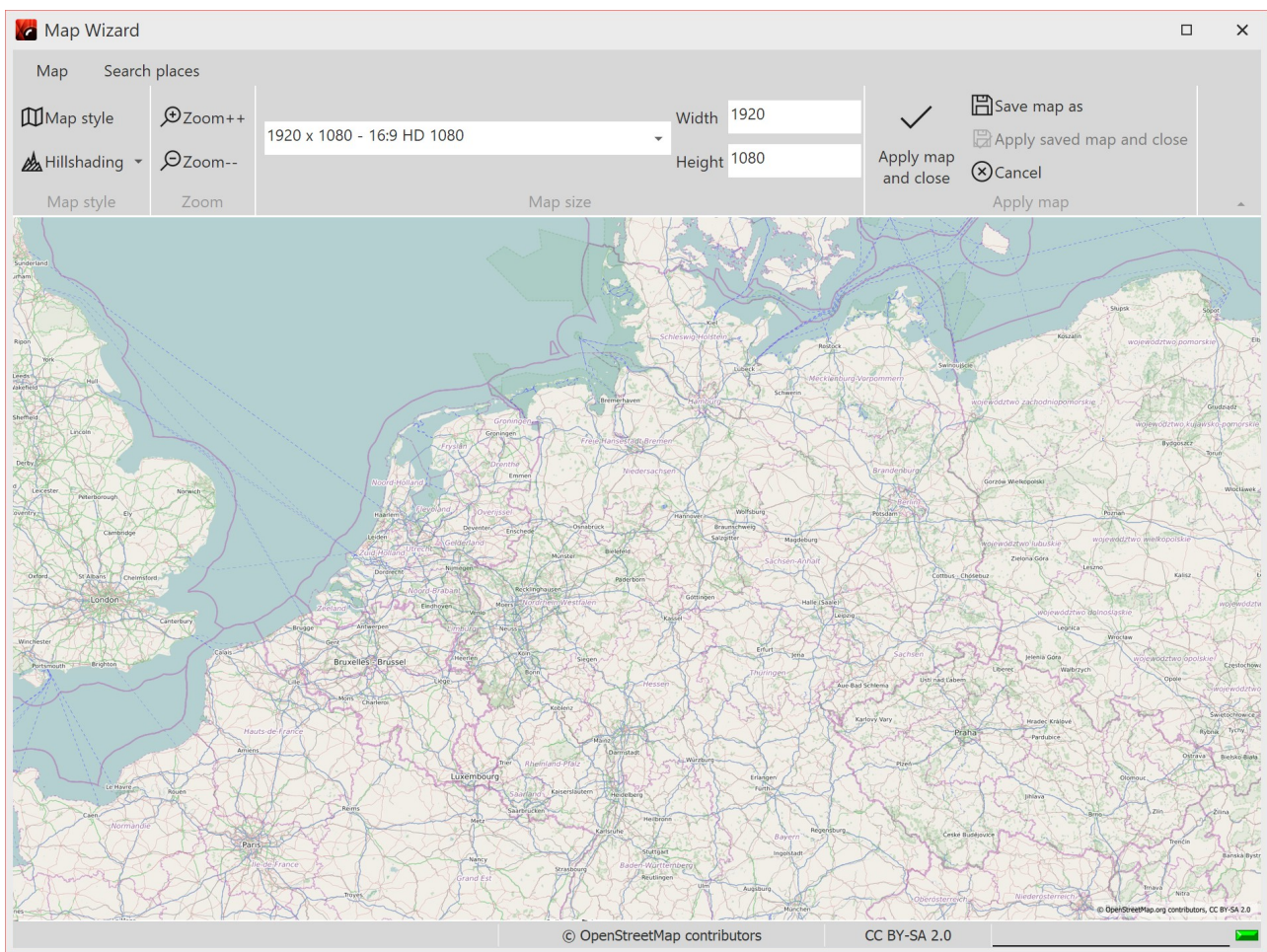
Map Wizard

2 Search places

Under the **Search places** tab, you can search for a specific location. Enter a place or even an address. The found locations will be displayed in a list. Click the matching place in the list.

Then switch back to the **Map** tab. The selected location is in the center of the map and can be zoomed in or out by clicking on the magnifying glass icons.
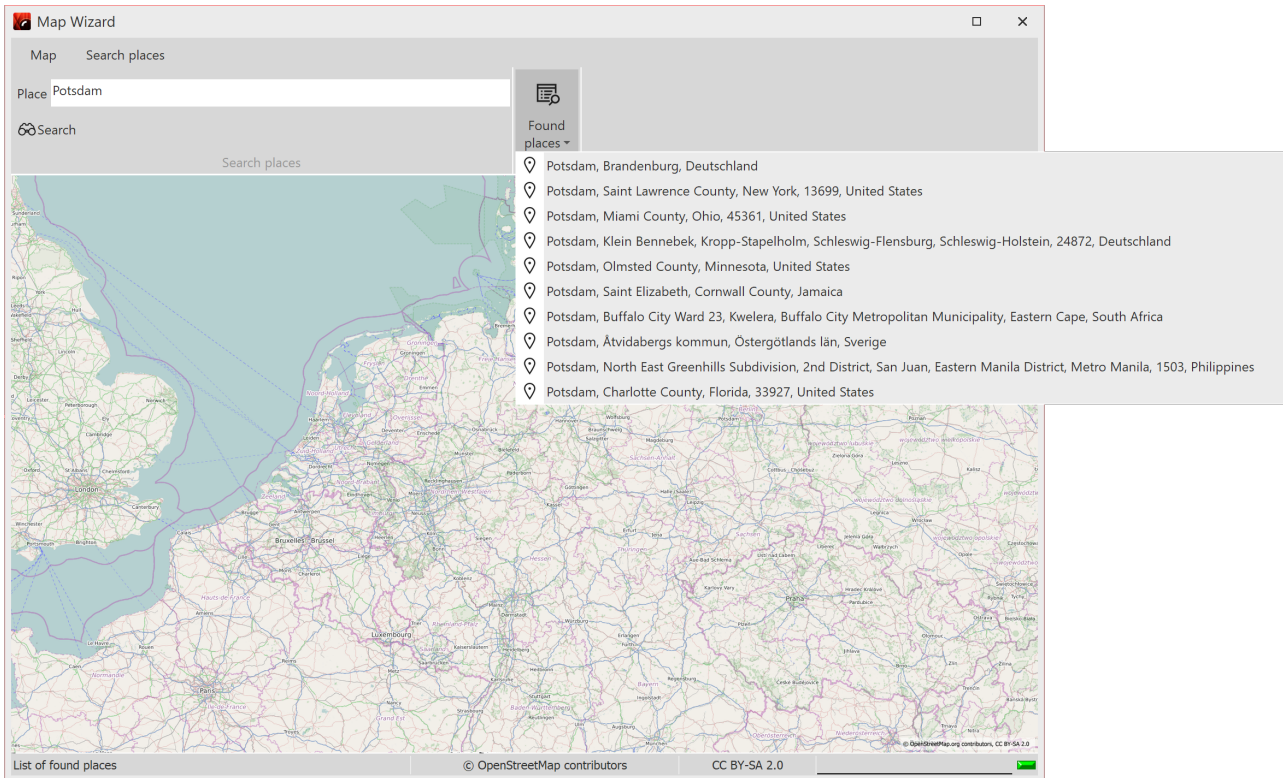
Search of a place and search results

3 Customize the appearance of the map
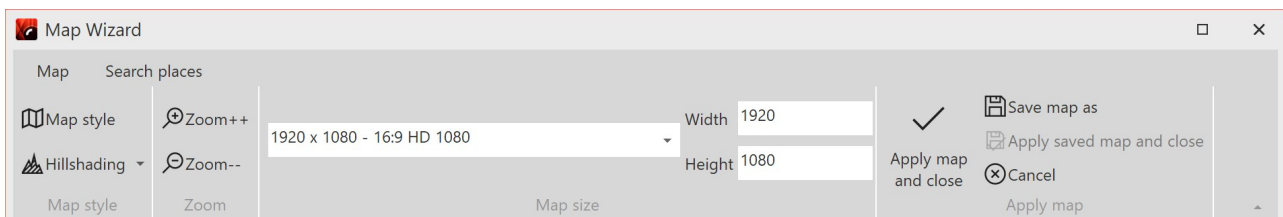
Options in the Map Wizard

If you want to change the *Map style*, there are several options under *Map style* with a preview image to choose from. It is best to try out the individual map styles to find the one that suits you best.
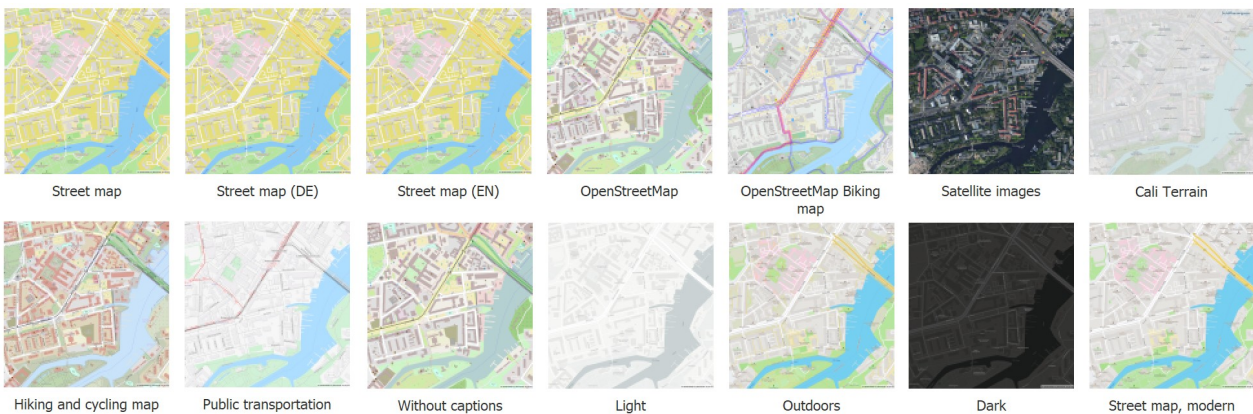
Map styles in Stages

Insert hill shading

You can also customize the *Hillshading* to your liking. Depending on the region, this shading can make the map look particularly vivid. In the mountains, however, the strong settings can appear exaggerated, whereas in flatter regions the "Exaggerated" setting can also be useful. Try it out.

Under *Map size* you can set the resolution of your map. Choose a default resolution from the drop-down menu or enter your own values under *Height* and *Width*. Normally, the Full HD resolution is useful here. However, if you want to fly over the map using a camera pan, higher resolutions or other aspect ratios are useful.

With the check mark (*Apply map and close*) you confirm the selection and insert the current map image into the project.

The map section can still be changed after insertion. To do this, right-click on the image in the Timeline or in the image list. Select Edit map there. The map wizard opens and you can select a new section.

The map graphics are saved in the directory where the ads file is also saved. If the ads file has not yet been saved, the map will be stored under "My Pictures" in a folder called "SlideShowMaps".

12.2   Inserting a decorated path

Decorated path

The Object *Decorated Path* can be foud in the *Toolbox*. Open the *Objects* tab and go the 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
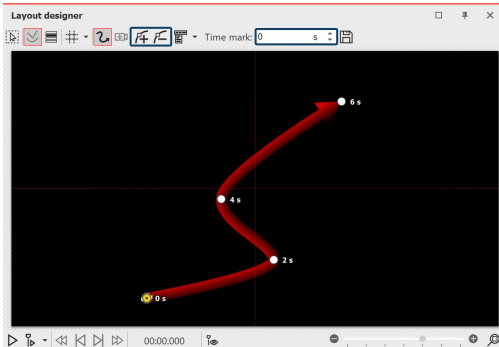
Line with Motion Marks

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 *Timestamp* field. Determine your route in the Layout designer using the Motion Markers.

You can also allow the end of the route to finish smoothl 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
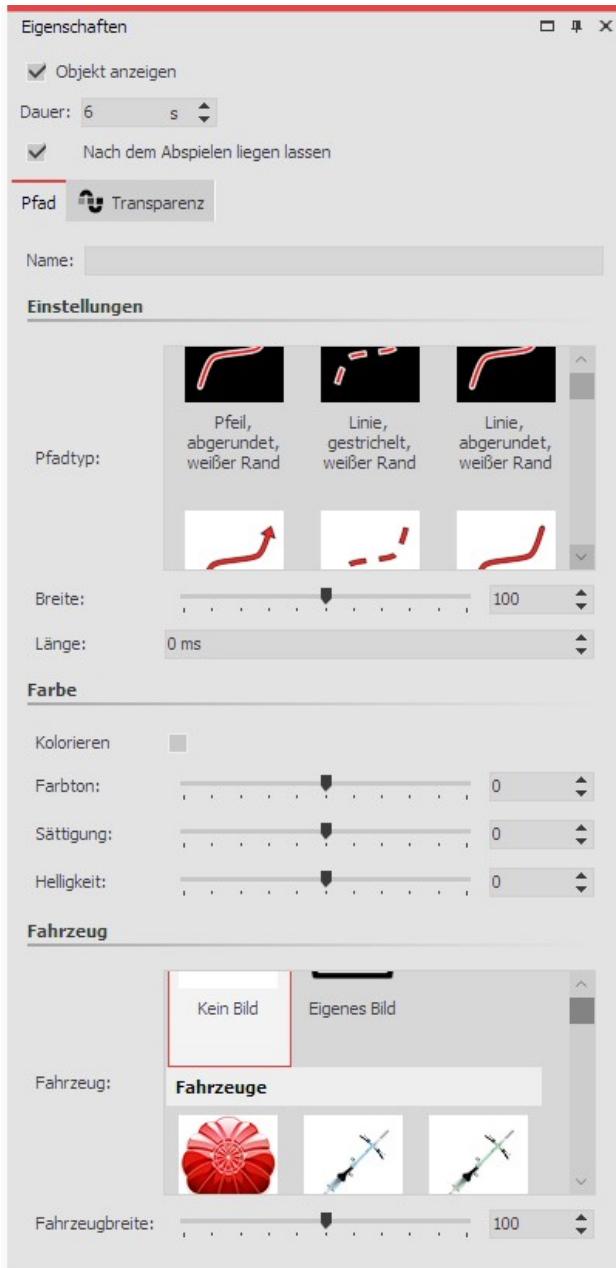
Settings for the Decorated Path

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 (ii.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
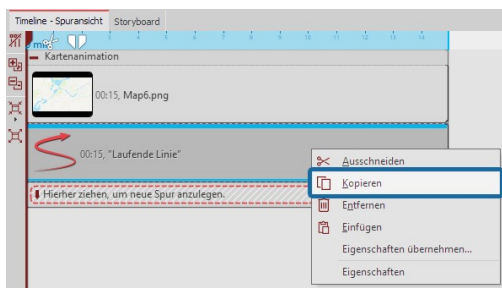
Copy current line

Drag the *Map Animation* object from the *Toolbox* into the *Timeline*. Select a map view in the <u>Map Wizard</u> [121]. 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.
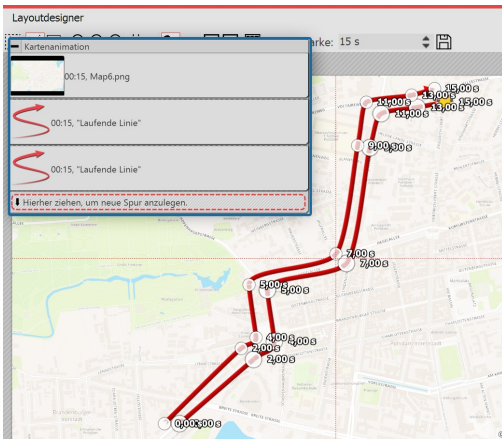
Set parallel Motion Markers

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`).
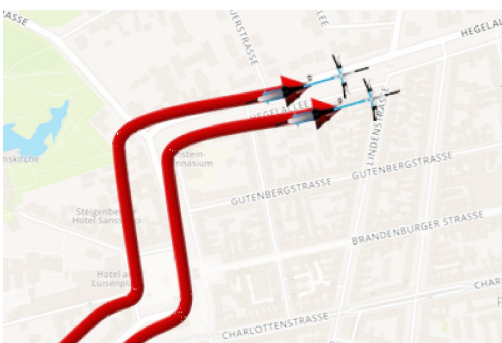
Two bicycles next to each other

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 229 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)

12.3   Pan over map with route

If you want to pan over a map on which a route animation is taking place, you use a *Flexi Collage object*. This ensures that both the map and the route are panned, so that the route remains exactly as set on the map and the camera can follow it.
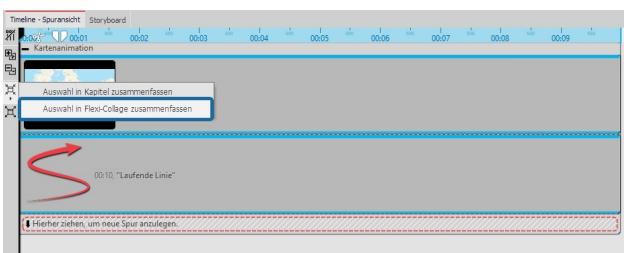
Combine map and path in Flexi-Collage

You have a ready-made route animation consisting of map and path. Put both into a *Flexi-Collage object*.

In AquaSoft Video Vision and in Stages you can do this by selecting the two objects (or the "Map animation" chapter) and clicking on the *Merge selection* icon at the left Timeline edge. Then arrange the objects under each other again.
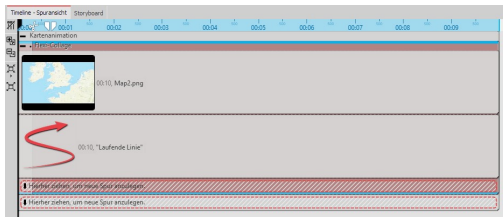
Select Flexi-Collage

Now select the colored frame of the *Flexi-Collage* and activate the *Zoom/Camera pan* mode in the *Layout designer*.
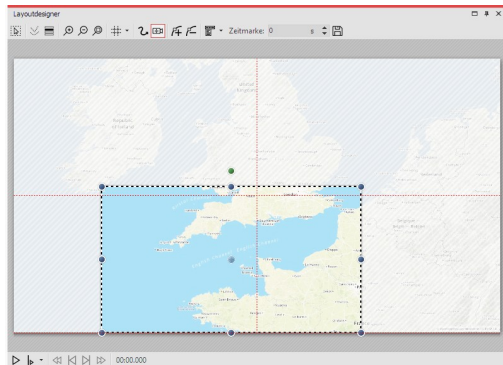
First position for zoom/camera pan

Set the image section for the first marker. By dragging the mouse on the round handles, you can reduce and move the position frame. If you hold down SHIFT while you change the frame, the aspect ratio is retained. Position the frame so that it surrounds the section of the image where your route starts.
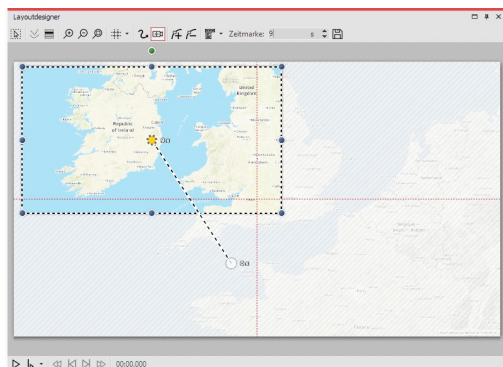
End position for zoom/camera pan

Use the Plus sign to add another marker. Position the clip at the destination of your route. Adjust the time value for the camera pan, to the duration of your route length.

When playing, the camera now tracks the journey on the map in detail.

There are other ways to design a route - there doesn't always have to be a map in the background. In our blog post "Reiserouten-Animation – 7 Gestaltungsideen" there are suggestions for interested beginners and advanced users.
 (Link address: aquasoft.de/go/routenideen)

12.4   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
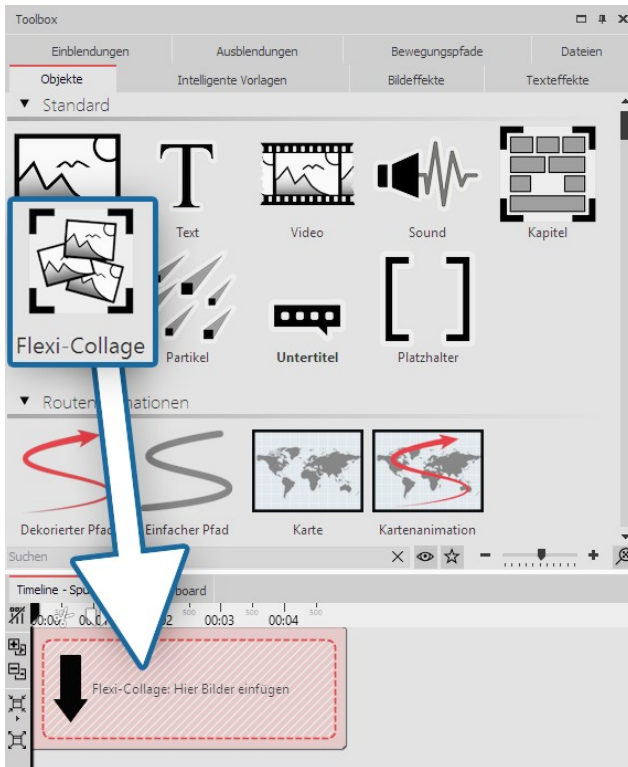
Inserting a flexi-collage

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
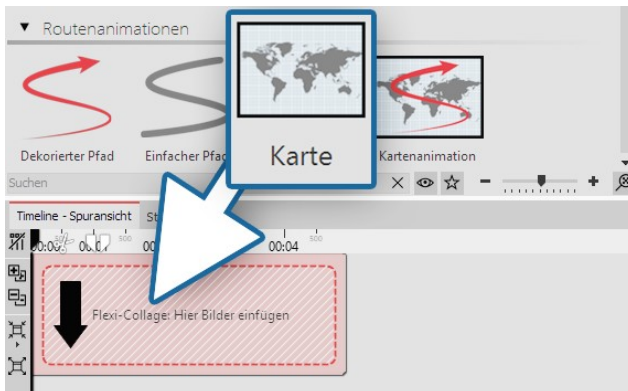
Dragging a map into a flexi-collage

Now pull a *map* from the *route animation* field into the flexi-collage. This will immediately open the map wizard 121.

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 section, if you want to compose your collage of four parts.

2. Selecting further map sections
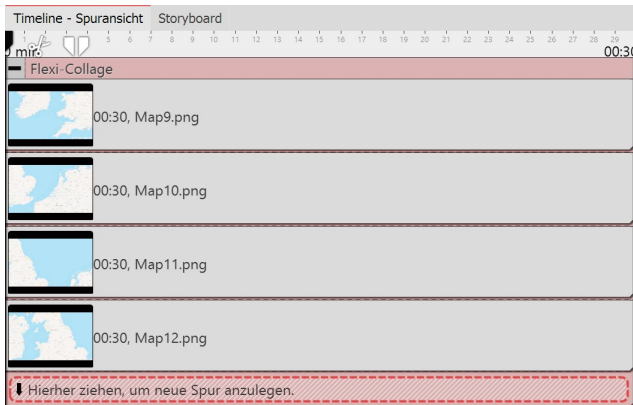
The map sections are arranged amongst themselves

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
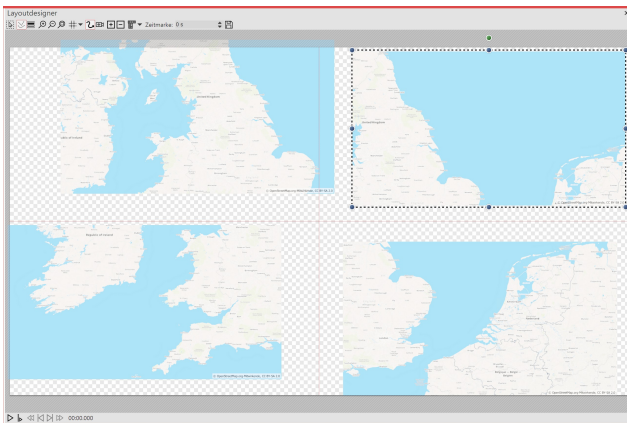
Map sections should be the same size
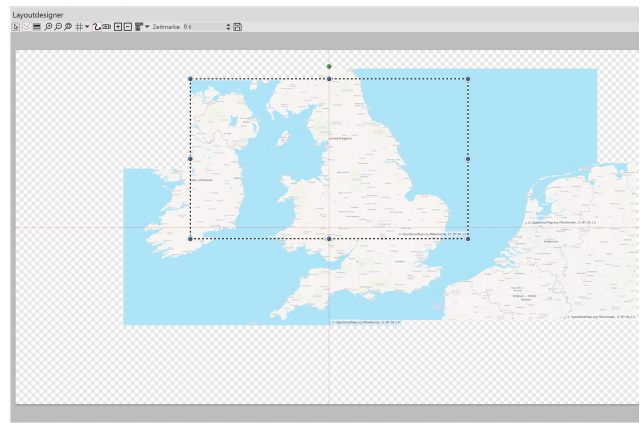
Map sections are joined together overlapping

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 123".

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

4. Straight edge with camera panning
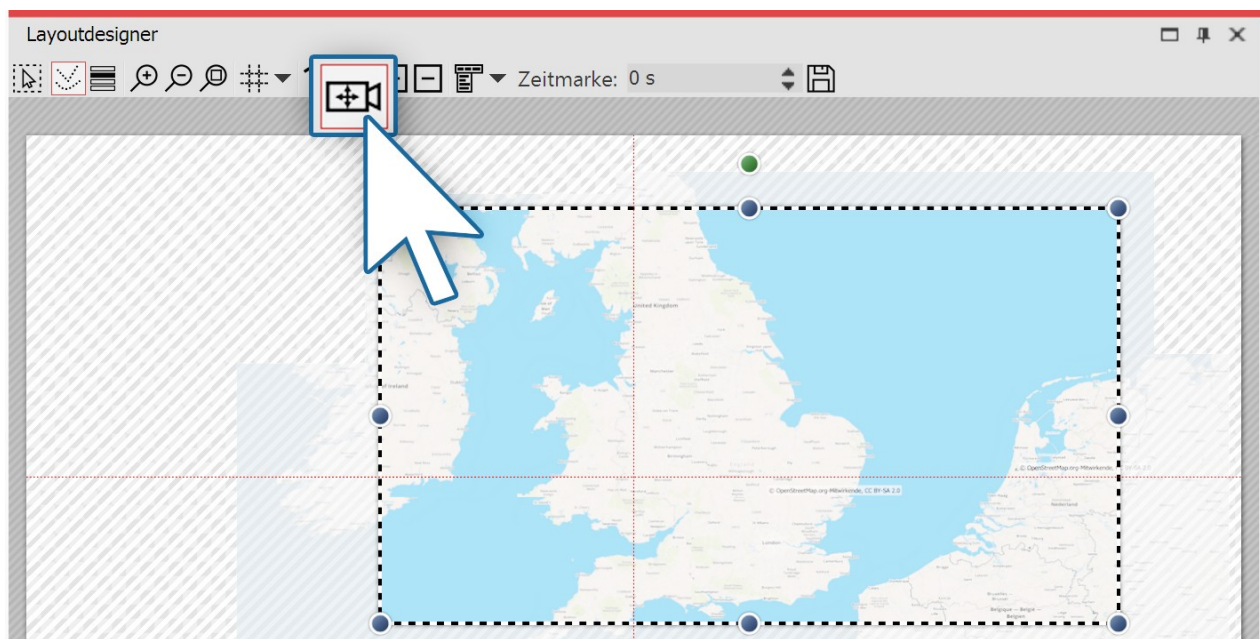
Determining an image's display detail

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 . 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)
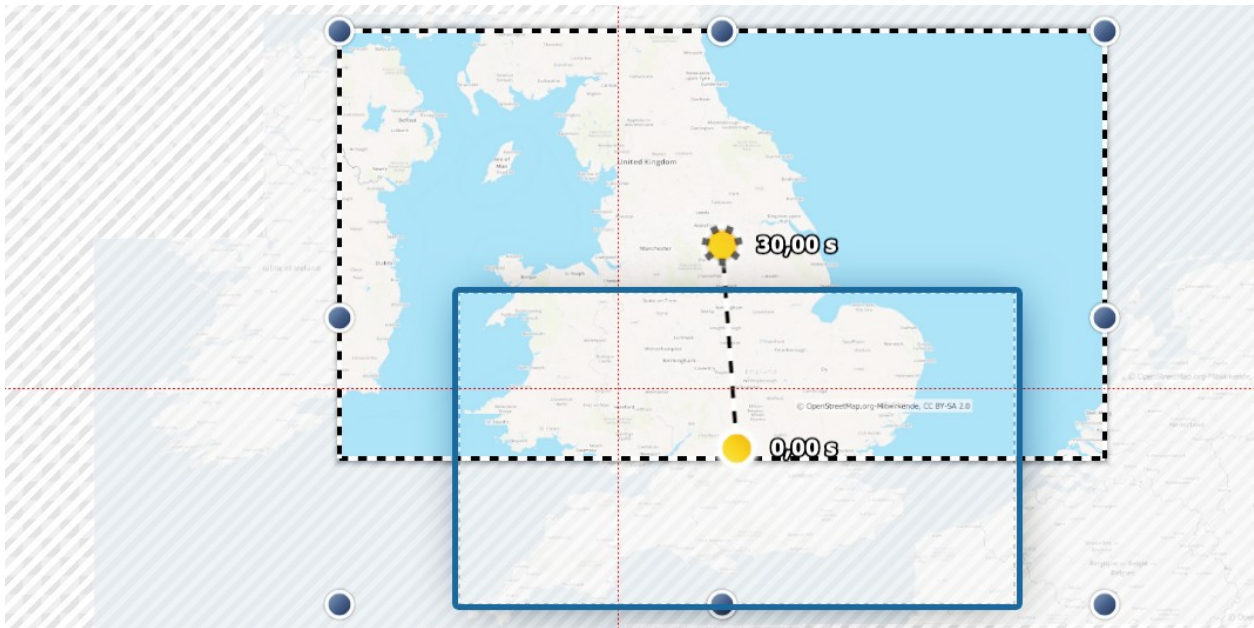
Setting the tracking shot

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 "**Travelling 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.

13   Live effects / Video effects
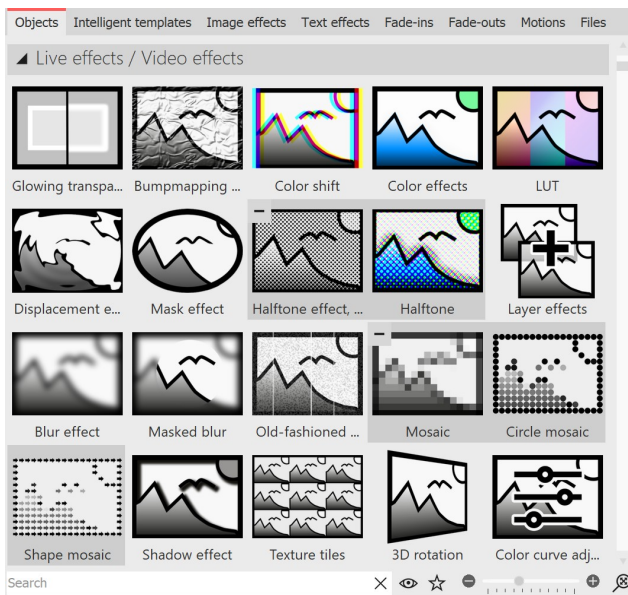
Live effects in the Toolbox

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

In the **AquaSoft Video Vision** there are a total of 20 *live effects*. In **AquaSoft Stages**, in addition to the 20 live effects, there is the *Chroma Key* effect.

Live effects modify the appearance of the objects you drag into the effect.

1 Using the Live effects

Drag an effect from the **Toolbox** to the *Timeline*. An empty box appears where you can insert your photos or videos. After you have pasted the content, click on the colored frame of the effect. In the *Properties* area, set the parameters for the effect.

2 Postprocessing

Some effects offer the *Postprocessing* option, in which case the effect affects everything visible before the effect. Anything inside the effect frame is then not visible. If the effect frame is below the objects in the track, the effect lasts as long as it is set in Duration. If the content track of the effect is empty, *postprocessing* is automatically active.

3 Removing a Live effect

To remove a live effect from your images or videos, right-click the effect in the Timeline and select *Remove effect*.

13.1   Glowing transparency
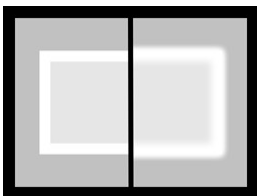
Glowing transparency

With *Glowing transparency*, the object receives an increase in brightness at its transparent points. An integrated zoom, for example, creates a glowing frame. You can find the effect in the*Toolbox* under the *Objects* tab in the *Live effects* area .

1 Insert glowing transparency
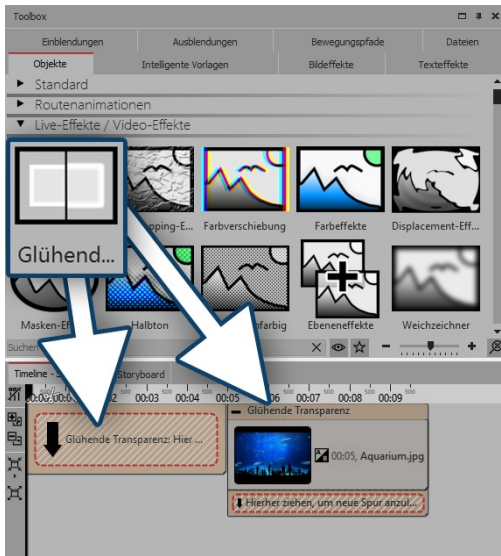
Insert glowing transparency

To use the effect, you can   drag it directly onto an image in the *Timeline.*

You can also drag the effect to the *Timeline* and insert one or more images later. In this case, drag a picture object from the *Toolbox* into the empty colored box.

After you have inserted the image, a colored frame with the title of the effect will appear surrounding the small preview image in the *Timeline*. If you click on the colored frame, you can specify the settings for the effect in the *Properties* area.

2 Specify image settings
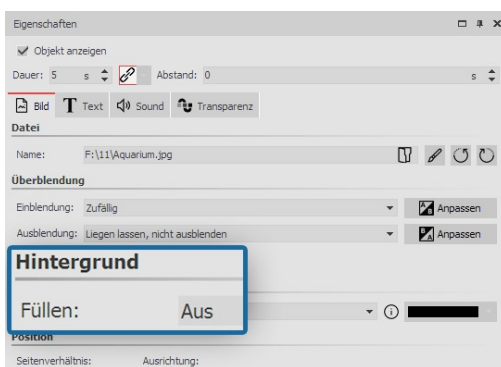
Background is not filled

Reduce the image slightly in the *Layout designer*. To do this, use the round handles at the edge of the image. In the *Properties* area , under *Background*, set the *Fill* option to *Off*.

3 Specifying the settings of the effect
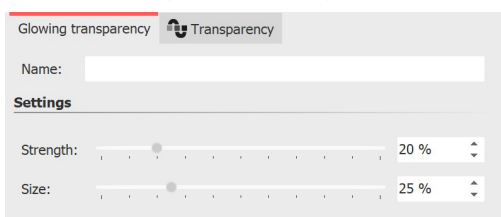
Größe und Stärke einstellen

In the *Settings* area, you can now set the strength and size of the effect. For a discreet result, do not go beyond a value of 10 for the strength.

4 Example - soft frame
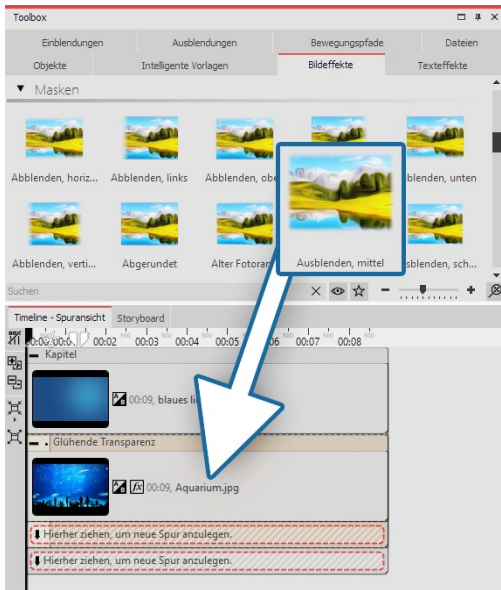
Glowing transparency with mask

Insert a *chapter object* into the timeline. Drag a background of your choice into the Chapter object. In the second track (drag to*"Drag here to create new track"*), drag the *Glowing transparency* and then paste an image. Reduce the size of the image a bit in the *Layout designer*. Now open the *Image effects* tab in the*Toolbox*. In the *Masks* section, find the *Fade, middle* effect . Drag it onto the image in the Timeline. Click on the *colored frame* of the effect to change the settings. Adjust the strength and size so that you like the effect.

Finished example in the Layout designer

13.2   Bump mapping effect
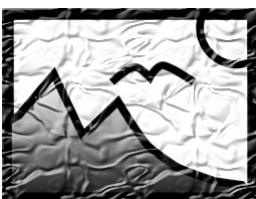
Bump mapping effect

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 grayscale 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
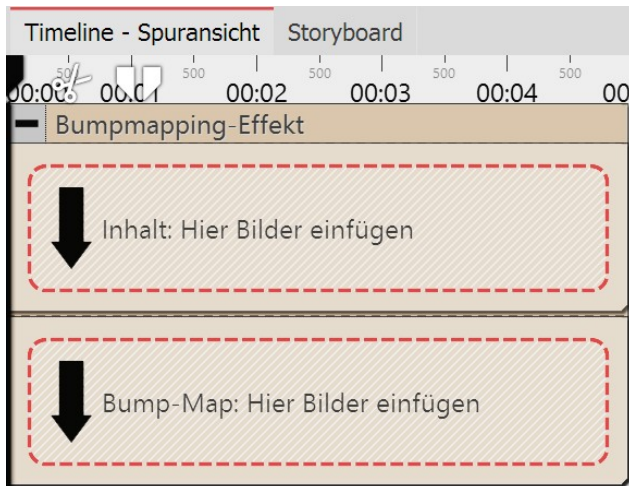
Areas of the bump mapping effect in the timeline

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
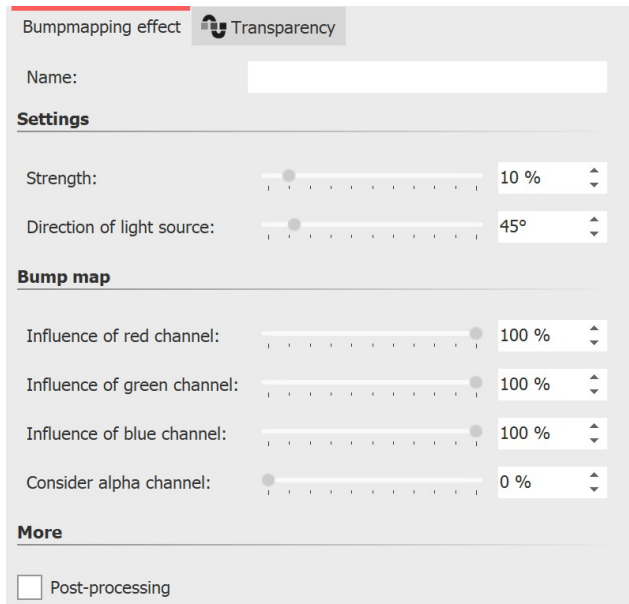
Settings for the bump mapping effect

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
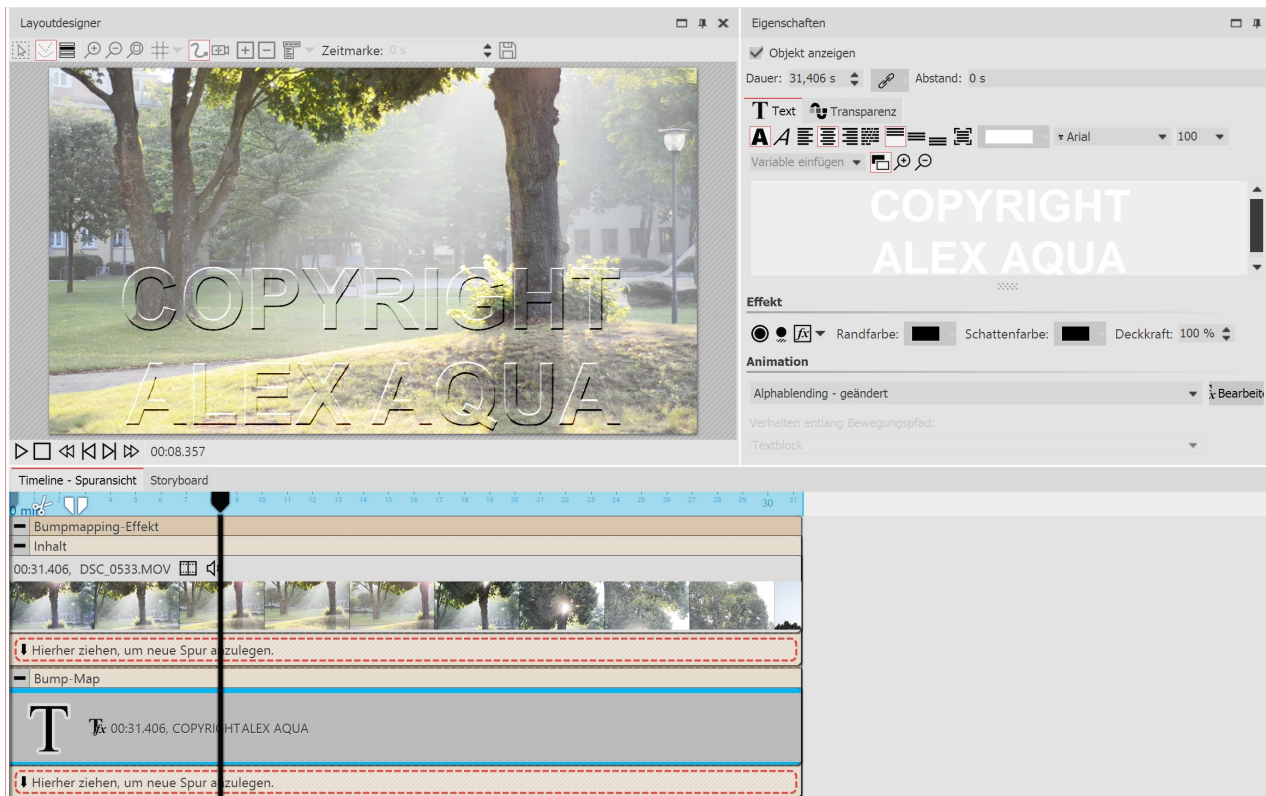
Creating a watermark using the bump mapping effect

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.

13.3   Chroma key
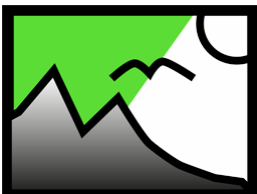
Chroma Key

You can find the *Chroma Key* effect in the ***Toolbox*** of the **AquaSoft Stages** under the ***Objects*** tab in the ***Live effects*** section.

1 Chroma Key effect

After inserting an object into the *Chroma Key* effect, you can select one or more colors to be displayed transparently in that object. For example, you can record a video against a green background. This background can be removed or replaced by another background in the *Chroma Key* effect.

Unfortunately, the effect cannot perform miracles, but depends heavily on the image material used. The more uniform the background is and the more clearly it stands out from the foreground, the better it can be removed by the effect.

You can get a practical tutorial (with video) for the Chroma Key effect in our blog post "Farbbasierte Bildfreistellung mit Chroma-Key-Effekt in Stages 10". (Link address: aquasoft.de/go/chroma)

2 Using the Chroma key effect
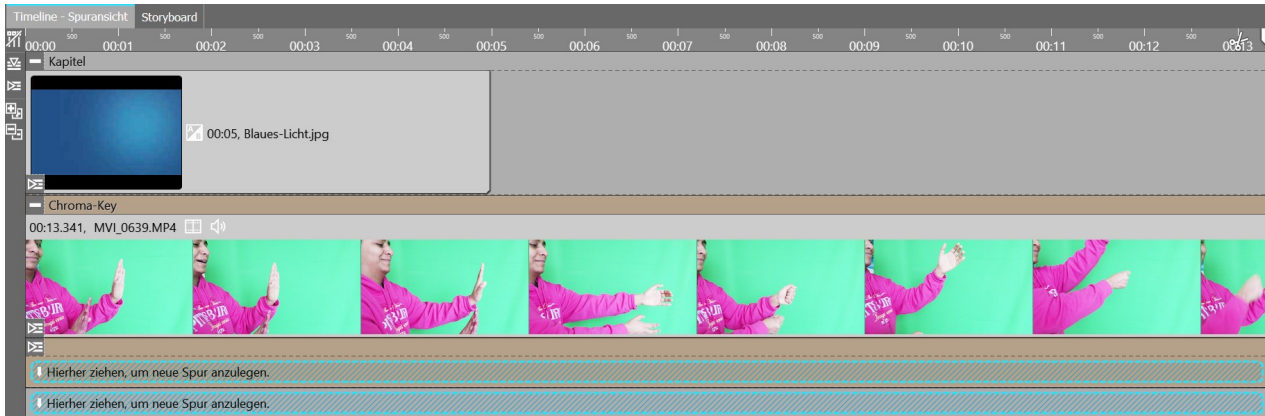
Chroma key effect in a chapter in the Timeline

Drag a *Chapter object* from the *Toolbox* to the *Timeline*. In the first track, insert the background that you want to be visible instead of the color selected in the *Chroma key effect*.

In the second track of the chapter, drag the *Chroma key effect*. Now insert a video or an image into the *Chroma key effect*.

3 Settings for the Chroma key effect
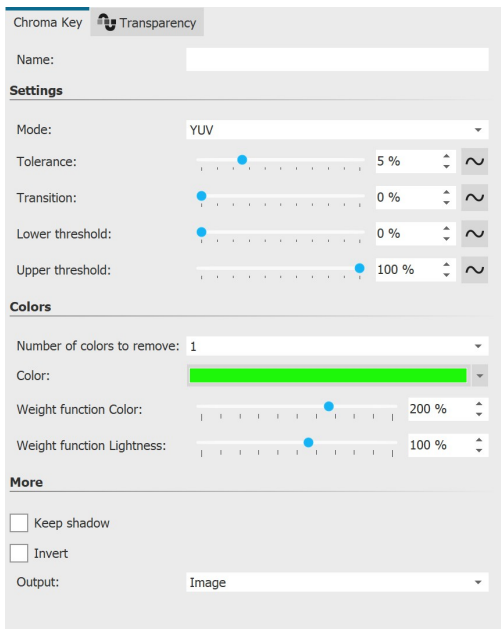
Settings for the Chroma key effect

The effect can work with different modes. Depending on the selected mode, different setting options are available.

In the *Properties* area 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.

- *Mode* - YUV, HSV, HCV, RGB, Legacy - Choose which color model to work with. Which mode fits best depends on your source material. Depending on the color model, the neighborhoods of colors differ, so they separate differently.

- *Tolerance* - Specifies how far the color may deviate from the selected color key.

- *Transition* - Specifies how hard or soft the transition from the color key to the non-color key may be.

- *Threshold* - Allows more precise clipping at the transitions. You can make areas completely transparent that are only partially visible (lower threshold) or completely opaque that would otherwise already have a slight transparency (upper threshold).

- *Number of colors to remove* - Up to four colors can be set. It should be noted that the tolerence is often too strong with more and more color tones. The transparency of the individual key colors can be used to reduce the tolerance for the individual color tones.

- *Color* (Color-Key) - Use the eyedropper to select the color to be displayed transparently.

- *Weighting* - Set to what extent the weighting should be on color or lightness.

- *Keep shadows* - Shadows that lie on the color key will be displayed dark.

- *Invert* - Everything will be displayed transparent except the area with the selected color.

- *Output* - Choose which result you want to be displayed in the Layout designer: the generated image, the original, the chroma key mask or the color difference. This allows you to evaluate and tune your effect in a more sophisticated way. For example, switch to the "Mask" output mode to find the best setting for the thresholds, since "dark spots" are immediately visible here. Most of the time you will change the output mode back to Image afterwards.

The *Color difference* option shows what the *Chroma key effect* sees internally, namely the difference between the key color and the image. The smaller the difference (darker), the more likely the spot will become transparent. Using the sliders that adjust the weighting of each color component, you can adjust the effect so that the areas to be cut away appear as dark as possible and the colors to be kept appear as light as possible. Here, too, you then switch the output back to image.

4 Select and customize color
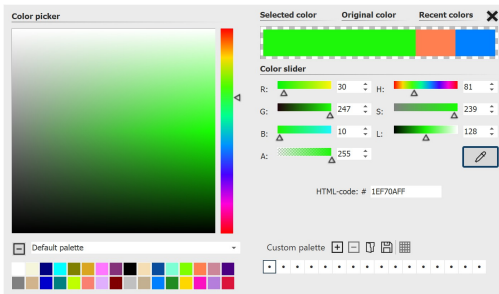
Select color for color key

To select a color for the *Color key*, click on the already preset green. Now the color selector appears.

In the Color picker dialog, click on the eyedropper icon to select the color from your video or image that is to be displayed transparently. To do this, hold the eyedropper over the thumbnails in Timeline.

The two sliders *Weight function Color* and *Weight function Lightness* are now used to set the transition or the permitted deviation of the color tone. This requires a bit of intuition and a clever combination of the two settings, which should be adjusted appropriately depending on the initial setting.

How to use the Chroma key effect to create a black and white video with color accent you can see in our video "Farbe freistellen mit Color Key". (Link address: aquasoft.de/go/colorkey)

13.4   Color shift
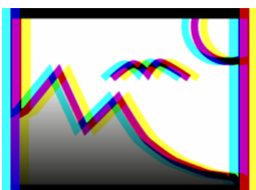
Color shift

You can find the *Color shift effect* in the *Toolbox* under the *Objects* tab in the *Live effects* area. You use it to shift contours of an object at a self-selected angle in the colors magenta, cyan, and yellow. Use the *Color shift effect* to separate the color channels of a video or photo. This can make the image look blurred or distorted.
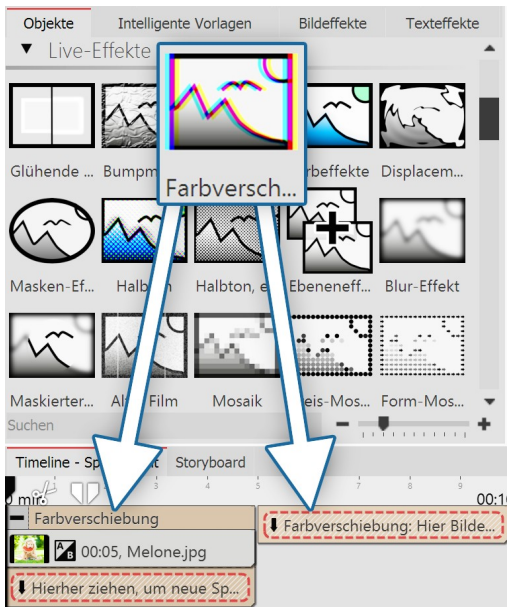
Insert Color shift

1 Using the Color shift

To use the effect, you can drag it directly onto an image in the *Timeline*.

You can also drag the effect to the *Timeline* and insert one or more images later.

If you click the colored frame, you can specify the settings for the effect in the *Properties* area.

2 Color shift settings
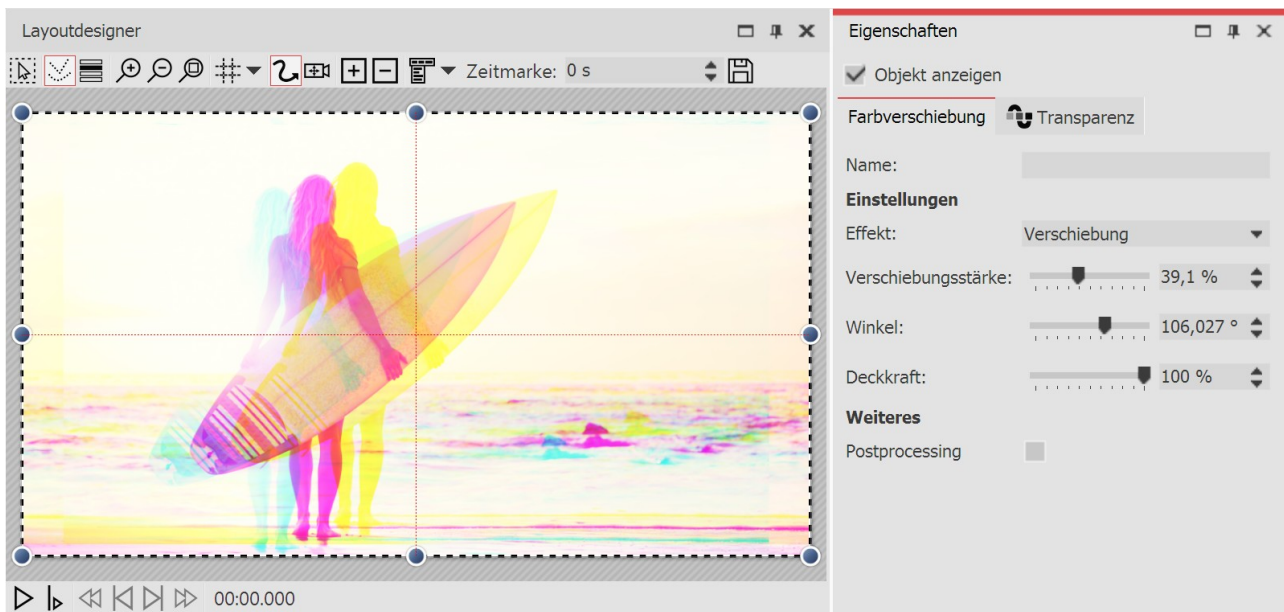
Color shift settings

In the *Properties* area, various options are available for color shifting:

Effect	Choose between *Shift* and *Scaling*.
Shift strength	Specifies how much color channels are shifted.
Angle	Specifies the direction of the shift.
Opacity	Specifies transparency of the color overlay.

13.5 Color effects
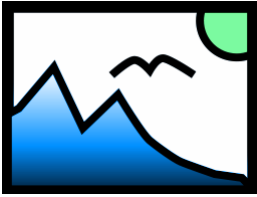
Color effects

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
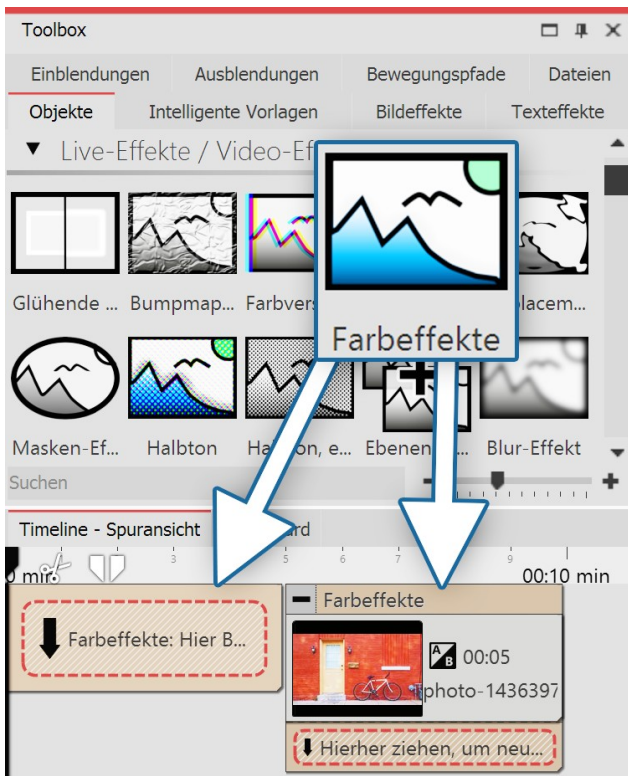
Inserting a color effect

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
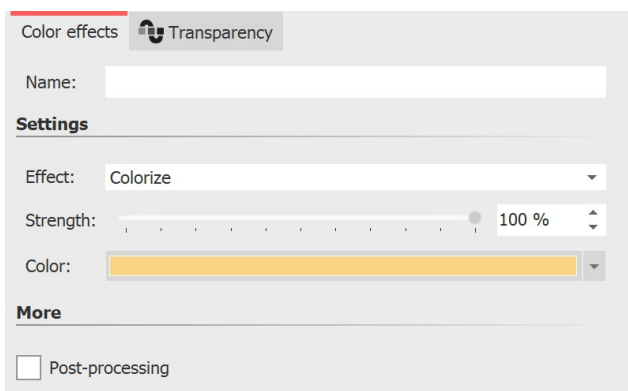
Settings for the color effect

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:

Black/white	Videos or images are presented in black and white
Tinted	Videos or images are presented in the selected color
Color reduction (RGB)	Reduces colors in the RGB color spectrum
Color reduction (HSV)	Reduces colors in the HSV color spectrum
Thermal imaging	Imitates the image style of a thermal camera
Comic	Reduces color range
Color overlay	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.
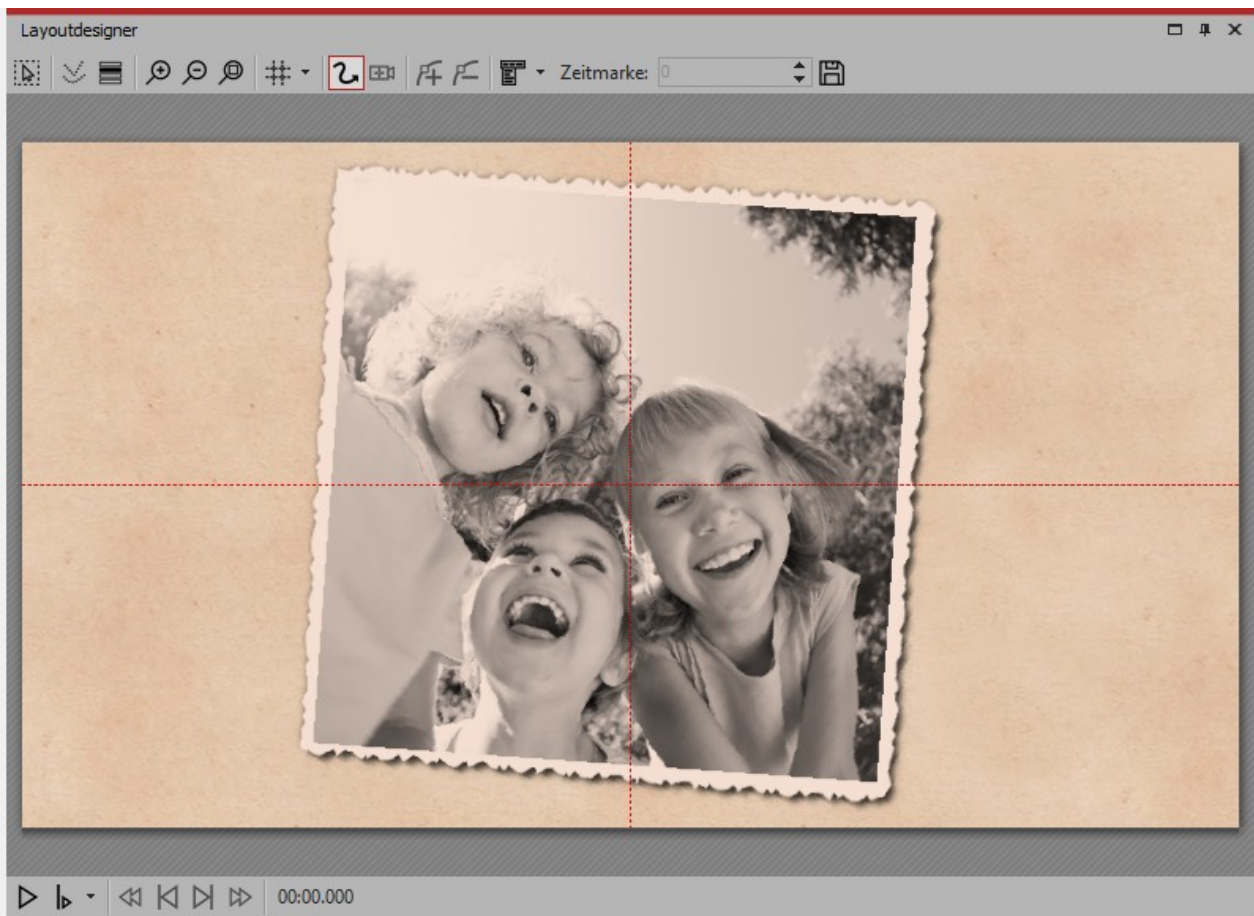
Old photo with color effect

13.6   LUT

LUT

With the help of the LUT effect you can change the color of videos and photos and color them to match each other. You can achieve strongly alienating effects or also subtle color changes. Your source material remains in the original. Not only individual objects can be inserted into the effect, but also entire projects, which then receive the selected look.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Live effects* section. The effect works with so-called LookUpTables, LUT for short.
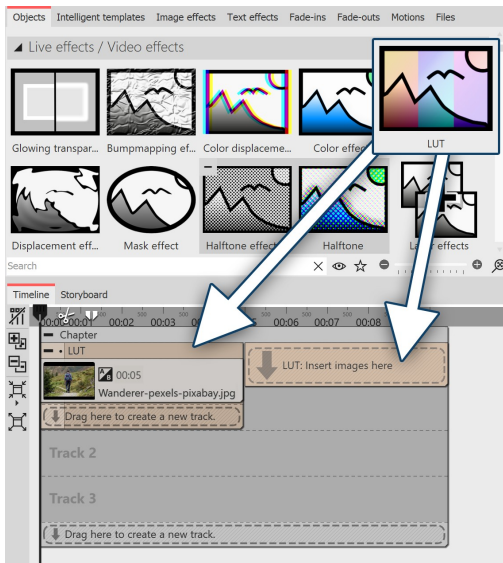
LUT effect in the Timeline

1 Insert LUT effect

To use the effect, you can drag it directly onto an image or video in the *Timeline* .

You can also drag the effect directly to the *Timeline* and then fill it using drag-and-drop or the *Image object* or the *Video object* .

After you have inserted the image, click the colored frame with the title of the effect in the *Timeline* . Now you can specify the settings for the effect in the *Properties* area.
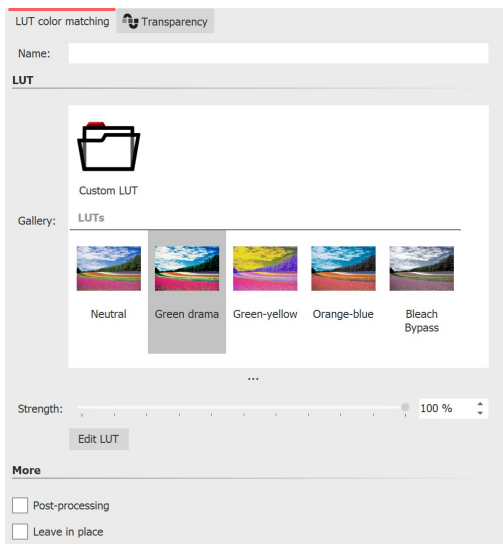
Settings for LUT effect

2 Settings for LUT effect

Select a suitable LUT in the properties, from the gallery and check the effect on your image material in the Layout designer.
With the LUT "Neutral" no effect is applied to your image.

You can use the slider to influence the strength of the effect on your image. The lower the value, the more subtle the effect.

The settings apply to all objects in the effect.

You can use your own LUTs (images, cube files, ICC profiles) in the effect via the "Own image" icon. In Stages you can additionally generate your own LUTs in the image editor.

Photo without effect

Photo with LUT "X-Pro" and strength 50%

How to use the effect and how to create your own LUT in Stages is shown in the article ["Changing colors in videos with LUT](#)".
(Link address: aquasoft.com/go/LUT)

13.7 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

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:

• Value

• Curve

1. Dragging Objects into the Timeline
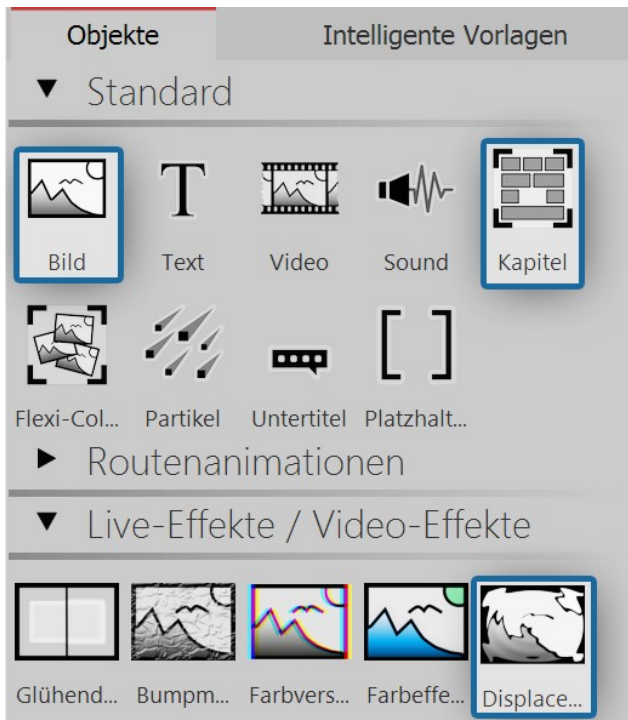
Dragging successive Objects into the Timeline

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

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.
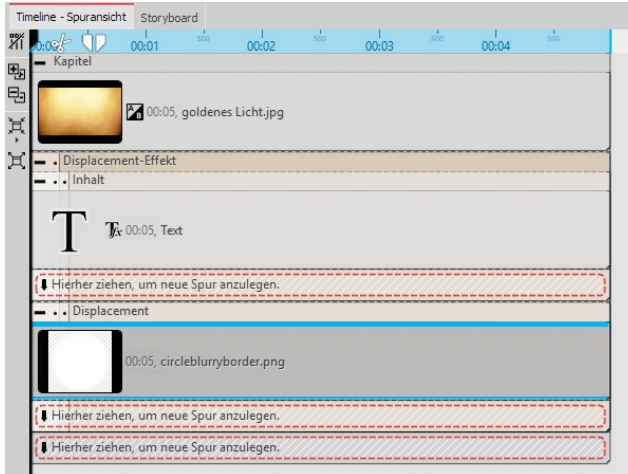
Filled Displacement effect

• 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 97.
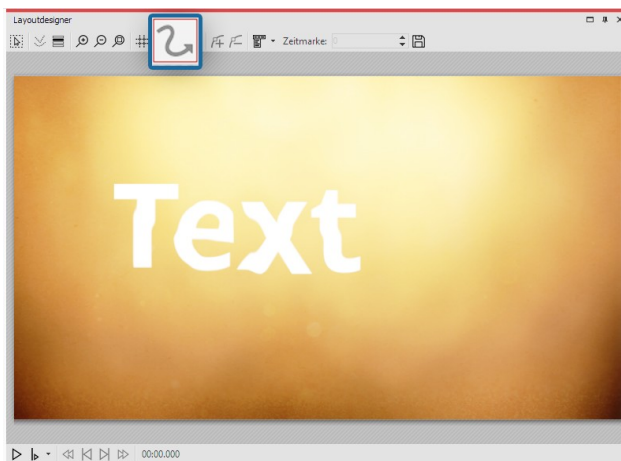
Text Object is distorted by displacement effect
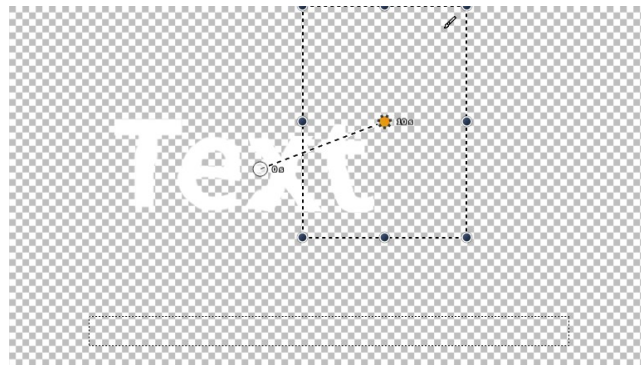
Path of motion path on the form produces change in displacement map

 In our video "AquaSoft DiaShow 8: Introduction to Displacement effect " the displacement effect is presented.
(Link: 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"".

(Link: aquasoft.de/go/w87k **)**

13.8 Mask effect

Mask 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
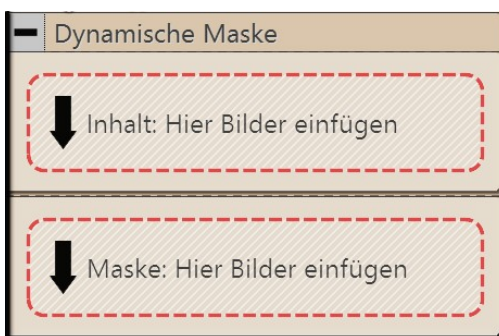
Empty mask effect in the timeline

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.
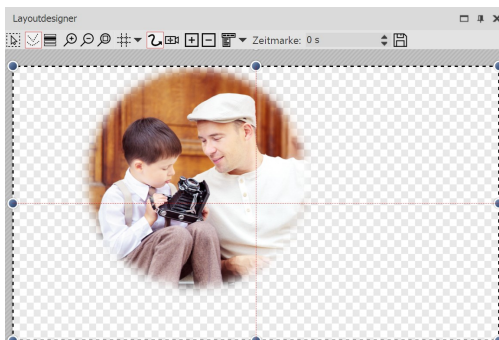
Yellow frame of the effect has been clicked on

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.
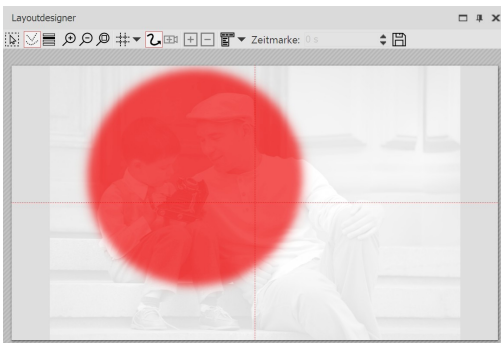
Mask area of the effect has been clicked on

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
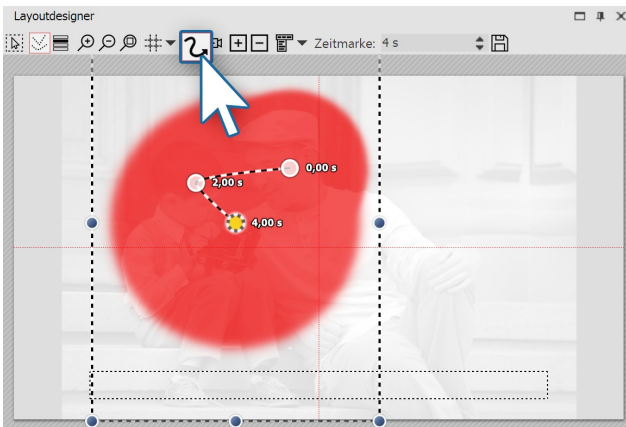
Mask receives motion path

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" 98 .

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**".
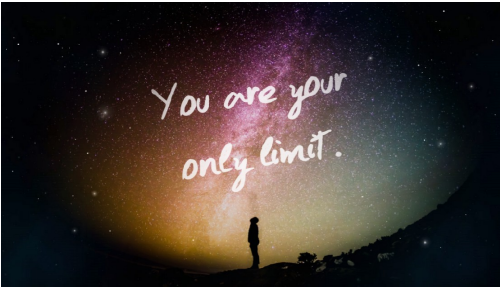
Superimposing a photo of a person in front of the night sky onto a background of outer space

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 overlayed 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 draggin the border of the object using your mouse in the *Timeline*.

5. Advanced settings
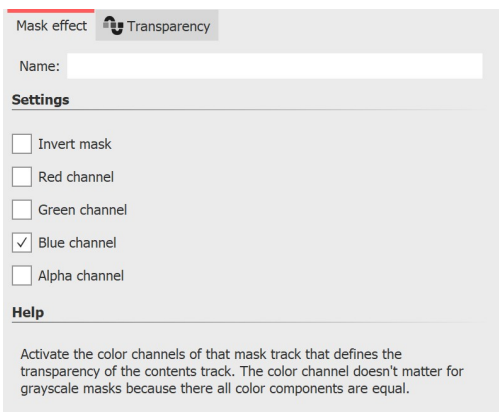
Settings for the masks effect

If the entire *masks effect* is selected, find further setting possibilities in the *properties* window.

Name	Enter a name here, so that you have a better overview later on
Rotating the mask	Inverting the effect of the mask so that visible areas become invisible and the other way round
Red, green, blue, and alpha channel	Masks do not have to consist of gray scale, but can also be colored. With the controls you influence the various channels.

13.9 Halftone
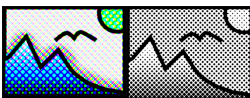
Halftone effect   **Halftone effect, single color**

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
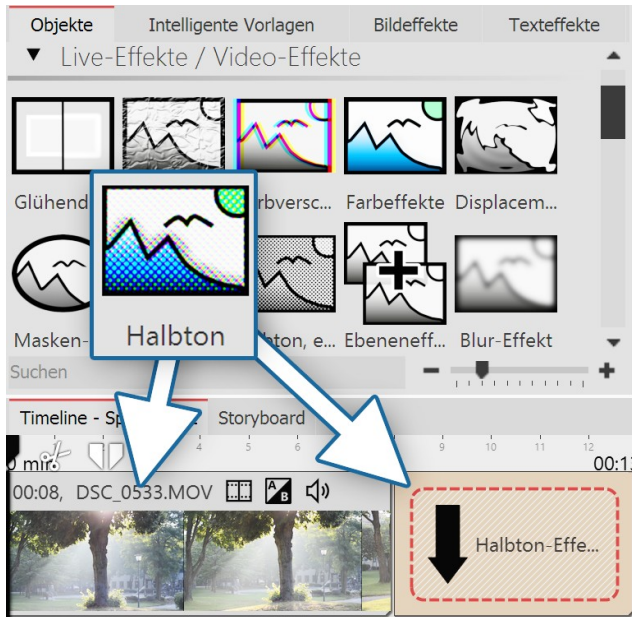
Inserting the halftone effect

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
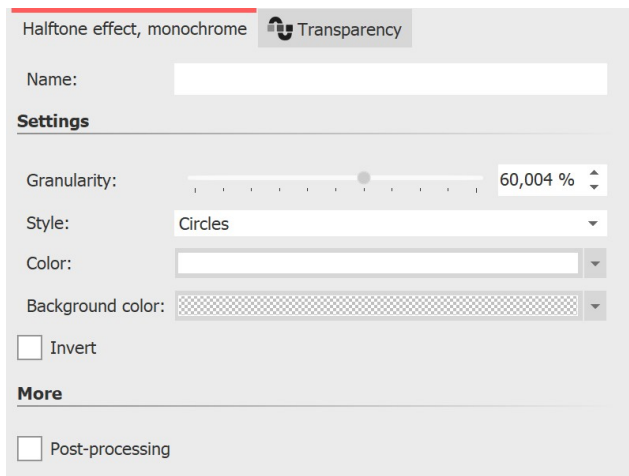
Settings for the halftone effect (colored)

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.

Putting it together in the timeline

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.
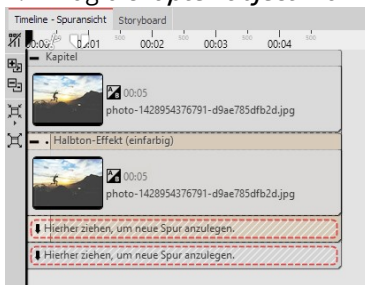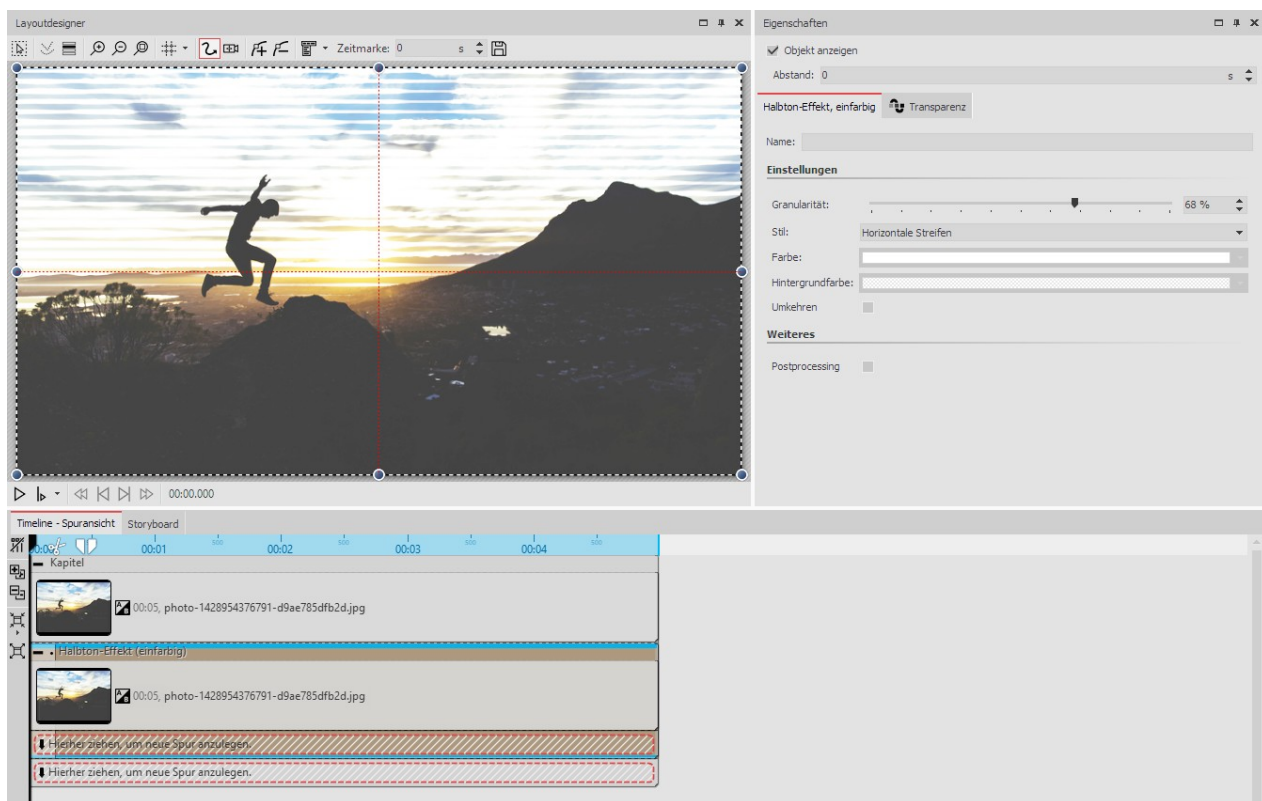
Editing an image with the halftone effect (single color)

13.10 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
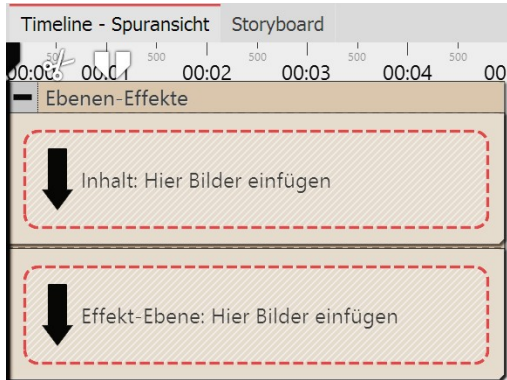
Empty layers effect in the timeline

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
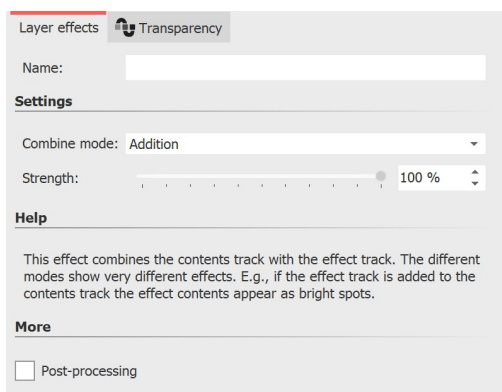
Settings for layers effects

Depending on the combination mode you choose, the appearance of the effect affects the content.

Combination mode	Effect
Adding	The lighter the areas of the effect layers are, the lighted the areas of the content levels will appear.
Subtracting	Depending on the color information of the effect level, the mixed color are subtracted.
Shadow	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.
Lightening	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.
Multiplying	Patterns and colors of the effect layer overlay the content level, where the highlights and shadows of the content area remain.

Minimum (darkening)	Shows areas in the alpha channel as darker. Bright areas of effect level are highlighted.
Maximum (lightening)	Shows areas in the alpha channel as lighter. Bright areas of the effect level are highlighted.
Light colors	Stronger separation of light and dark, as in adding.
Darker colors	Stronger separation of light and dark, as in subtracting.
Adjustment	
Strength	The extent to which the effect is to affect the content. Click on the curves icon to select the following:: • Value (set single value) • Curve (strength of the effect can change over time)
Post-processing	If this option is enabled, the effect will work on everything that is hidden by the effect frames in the Timeline.

13.11 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 chosed 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
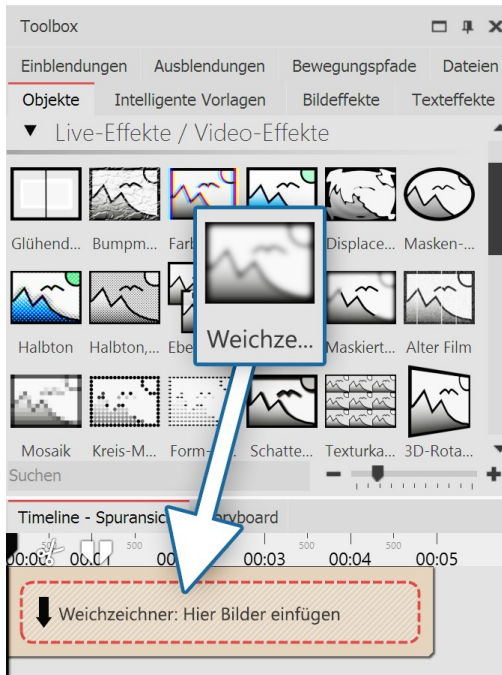
Inserting the blur effect

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
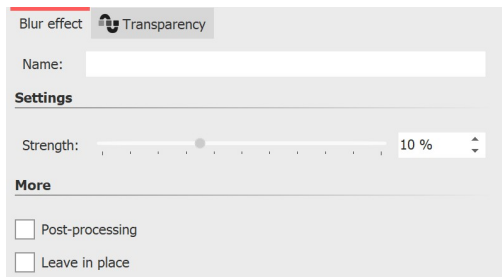
Settings for blur effect

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.

13.12 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
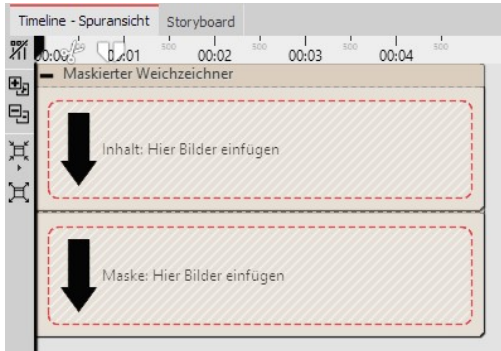
Areas of the blur effect in the timeline

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
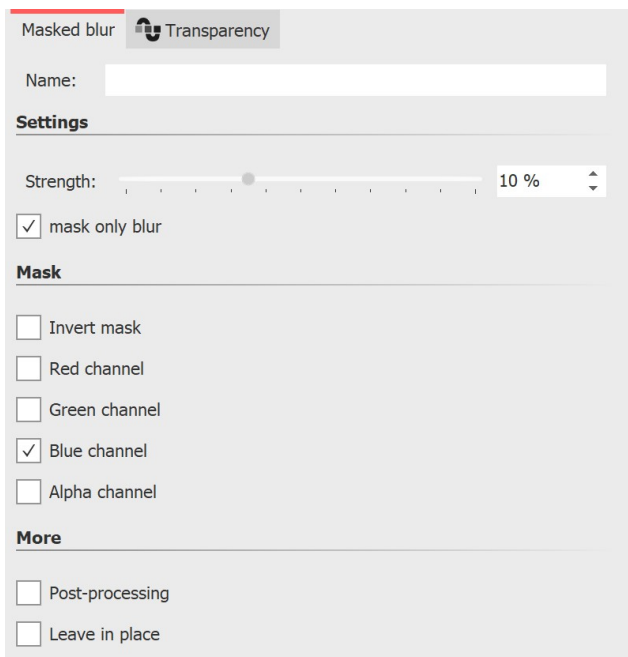
Settings for the masked blur

Click on the yellow frame of the mask so that you can adjust, via *settings*, the behavior of the *masked blur*.

Setting	Meaning
Strength	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.
Inverting the mask	Exchanges the color values, so that previously unmasked areas are masked, and vice versa.

Red channel / green channel / blue channel	Masks do not have to consist of gray scale, but can also be colored. Using the controls, you can influence the various channels.
Alpha channel	Activate consideration of the alpha channel.
Only mask blur / soft focus	Displays the preview of the entire effect in the *Layout designer*.
Post-processing	This means that the effect will be applied to all elements which are enclosed within the effect borders.

13.13 Old-fashioned movie

The *Old-fashioned movie* effect lets you add scratches, dust particles and film roll jumps to images and videos.
The effect combines many effects that you can apply to your object at once without having to do many steps yourself.

You can find the effect in the *Toolbox* under the Objects tab in the *Live effects* section.

Old-fashioned movie
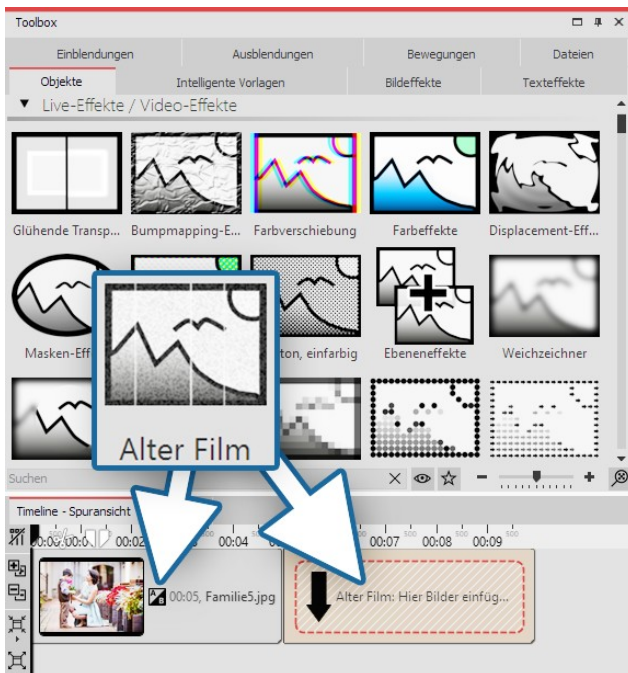
Insert old-fashioned movie effect

1 Old-fashioned movie - Insert effect

To use the effect, you can drag it directly onto an image or video in the *Timeline*.

You can also drag the effect to the *Timeline* and later insert one or more images or videos. In this case, drag an image object or video object from the *Toolbox* into the empty yellow box.

After you insert the image, a colored frame appears with the title of the effect surrounding the small preview image in the *Timeline*.

2 Settings

Click on the colored frame of the effect in the *Timeline* to see the settings for the effect. Via checkmarks you can activate/deactivate the effects *Noise*, *Dust and scratches*, *Wandering lines* and *Brightness fluctuation* in *Old-fashioned movie*.

3 Application example - "Film Noir"

Paste the *Old-fashioned movie* effect into the *Timeline*. Drag a video into the effect. Drag the *Color effect* onto the video. For the *Color effect*, under *Properties*, choose B/W (black/white) and set the *Strength* to 100%. This turns your video into an antique film with a black and white look.
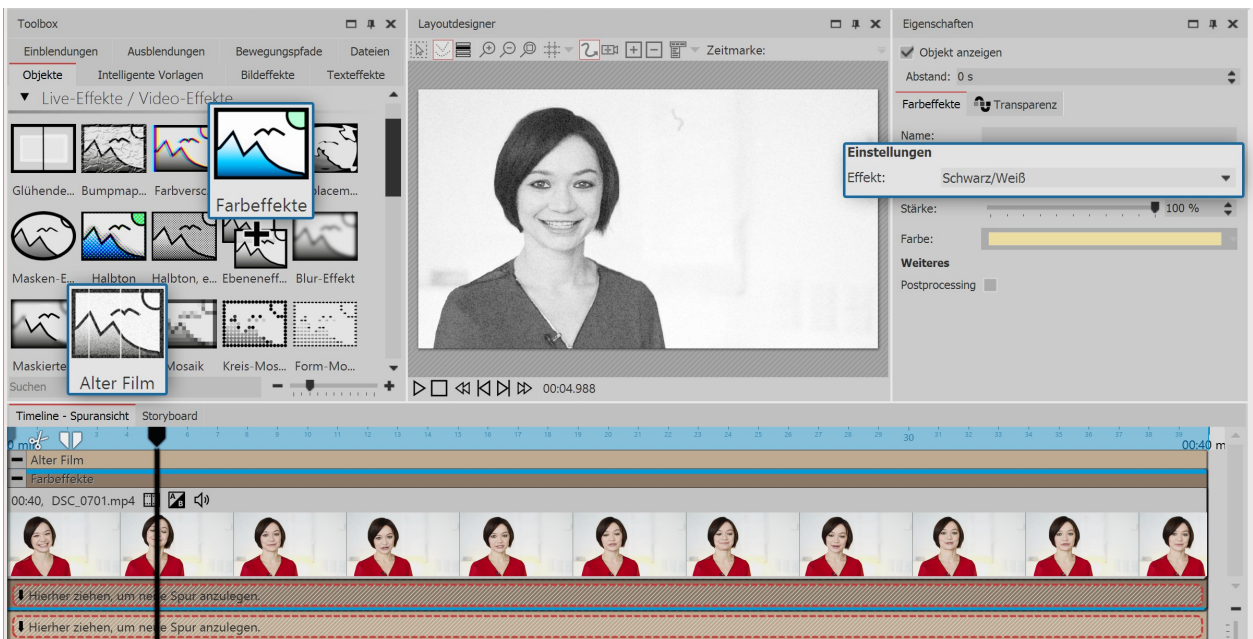
Old black and white movie

13.14 Mosaic

Mosaic

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:

- Mosaic
- Circle mosaic
- Shape mosaic

You can find a finished project in which the mosaic effect was used to pixelate a photo under *File / Open / Sample project*. You can find the sample project under the title **"Mosaic"**.
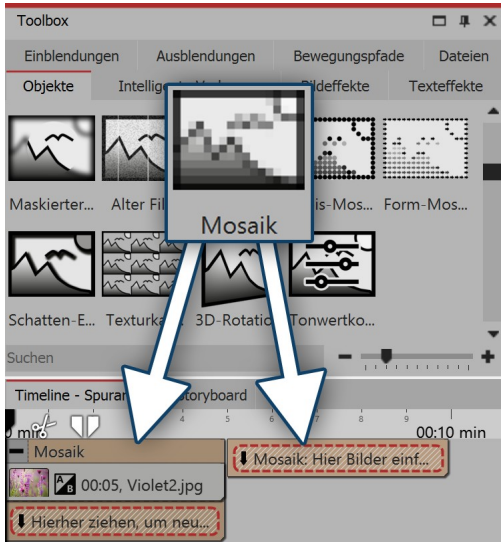
1 Insert mosaic effect

To use the effect, you can drag it directly onto an image in the *Timeline*.

You can also drag the effect to the *Timeline* and insert one or more images later.

If you click on the colored frame, you can specify the settings for the effect in the *Properties* area.

Insert mosaic effect

2 Mosaic and Circle mosaic settings
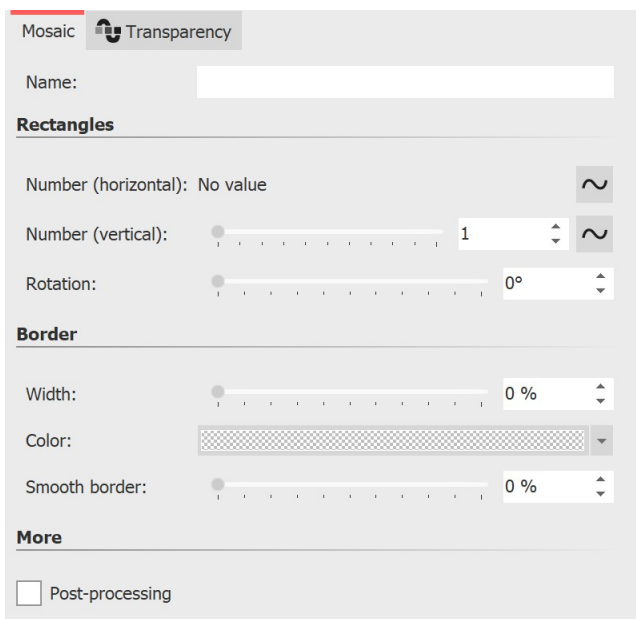
Mosaic settings
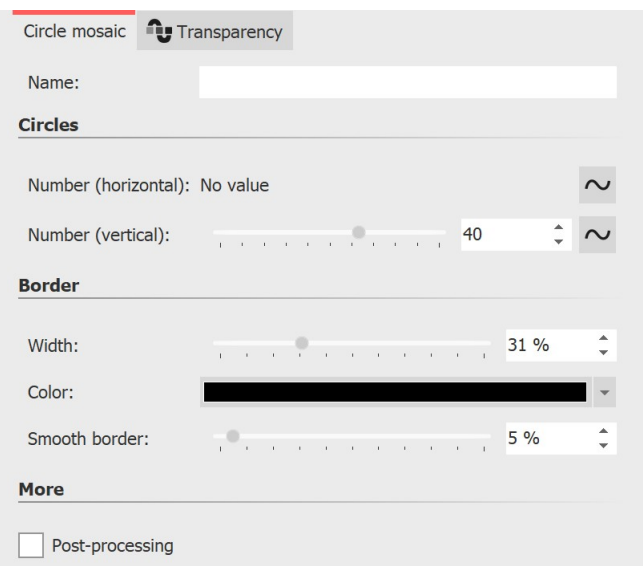
Circle mosaic settings

In the *Properties* window you can make the following settings for the Mosaic effect and the Circle Mosaic effect:

- Anzahl und Rotation der Rechtecke bzw. Kreise
- Breite, Farbe und Weichheit des Randes

3 Shape mosaic settings
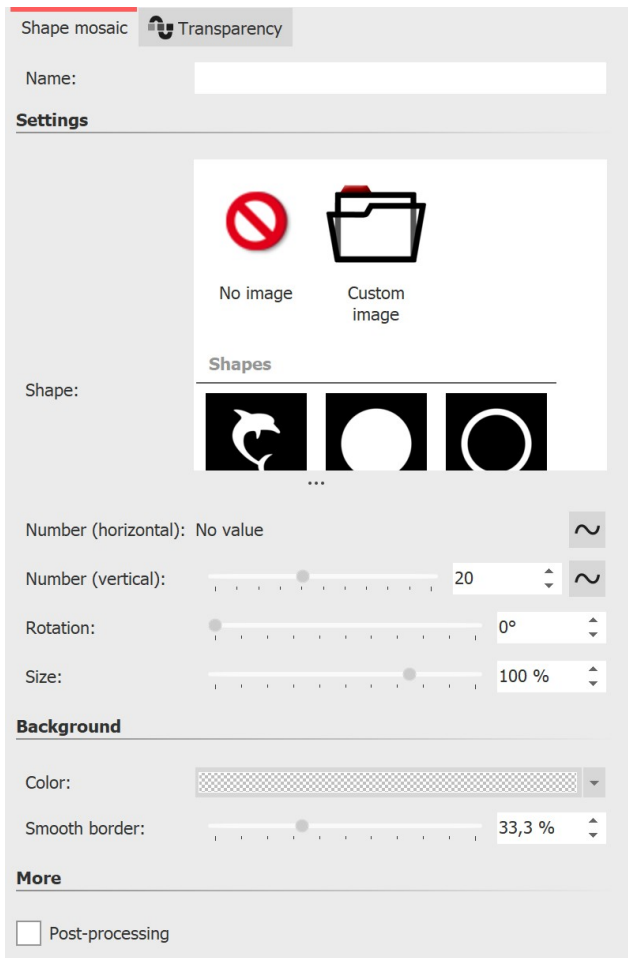
Shape mosaic settings

In the *Properties* window you can make the following settings for the Shape Mosaic effect:

- Form
- Anzahl, Rotation und Größe der gewählten Form
- Hintergrundfarbe und Weichheit des Randes

In our video "Es geht rund" you will find design ideas for your photos with the mosaic effect and the halftone effect.
(Link address: aquasoft.de/go/mosaik)

13.15 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.
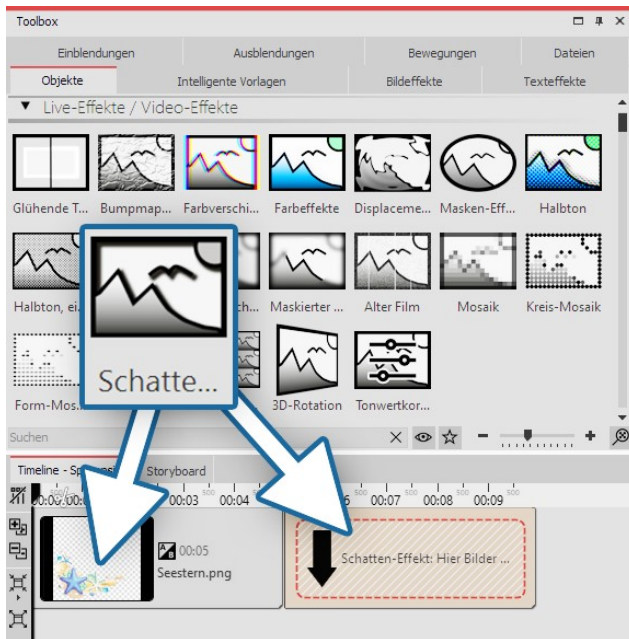
Inserting the shadow effect
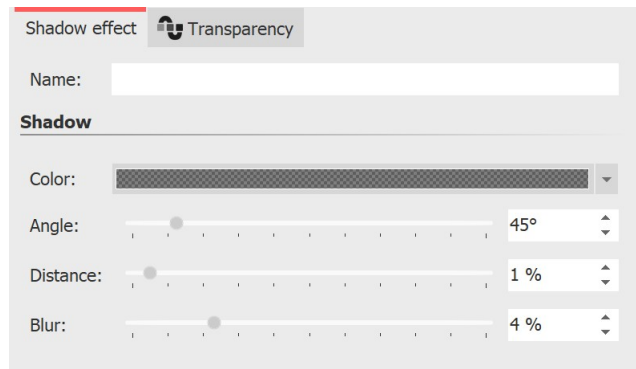
Settings for the shadow effect

2. Example of text and optional graphics with shadow
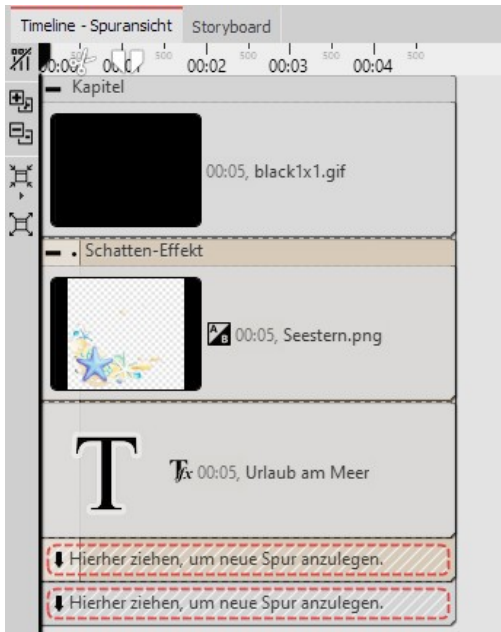
Open the *objects* tab in the *Toolbox*.

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*.

Putting it together in the timeline
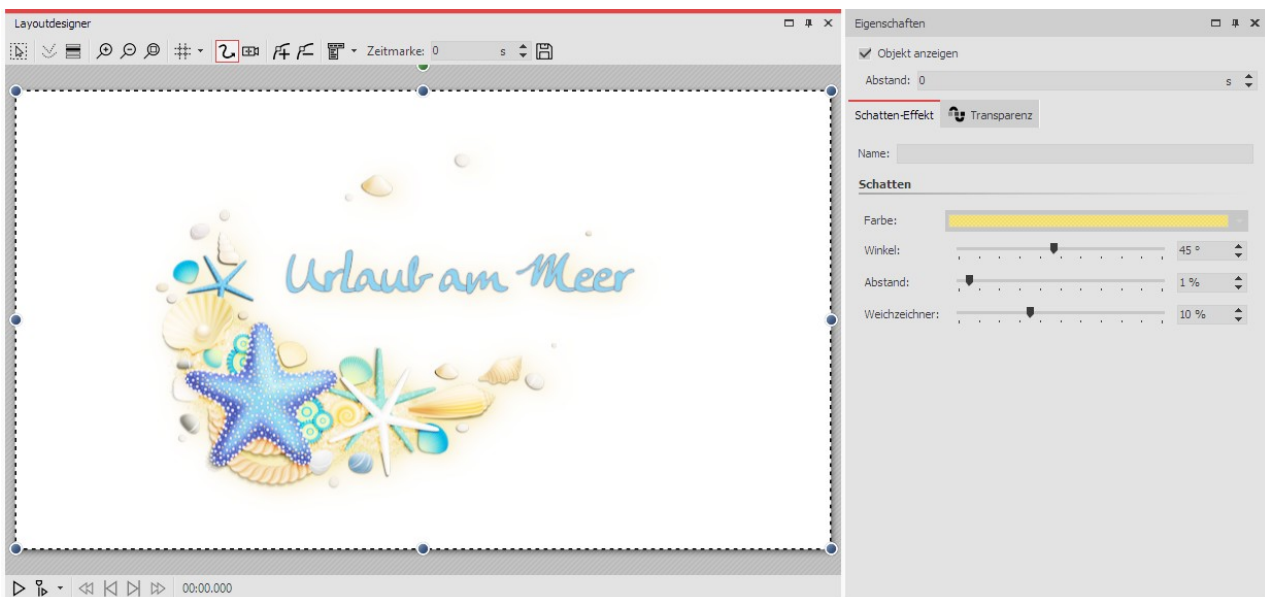
Shadow effect in the layout designer
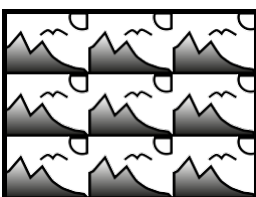
13.16 Texture tiles

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.

Texture tiles

The background can be used well in combination with a long *motion path* which goes over the background.
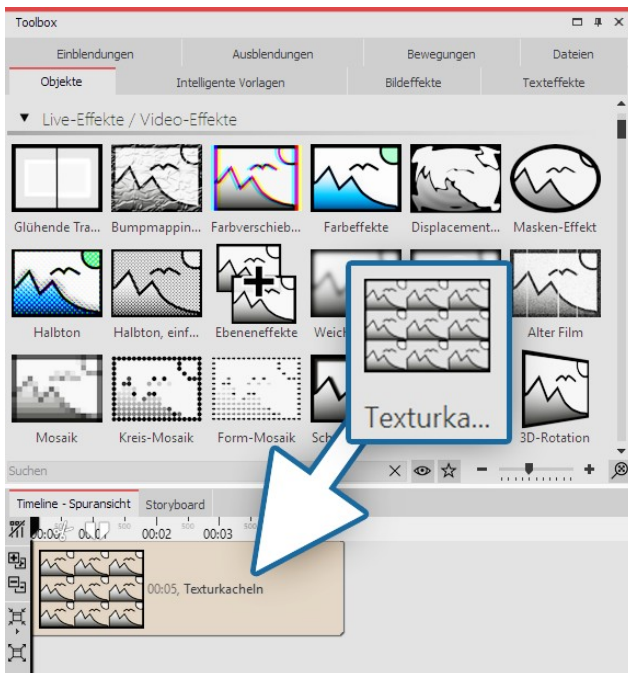
Inserting texture tiles

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*.

2. Properties of texture tiles
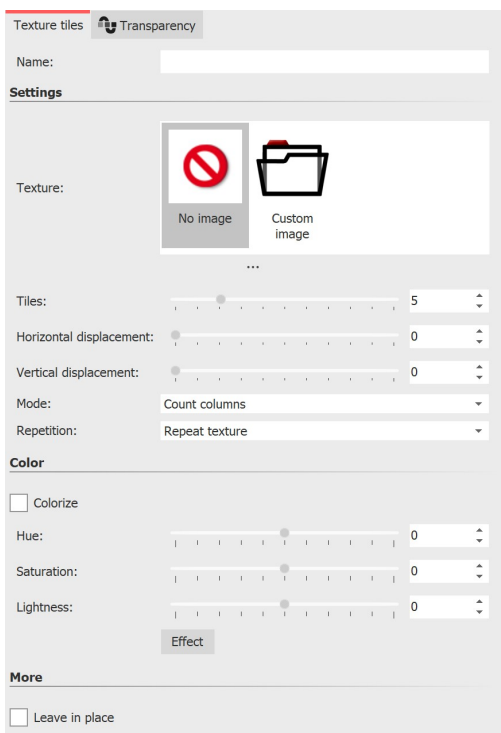
Settings for texture tiles

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.

13.17 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 keyframes. In this way the setting of the rotation angle changes over time. Keyframes can only be used in stages.

1. Add 3D Rotation
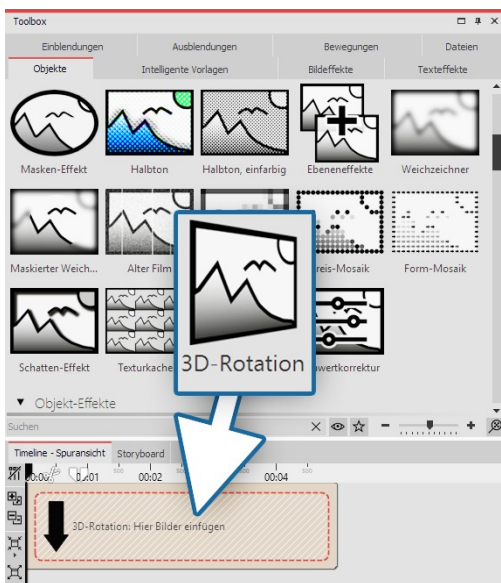
Add 3D Rotation

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. Resize the object in the *Layout designer* so that its edges are no longer there.

2. Define settings
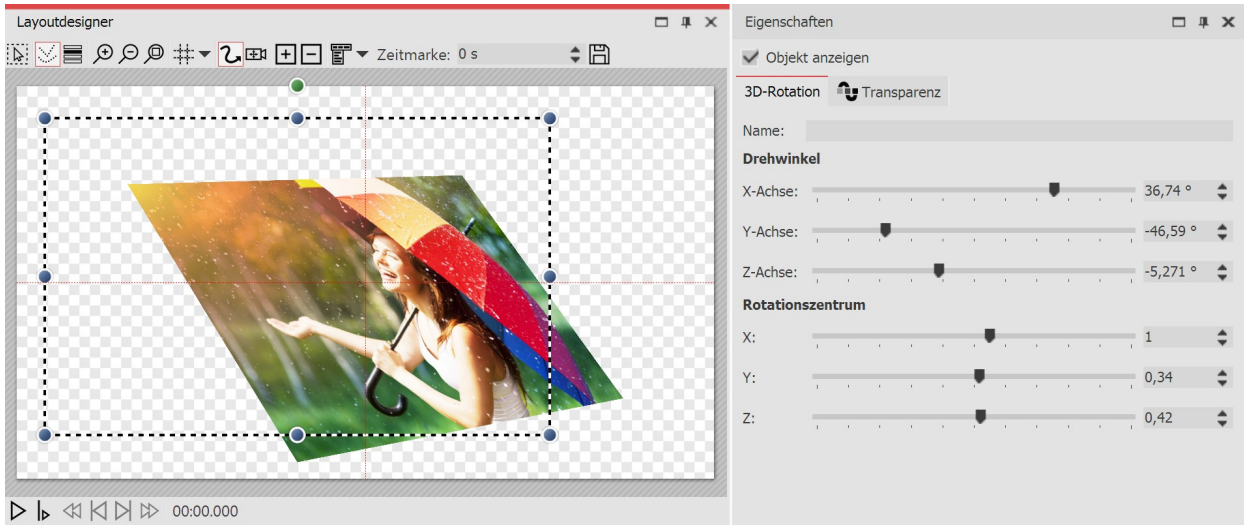
3D Rotation settings

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 *Keyframe* 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.
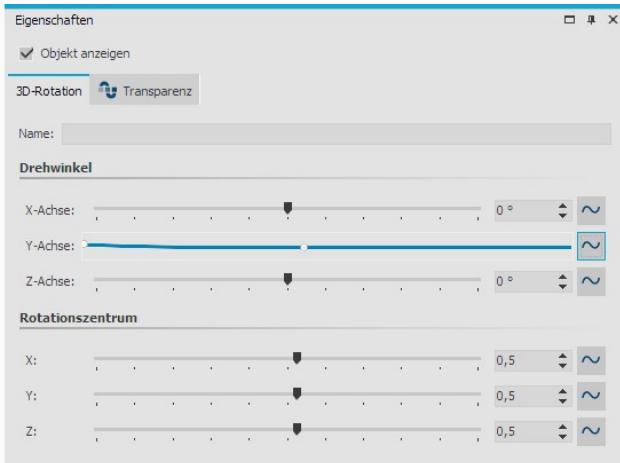
Settings for 3D Rotation with a curve
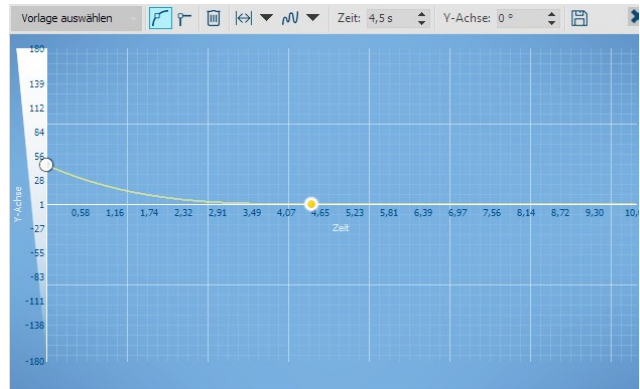
Curve for movement around the x-rotation center

13.18 Tonal correction
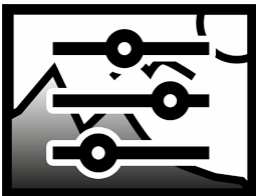
Tonal correction

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
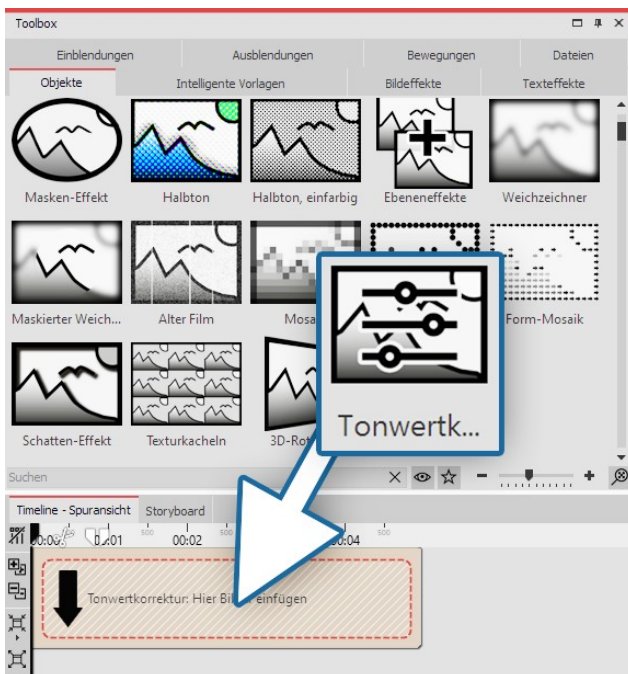
Adding tonal correction

- Color matching
- Combination of color matching and contrast changing

Drag the effect from the *Toolbox* onto the desired location on the *Timeline*.
Then drag an object into the effect.

2. Setting values
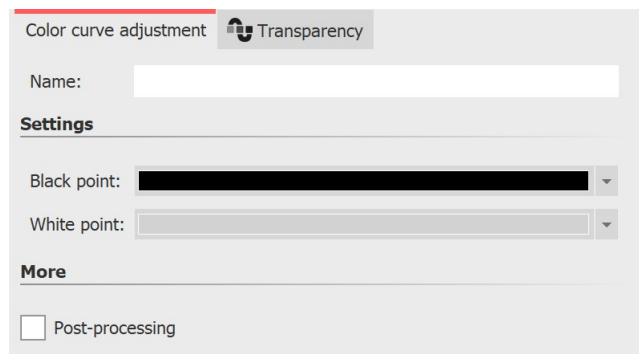
Editing tonal correction

In the properties window you can now set the *black point* and the *white point*. There are three possible applications:

- Changing the contrast

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.

14 Object effects
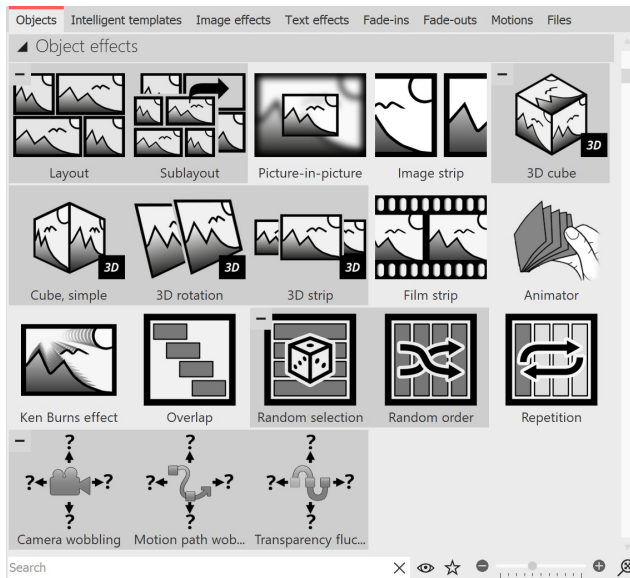
Object effects in the Toolbox

The *object effects* can be found in the *Toolbox* under the *Objects* tab.

There are a total of 18 *Object effects* in **AquaSoft Video Vision**.

In **AquaSoft Stages** there is the effect *Observe directory* in addition to the 18 object effects.

Unlike live effects, which only modify the display, object effects directly affect the settings of objects. For example, they rearrange images or manipulate their transparency curve. Object effects and live effects can be combined.

Remove object effect

To remove an object effect from your images or videos, right-click the effect in the Timeline and select *Remove Effect*.

14.1 Layout and sublayout
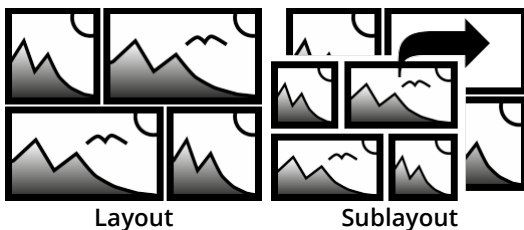
Layout   Sublayout

You can find both effects in the *Toolbox* under the *Objects* tab in the *Object effects* section.

With the help of the *Layout* and *Sublayout effect*, you combine several individual images into an overall image with a regular or random arrangement. The *Sublayout effect* is used to insert additional image collages at one or more positions within the layout effect. In addition, it is possible to let images exchange their places with each other. Photos, videos and texts can be used in the effect. For the design with color fields, the Dynamic Shape Rectangle is recommended.

In a separate toolbox section *Layouts* you will already find a large selection of templates for arrangements.

1 Insert Layout effect

Drag the *Layout effect* from the *Toolbox* to the *Timeline*.

2 Bilder einfügen

To insert images into the *effect*, drag an *Image object* from the *Toolbox* into the *Content* area located within the *gallery*. In the following image selection, you can now select several images at once by holding down CTRL and clicking on the desired images. Select *Open* to insert the images. Alternatively, you can also use the image selection in the *File browser* tab. Drag the images from the *File browser* into the effect object.

3 Customize images

As long as the images are arranged one after the other in the *Timeline*, they appear one after the other in time. The special attraction of the *effect*, however, is that the images are displayed at the same time and in this way are combined with each other to form an overall view.

To have the images appear in the layout at the same time, arrange them one below the other. If you want the images to appear with a time delay, arrange the images one below the other in a staggered fashion.

If the images are to appear in *the layout* at the same time, it is more convenient for the viewer to either select the same overlay for all images or to dispense with an overlay altogether.

To align all images, select all images that are in the effect. Hold down the `CTRL` key while clicking on each image. Now go to the *Properties* window and under *Fade* select either *None* or a specific fade that all images should receive.
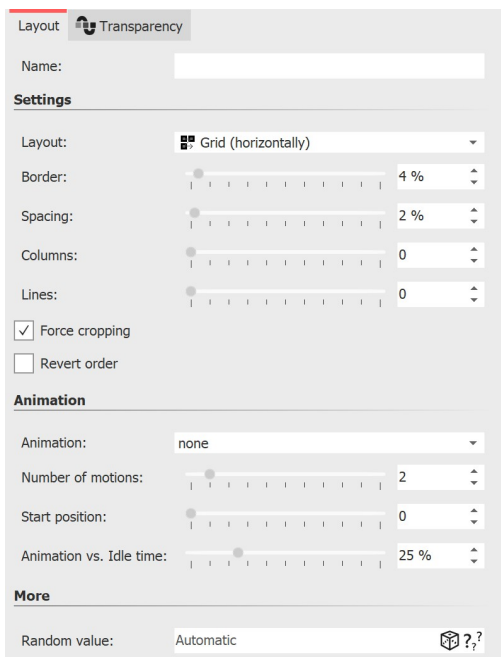
Under *Duration*, enter a value of 20s, for example, so that the viewer has more time to let the image collage take effect on him.

Learn more about the layout effect and see examples of its use in the video "Create your own layout (with animations) ". (Link address: aquasoft.de/go/layout)

Eigenschaften des Layout-Effektes

Layout effect settings

If the frame of the *Layout effect* is selected, you can define the details for your collage in the *Properties* window.

At the *Layout* point, choose according to which default your layout should be created:

Grid (vertical) / Grid (horizontal) - Evenly arrange all images by *columns* or *rows*.
Horizontal (split) / Vertical (split) - Display all images next to each other or below each other with *split ratio*
Horizontal (even) / Vertical (even) - Show all images next to each other or under each other with equal width
Split randomly - Randomly arrange all images with adjustable *variation*.

The structure of the collage for the layout option *Split randomly* is different for each new display. If you want to keep the displayed constellation, you have to set a code further down with the switch *Random value*. This code is a kind of "DNA" of the layout, which can be passed on and will output the collage with always the same properties. Click on the cube icon to create a new, different arrangement.

The *All Fullscreen* layout preset is a special case. The images can be displayed as full screen with border using this option. With this setting, arrange the images one after the other. There is no image swap animation.

There is a slider for determining the *space between* and the *margin.* With *Spacing* you determine how big the spaces between the images should be or if there are any at all. For a layout without spaces, the slider should be set to the value 0. With *Margin* you determine whether there should be a margin around your image composition or how wide it is. For a layout without a margin, select the value 0.

With the *Force Crop* option, you enable the *layout* to display the images without gaps. This automatically crops each image to fit exactly in the layout.

The order of your images in the layout is determined by the track position of each image in the effect. *Invert order* "reads" the tracks from bottom to top.

Background color for layout effect

To get colored borders or spaces in a layout, you can use a colored background. To do this, insert the *Layout effect* into a *Chapter object*. Then place the *Colored background* from the Toolbox in a track above the layout effect. Select the desired color in its properties.

Animation in layout effect

Use the *Animation* section of the effect settings to specify whether the images in the layout should change places using an animation or not. If *None* **is** selected, there will be **no** animation.

With the settings *Swap images* / *Swap images backwards* / **Swap** *images randomly* you get an alternating image display over the display duration of the images. How often a swap takes place during the object duration, you specify via the *number of movements*. You control the ratio of the duration of the swap movement to the duration of the static display of the layout via *Animation vs. idle time*.

The start position specifies with which screen the swap should begin. If 0, it starts with the first image, if 1, it starts with the second image, and so on.

Shrink layout

A layout can be resized and moved in the Layout Designer. To do this, select the layout effect in the Timeline and resize it using the dashed selection frame in the Layout Designer.
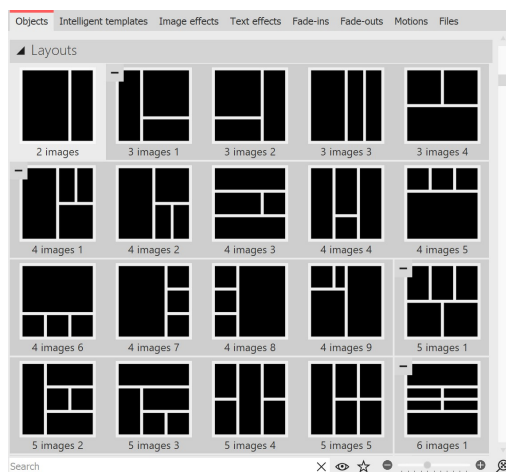
Layouts sorted by number of images

Using predefined layouts

Below the object effects in the toolbox you will find a selection of templates for arranging images.

The templates are sorted by the number of images used. Within the section, you can expand and collapse the areas with the -/+ symbols for a better overview.

To use one of the predefined layouts, drag a template from the Toolbox to the Timeline at the desired location in your project. Now replace the placeholder images in the layout effect and sub-layout effect with your photos. The easiest way to do this is to drag your images one at a time from the Toolbox's File Browser to the placeholder and release when the *Apply Templates* hint appears.

Example Combine layout with sublayout application

A layout is defined by the number of inserted images and the layout effect settings. Instead of an image, however, one or more sublayouts can be inserted into the layout effect.

The sublayout in turn can then consist of several objects or even further sublayouts. The position at which a sublayout appears is determined by the track order in the timeline. The following example shows how to work with sublayouts.
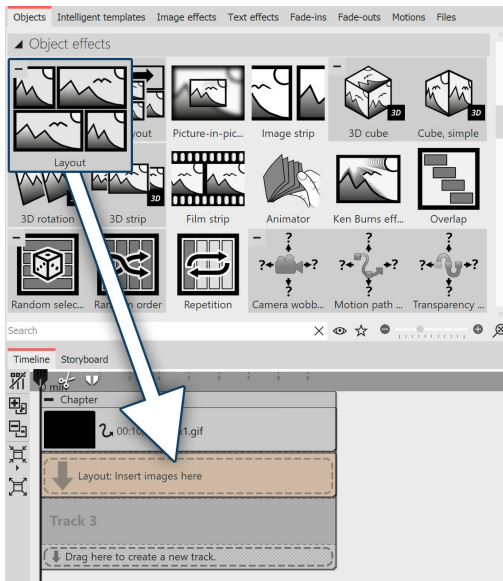
The layout effect comes under the colored background

Step 1

Drag the Colored background and the *Layout effect* from the Toolbox into a Chapter object. Choose a color for the Colored background in the Properties.

Paste four photos one below the other in the Layout effect.

Click the frame of the Layout effect and use the following settings:

Layout: Horizontal (split)
Split ratio: 40%.

In this example, always work with *Force Crop*.

The four images are now arranged side by side in the Layout designer, the first image on the left is larger than the three next to it.
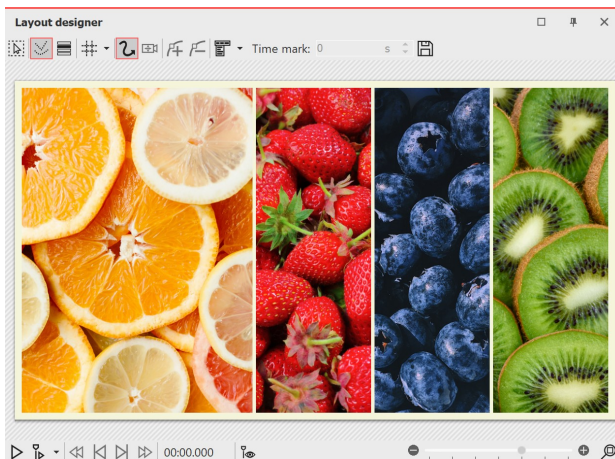
View after step 1
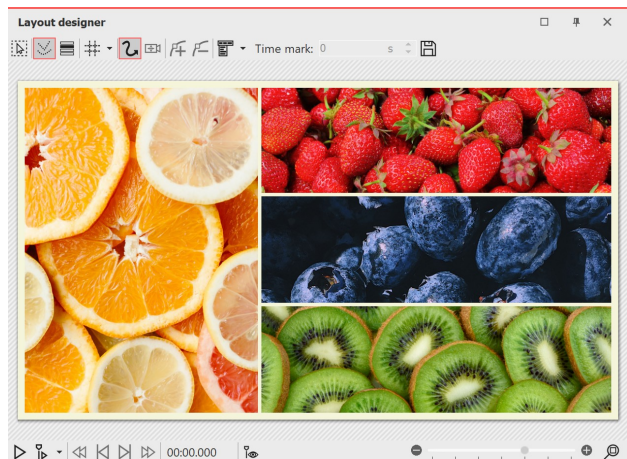
View after step 2
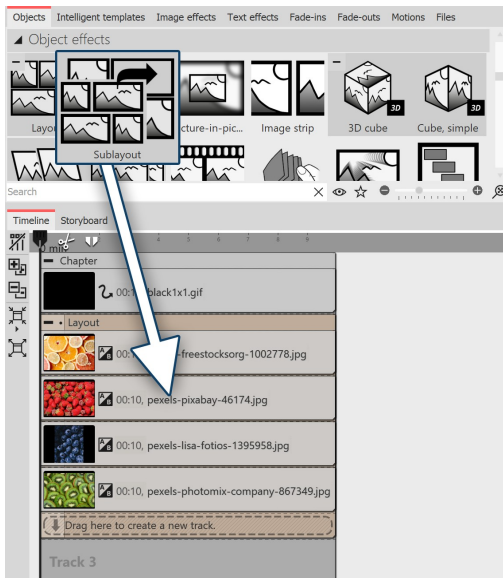
The sublayout is dragged into the layout effect.

Step 2

Now drag the *Sublayout* effect onto the second image (Strawberries). Release when a font appears *Apply template.*

Drag the third and fourth images to the sublayout as well.
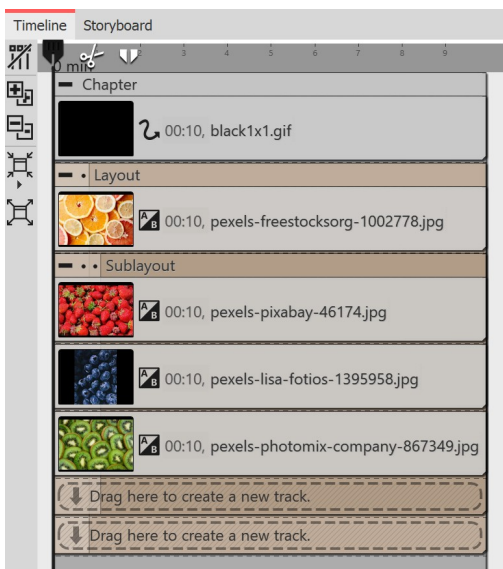
View of Timeline after step 2

Use the *Layout: Vertical (even*)setting for the sub-layout .

In the Layout designer, you will now see the large image on the left and the three other photos in strips below each other.

The middle image strip (blueberries) should now be divided once again.
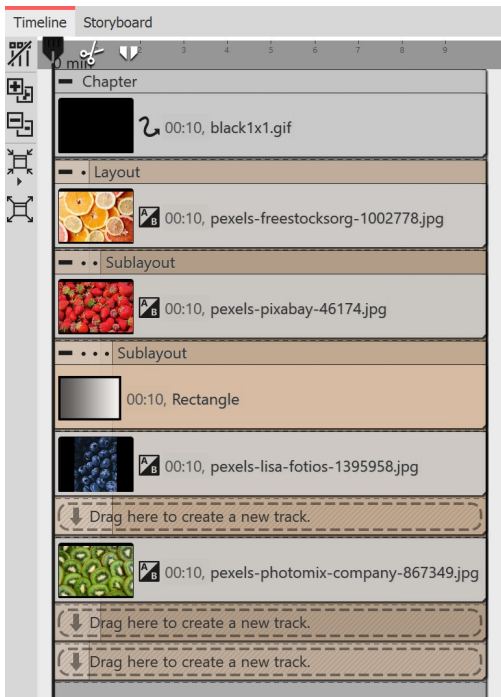
Step 3

Use the **Sublayout** effect again and drag it to the center 3-image (Blueberries) in the Timeline.

This sublayout is given the **Layout: Vertical (Even)** setting.

In the Toolbox, pick out the **Rectangle dynamic shape** and drag it over the image in the last sublayout. Set a suitable color.

You have now created a layout with two sublayouts.

Add text by placing a text object in the track below the layout effect. Position the text on the colored rectangle in the Layout Designer.
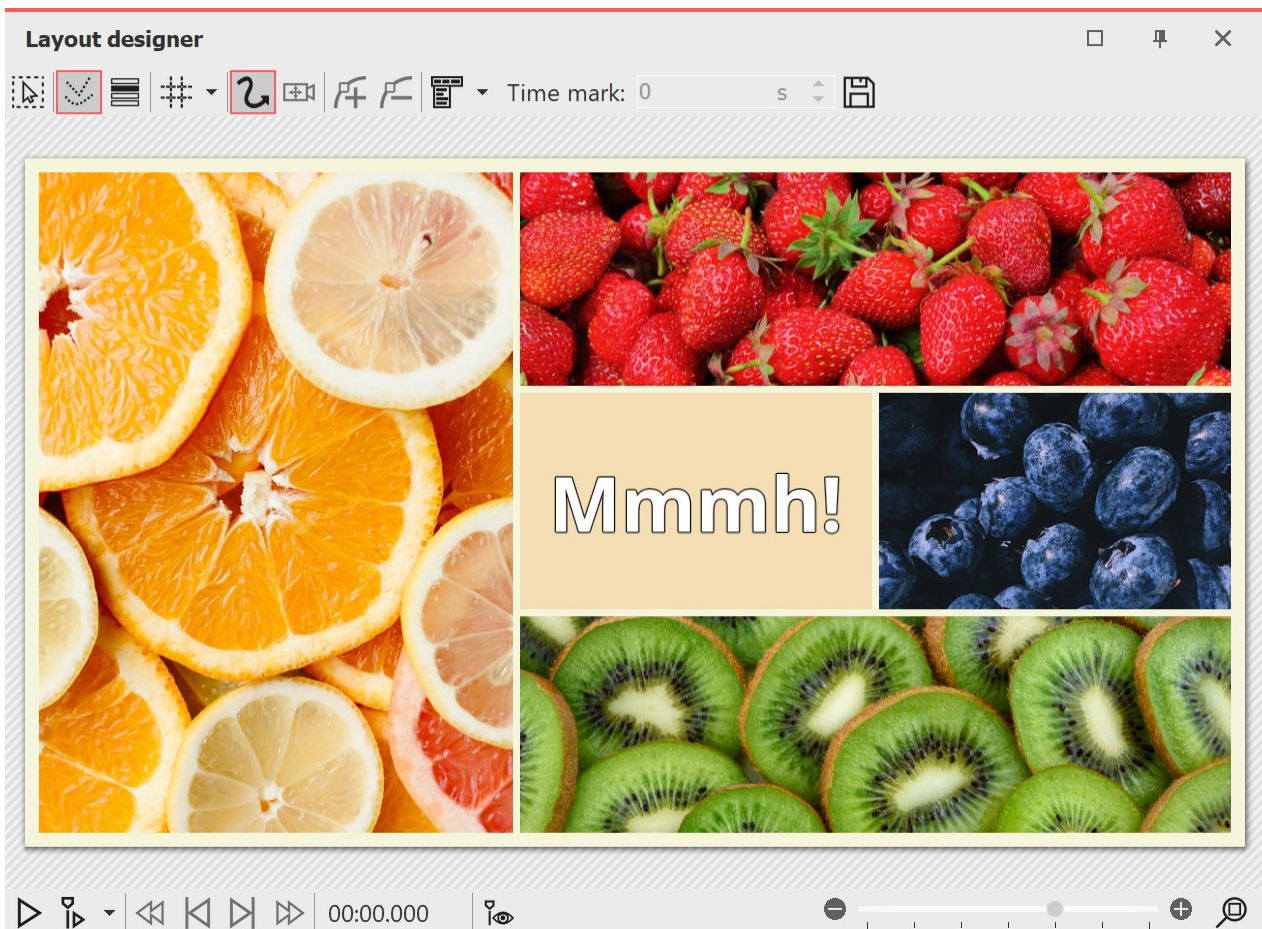
Layout with sublayout, colored rectangle and font

14.2 Picture-in-Picture

With the *Picture-in-Picture effect*, you arrange a photo or video against a background generated from the photo or video. This lets you achieve an interesting foreground-background collage. The effect is great for presenting portrait photos or portrait videos in an appealing way.

Picture-in-Picture

You can find the effect inthe *Toolbox* under the *Objects* tab in the *Object Effects* section.
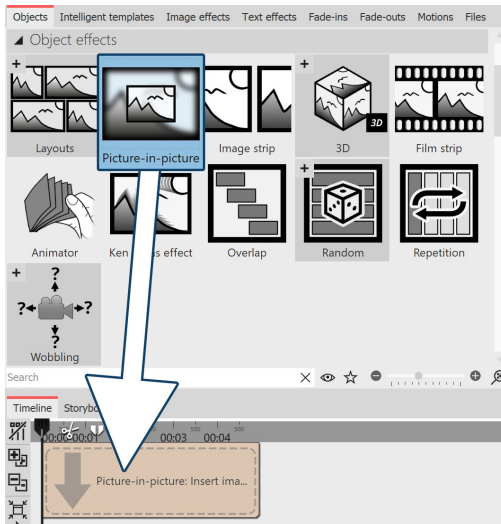
1 Insert Picture-in-Picture effect

Drag the *Picture-in-Picture effect* from the *Toolbox* to the *Timeline*. You will now see a colored box in the *Timeline*. Insert your image or video here. To do this, get the image or video into the *Timeline* using the Toolbox *File browser* tab, for example, or drag an *Image object* or *Video object* into the *Picture-in-Picture effect* to insert an image or video.

Insert Picture-in-Picture effect

Only one image or **video** can be inserted into the *Picture-in-Picture effect* at a time .
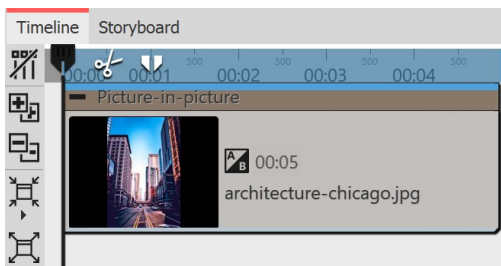
Filled Picture-in-Picture effect in timeline
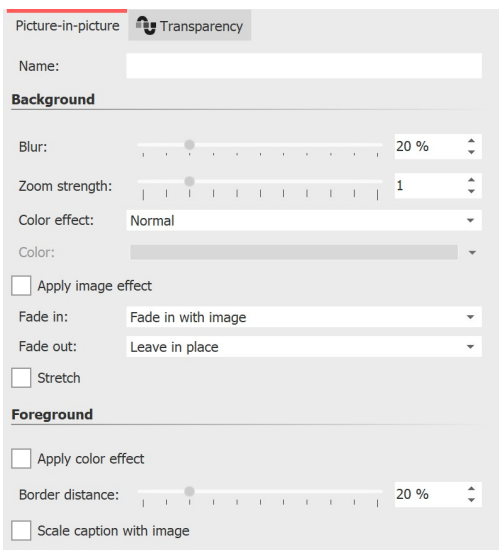
Settings for Picture-in-Picture effect

2 Settings for Picture-in-Picture effect

After you have inserted the image or video , click the colored frame of the *Picture-in-Picture effect* in the *Timeline*.

Background settings:

In the *Properties* section you can now set the *blur strength* for the background image. With the setting 0, the background is shown without blur.

Zoom strength: Determine whether the background should be played with an animated zoom effect during the display duration and how much it is zoomed in.For the background not to be zoomed, select "0" for zoom strength.

Under *Color effect* you can choose between the options *Normal* (background without color effect), *Colorize* (background is colored with selected color), *Black & White* and *Sepia* for the background design. The color selector only becomes active when you activate *Colorize*.

Apply image effect: If the foreground image has an image effect (e.g. frame or similar), this image effect can also be applied to the background.

Use *Fade in* and *Fade out* to specify how the background is faded in and out.
The basic setting *Fade in with image* (fade in) takes over the fade in *identically* from the image.
Apply from image transfers the fade in from the image as well - but if the image fade in contains random parameters, they will also be applied randomly to the background. If you don't want any fade in for the background , activate *None.* With the fade in option *Alphablending*, the background is faded in with it, regardless of which fade in the image has.

Stretch: If the box is checked, the background will be stretched instead of cropped.

Foreground settings:

Farbeffekt anwenden: Der am Hintergrund angewendete Farbeffekt kann auch auf den Vordergrund übertragen werden.

The *border distance* determines how much smaller the foreground is shown on the background. Select 0% so that a portrait format, for example, is fitted to full height.

If *Scale caption with image* is activated, an image caption will be scaled down proportionally to the resized image.

Effect with Colorize / Blur 10% / Zoom strength 2 / Margin 0%

Effect with Colorize / Blur 0% / Zoom strength 1 / Margin 10%

14.3 Image strip

Image strip

With the *Image strip* effect, you can create an automatic scrolling effect in which the images move continuously and without interruption in a predefined direction.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.
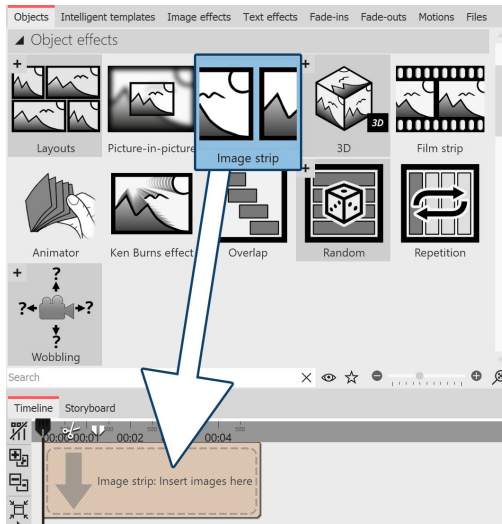
Insert Image strip

1 Create Image strip

Drag the *Image strip* effect from the *Toolbox* to the *Timeline*. In the *Timeline* you will now see a colored box. Insert your images here. Fetch the images, for example, via the *Toolbox* tab *Files* into the *Timeline* or drag an *Image* object into the *Image strip* effect to insert the images.

Filled Image strip in the Timeline

In the *Image strip*, the images can only be arranged one behind the other.

Only insert image or text objects in the *Image strip* effect, otherwise errors may occur in the display.

The *Image strip* internally holds all its images in memory at the same time, so the number of images that can be used in an *Image strip* at the same time is limited by the available working memory.
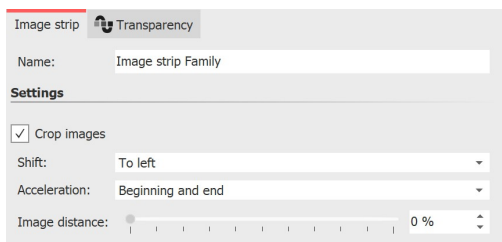
Settings for the Image strip effect

2 Settings for Image strip

After you have inserted the images, click on the colored frame of the *Image strip* effect in the *Timeline*. In the *Object settings* area you can now set the shift to (running direction) of the images.

With *Acceleration* you decide whether the *Image strip* should run at a steady speed (selection "none") or appear slowed down at the beginning and/or end. You can also set whether an *Image distance* should be inserted or how large this should be.

Furthermore, you can choose whether the images should be cropped. Always select this option if your photos do not match the aspect ratio of the project.

3 Change the speed of the Image strip effect

The speed of the *Image strip* effect depends on the display duration of the inserted images. Depending on how long or short the display duration of the respective image is, the image band effect moves faster or slower.

> In our video AquaSoft DiaShow 9: Bildband-Effekt you will find a step-by-step explanation of the *Image strip* effect. (Link address: aquasoft.de/go/uy3f)

14.4　3D object effects
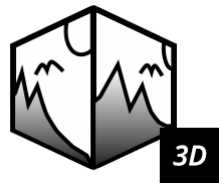
You can find the four 3D effects *3D cube, Cube, simple, 3D rotation* and *3D strip* in the *Toolbox* under the *Objects* tab in the *Object effects* section. What they have in common is that they are animations with 3D scenes [209].

3D cube　**Cube, simple**
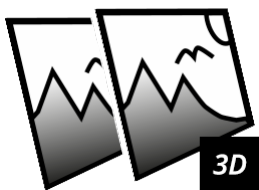
You can fill the templates with photos, videos or text objects. For each effect you will find different settings to influence the animation.

3D rotation　**3D strip**
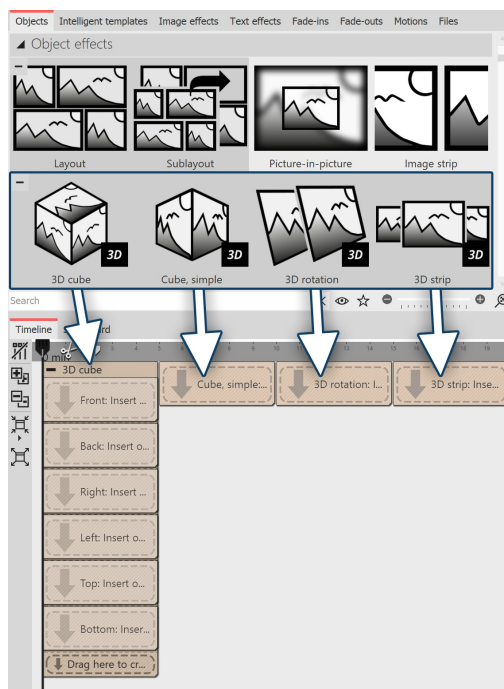
Insert objects

1 Using the 3D object effects

Drag the desired effect from the Toolbox to the Timeline. Depending on the selected effect, you will see one or more placeholder tracks. Fill

- the **3D cube** with six images one below the other (one image in each red marked area)

- the **Cube, simple** with several images one after the other

- the **3D rotation** with one or more objects

- the **3D strip** with several images in a row

To fill the effects, drag your images directly from the *file browser of* the *Toolbox* onto the *placeholders* in the 3D cube or into the cube or 3D strip effect. Release the image when the *Insert file* hint appears.
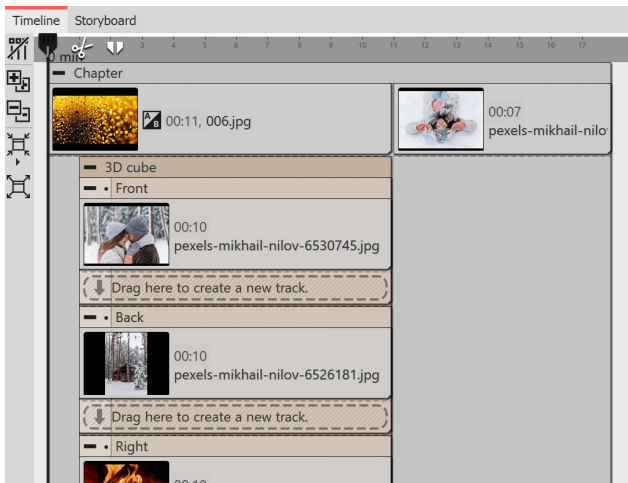
Effect with background in the Timeline

2 Using a 3D object effect with background

Depending on what is in your project before the inserted 3D object effect in the Timeline, the animation appears against a black background or a predecessor image.

To show your 3D object effect against a specific background, place the effect in a chapter object. In the top track, above the 3D effect, you can now insert any background.
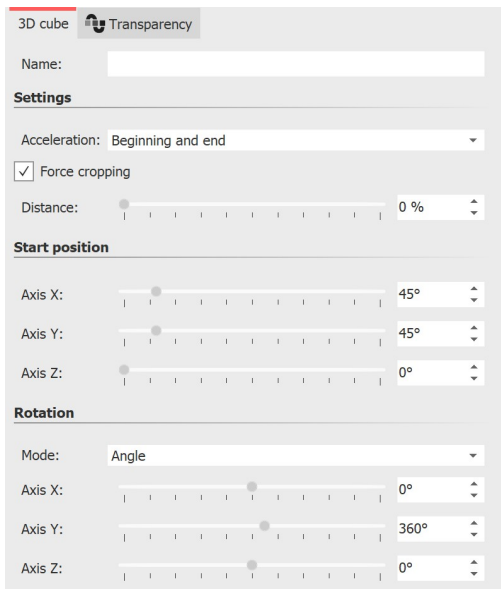
Settings 3D cube

3 Settings for Effect 3D cube

The effect automatically arranges your images into a cube in a 3D scene. The cube can then be animated with a rotational movement.

To access the effect settings, select the effect border in the Timeline. You will find the properties window in the <u>Default view</u> 282 at the top right of the program.

With *Acceleration* you decide whether the cube should run at a steady speed (selection "none") or appear accelerated at the beginning and/or end.

To have all images displayed as a cube square, select *Force C*rop. Force c*rop* crops all images in your effect to 1:1 aspect ratio, regardless of the actual aspect ratio of your used footage and regardless of the aspect ratio setting (Crop, Keep) in the Image Properties.

The *Distance* represents the viewer's distance from the object and thus affects the size of the cube in the Layout designer.

You can determine which view or side of the cube is seen first by changing the X/Y/Z values at *Start position*.

You can influence the *rotation animation* (frequency of rotations and direction) via the modes *Angle, Rotations per second* or *Number of rot* ations. If all values for the X-, Y- and Z-axis are set to 0, no animation takes place. Use minus values to force opposite rotations.

To let the effect work for itself, it is recommended to fade in *None* for all images in the effect or to fade in identically for all six images. To apply the same fade to all images at once, select all images while holding down the CTRL key. Then select the desired overlay in the properties.

Increase the *display duration of* all images in the effect to make the cube animation run longer overall.

> To quickly adjust the display duration of the effect (and thus the duration of all interior objects at once), use the *Scaling scriptlet intelligently* 214.

Size and position of the 3D cube

To resize the cube, first select the effect frame in the *Timeline*. Then, in the *Layout designer*, in *Motion Path mode*, drag the dashed selection frame smaller by a handle.

You can also move the position of the cube in the Layout designer in *Motion Path mode* or additionally apply a motion path to the cube.
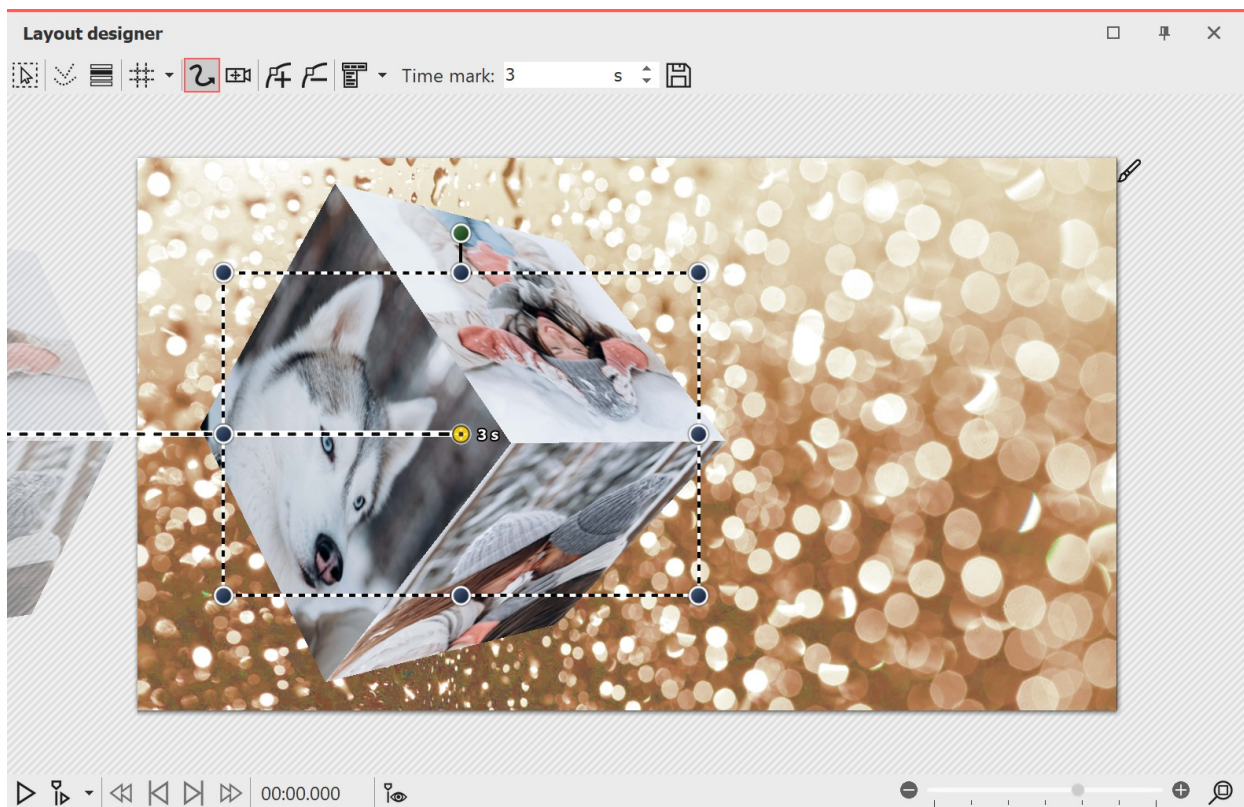
Smaller 3D cube in Layout designer with motion path
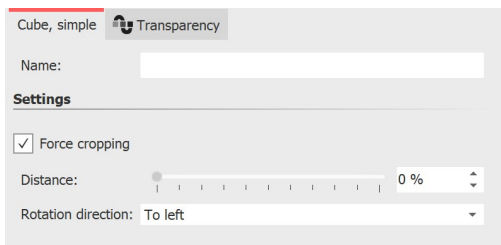
4 Settings for effect "Cube, simple"

Settings Cube, simple

The effect plays the inserted images in a reduced view one after the other with a horizontal or vertical cube rotation.

To get to the effect settings, select the effect border in the Timeline. You will find the properties window in the top right corner of the Default view 282.

The *Distance* stands for the distance of the viewer to the object and thus influences the size of the cube in the layout designer.

In the settings you can define the *Direction of rotation - left, right, up, down*.

To have all images displayed as a cube square, select *Force cropping*. Force cropping will crop all images in your effect to 1:1 aspect ratio, regardless of the actual aspect ratio of your used footage and regardless of the aspect ratio setting (Crop, Keep) in the Image Properties.

To let the effect work for you, it is recommended that the images in the effect be shown as *None.* However, interesting effects can also be achieved with the *Extend from Center* or *Alphablending* insertion.

How long an image is displayed is determined by the respective *display duration*. If necessary, select different display times from time to time to make the effect more dynamic. Use [Image effects](#) 203 (e.g. frames) to customize the effect.

Size and position of the cube

To shrink the cube, first select the effect frame in the *Timeline*. Then, in the *Layout Designer*, in *Motion Path mode*, drag the dashed selection frame smaller at a corner handle.

You can also move the position of the cube in the Layout Designer in *Motion Path mode* or additionally apply a motion path to the cube.
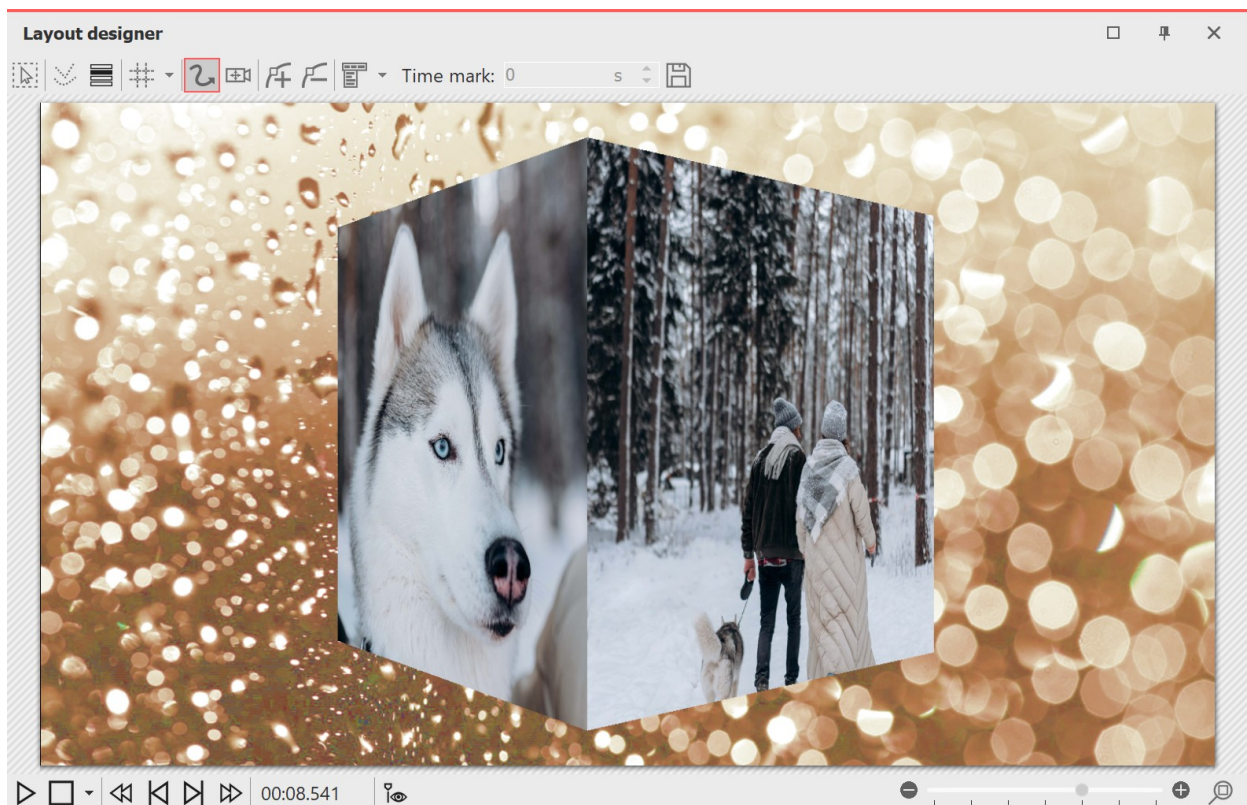
**Simple cube with background played in Layout designer**
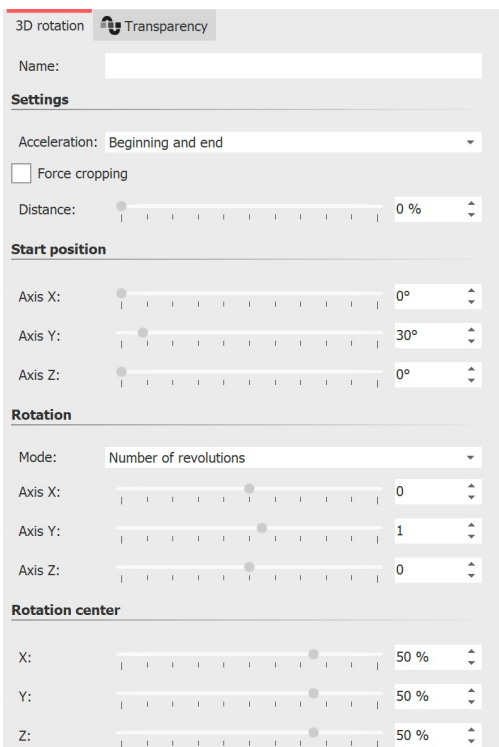
5 Settings for 3D rotation

The effect plays the inserted content with an animated rotation. You can specify which axes are rotated and how often in the properties of the effect. The effect can also be used without animation to place objects at an angle in space.

Select the effect frame in the Timeline. Within the you can then make the effect settings in the upper right corner of the properties window.

With **Acceleration** you decide whether the rotation should run at a steady speed (selection *"none"*) or appear accelerated/decelerated at the beginning and/or end.

Settings for 3D strip

Use the *Distance slider* to change the distance between the viewer and the object. The lower the distance, the more likely parts of the image may extend beyond the visible area during rotation. The higher the distance, the smaller your object will appear in the Layout Designer.

Use the *Start position* to specify the position in which the image should appear when the effect starts. Change the degrees on the X, Y, and Z axes and watch your object rotate in the Layout Designer.

In the **Rotation** section, specify which mode you want the rotation to follow: **Revolutions per second**, **Number of revolutions**, or **Angle**.

If no animated rotation is desired, select = 0 for the X, Y, and Z axes.

> The setting for rotation always applies to the entire effect duration. For example, if a number of rotations = 2 is set in the settings and there are two images with the same duration in the effect, each image will be rotated only once. In such a case, increase the number of rotations to 4 or insert the effect twice - once for each image.

Das Drehzentrum kann bei Bedarf von der Mitte 50/ 50/ 50 beliebig versetzt werden.
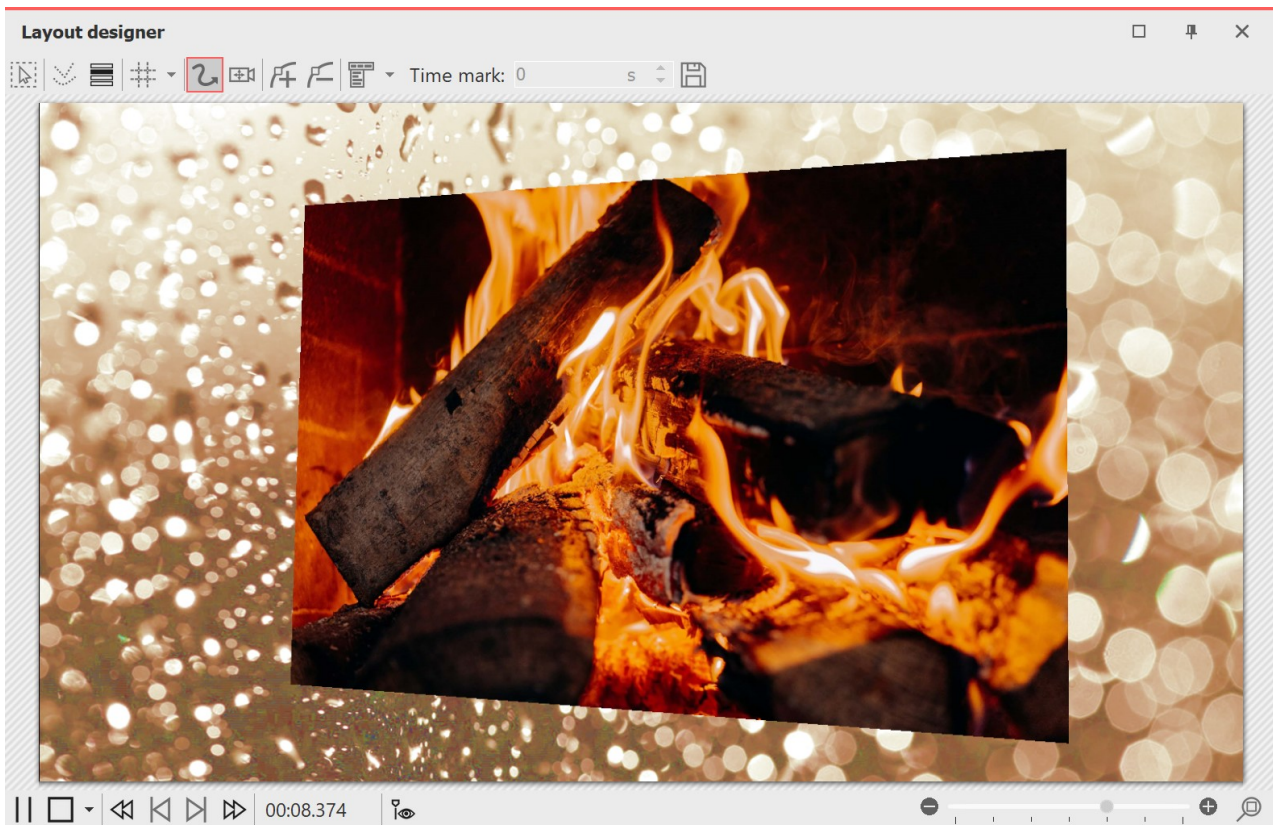
3D rotation with background in Layout designer
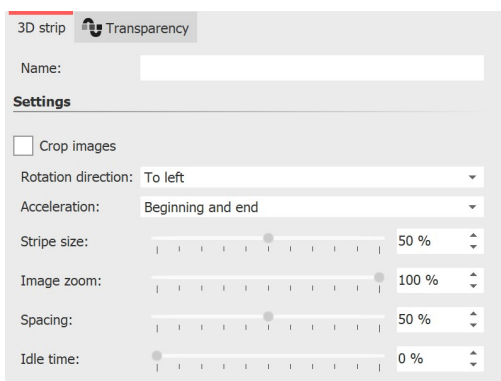
Settings 3D strip

₆ Settings for 3D strip

The effect plays the inserted images one after the other in an image strip. The images can also emerge from the continuous strip to create a 3D effect.

To access the effect settings, select the effect border in the Timeline. You will find the properties window at the top right of the Default view |282|.

Crop images: Images are cropped to fit the project aspect ratio, So all images in the 3D strip are cropped to the same aspect ratio. Do not use this function if, for example, you want to use portrait images in the effect.

Use *Rotation direction to* specify the direction in which the images will move.

Use *Acceleration* to decide whether the image strip should run at a uniform speed (select *"none"*) or appear accelerated at the beginning and/or end.

The S*trip size* defines how large the images are displayed in the running strip. Here 100% of the full effect selection frame height. Select a value smaller than 100% if you want to use the *Image Zoom* effect.

The *Image zoom* causes each image from the 3D strip to appear once enlarged in the foreground. At the *value 0* this action does not take place. When set to *100%*, the highlighted image is brought to the full selection frame height. Change the height of the effect selection frame to make the zoomed image appear larger.

Use *Spacing* to specify the distance between the images. *0%* corresponds to no spacing. It does not matter whether the images are cropped or not via the effect or the respective image properties.

With the *Idle time* you can make sure that the continuous movement of the strip pauses for a certain time with each image. The standing time depends on the display duration of an image. The object duration minus 2 seconds (for the movement) corresponds to 100% standstill time.

Since all images in the visible and non-visible area are faded in at the same time, fading in is usually only relevant for the already visible, first one or two images.

> The 3D Strip effect internally holds all of its images in memory at the same time, so the number of images that can be used simultaneously is limited by the available RAM.
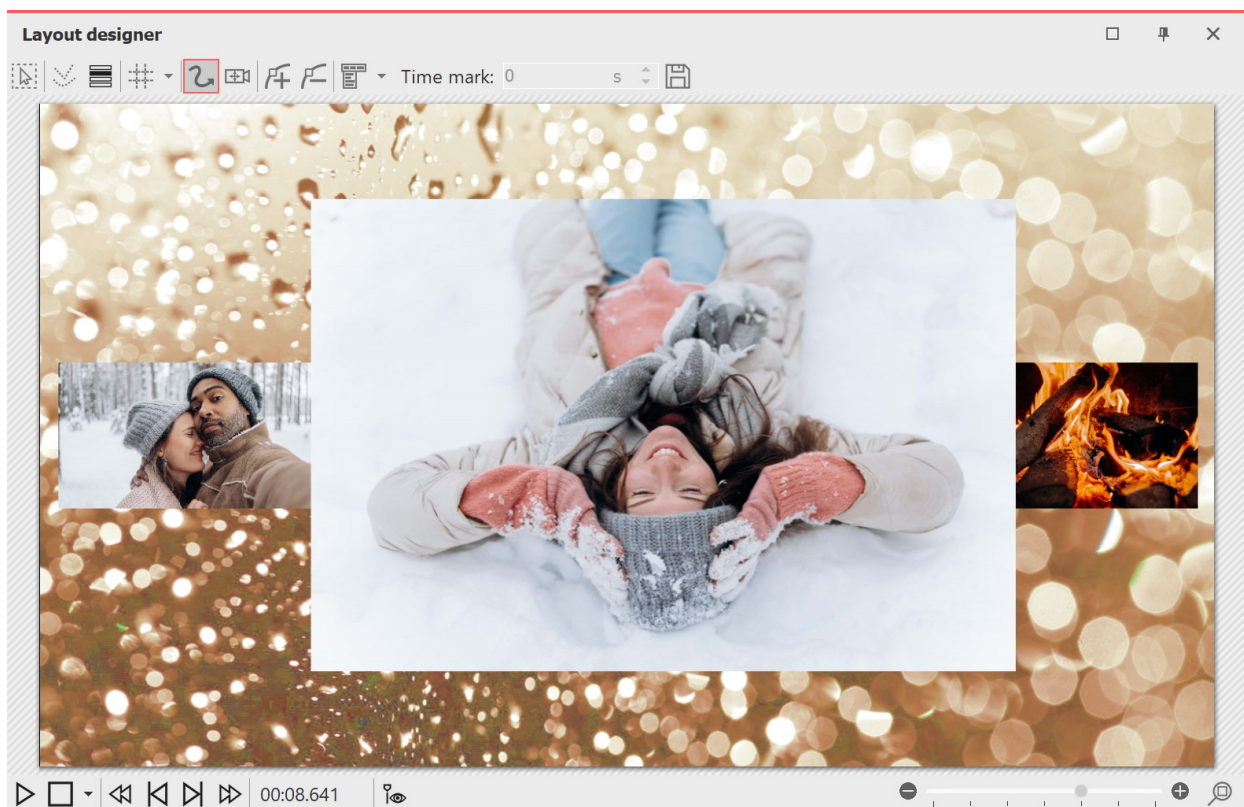
3D strip with background, played in layout designer

14.5   Film strip
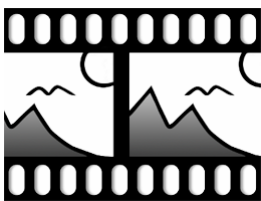
Filmstrip

Ideally, you should use the *Filmstrip* effect on a background image so that the "perforated edge" of the effect will be visible.

You can find the *Filmstrip* effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.
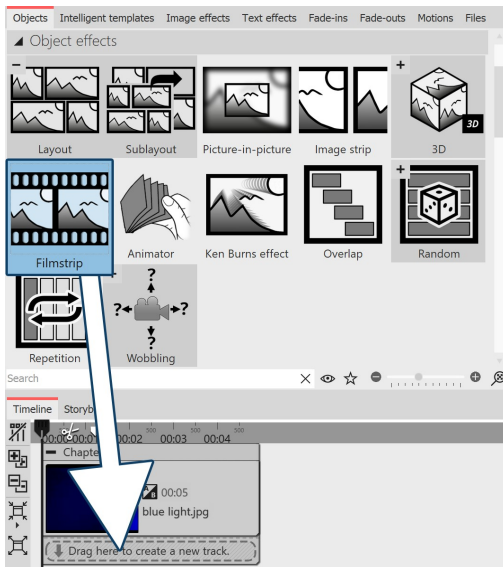
Insert Filmstrip effect

1 Use Filmstrip effect

First drag a *Chapter* object from the *Toolbox* to the *Timeline*. Drag a background image of your choice into the *Chapter* object, e.g. from the *Backgrounds* section in the *Toolbox* or from your own images. Now drag the *Filmstrip* effect below the background image to the "Drag here to create a new track" label.

Now insert photos into the *Filmstrip* effect. To do this, drag an *Image* object from the *Toolbox* and select your image files. The image files will be inserted one after the other.
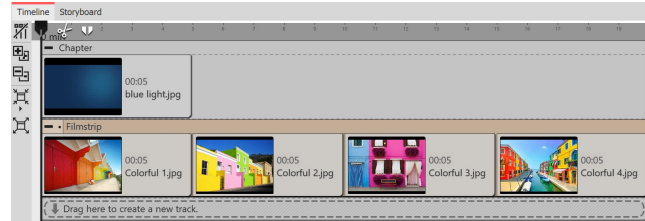
Fill Filmstrip with images

Only insert image or text objects in the Filmstrip effect, otherwise the display may be incorrect.
The Filmstrip internally holds all its images in memory at the same time, so the number of images that can be used in a Filmstrip at the same time is limited by the available RAM.
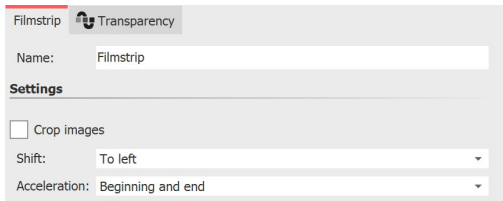
Settings for the Filmstrip

2 Settings for the Filmstrip

If you click the colored frame of the *Filmstrip* effect, you can change the settings for the effect in the *Object settings* area.

You can set the running direction of the frames under *Shift*.

With *Acceleration* you decide whether the *Filmstrip* should run at a steady speed (selection "none") or appear slowed down at the beginning and/or end.

If all images in the effect should have the same height and width, set a check mark under *Crop images*.

The display duration of all images determines the total duration of the effect. If you want the filmstrip to run faster, decrease the display duration of the images; if you want the filmstrip to run slower, increase the display duration of the images.
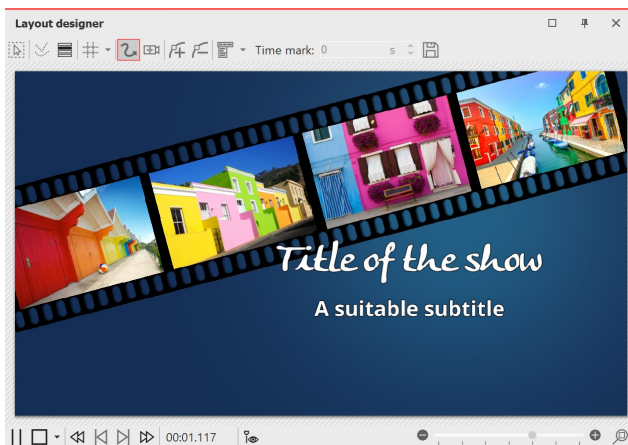
Filmstrip as animation for an intro

3 Application example: Background animation for intro

Proceed as described in point 1. Use images that also appear in your project so that your intro offers a little taste of the experience to come. You can freely position the *Filmstrip* effect in the *Layout designer* and also assign it a transparency.

In the *Timeline*, click the colored frame of the *Filmstrip* effect. Using the round handle located above the image in the *Layout designer*, rotate the effect so that it is visible diagonally.

Optional: In the *Transparency* tab found in the *Object settings* area, assign a slight transparency to the effect. There only needs to be one point on the transparency curve (e.g. Opacity = 80%). You can read more about this in the chapter "Animated transparency" ⎡277⎤.
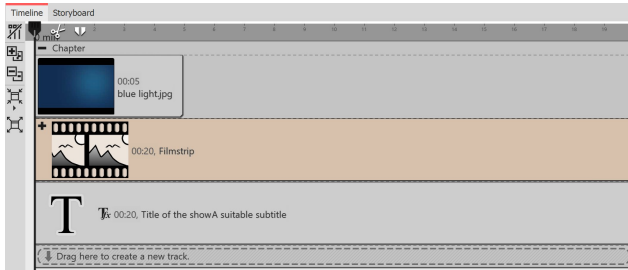
Structure in the Timeline

In the *Timeline*, under the *Filmstrip* effect, insert a *Text* object that serves as the title and subtitle. You can use different font designs for each.

14.6   Photo collage
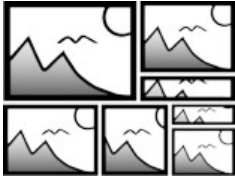
Photo collage

In version 12, the *Photo collage* was replace by <u>Layout and Sublayout</u> .

14.7   Animator

Animator

You can find the *Animator* effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

With the help of the *Animator* you can insert animations that consist of several individual graphics. The change of the single graphics can be done in such a high frequency that fluid movements can be simulated with it. The change of the graphics can be repeated as often as you like, for this the graphics must be inserted only once.
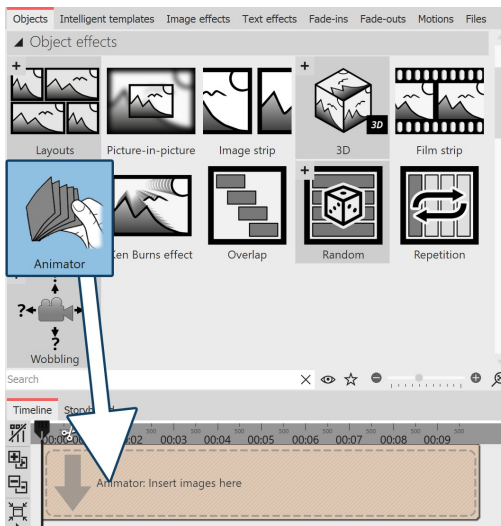
Insert Animator

1 Create animation z

Drag the *Animator* effect from the *Toolbox* to the *Timeline*. In the Timeline you will now see a colored box. Insert your images here. To do this, get the images into the Timeline using the *Files* tab, for example, or drag an image object into the *Animator* effect to insert the images.

In the *Animator*, the images should only be arranged one below the other.
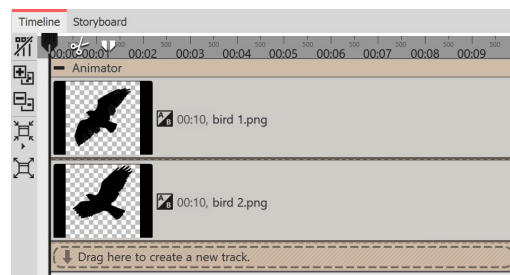
Filled Animator effect in the Timeline

Using Flexi-Collages within the Animator, you can also arrange images side by side and alternate complex scenes.
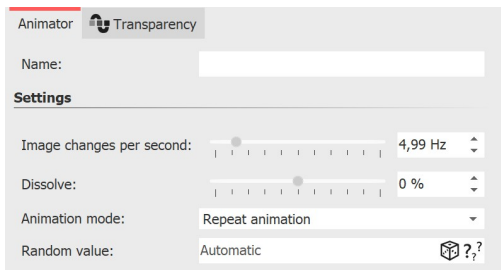
Settings for Animator

2 Settings for Animator

After you have inserted the images, click on the colored frame of the *Animator* in the *Timeline*. In the *Object settings* area you can now set the *Image changes per second*. Furthermore you can choose between the *Animation modes*.

With *Dissolve*, the inserted images can be blended into each other like in *Alphablending*.

3 Application example: animate bird with wing beat

In this example, you will learn how to move a bird flapping its wings across your presentation. You will need two graphics of a bird. The wings should each be tilted differently. The background of the graphics should be transparent.
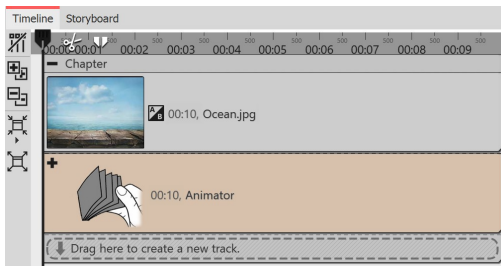
Animator in a chapter

Paste a *Chapter* object from the *Toolbox* into the *Timeline*. Drag an *Image* object into the chapter and choose a graphic to serve as the background.

Insert the *Animator* effect into the second track of the chapter by dragging the effect to the "Drag here to create a new track" label. Then paste the two graphics into the *Animator* effect. In the *Object settings* area, make sure that both graphics have the *Fill* option set to *Off* under *Background*.
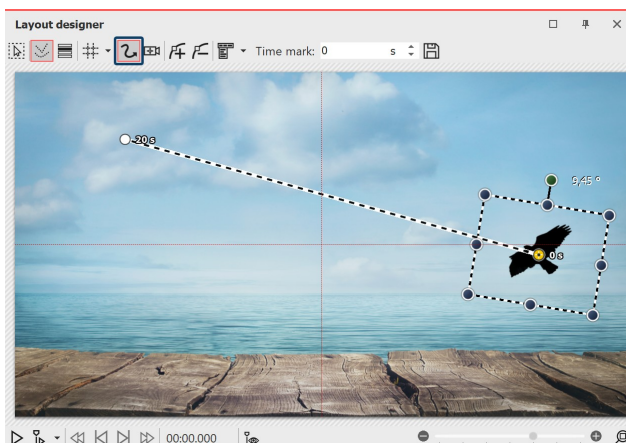
Create motion path in Layout designer

Now click on the colored frame of the effect so that the entire effect is highlighted. Now you can resize the animated bird using a [motion path](#)⌐97⌐ and let it "fly" across the screen. To do this, set at least two motion marks (see screenshot).

14.8   Gallery
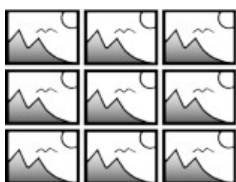
Gallery

In version 12, the *Gallery* was replace by [Layout and Sublayout](#)⌐167⌐.

14.9   Ken Burns effect
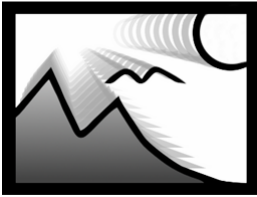
Ken Burns

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

The *Ken Burns* effect slowly zooms in or out on interesting areas of the image. It adds movement to the image, making photos look more vivid and drawing the eye to details. Videos or Flexi-Collagen can also be inserted into the effect.

Follow these instructions to quickly and easily add the *Ken Burns* effect to any number of images.

If you want to create the Ken Burns effect manually rather than automatically, see the instructions in the "Ken Burns manuell erstellen" 92 chapter.
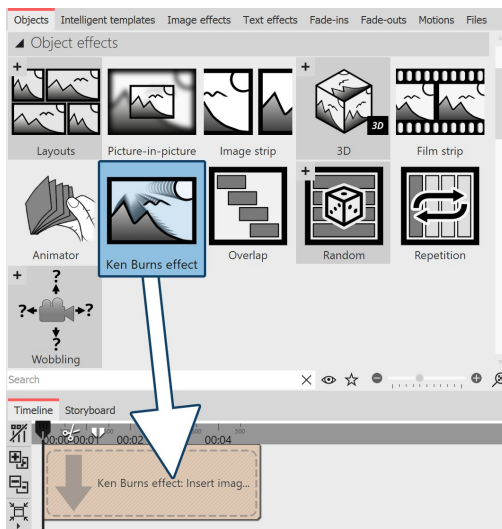
Drag effect from the Toolbox to the Timeline

1 Insert effect

Start with an empty project and drag the *Ken Burns* effect from the *Toolbox* to the *Timeline*.
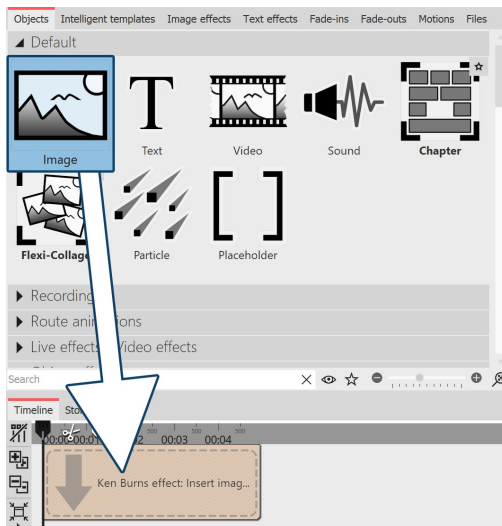
Insert images

2 Insert images

Now drag an image object into the effect. Then select one or more images. You can also open the *Files* tab and drag images into the effect from there.

Settings for Ken Burns effect

3 Settings for Ken Burns effect

Click on the colored border of the effect in the *Timeline*. In the *Object settings* area (on the right in the *Default* workspace), you can now specify further settings for the *Ken Burns* effect.

- Under *Displacement to* you can choose from different directions in which the *Ken Burns* effect should move.
- Under *Zoom direction* you can specify whether to zoom out of or into the image.
- You can influence the *Zoom strength* with a slider or enter a value directly.
- If the *Overlap* option is checked, the images will merge smoothly.

 The effect is presented in our ["Ken-Burns-Effekt für Fotos"](https://aquasoft.de/go/kenb) video. (Link address: aquasoft.de/go/kenb)

14.10 Overlapping
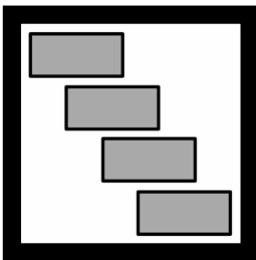
Overlap

With the help of the *Overlap* effect you can create smooth transitions from one image to the next. To do this, the effect scales the duration of the images and videos to be displayed.

You can find the *Overlap* effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

1 Effect of the Overlap effect

If you insert the images into the *Overlap* effect, the previous image or video in each case remains in the background for a certain time. If you have chosen a Transition 116 for your images or videos, this way you create a transition from object 1 to object 2 without the background being visible in between or a video stopping for a moment.

2 Apply effect

Drag the effect from the *Toolbox* into the *Timeline*. Drag your images into the empty field that has now appeared. The images should always be arranged one after the other.
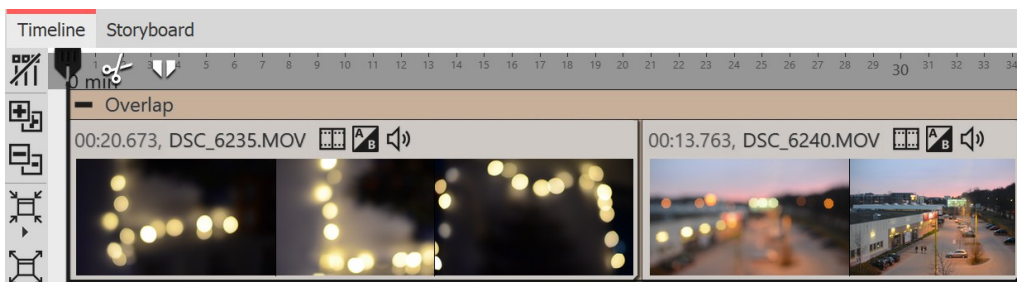
Overlap in the Timeline

3 Settings for the Overlap effect
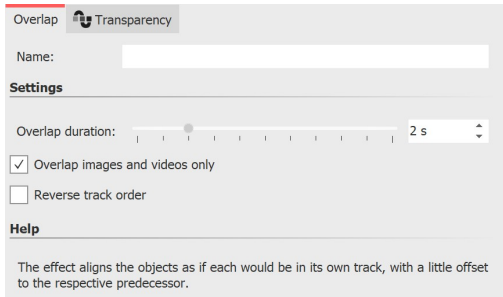
Settings for Overlap effect

In the *Object settings* section, you can set the *Overlap duration* and reverse the track order. The *Overlap duration* specifies how long an image remains in the background.

By default, overlap is applied only to images and videos. If you uncheck *"Overlap images and videos only"*, *Chapter* objects or *Flexi-Collages* are also taken into account.
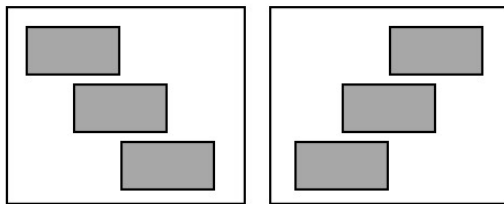
Track order normal   **Reverse track order**

If *Reverse track order* is activated, the images are internally arranged in a different order (see image on the left). This has an influence on the display of the *Overlap*. The next image or video appears behind the first image or video. This is only noticeable if the first image or video does not fill the full image area. When the full image area is filled, the next image or video will not fade in smoothly.

14.11 Random selection

Random selection

With the *Random selection* effect, you gather several contents, such as photos and videos or even *Chapters* and *Flexi-Collages* in one object. When playing, however, only one track, for example, only one photo or video, is randomly selected from the effect for playback.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.
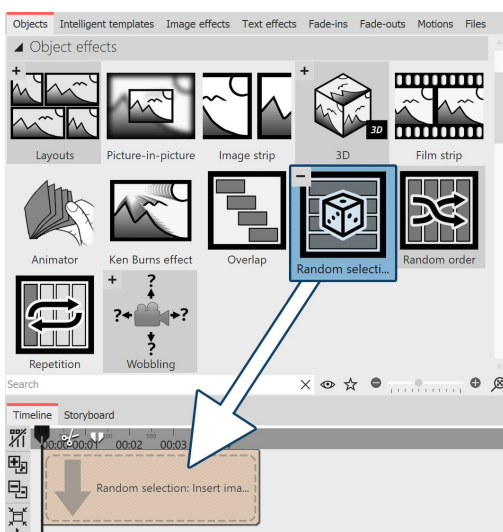
Insert "Random selection" effect

1 Use random selection

Drag the *Random selection* effect from the *Toolbox* to the *Timeline*. In the *Timeline* you will now see a colored box. Insert your images or videos here. Fetch the image or video e.g. via the *Toolbox*- tab *Files* into the *Timeline* or drag an image object or video object into the random selection effect to insert images or videos.

"Random selection" effect in the Timeline

In the *Random selection* effect, the contents are automatically arranged one below the other.

During playback, **only one track** is randomly selected and its contents are played back. All other contents of the effect are not played.

At each playback, randomness decides again.
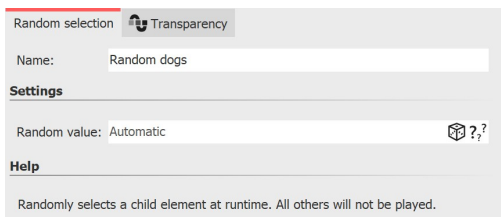
Settings for "Random selection"

2 Settings for random selection

After you have inserted the images or videos, click on the colored frame of the *Random selection* in the *Timeline*.

In the *Properties* section you can now see the adjacent properties.

If the *Random value* field is set to *Automatic*, the system will decide which track to show each time it is played.

With the dice symbol you can also create a code that fixes the playback with the diced value. This selection is then retained for each playback.

14.12 Random order

Random order

The *Random order* effect allows you to achieve a random playback order of the content in the effect in a presentation.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.
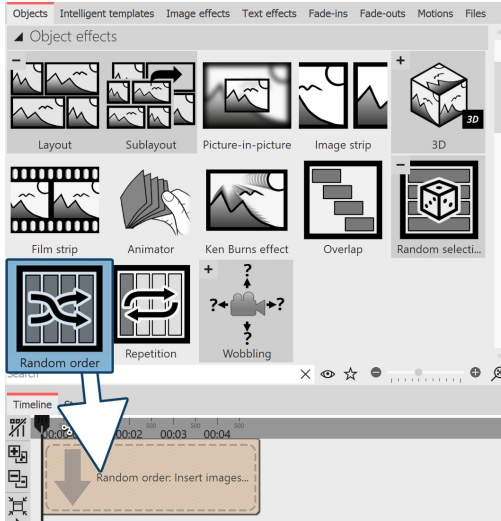
Insert "Random order" effect

1 Use "Random order" effect

Drag the *Random selection* effect from the *Toolbox* to the *Timeline*. In the *Timeline* you will now see a colored box. Insert your images or videos here. To do this, get the image or video into the *Timeline* using the *Toolbox Files* tab, for example, or drag an image object or video object into the *Random selection* effect to insert images or videos. *Chapter* objects or *Flexi-Collages* can also be inserted.

In the *Random selection* effect, the contents are arranged one after the other.

During playback, all contents, i.e. photos, videos, chapter objects or Flexi-Collages are played back in random order.
(Contents of chapter objects or Flexi-Collagen are not mixed).
Each time the content is played, it is random again.

If you select the *"Repeat current presentation"* option under *Project / Settings / Flow* in the *"Presentation end"* section, the selection shown will be played identically again and again with a random effect.

If the presentation is to be reshuffled after it has run through once, please select the option *"Reinitialize and repeat current presentation"*.
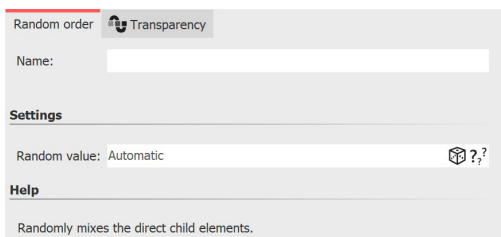
Settings for "Random order"

2 Settings for "Random order" effect

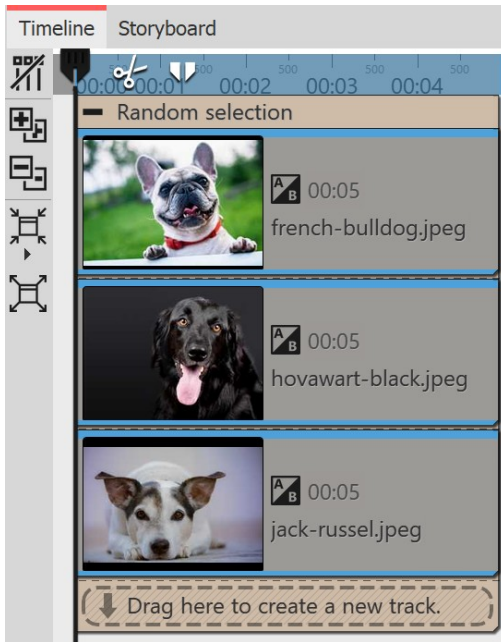After you have inserted the effect, click on the colored effect frame in the *Timeline*. In the *Properties* area, you can now see the adjacent properties.

If the *Random value* field is set to *Automatic*, the order in which the content is shown will be decided each time the effect is played. With the *Dice* symbol you can also create a code that fixes the playback with the diced value. This selection is then retained for each playback.

14.13 Repetition

Repeat

The *Repetition* effect lets you play any content over and over again until the duration of the *Repetition* effect is reached.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

1 Use "Repetition" effect
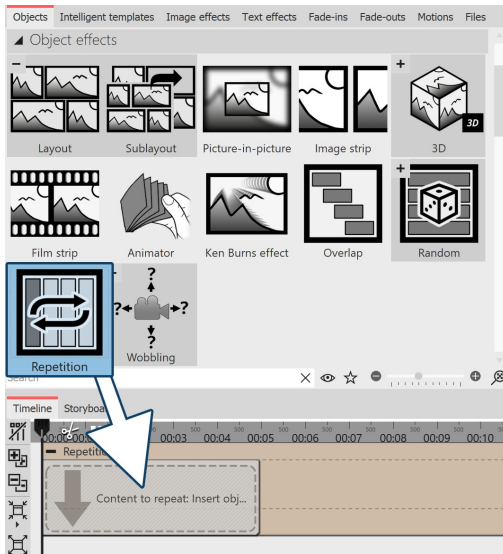
Insert Repetition effect

Drag the *Repetition effect* from the *Toolbox* to the *Timeline*. You will now see a colored box in the *Timeline*. This is where you paste your content.

You can change the duration of the effect by changing the *Duration* value in the properties or by dragging the mouse on the back edge of the effect in the Timeline.

2 Repetition effect settings
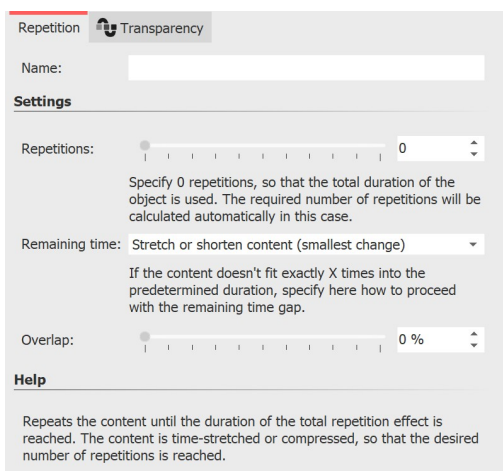
Repetition effect settings

After you've inserted your content into the effect, click the colored frame of the effect in the *Timeline.*

In the *Properties* area you can now make the following settings:

Repetitions: Specify how many times the effect content should be played during the effect duration.
Specify 0 repetitions to fill the total duration of the object.

Remaining time: Defines what should happen to a time gap if the effect content does not fit exactly into the effect duration as specified in "Repetitions".

- Stretch or shorten content
- Stretch content
- Shorten content and increase (repeat) number by 1
- Do not change content, but pause at the end

Overlap: The contents of the effect are played overlapping.

14.14 Motion path wobbling
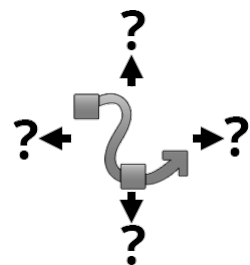
Motion path wobbling

The *Motion path wobbling* effect can be used to periodically change the position of an object around its motion path.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

1 What is the effect of the Motion path wobbling
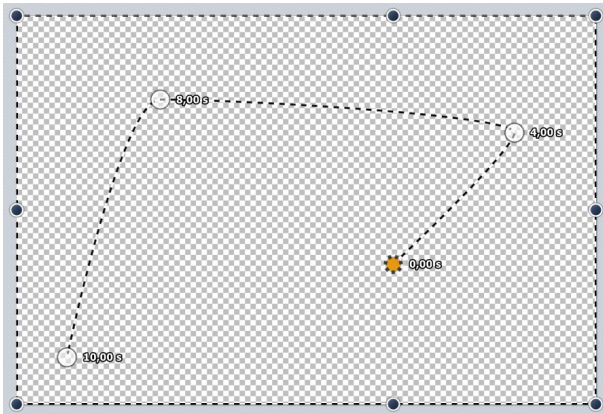
A simple movement path
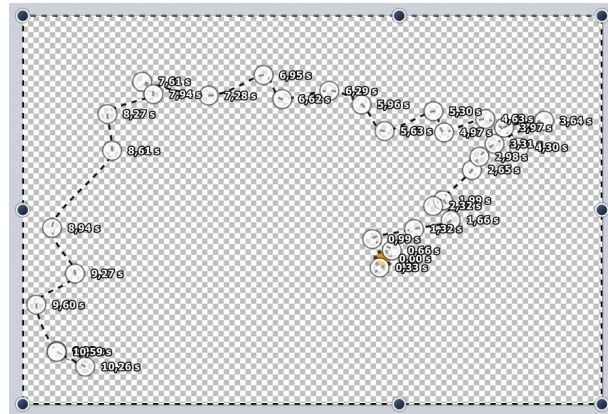
Motion path after effect application

The motion path assigned to the *Motion path wobbling* effect is manipulated. How much and how often depends on the settings.

By the way, *no motion path* is also a *motion path* and one with a *single point* in the center of the screen. This is then also blurred accordingly.

2 Features of the Motion path wobbling
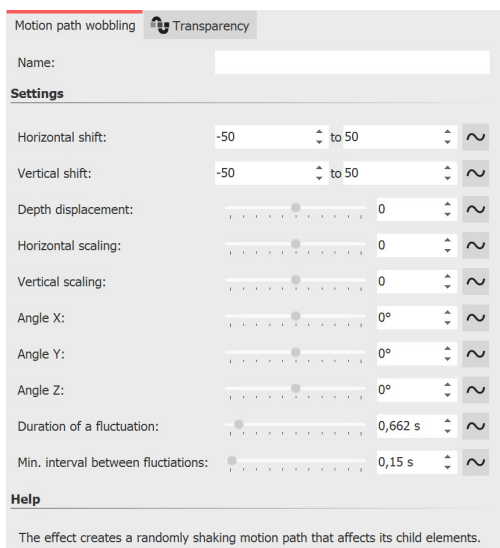
The *Horizontal shift* determines how much the deviation from the original path to the left (negative value) or to the right (positive value) should be. The *Vertical shift* determines the deviation upwards or downwards. The concrete shift is a random value between the two limits.

The *Horizontal* and *Vertical scaling* settings determine how much the size varies from the original object. The *Angle* setting lets you rotate the object.

How long a deviation should be before returning to the original path determines the *Duration of a fluctuation*. If the movement should be rather small, you can set a pause between the wiggles with the Minimum interval between fluctuations.

You can see a practical application of the effect in the blog post "Animierter Schatten". (Link address: aquasoft.de/go/schatten)

14.15 Camera wobbling
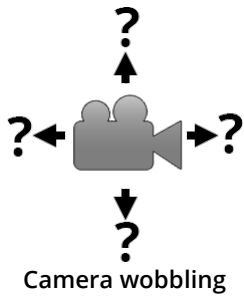
You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

Camera wobbling works in the same way as Motion path wobbling 192 and has the same setting options. The difference to *Motion path wobbling* is that here it is not the motion path that is modified, but the camera pan.

Camera wobbling

14.16 Transparency fluctuation
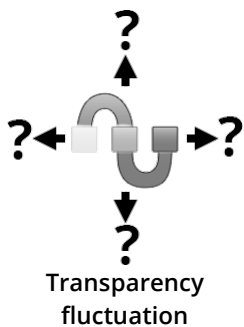
You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* area.

Transparency fluctuation can be used to periodically change the opacity of an object.

Transparency fluctuation

1 What is the effect of Transparency fluctuation
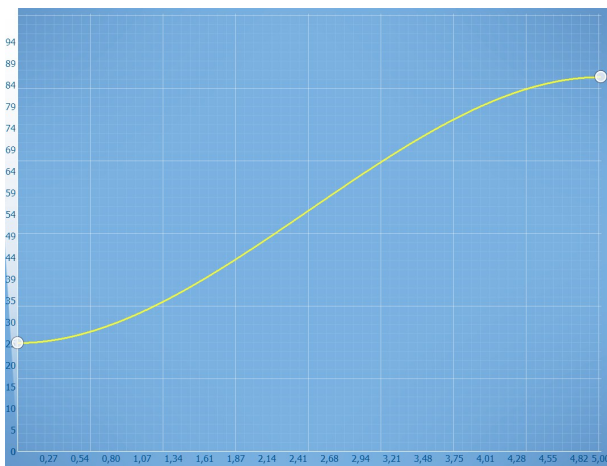
Original transparency curve
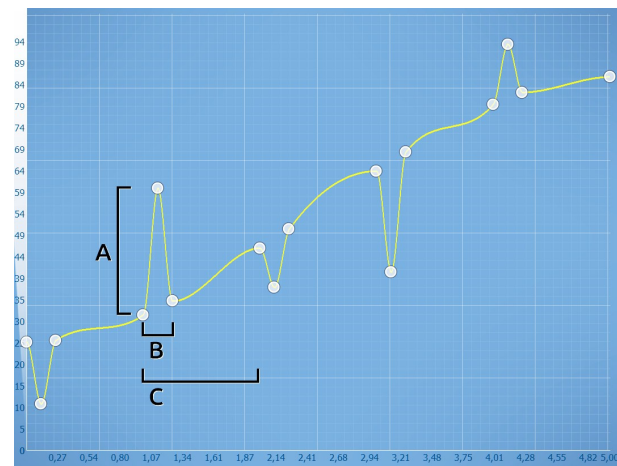
Transparency curve after applying transparency fluctuation

The transparency curve 277 of the *Transparency fluctuation* acts like a Flexi-Collage 82 on all its child elements. I.e. the effect only achieves an effect if you insert further elements in it. The setting options allow the transparency curve to be varied automatically, as would otherwise be possible only very laboriously by hand.

2 Settings for the Transparency fluctuation
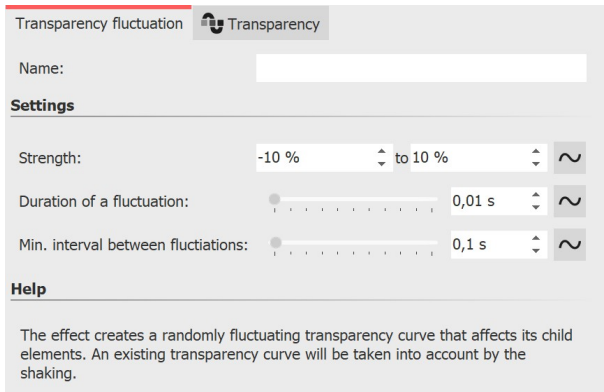
Settings for Transparency fluctuation

Strength (A) specifies how much the transparency curve may be changed. A positive value corrects upwards (opacity is increased), a negative value corrects downwards (opacity is reduced). To make changes in both directions, change the input field to "Value Range" and thus enter e.g. -20% to +20%.

Duration of a fluctuation (B) determines how long the change in transparency should be until it returns to its initial state.

Minimum interval between fluctuations (C) specifies the minimum period of time that must elapse between two fluctuations.

All values can be fixed or random. To change the mode, click the button to the right of the number input.

3 Application example

Imagine showing an old movie with a backlight projector that still flickers nostalgically. To simulate this flicker, a white colored area can be placed over your images or videos in a flickering manner using transparency fluctuation. *Transparency fluctuation* is also used internally in the "Old-fashioned movie" ⌊157⌋ live effect.

14.17 Monitor directory

Monitor directory

The *Monitor directory* effect lets you create an automatic presentation of content from a directory. This content can be images, videos or even sounds. The effect does not have its own style. Ideally, it is inserted into a (Smart) template or effect.

This effect is suitable, for example, for presentations at live events where photos of all arriving guests are to be automatically sent from the camera to a PC and played out on screen from there.

You can find the effect in the *Toolbox* under the *Objects* tab in the *Object effects* section.

1 Using "Monitor directory"
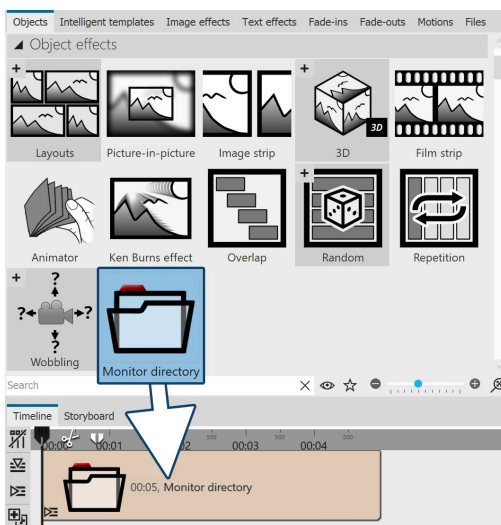
Insert "Monitor directory" effect

Drag the effect from the *Toolbox* to the Timeline. In the *Timeline* you will now see a colored box.

The effect is not filled manually, its content is taken from the directory defined in the effect properties.

In this example, since no other effect (e.g. Ken Burns effect, Layout effect) or Smart Template provides a specific style of rendering, the content is automatically rendered with "Aspect Ratio: Keep" and the "Alphablending" transition.

Three examples of how the "Monitor Directory" effect can be combined with other effects or Intelligent Templates can be found in our blog post ["Automatische Diashow erstellen"](#).
(Link address: aquasoft.de/go/auto)

2 Define settings for "Monitor directory"

After you have inserted the effect into the *Timeline*, click on the colored frame of the effect in the *Timeline*. In the *Properties* area you can now make the following settings:

Directory: Use the folder icon to select your file directory
with subdirectories: tick to include subfolders

Sort order: Display order for your files (Do not sort / Alphabetical ascending/descending / File date ascending/descending / Random order).

Image duration: Set display duration for photos

Arrange objects one below the other: The objects are arranged one below the other in the effect. This function is needed if the directory-watch effect is to be used in other effects that prescribe a vertical arrangement (e.g. Collage effect, Animator)

Maximum number: specify a value to limit the number of images, 0 = unlimited number of images

File types: Select which file types from the selected directory should be considered for your presentation (images, videos, sounds)

Settings for "Monitor directory"

Random value: For the "Random order" sorting, the order in which it is played is decided anew each time it is played. With the dice symbol you can also create a code that fixes the playback with the diced value. This selection is then retained for each playback.

If you select the *"Repeat current presentation"* option under *Project / Settings / Flow* in the *"Presentation end"* section, the selection shown will be played again and again in identical order.
If the presentation is to be shuffled again after it has run through once, please select the option *"Reinitialize and repeat current presentation"*.

15   Using shapes
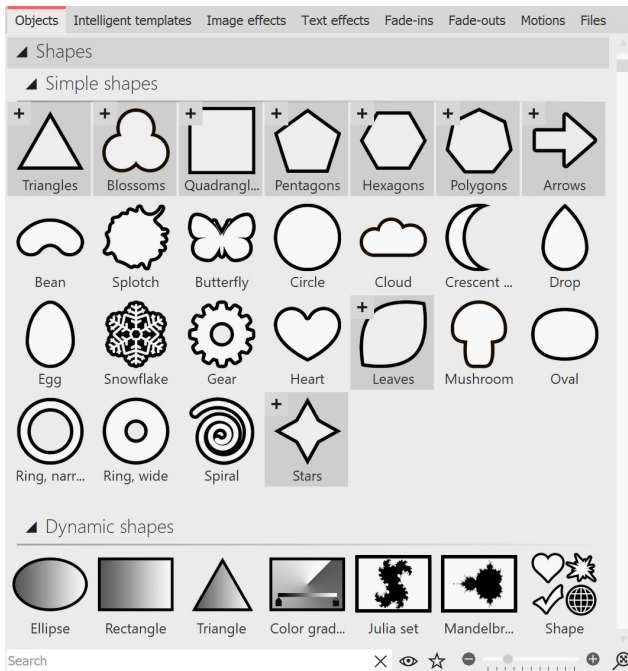
Shapes in the Toolbox

You can find the **Shapes** in the **Toolbox** under the **Objects** tab. You can combine the shapes with each other, use them for design and also use them as a mask in the Mask effect 148. This gives you a flexible tool for many use cases.

A distinction is made between **Simple shapes** and **Dynamic shapes**.

Simple shapes can be resized and positioned. They can be colored by image effect (including the gradient image effects), in the image editor or with the help of the live color effect. The simple shapes can be faded in and out directly in the properties.

Dynamic shapes 197 have their own setting options in the properties. You can create a gradient over two colors or set a soft border in the properties.

For complex color gradients, you can also use the special *Gradient* 199 shape.

Use the small +/- icons to access or collapse additional shape variations.

Use the molds by dragging them from the Toolbox to the Timeline.

> 🖥️ You can find two projects in which the shapes were used under **File / Open / Sample project**. You can find the sample projects under the title "Mask with particles" and "Quote with image".

15.1   Customize dynamic shape

1 Insert and scale shape
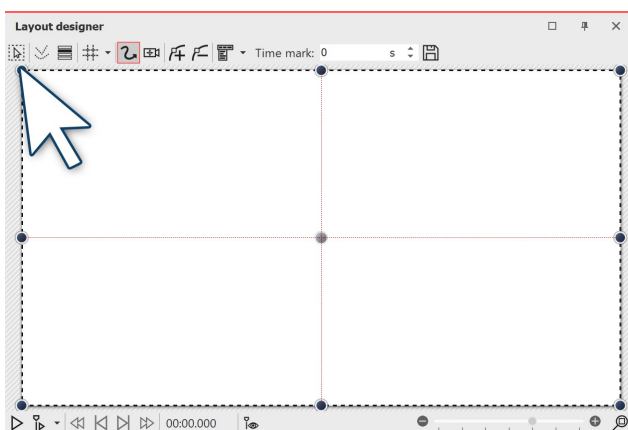
Rectangle in Layout designer

Drag a **Dynamic shape** from the **Toolbox** into the **Timeline**. After the first insertion of the shape, it is white. It is quite large, so most of the time it is necessary to shrink the shape. To do this, use the handle points located at the corners of the object frame.

2 Settings for shape

Rectangle settings

In the *Properties* area you can enter a name for each shape. This is useful if you assign motion paths to the shapes and need a better overview of the shapes in Manual Input 34.

You can set the *Color* of the shape here. A transparency value (A) can also be assigned in the Color picker 280.

In addition, the shape can have a *smooth border*. In AquaSoft Stages the softness of the border can change over time if you set this via the curve symbol.

Check the *Square* box to make the rectangle a square. (For the *Ellipse* shape, you will find the *Circle* field here).

The *Addition* combine mode adds lighter areas in the shape that are below the shape.

Rectangle with gradient

In the *Gradient* section you can assign a gradient or transparency gradient to your shape.
Possible types are *gradient linear* or *circular* or *no gradient*.

Leave in place: The object is not hidden after playing.

To use the Dynamic shapes with Fade In/Fade Out, place the shape in a Flexi-Collage, to which you then assign the fade.

Colored shapes are ideal backgrounds for lettering and lower thirds. See the how-to video "Text vor farbigem Hintergrund" for some ideas. (Link address: aquasoft.de/go/textform)

15.2   Color gradient

Color gradient

You can find the *Color gradient* (also called gradient) in the *Toolbox* under the *Objects* tab in the *Shapes / Dynamic shapes* area.

This object can be used to create complex gradients with two and more colors. The gradient can be created *linear* and *bilinear*, *spiral*, *conical* or *radial*.

The gradient can be used as a colored background or scaled down as a graphic element (e.g. for *Lower thirds*). The gradient retains high quality even at an extreme zoom.

To use the *Gradient*, drag it from the *Toolbox* to the *Timeline* to the desired location in the project. Click the object in the *Timeline* to adjust its properties.

Gradient settings

In the *Properties* you can see the currently set gradient in the gradient bar at the top. When you paste, the object is based on three colors (white, blue, black).

To adjust the colors for the gradient, first click left, center or right on a *color stop* icon to select which color to adjust. The selected *color stop* is indicated by a black triangle.

Click with the mouse in the short color field to select the color for the *color stop* in the Color picker 280. The color for the selected *color stop* can also be picked up using an eyedropper. It appears when you move the mouse over the *gradient bar*.

To add an additional color to the gradient, move the mouse below the gradient bar between two color stops until a *Plus* sign appears. Click once with the left mouse button to set a new color stop.

To delete a color stop, right-click on it.

You can use the *percentage* input fields to influence the position of the **color** in the gradient and the **weight** of two adjacent colors in relation to each other. You can change the position of the **color** in the gradient by moving the *color stop* or by changing the front percentage directly. To modify the **weight** of two colors within the gradient, click the intervening diamond icon and adjust the trailing percentage. The selected *weight stop* is colored black.

Reverse gradient can be used to mirror the color sequence. *Antialiasing* is relevant for the edges of shapes and ensures smooth, soft curves in spirals or rings, for example.

The *Dithering* is an intentionally applied type of noise. The Dithering avoids colorbanding and gives gradients with relatively few colors a smoother, more uniform image.

Note: When exporting video, the Dithering usually disappears again due to the compression and reduces the video quality due to the additional bitrate required.

If the *Smoothing* is set to 0%, the gradient is exactly linear. With a smoothing of 100%, the gradient becomes slightly curved, so that the junctions between the colors become softer.

Select the shape of the gradient and whether it should be repeated, e.g. for multiple gradient stripes or multiple rings.

With the combination mode *Addition*, areas lying under the shape are added with the color gradient.

The selection of the shape determines which *Geometry settings* are available to you.

Shape Conical (asymmetrical)	**Shape spiral**	**Shape Conical (symmetrical)**
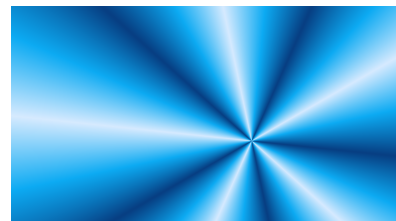
With the *Scaling* (for *Linear* and *Bilinear*) the color gradient is compressed. The area that lies outside the compressed area then has the start or end color.
With *Radial* and *Spiral*, you can use *Rings* to specify the scaling, i.e. the number of rings. For example, the *Growth* ensures that the radial rings are of different sizes, and for spirals it determines how far apart the windings spread.

For example, the *Focus* can be used to offset the highlight of a radial shape on it.

With **AquaSoft Stages** you can also define curves instead of fixed values in the *Geometry* section to create animations.

The best way to get to know the gradient object is to try it out yourself. You can get a small impression of what the color gradients that can be created with the object look like by looking at the preview images that are displayed at Toolbox - Image effects - Color gradients.

15.3 Fractal structures

You can find a ready-made project in which fractals are animated and used as background under *File / Open / Sample project*. You can also copy the project and paste it into your project. There you can change the text. You can find the sample project under the title **"Animated fractals"**. Although the fractals are only animatable in **AquaSoft Stages,** you can also view them animated in **AquaSoft Vision**.

You can find the *Julia set* fractals and *small figure* in the *Toolbox* via the O*bjects* tab, in the S*hapes* section.

To insert a fractal, drag it into the Timeline. In the P*roperties* section, enter all the settings that make up the appearance of the fractal.

Fractals

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 progressive coursees, whereas the *2D* setting works well for photos.

Under *Text repetition* you can specify how detailed the fractal appears.

15.4   Special shapes

Special shapes

You can find the *Special shapes* in the *Toolbox* under the *Objects* tab in the *Shapes / Dynamic Shapes* section.

You can combine the shapes, use them for design and also use them as a mask in the mask effect 148 . Color and size, as well as soft border can be set individually. This gives you a flexible tool for many use cases. The shapes retain a high quality even at extreme zoom.

1 Insert shape and select type
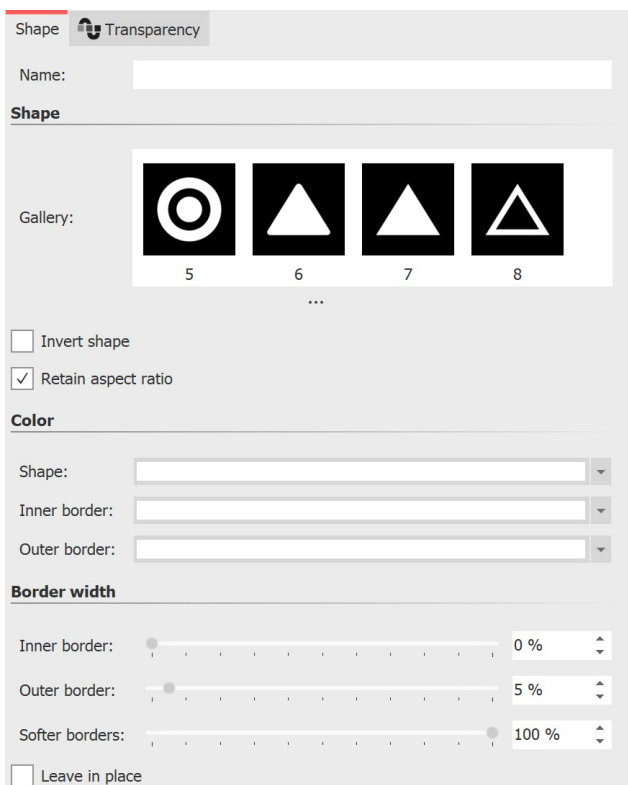
Einstellungen für Spezielle Form
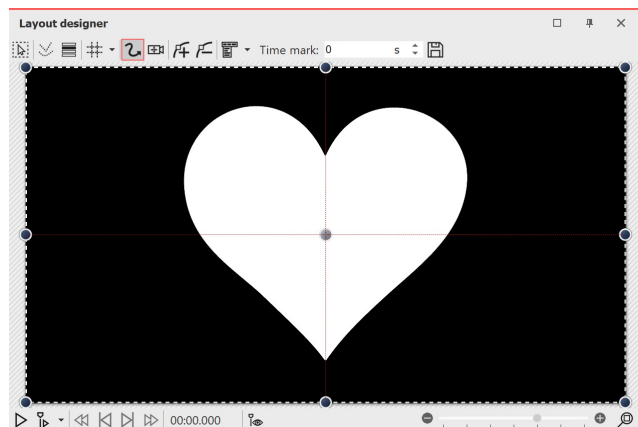
Special shape in Layout designer

After the first insertion of the shape, it is mostly white and still unscaled.

First select a shape under *Properties*.

2 Einstellungen für Form

In the *Properties* area you can enter a name for each shape. This is useful if you assign motion paths to the shapes and need a better overview of the shapes in Manual Input 34.

You can set the **color** of the shape here.
Also, you can specify the **color of the inner and outer border**.

You can also specify the **width of the borders**. If you do not want to have a border, enter a value of 0% at the desired position.

In addition, the shape can have a soft border. In AquaSoft Stages the softness of the border can change over time if you set this via the curve symbol.

> If you want to insert your own shape, you need a signed distance field graphic. This must be created with a separate editor.

16 Assign and create image effects

16.1 Image effects

With **AquaSoft Vision** and **Stages** you can apply image effects like frames, color filters or masks to your images. You can find the image effects in the *Toolbox* under the *Image effects* tab.

1 Image effects in the Toolbox
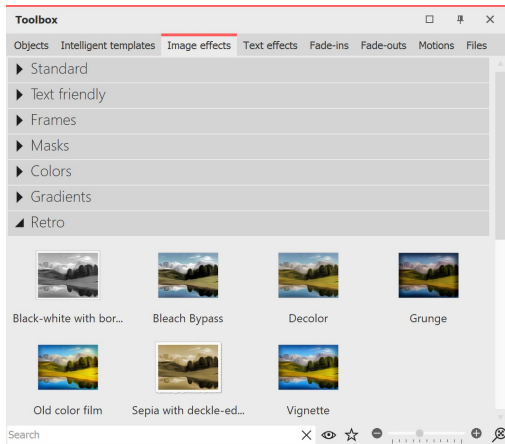
Image effects in the Toolbox

The image effects are divided into several categories:

- Standard
- Text-friendly (can be applied to text objects, image captions and images)
- Frames
- Masks
- Colors
- Gradients
- Retro
- Custom image effects

With the arrow icon located in front of the category names you can open and close the individual categories.

2 Apply image effects in Layout designer or Timeline

Drag the image effect from the *Toolbox* to the small preview image in the *Timeline* or to the image in the *Layout designer*.
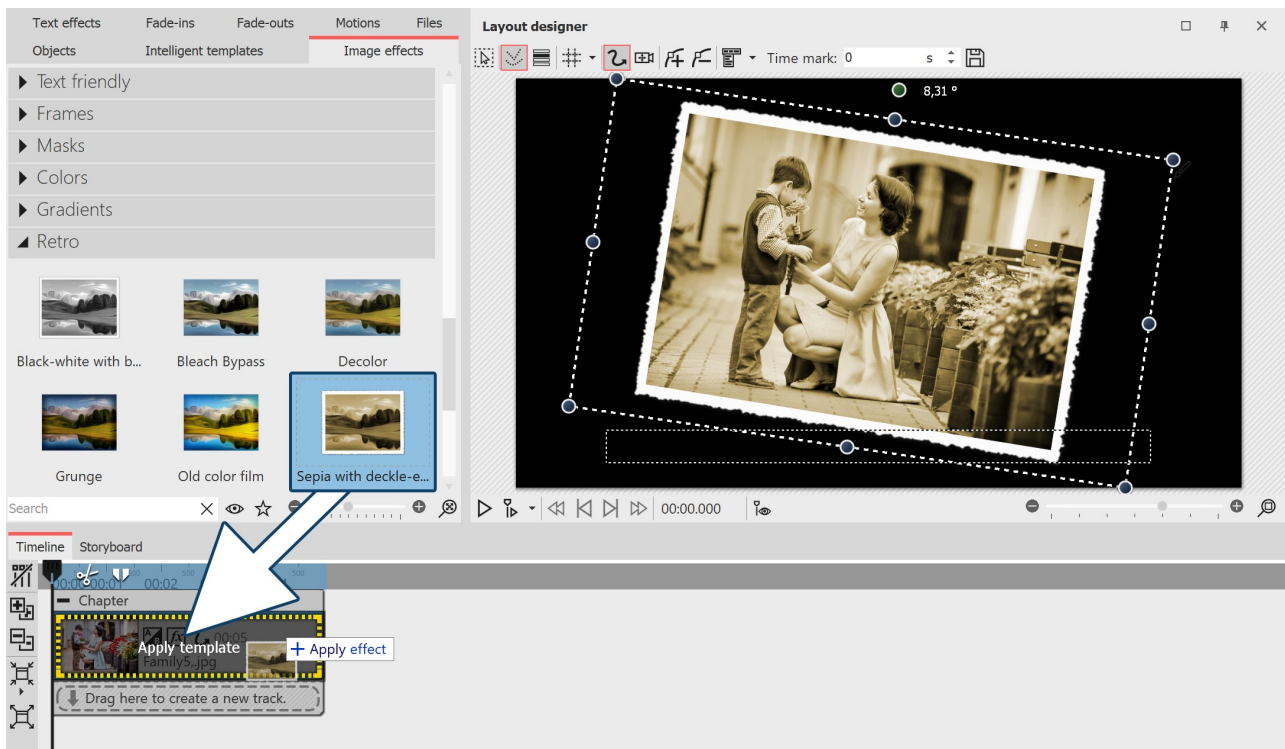
Adding image effects from the Toolbox to the Timeline

3 Apply image effect via context menu

If you want to apply an *image effect* from the Toolbox to several or all images in the Timeline, first select the corresponding images:

All images: `CTRL` + `A`

Specific images: `CTRL` + `MOUSE CLICK` on the image

Reload Toolbox

Apply

Hide entry

Remember as Favorite

Select "Apply

Now right-click the *image effect* in the Toolbox to bring up the context menu. Select *Apply*. The selected *image effect* then applies to all selected images.

4 Remove image effect

Remove image effect

If you want to remove an *image effect* from an image, you will find the *Remove image effect* object in the *Standard* category of the *image effects*.
Drag it from *Toolbox* onto the image in *Timeline* where you want to remove the image effect.

In **AquaSoft Video Vision** and **Stages** you can create your own image effects. For this purpose there is the effect editor. In the chapter <u>"Functions in the Image editor"</u> 204 you will learn about the effect editor.

16.2   Functions in the image editor

1 Tools in the Image editor
Right-click the image and select the *Edit image* option. The *Image editor* opens. With the tools available here you can, e.g.

- Rotate and crop images
- Flip images

- improve the image exposure
- correct the color or colorize the image

All image editing functions do not change your original image. The changes only affect the display of the image within the project.

Image editor

2 Effects in the Image editor

In addition to the *Tools* tab, there is also the *Effects* tab. It is located in the center right corner.

With the help of the *Plus* icon you can apply effects to the image, for which you will find further setting options in the *Object settings* section.

Among other things you can

- blur or sharpen the image
- add a shadow
- add transparency
- add a border

Effects can also be nested and combined with each other, greatly increasing the possibilities for creating new image effects. From simple image enhancements to elaborate effects, you have many design options.

> For further understanding of the effect editor, please also read the blog post "Wie ein Spiegelungseffekt entsteht".
> (Link address: aquasoft.de/go/zxae)

3 Save image with effect

At the bottom left of the image editor you will find a button that will let you save your image with the applied effects as a PNG file on your computer.

16.3   "Nostalgia" image effect

In this example you will learn how to use the *Image editor* to give the image a nostalgic effect.
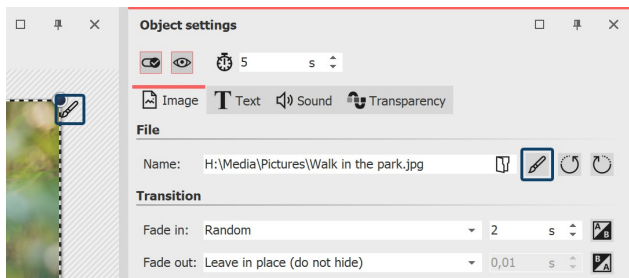
Edit image

Edit image

1 Open image in Image editor

You have several options to open the image in the *Image editor*:

- click the *Brush* icon located in the upper right corner of the image in Layout designer

- or click on the *Brush* icon located in the *Object settings* window

- or right-click on the image in the *Timeline* and choose
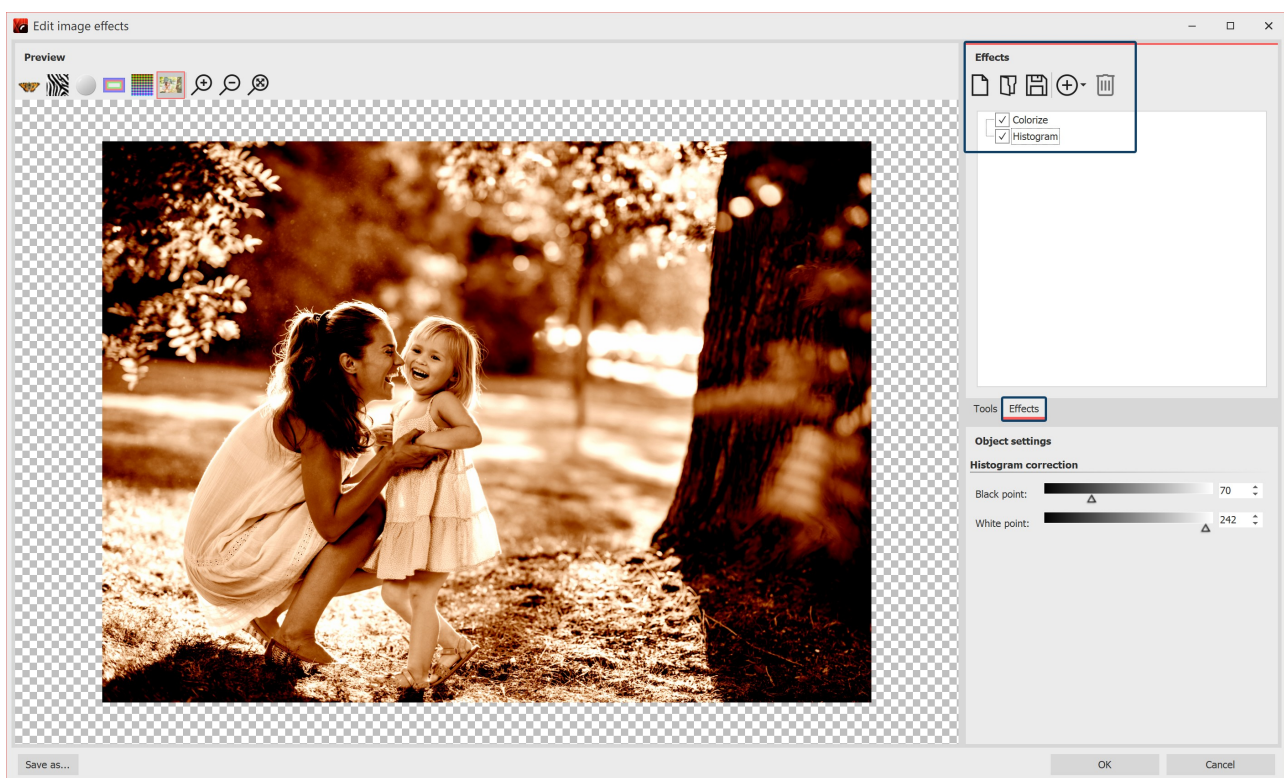
2 Add effects

After the *Image editor* has opened, select the *Effects* tab. Now add the *Colorize* and *Histogram* effects via the *Plus* icon.

Activate the *Colorize* option under *Colorize* and set a suitable color under *Color*.

Under *Histogram*, change the *black point* and the *white point*.

3 Save as image effect
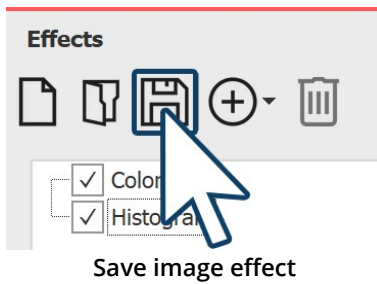
Save image effect

You can save the *image effect* you have just created for future use. To do this, 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

17   Creating particle effects

 You can find a ready-made project with particles in it under *File / Open / Sample project*. It is called **"Mask with particles"**.

You can find all the basics about the setting options of the particle effect in the "Particles" 266 chapter.

17.1   Simple particle effect
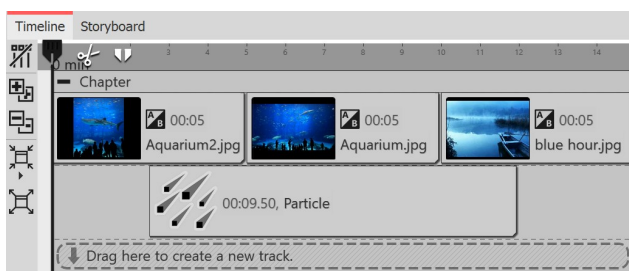
Insert particle object in new track

1 Insert particle and select file

First insert a *Chapter object*, and then insert your images or videos into it.

You want the *Particle object* to be on top of the content. Therefore, drag the *Particle object* to the track below your images.

After you place the *Particle object*, you'll be prompted to select a file. Here, select an image that will work well as a particle. Make sure it is a PNG graphic with a transparent background.

After selecting the graphic, you can set the duration of the *Particle object*.
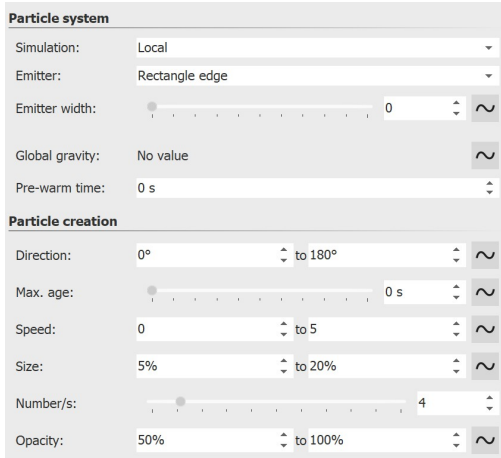
First settings for particle object

2 Particle object settings

In the *Settings* area, there are many options for the *Particle object*, which in various combinations can produce the most diverse effects.

In this example, we will restrict ourselves to the simplest settings for the time being.

If you click on the *Curve* icon next to the input for the values, you can select the *Value range* option.

Select this option in the *Direction*, *Speed*, *Size* and *Opacity* settings. Then set the values you see in the image on the left. In the Layout Designer, you'll immediately see the effects of your settings. Change the values so that it suits your desired effect.

17.2   Sprite animation

With the help of *sprite animation*, changing graphics can be assigned to individual particles. The individual graphics perform exactly the movement specified by the settings in the particle object. A particle thus changes the single image as it moves.
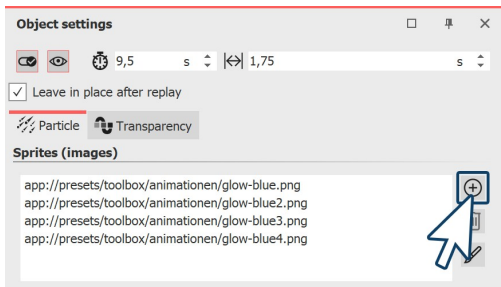
Add more graphics

1 Insert multiple graphics

After you have completed all the steps from the chapter <u>"Simple particle effect"</u> [207], go to the settings for the particle object.

There you can add more images in the upper area via the *Plus* icon.

The individual images should be well coordinated.
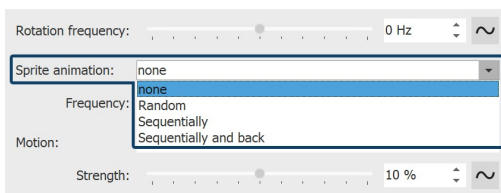
Sprite animation options

2 Enable sprite animation

In the *Object settings* area you have several options available in the *Sprite animation* section.

If you created the frames so that the animation should happen one after the other, select *Sequentially* or *Sequentially and back*.
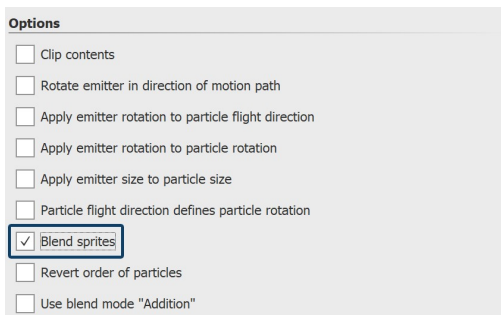
3 Smooth transition for frames

In the lowest part of the *Object settings* area there are more options. There you will find the option *Blend Sprites*.

Activate this option if you want to have smooth transitions between the frames.

Blend sprites

17.3   Change over lifetime

A particle can change over its lifetime. It can become larger or smaller, faster or slower, more transparent or denser - other settings and their combination with each other are also possible.
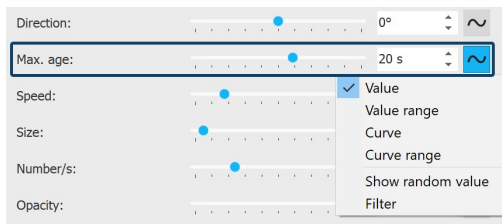
Set lifetime

1 Set lifetime

In the *Object settings* area, you first set how high 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 define the behavior over the lifetime. If this value is not set, all settings regarding the lifetime have no effect.
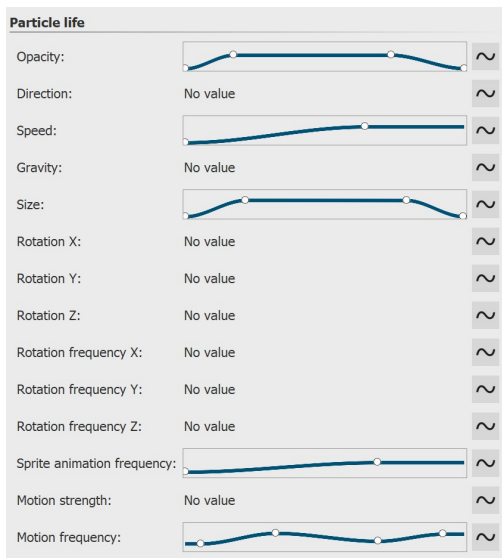
2 Properties of the particle life

Settings for particle life

In the *Particle life* section you can define how a particle behaves over its lifetime.

You can influence one or more values here. It makes sense to define the settings as a curve.

For example, if you want a particle to fade in and out smoothly, create a curve with four points that describes an upward slope and a downward slope after a certain dwell time.

The meaning of the individual options is explained in more detail in the "Particles" 266 chapter.

18   Create 3D scenes
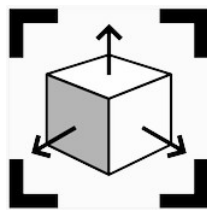
3D scene

The 3D Scene object gives you the option to arrange and animate images, texts and videos in 3D space in Stages.
Both the 3D scene using motion path and the objects within a 3D scene can be animated. (Similar to a flexi collage).

Within a 3D scene, objects are no longer defined based on their track order in the *Timeline* defined as background and foreground. Instead, each object can position and move freely in space and obscure lower lying objects or be obscured by objects further in front. This allows complex animations where objects switch between foreground and background during their display duration. This depth concealment exists only in a 3D scene.

The degree to which the perspective distortion is visible in depth depends on the *Vertical Opening Angle* selected in the Project Settings 284.

The 3D scene is used internally in the 3D Object Effects 176 and in the Intelligent Template *"3D - Floating pictures"*.
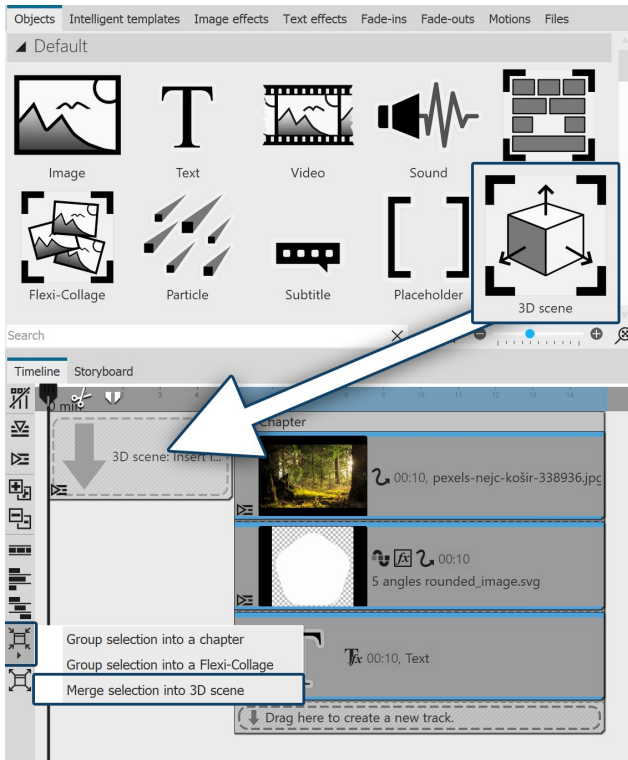
1 Using the 3D Scene Object

Drag the *3D Scene* object from the *Toolbox* to the *Timeline*. Fill the object with images, videos, or text objects.

You can also select one or more objects in the Timeline and use the Merge icon on the left edge of the Timeline to *merge the selection into 3D Scene*.
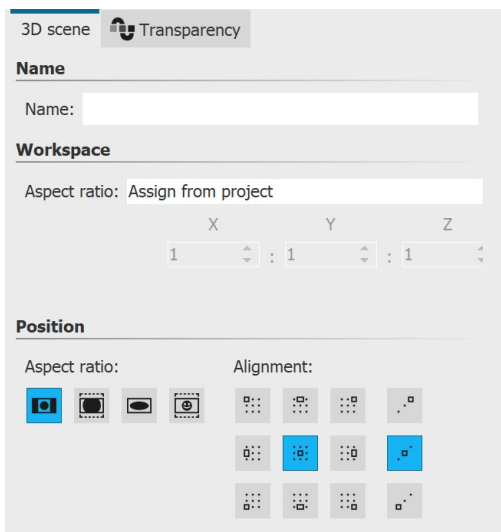
Properties of the 3D scene

2 3D Scene Object Settings

Select the 3D scene object in the Timeline to see its properties.

The *workspace* for the 3D scene is determined by the *project aspect ratio X:Y:Z*. The value for Z is derived from the shorter side of the aspect ratio. However, the 3D scene can also have its *own* aspect ratio. To do this, select the setting *Own* for Aspect ratio. With the setting *Automatic*, the aspect ratio of the parent element (of another 3D scene or a Flexi collage) is adopted.

In the Layout designer, as soon as you view an object within the 3D scene, the workspace is visualized by a bright area on the bottom.

3 Navigation in the 3D scene

In the Timeline, select the object that you want to view or edit within the 3D scene. The Layout designer switches to the 3D view. The color of the surrounding 3D space is light or dark - depending on the selected

Click the mouse in the checkered area of the Layout Designer. Use the mouse wheel to zoom in and out of the scene. To change the viewing angle on the object, drag horizontally or vertically across the checkered area while holding down the mouse button.

To restore the normal view, click the magnifying glass at the bottom right of the Layout designer.
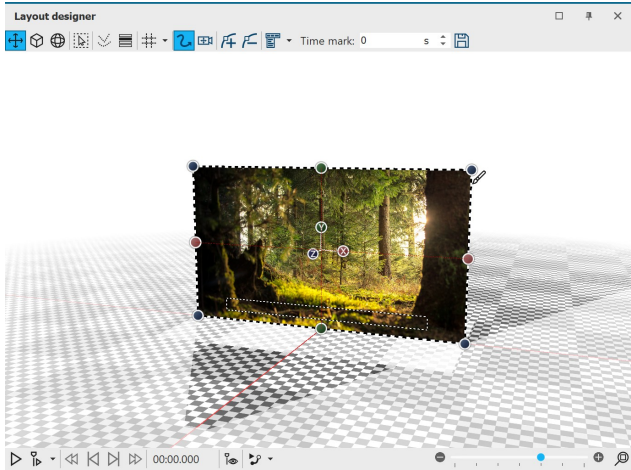
Format-filling image in 3D scene

The *position of* the image in 3D space results from the X, Y and Z coordinates. For this purpose, *rotation* on the X, Y and Z axes (as well as combinations) is possible .

In the 3D space, the position X=50 / Y=50 / Z=50 is displayed with red marking lines.

To change the values for position, rotation or object size directly by numerical input, open the Manual input 34.

You can also change the size, position and rotation of the object directly in the layout designer. The following icons are available at the top left of the Layout Designer for this purpose:

⊕	Moving the object and scaling
⬡	Scaling the object (resizing only)
⊕	Changing rotation and scale

Select the mode and then click on the object whose 3D properties are to be changed. Use the X/Y/Z handles to implement the respective change or move the object directly with the mouse.

For resizing, you can also use the colored handles on the dashed selection frame of the object.

4 Influence of the opening angle

In the Layout designer or when playing in full-screen mode, you always see the center of your 3D scene from the front. How distorted a rotated or tilted object appears in a 3D scene depends on the viewer's distance. Imagine looking at the corner of a house. If you stand with your nose directly at the house, you will see little of the front and side of the house. If you stand far away from the corner of the house, you will see all the windows and doors on the front and side.

The following illustration shows the influence of the Project settings 284 *Vertical opening angle*.
The photo within the 3D scene has the identical size and position in both examples (X=50% / Y=50% / Z=50%). The 3D scene is rotated 45 degrees on the Y axis.
On the left side of the image you see an opening angle of 35°, on the right side 48.89°. The opening angle is marked in blue.
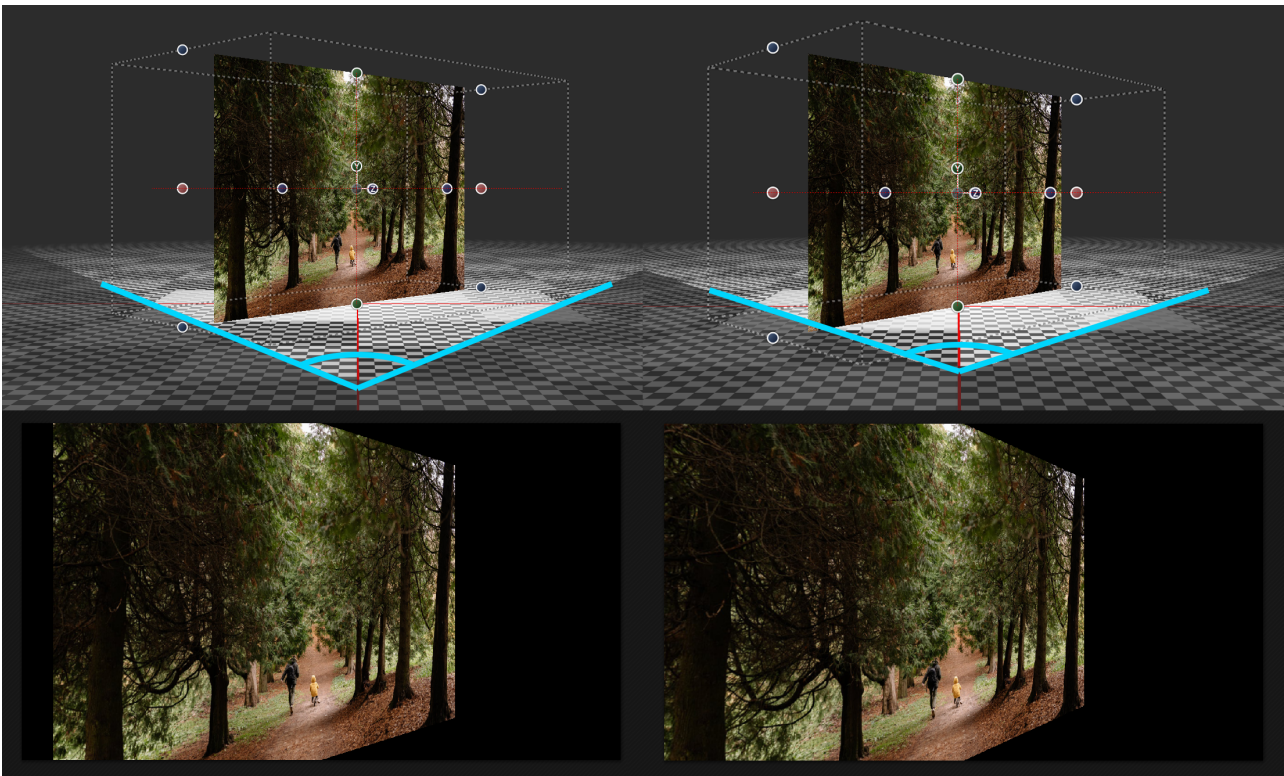
When played back in the Layout designer, you can see the differences in perspective distortion and the resulting visible image detail.

18.1 Example for 3D scene

Not only the objects within a 3D scene can be animated, but also the 3D scene itself. With this example, you can see how an image and text are arranged in a 3D scene and how this scene is animated against a background image.
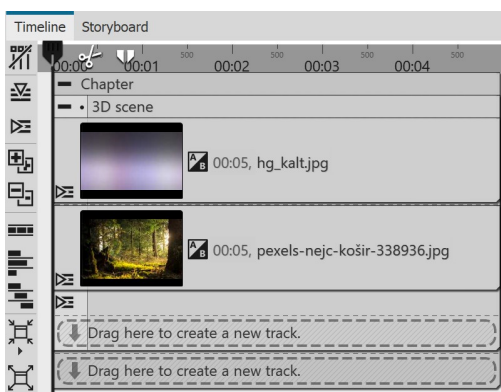
1 Preparation for 3D scene with background

Place a background image from the Toolbox into a Chapter object. Drag the 3D Scene object under the background and paste a photo into it. Select "Crop" for the photo in the aspect ratio properties.

Give both image objects a duration of 10 seconds.
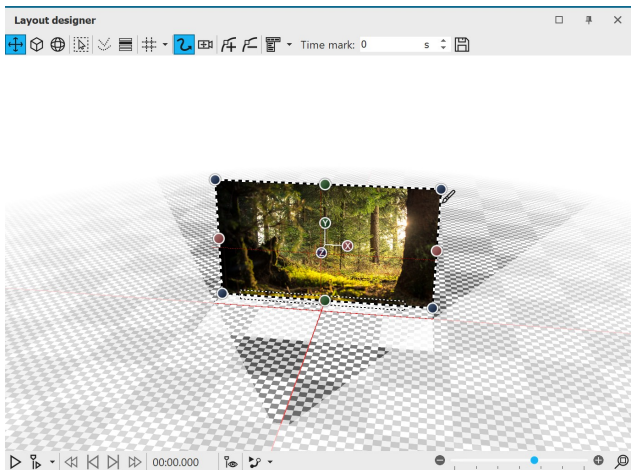
2 Position photo in 3D space

Open the manual input with `CTRL` + `M` . Enter the coordinates X=50 / Y=50 / Z=70 as the position for the image.

You will observe how the image slides "backwards" in 3D space.

If you now click on the effect frame of the 3D scene in the Timeline, you will see in the layout designer that the photo is smaller in front of the background.
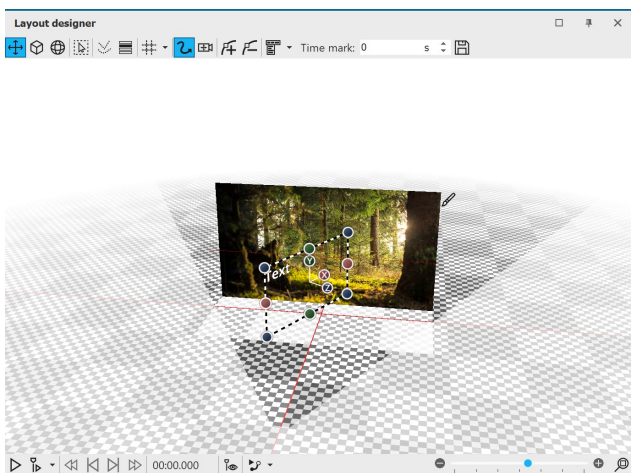
Text in the 3D scene

3 Position text in 3D space

Now insert a text object into the 3D scene.

Change its coordinates to X=50 / Y=50 / Z=0 - the text is now located in front of the photo in the 3D scene.

In the Manual input, change the value for the rotation on the Y axis to 60°.

If you now click on the effect frame of the 3D scene in the Timeline, you will see in the layout designer that the text is at the top, diagonally in front of the photo.

Reduced selection frame of the 3D scene

4 Motion path for 3D scene

Select the 3D scene in the Timeline. In the Layout designer, move the selection frame of the 3D scene smaller at one corner.

Add a motion mark and drag the selection frame of the 3D scene larger again. Give the second time marker the value 10 seconds.
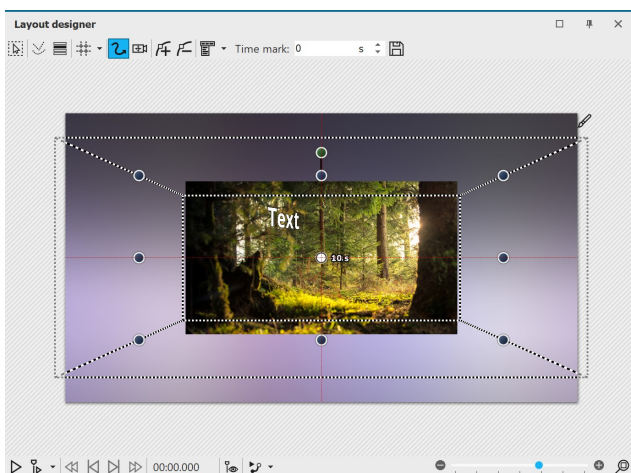
If you play the project in the Layout designer, you will see how the 3D scene gets bigger from back to front.

In addition, the 3D scene should now receive a rotation.
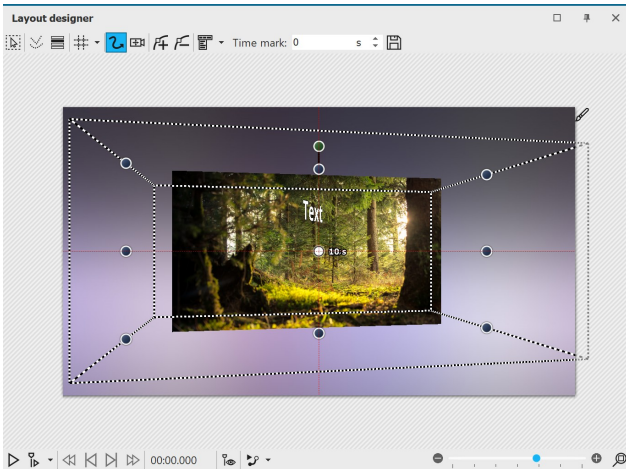
5 Rotation for first mark

Click the frame of the 3D scene and enter a rotation on the Y axis of 10° at the first motion mark (0s).

Observe what happens during playback: The initially skewed 3D scene turns towards the viewer, we see the skewed floating text closer in front of us.

End view of the animation

6 Rotation at second mark

Click the frame of the 3D scene again and enter a rotation on the Y axis of -10° in the Manual input at the second motion mark (10s).

 During playback, you can now observe how the 3D scene rotates a bit further, so that the text and image are angled towards the viewer.

> You can find a project with 3D scenes based on the principle shown here in **Stages** under *File / Open / Example project*. You will find the sample project under the title**"3D - Floating pictures"**.

19   Scriptlets

The *Scriptlets* item can be found in the top menu bar.

Scriptlets are small extensions of the software. You can develop extensions yourself, which then become visible in the program as a menu item.

You can use scriptlets to access the following functions:

- Read EXIF data
- Modify duration and position of an object
- Modify motion path and camera pan
- Load and apply design templates

You can deepen your knowledge about scriptlets in our knowledge base in the section "Scripting-API". (Link address: aquasoft.de/go/script)

There are already the following scriptlets that you can use in the program:

1 Delete disabled objects

The display of certain objects can be deactivated in the program. If you want to delete the deactivated images, you don't have to go through the *Image list* to find them and delete them one by one. It is enough to go to *Scriptlets - Delete disabled objects*. All disabled images will be deleted.

2 Scale intelligently

Scale intelligently
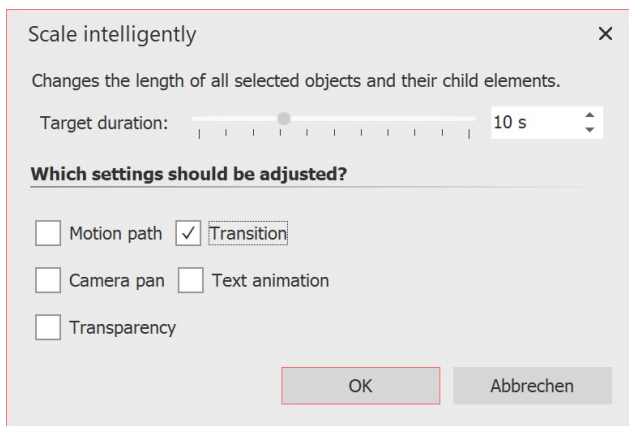
Use this scriptlet to change the display duration of objects, adjusting fades, motion paths, transparencies, camera pans, and text animations to match the new duration.

First select the objects to be adjusted in the *Timeline*. This can also be a *Chapter* object or a *Flexi-Collage*.
Then go to *Scriptlets - Scale Intelligently*. Enter the new *Target duration* and specify which property of the selected objects should be adjusted as well.

3 Open map at GPS photo position

This function allows you to open maps at a specific position.

Insert an image containing GPS data into your project, and then go to *Scriptlets - Open Map at GPS Photo Position* in the menu bar.
Now the *Map Wizard* opens and displays a map with the section where the GPS data of the image is located.

4 Suchen und Ersetzen im Dateinamen

Search and replace

If you have already inserted files into your project and later renamed them or changed storage paths on your computer, you can have them automatically corrected with the *Find and replace in filename* function.

You can apply the function only to selected objects or only to files that are not found.

Please use this function only if you can classify the consequences for your file paths and thus your project! If files are no longer found, use *Wizards / Find files* instead.

5 Specify random transition

Specify random transition

If you use the Random transition, new random transitions are generated each time you play the show. This scriptlet lets you generate random transitions for a selection or the entire show, which are then fixed.

The generated fade-ins and fade-outs are no longer marked as "Random" in the object properties, but the randomly generated transition type is displayed.

Which objects: only selected / only selected incl. child elements / complete project

Mode: generate new transitions / keep existing transition, but set parameters randomly

Limitations: All transitions / only transition "Random" / only transitions with random parameters / Transition "Random" and such with random parameters

20   Save custom settings

You can save a lot of time with the help of this function. If you use certain settings regularly or want to save image constellations, text arrangements or other designs you have created yourself, use the Custom Templates.
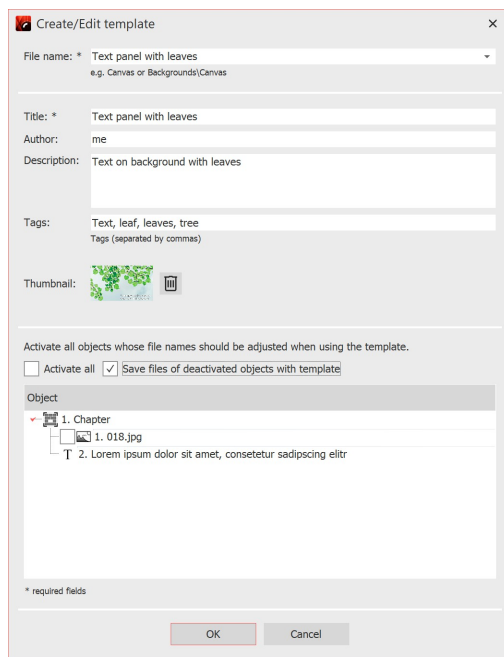You can save Image effects 203, Transitions 220, Camera movements 85, Text effects 37, Motion paths 97, Flexi-Collages 265 and entire Chapters 74 with any content.

20.1   Save custom object

1 Create object

Drag an object that you have set with your own settings from the *Image list* or *Timeline* into the **Toolbox**.

Any object can be used for this purpose. This can be, for example, an image with a certain aspect ratio crop and caption, or the image-before-image effect with a certain effect setting. For more complex animations (e.g. intros) that are to be saved as a template in the Toolbox, it is best to combine everything in a chapter object.

As soon as you have dragged the object to **Toolbox**, a dialog opens. There you have to give the template a *File name* and *Title*, you can enter information about the author and a description of the template. The file name can be preceded by a folder name (e.g. Backgrounds\Tulip Field). This will divide the templates into categories.

Normally, the first image in the object being saved is used to display it in the Toolbox. For templates that do not contain images, a default icon is displayed instead. For a better overview, the template can also be assigned its own *thumbnail*.

Settings for own object

You can also specify which files should be adjusted when using the template and which should be retained. For this purpose, there is a box in front of each object with a check mark. If you remove the checkmark, the object remains as it is. So the file will not be adjusted.

As a possibility for archiving, files that should not be replaced can be saved together with the template.
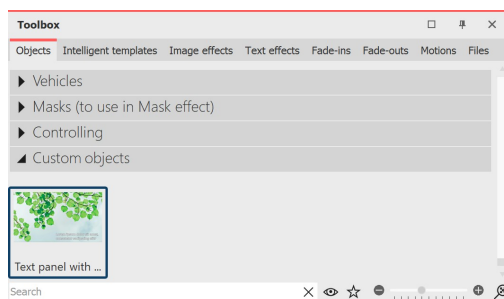
2 Use your own template

You will then find the created template in the **Toolbox** under *Objects / My Objects*. To insert further images with the same formatting, simply drag the saved template from **Toolbox** into the **Timeline** or image list with the mouse button pressed. The dialog for inserting the images will open. Now select the images to be inserted with the settings of the saved template. The inserted images now have the saved formatting and do not need to be adjusted.

Own object in the Toolbox

To use your own template, drag it with the mouse from the **Toolbox** to the desired location in the **Timeline**. Depending on what you have set, you will then be asked to select images to be inserted with the template.

To delete or edit a *Custom Template*, right-click a *Custom Template* in the **Toolbox** and select *Delete template* or *Edit template*.

> If you right-click on a **Custom template**, you will see the option **Set as default for images** (can also be called **Sounds** or **Videos**). If you activate this, you can insert objects with the settings of the template via **Add**.

20.2   Save custom text effect
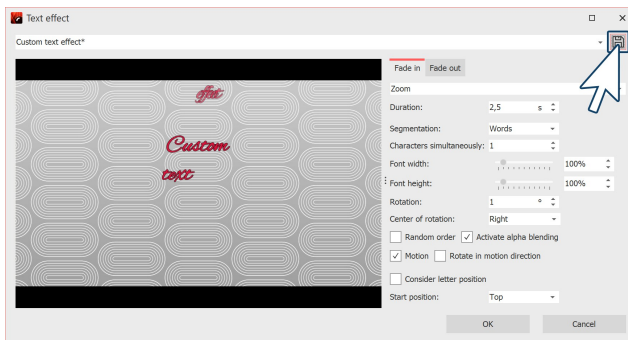
Create or adjust text effect

1 Create text effect

For a text object or an image or video object under the **Text** tab, you will find the **Animation** selection under **Effect**. Here you will find the **Adjust** button, with which you can edit the animation. A window opens in which you can adjust the text effect according to your wishes.

If you have changed a text effect to your own liking and want to save the settings, click the **Save** icon, it is located in the upper right corner.
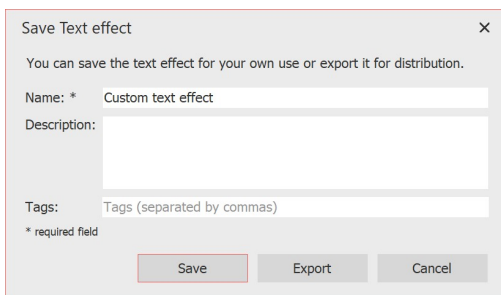
Enter name for text effect

2 Enter title

A dialog for saving the text effect opens. Enter a suitable title here.
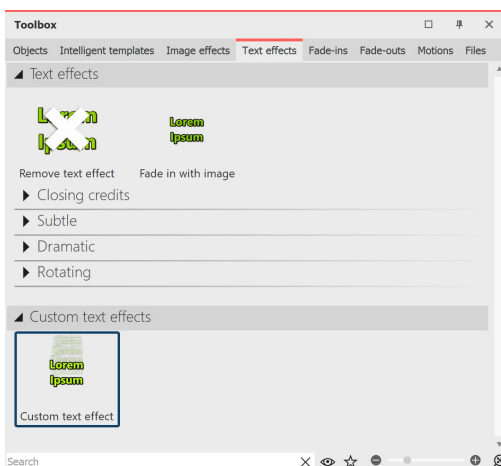
Own text effect in the Toolbox

3 Text effect in the Toolbox

You can now find your text effect in the **Toolbox** under **Text effects / Custom text effects** under the name you entered in step 2.

From here you can apply it to the objects you want, but it can also now be found in the **Settings** window under the **Text effects / Custom text effects** tab.

20.3 Save custom motion path / camera pan
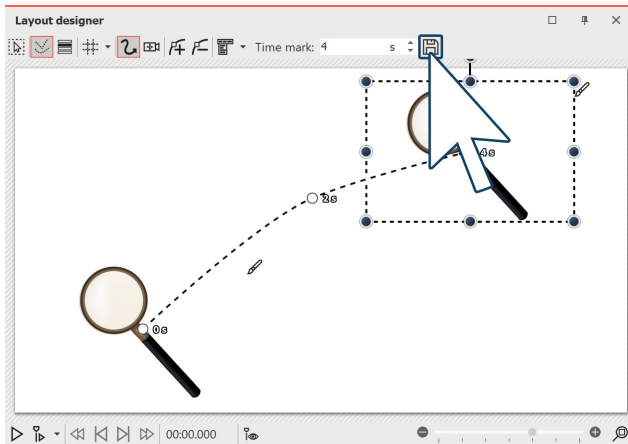
Create and save path

1 Create motion path

Once you have created a *motion path* or *camera pan* that you want to apply to other objects in the future, you can save it. To do this, click the *Save* icon in the *Layout designer* after creating it; it is located to the right of the input field for the *Time mark*.
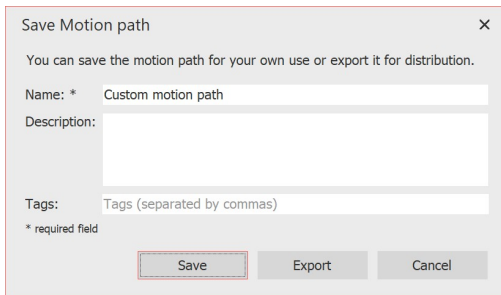
Enter name for path

2 Enter title

A dialog for saving the path opens. Enter a suitable title here.
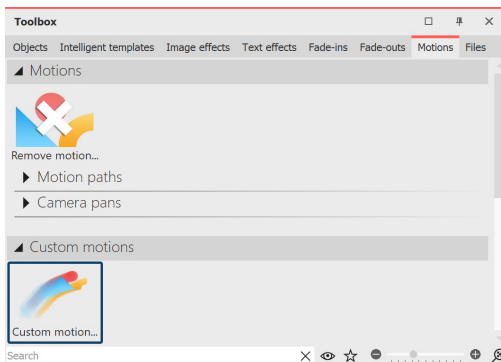
Own motions in the Toolbox

3 Movement path in the Toolbox

After saving, you can now find the *motion path* again at any time in *Toolbox* under *Motions - Custom motions*.

Drag the path onto an object in the *Timeline* or in the *Layout designer*, or apply the motion path to a selected object by *double-clicking* the icon in the *Toolbox*.

20.4 Save custom image effect
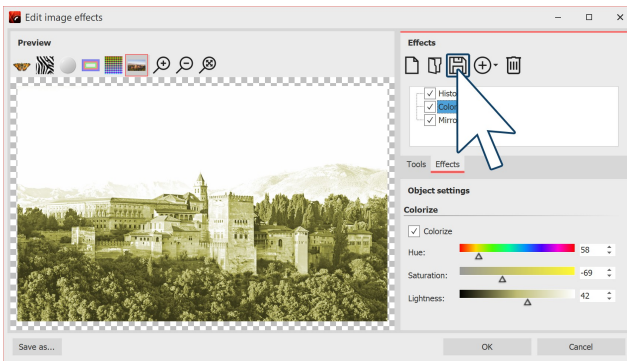
Create or adjust image effect

1 Create image effect

You can create extensive image effects in the *Image editor*. Of course, these can also be saved for use in later projects.

After you have created an effect in the *Image editor*, click the disk icon to save it under its own name.
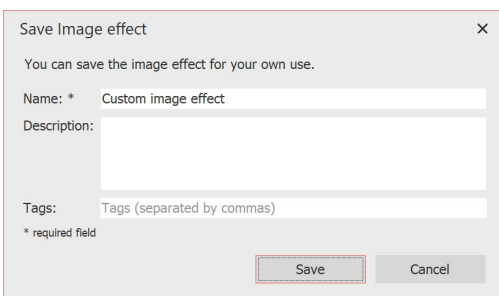
Enter name for image effect

2 Enter title

A dialog for saving the image effect opens. Enter a suitable title here.
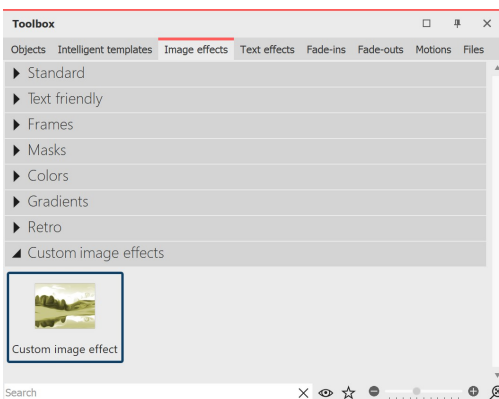
Enter name for image effect

3 Image effect in the Toolbox

You can now find your image effect in the *Toolbox* under *Image effects / Custom image effects* under the name you entered in step 2.

20.5 Save custom transition
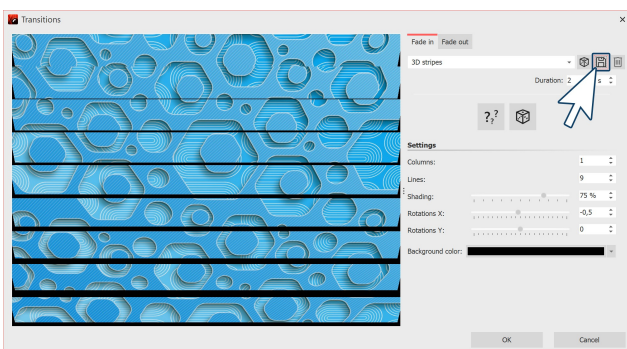
Create or adjust transition

1 Create transition

In the properties of the object (image, video, or Flexi collage), click *Adjust*.

Modify the transion to your liking. Then, to save the settings, click the Save icon.
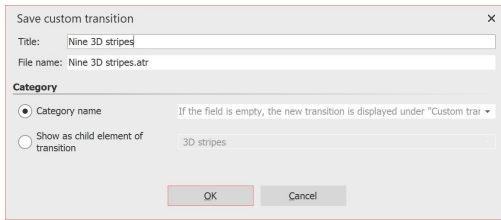
Save your own transition

2 Enter title

A dialog for saving the transition opens. Enter a suitable title here. The *file name* is generated automatically, but can also be changed. The file extension *.atr* must be preserved.

Category name: With the small black selection triangle you can choose from the existing categories. If no *category name* is selected, the transition will be placed under the category*"Own transitions*". Alternatively, you can enter your own category name.

Show as child element of transition: The custom transition is displayed as a child item in the selected transition category.

Click *OK* to save the transition.
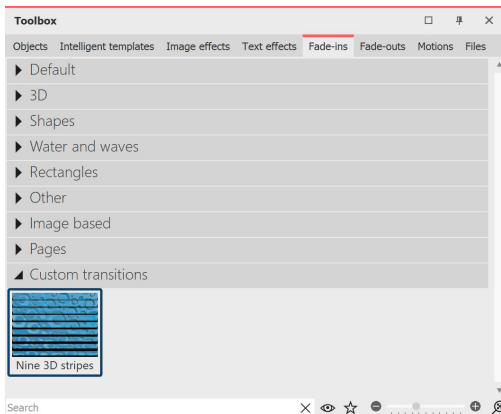
Own transitions in the Toolbox

3 Transition in the Toolbox

You can now find the transition in *Toolbox* tabs and in the properties in the selection list for the *Fade-ins* and *Fade-outs*.

21   Control of the presentation sequence

21.1   Automatic sequence

By default, the images of a project are played automatically one after the other. In the Properties²⁶⁰ of the objects you determine how long an object is displayed and when the change to the next object takes place. You do not have to make any special settings for this.

21.2   Manual control

Manual control is available only if you play back the presentation fullscreen or with the Player (select the output as described in the chapter "PC presentation"²²⁹).
It is particularly suitable if you want to carry out a presentation in which you want to comment and switch on individually. You can configure the Player accordingly in the project settings.

The *Project settings* always refer to the project you are currently editing.

Settings for Player
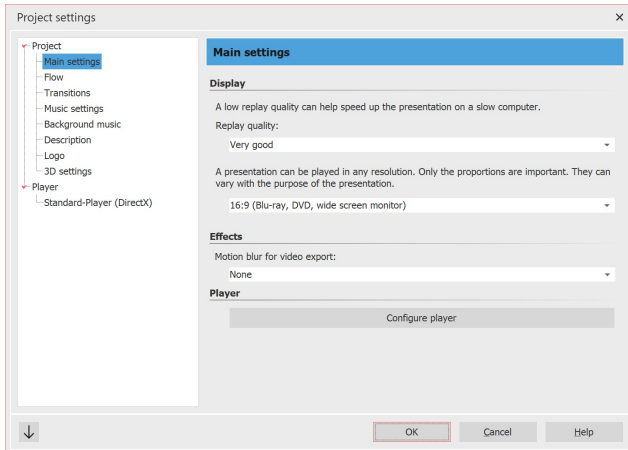
Basic settings for slideshow
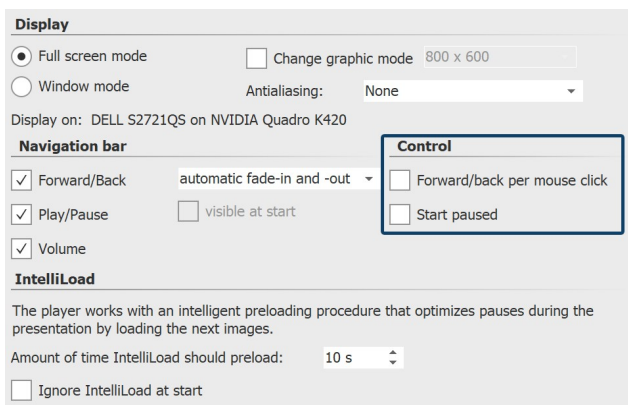
1 Call up project settings

Call up the *Project settings* via the *Settings* button in the *Toolbar* or via the *Project / Settings* menu. Now select the item *Standard-Player* from the menu on the left. This will take you to the configuration of the *Player*.

Standard-Player

2 Player settings

At the Control item you will find the following options:

Forward/ba Only when you click with the mouse or use
ck per the arrow keys, the next image appears.
mouse click The set display duration of the image does not matter.
To activate this function, the *"Start paused"* checkbox must be set.

Note: Pressing the spacebar in this mode overrides the mouse click control.

Start The presentation starts with a freeze frame,
paused it will not start until you start the presentation manually.

21.3   Automatic and manual sequencing
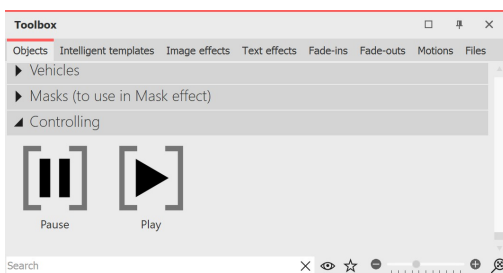
Pause and Play object in the Toolbox

It is also possible to manually advance parts of the presentation and have other parts play automatically. You can change this as you wish. In the *Toolbox* you will find two objects for this purpose under *Controlling*.

If you want the presentation to run automatically only up to a certain point, set the *Pause object* at the point from which you want to continue manually. To continue, press the ARROW key on the keyboard.

As soon as you want the switching to be automatic again, insert the *Play object*. The objects can be inserted by dragging them into the *Timeline* or by double-clicking them in the *Toolbox*.

Artificial pause

You can also insert a *Play* object directly after a *Pause* object. This way the presentation is stopped at the image before the *Pause* object and as soon as you switch on, the presentation continues automatically.

You can also pause the presentation at any time during playback by pressing the `SPACEBAR`. When you press the `SPACEBAR` again, the presentation continues.

> If you convert your project to a video DVD, the function of the two objects will be lost. To pause a video DVD, you must use the *Pause* button on the *remote control*.

21.4 Repeat presentation endlessly
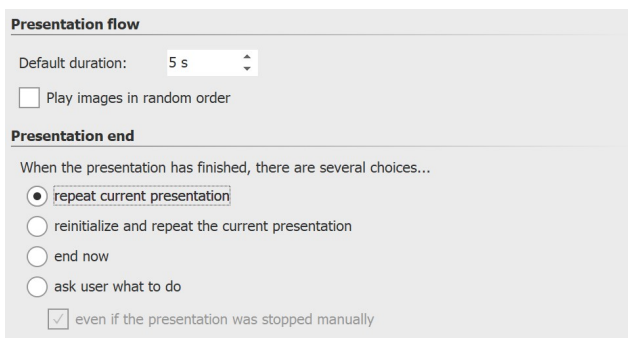
Presentation end settings

In the Toolbar you can open the *Project settings* via the *Settings* button. Alternatively, you can also open the dialog via the *Project / Settings* menu. Under *Flow / Presentation end* you can activate the repeat function.

> If you create a video DVD or Blu-ray from your project, this feature will be lost.

21.5 Use remote control or presenter

If you want to present your project live, it is advantageous if you can intervene in and control the sequence in Player at any time. If you are not at a keyboard, there are two ways in which you can control the process remotely.

1 Free remote control app for Apple devices

A free app is available in the App Store for devices iOS7 and later. First download and install the app.

Your Apple device and the computer on which the project is located must be logged into the same network for a connection to be established.

In AquaSoft Stages, go to *Extras / Program settings / Player / Remote control*. After that, start the Player from AquaSoft Stages. You can now switch back and forth via your Apple device.

> The direct link to the app in the App Store and more information about the control can be found on the associated website aquasoft.de/go/c57k .

2 Control with presenter

A presenter is a remote control that can be used as a substitute for mouse buttons or certain keys on the keyboard. It is usually connected wirelessly to the computer and - depending on the model - has a certain range. AquaSoft Stages supports MS PowerPoint's common keyboard shortcuts, so most presenters should work without any further configuration to control their presentation. To be on the safe side, when choosing your presenter, make sure that its keys are freely assignable. You can then use the keyboard shortcuts 5 from the program, for example, to control the flow in Player.

21.6   Object events
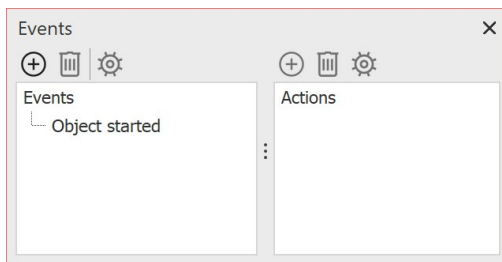
Here you can add the events

If you want to set an object event, go to *Workspace / Controls* and activate the *Events* window.

Object events can occur during playback in *Player* when a specific object is finished or started.
For example, it is possible to *pause* the show at a certain image. It is also possible to have the *browser open* with a previously selected web page at a certain time.
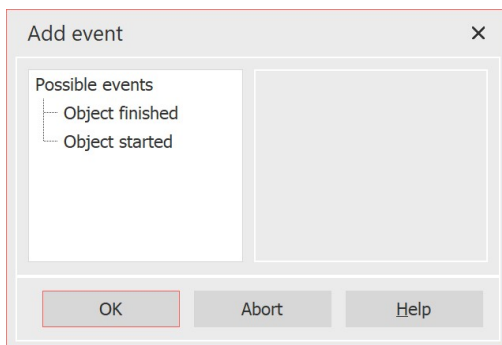
Add event

Now select an object in the *Timeline*, e.g. a *Chapter* object or an *Image* object. Then click on the left *Plus* icon in the *Events* window. A new window opens in which you can specify where the event should be added. Events can occur at the beginning or at the end of an object. After you have selected a time, click *OK*.
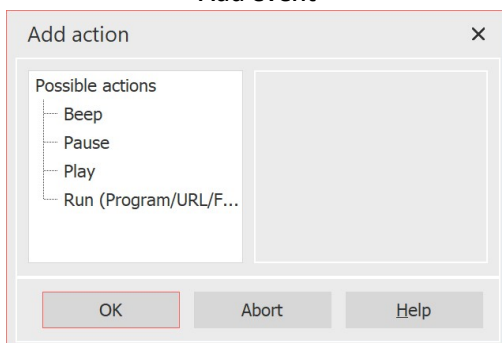
Select action

Immediately after entering the previous option, a new window opens where you can select which action should be performed.

You can specify that a program should start, that the playback should be paused or that the playback should continue if the *Pause mode* was active.

Run program

The *Execute* action is interesting, as it provides a lot of free space for ideas. For example, you can open a PDF file or the browser with the page of the hotel where you spent your vacation. You can also open another program, such as Google Earth, which will take you on a flight around the globe.

21.7   Control randomness

Various templates in the program are based on random values, e.g. the division of a layout 167. To avoid getting a completely different layout every time you play it, you can put a stop to the randomness.

Randomness is repeatable

Whenever such an input field is present, the randomness is controllable. If the value is set to *Automatic* or if the question marks are activated, completely new values will be determined randomly each time they are played. To specify a certain combination, click on the dice symbol. This will result in a combination of numbers and letters such as "35A054D4EC16568E". This is the DNA from which endless creations can be made, and the same ones every time. Such random DNA can be copied and thus transferred to other objects. But only in case of similar objects (e.g. two photo collages) something similar will be created.

> Please do not enter arbitrary numbers yourself, otherwise it may happen that not enough variations can be created from them.

In **AquaSoft Stages** you have the additional option to set a random value for the entire project 285 under Project / Settings / Sequence.

22 Import data

22.1 Import templates and effects

Extras	Wizards	Workspace	Help
👁	Show/Play		
@	Send as email		
↗	Open in default application		
	Reload		▶
↓	Import existing templates		
	Developer mode		
	Program settings		
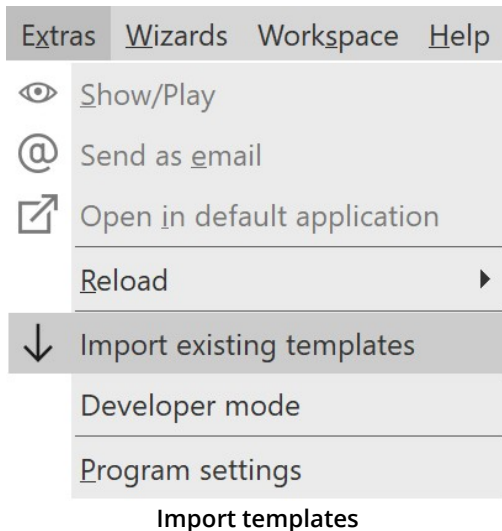
Import templates

If you have created your own templates and effectsina previous version of **AquaSoft Vision** or **Stages**, you can have them inserted via *Extras / Import existing templates*.

22.2 Import Wizard

The Import Wizard helps you transfer images from your scanner or digital camera directly into the project.

1 Launch Import Wizard

In the menu item *Wizards* you can find the *Import Wizard*. With the *Import Wizard* you can import your images from a scanner or from your digital camera, provided that these devices are addressable via the *WIA* interface.

The images are saved on your computer and added to your project. They can be enhanced either immediately or later with the editing function 204.
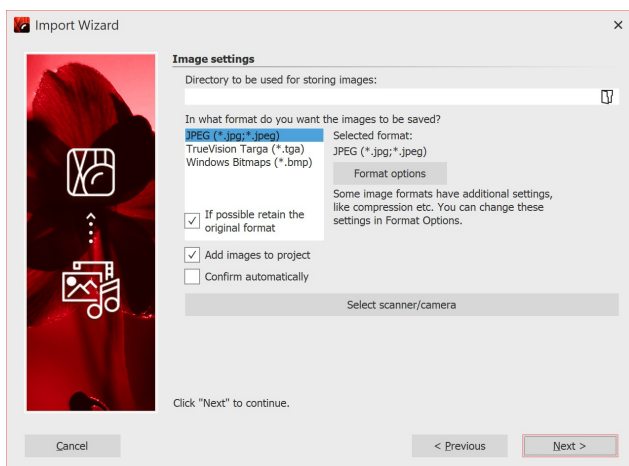
Image settings selection

2 Settings for images

Specify a *destination directory* where the images will be saved. Select the desired *file format* and adjust the format options if necessary.

Select the *device* from which the images are to be imported.

If the images are to be transferred directly to the *Image list* of the program, activate the corresponding function. Then select the scanner or the camera via the button *Select scanner/camera*. Then click on *Next* and then on *Start*. Your images will now be imported.

22.3 PowerPoint Wizard

You can use the *PowerPoint Wizard* to import your PowerPoint presentations into the project. The prerequisite is that MS PowerPoint (version 8 or higher) is installed on your computer. When importing, the individual slides are saved as images. All animations and effects that you have set in PowerPoint are not transferred here.

PowerPoint wizard in four steps
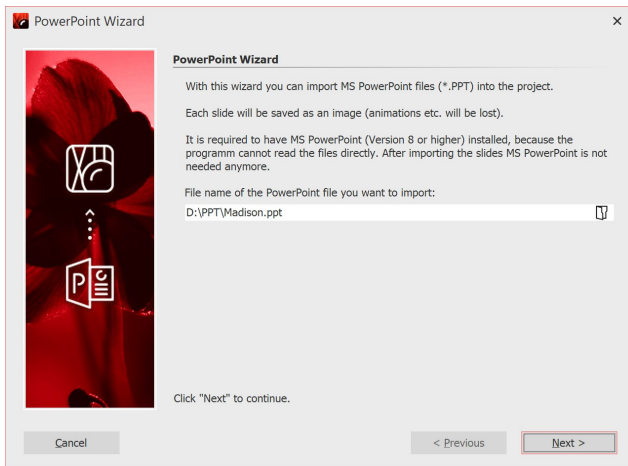
PowerPoint wizard

1 Select file

Bring up the *PowerPoint Wizard* from the *Wizards* menu. The start dialog of the PowerPoint Assistant opens, with an input line in the lower half. Click on the small *folder icon* to select the PowerPoint file you want to import. Click *Next* once you have selected a file.

File settings

When you have made all the entries here, click *Next*.
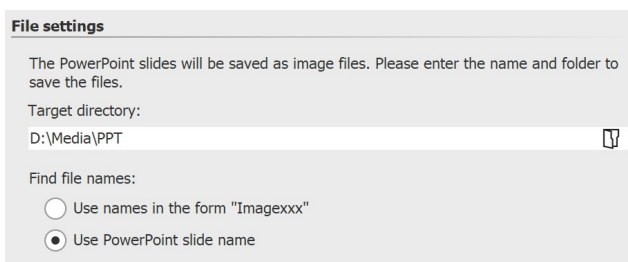
2 Specify location

Under *Target directory* you select the location on your computer where the individual PowerPoint slides are to be saved as image files. Under *Find file names* you have two options how to name the slides converted to image files:

- You can either use the slide name
- or use the name in the form "Imagexx".
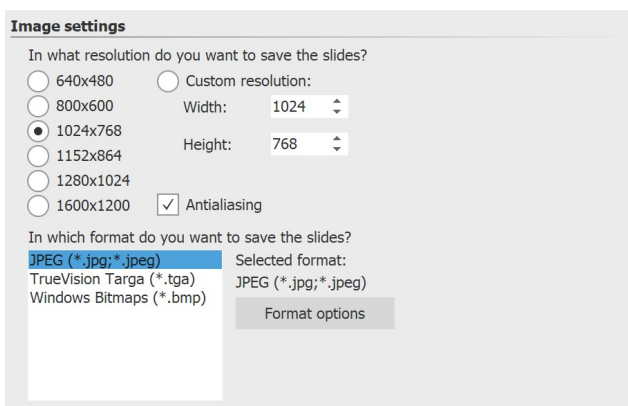
Image settings

3 Make image settings

Here you can select the image resolution or enter your own resolution. The image format of the saved image files can also be specified here. When you have selected all the options, click *Next*.
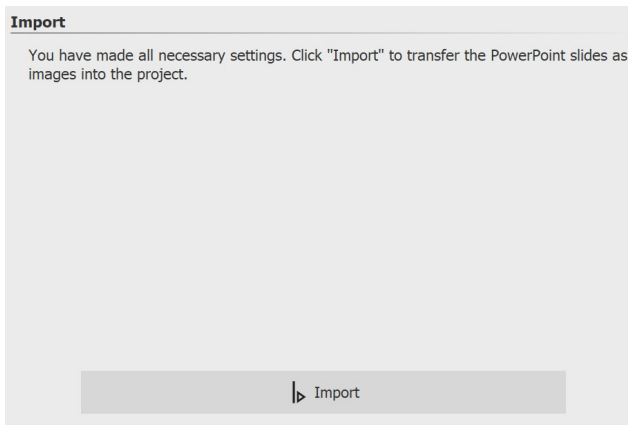
Importing slides as images

4 Import slides as images

Just click *Import*, the PowerPoint slides will now be saved as image files and inserted into your project.

23   Check project for errors

Before you preview or export your project, you can check your work one more time.

1 Check project for errors
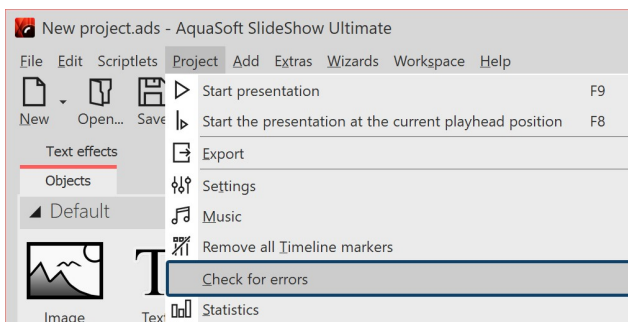
Check project for errors

Open your ads file and click under *Project /Check for errors*.

The program checks if all images, videos, sounds and fonts in your project can be displayed and if all effects work correctly.
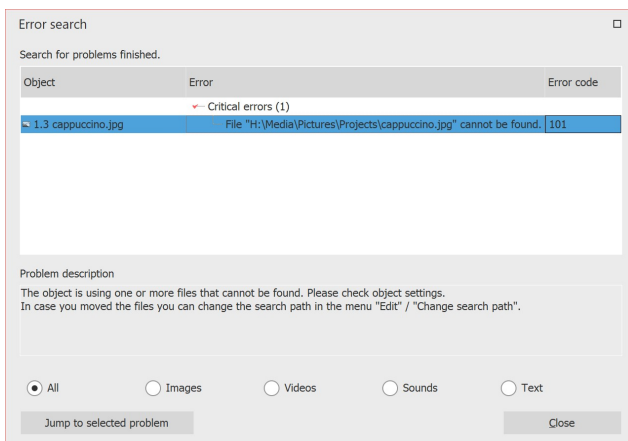
Troubleshooting result with an error display

If critical errors are found, you will receive appropriate notices about the problem. To look at the location in your project and fix the error, highlight the error message and click the "Jump to selcted problem" button.

After fixing the error you can start a new error check.

If several images cannot be found, the Find files Wizard 259 will help you.

2 Design control

For a final check of the show, it is recommended to play in full screen mode. If you reach a point during playback that requires revision, press the `ESC` key to exit the full-screen player mode. Now click on the 🔲 icon in the Timeline view to set the playhead to the player's stop position. Now make the changes to your project.

3 Search function
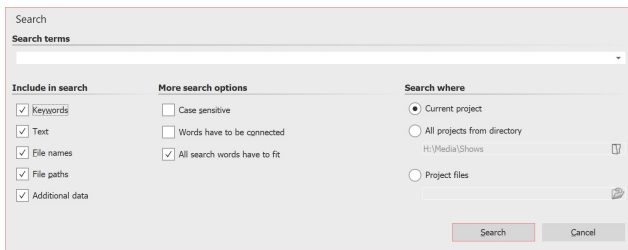
Search function

In the *Toolbar* or in the *Menu bar* under *Edit / Search* you will find the search function. This allows you to search for texts, file names, file extensions and keywords in your projects. It is particularly useful for correcting typos in image captions, for example.
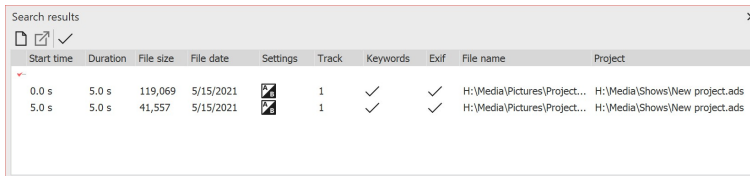
Search results

In der Suchergebnis-Liste bekommen Sie die Treffer mit der Startzeit angezeigt. Mit dem Häkchen-Symbol lassen sich die Treffer im Projekt markieren.

24 Export a project

24.1 Archiving and PC presentation

A lot of time, work and effort often goes into an extensive and effective presentation. It is annoying when this work is lost. When your presentation is complete and ready to be shown, the *Archive, Protect and Share Project* wizard gives you the option to

- save the presentation and all the files used
- export the presentation for playback on another PC
- burn a CD/DVD with the backup or the PC presentation

With archiving you can be sure that all used data (images, music, videos) are really together in one place. An archived project contains only relative file paths and can therefore be moved around on your PC as you wish without the risk of images not being found. The archiving function thus also helps you if you want to move from one computer to another with a project you have started.

> It sometimes happens when opening old projects that images are no longer displayed.
> It is important to know that the software does not save the data directly. It always saves only the reference to the location from which the data was inserted. If this location changes or the file is renamed (even slightly), it can no longer be retrieved by the program.
> It often happens that files are moved or renamed on the computer without thinking about the project, which still knows the original path. Thus, the resulting problem of non-displayed images is not a bug of the software.
> In the chapter "Locating files" ₂₅₉ you will learn how to locate the files.

A project consists of various files. These include images, videos, and music tracks. All these data are located on your hard disk or other storage media that you have connected to your computer. In ads project, the images, videos and music tracks are not saved again. The program only remembers the location where the files can be found, thus saving disk space.

If you want to save all the files belonging to your project in one directory, the *Archive, Protect and Share Project* wizard will help you. If you also want the archived project to be directly playable, a player can be archived along with it.

Archive, protect and share project

The wizard helps you to burn your projects with all data on CD/DVD or archive them on the hard disk or USB stick.
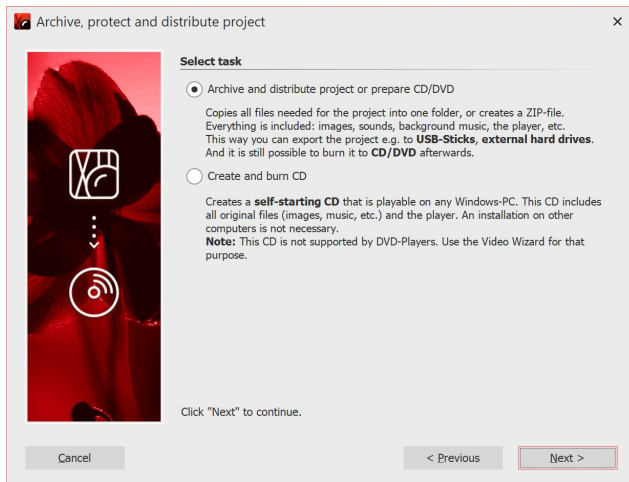
Task selection

1 Open wizard

Under *Wizards* you will find the *Archive, Protect and Share Project* wizard. After the introduction, click *Next*.

Two options now await you:

1. Archive, share project or prepare CD/DVD.
You can create a directory or zip file from your project here. This storage method is ideal for archiving your projects, sharing them via virtual file storage, hard drives or USB sticks.

2. Create and burn a CD
Create a CD that starts itself when you insert it into the drive. The program software does not need to be installed on the computer where the CD will be inserted.

Select an option and click *Next*.

Option 1: Archive project

Archive project

This option allows you to save all data (ads file, images, music, videos) in a common directory, so the project can be archived optimally. You can then save the finished directory on a USB stick or on an external hard drive, for example.
Under *Destination directory*, specify where the data should be saved.
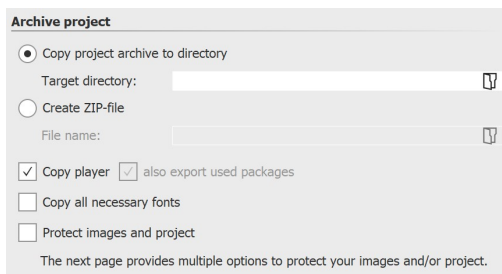
If you want to create a zip directory right away, activate the corresponding option. When you have enabled the option, click the small folder icon in the *File name* field. Then select a location and enter a file name.

You should copy the *Player* and the *used packages* to be able to play the presentation on computers where **AquaSoft Vision** or **Stages** is not installed. Without this Player, you will not be able to play the presentation there otherwise. Without packages, some effects might not work properly as well as program's own files or elements from extension packages might not be displayed. Click *Next* and the desired operation will be started.
When archiving only for the own computer on which **AquaSoft Vision** or **Stages** is installed, the Player and the used packages do not have to be archived as well, since the program resources can always be accessed here.

Copy required 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 play on other computers later without any problems.

Protect images and project - If you want to share the project but do not want to allow access to your images, you can encrypt your images.

Protect images from access

Protect images from access

This function is not suitable for archiving, since the exported project can no longer be edited or exported elsewhere, depending on the setting, and only to a limited extent. It can be played back in any case. Restoring the images is no longer possible. You should **not delete** your **original images from the hard disk**.

In **AquaSoft Stages** you have the additional option to select the type of encryption and to activate password protection.

Confirm that you want to encrypt the images, click *Next* and start archiving.

Option 2: Create and burn presentation CD

Create and burn a CD

Specify a *title* for the CD/DVD. This title will be used as the name of the CD/DVD.

If you have used fonts that you are not sure are installed on other PCs, you can burn them to the CD/DVD as well.

Protect images from access - If you want to share the project but do not want to allow access to your images, you can have your images protected. Please see the notes in the previous section.

If you *only* want to *create an ISO image*, select this option. The project is not burned during this step.

If you edit an already exported project and change files in the process (images, sounds, videos, fonts), then the project must not only be saved, but exported again, especially if you want to play it from an external storage medium. Only then is it guaranteed that all newly used resources are also present at the archiving destination.

24.2   Output as video
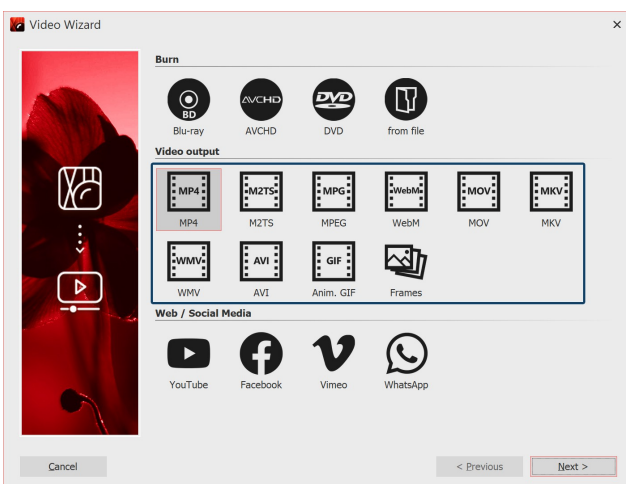
Video formats in the Video Wizard (Ultimate)

In the **AquaSoft Vision** and **Stages** you have many different options to create a video from your project. Therefore, there is something suitable for almost every purpose and for every end device. Below is an overview of the video formats you can output.

1 Call Video Wizard

To access video creation, call up the *Video Wizard* via the *Wizards* menu. Then, under *Video output*, select the video format you want. If you are not sure which video type best suits your output device, see Section 3 **"Which video format suits which output device?"** for an overview that can help you make your selection.
You can create the following video formats:

MP4	Container format based on Apple QuickTime file format. Works well for TV, tablets and smartphones.
M2TS	Containerformat for Blu-Ray Disc video
MPEG	Video format for DVD videos
WebM	Container format for the Internet, possible with transparency
MOV	Container format of the Apple QuickTime Player
MKV	Open source container format for almost all available video formats
WMV	Part of the Windows Media Framework, supported by all current Windows versions
AVI	Container format from Microsoft. Should never be output uncompressed and is only suitable for professionals who want to use special encoders.

2 Video settings

Video Wizard with extended settings (Ultimate)

For each video type, the *Video Wizard* already provides settings. Under *Template* you only have to select which resolution you need - the *Video Wizard* does the rest for you. Under *Target file* you specify in which directory the video file should be saved, here you can also give the file a name.

If you still want to make changes, you have full access to the settings in the *Extended* section. Click the *Plus* icon in front of *Extended* to open the settings.

Option	Meaning
Container format	Here you can once again change the file format.

Template	Here you can choose from various presets that fit specific devices.
Target file	Select the location of the file here by clicking on the folder icon.
Estimated size	Specifies approximately how large the created video file will be.
Video encoder	Selection of different codecs to compress the video file.
Acceleration	Here you can enable hardware accelerated encoding (run *Search for acceleration hardware* first if necessary). If none is selected, only software encoding is performed.
Method	*Quality* selection: Here you specify the display quality. The higher the value here, the larger the file. At 85% the highest display quality is already reached. You can select 100% if you want to further process the video in another application and the generation loss should be reduced when rendering again. **For normal videos, the setting with 100% should not be used, because you have an extremely large file volume, but visually would not provide any added value.** *Bitrate* selection: The video is generated with a variable bitrate. Selection *const. Bitrate*: The video is created with a constant bitrate.
Bitrate	Data volume output per second
Resolution	Number of pixels in height and width
Pixel aspect ratio / with square pixels	For the pixel aspect ratio, the preset "square pixels" can usually be retained. This setting is relevant only for the special case of DVDs, since their image size of 704 × 576 or 720 × 576 corresponds neither to 4:3 nor to 16:9. If you now create an MPEG video for a DVD, for example, you must first select the appropriate template (e.g. DVD (PAL, 16:9)) according to the selected project format, and the pixel format is then automatically adjusted to "fit 16:9 presentation".
Frame rate	Number of frames per second
Correct TV borders	Some TVs cut off the edges of the film. How much this happens varies from device to device. To make the full image visible, the wizard can reduce the image. You can also set different edge distances for this.
Interlaced	Half-frame process to make movements appear more "fluid". Should only be activated when outputting for tube TVs.
Audio encoder	Selection of different codecs to compress the audio file. Selecting *"No audio"* creates a video without sound.

If you want to save your own settings for later use, click on the Save icon behind *Template*.

> Deepen your knowledge on the topic of "Creating Video" in our blog post "Videoerzeugung – Diashow als Video ausgeben".
> (Link address: aquasoft.de/go/videoausgabe)

3 Which video format fits which output device?

For all devices for which you want to create a video, you should first take a look at their **operating instructions**. There are almost always listed the video formats that the device can play. The video formats given here are only recommendations, not all devices accept these formats reliably.

Device	Video format
Smartphone, Tablet PC	MP4 with H.264/H.265 encoder (other formats possible, observe operating instructions of the device!)
TV-Gerät	MP4 with H.264/H.265 encoder, M2TS (other formats possible, observe operating instructions of the device!)
Multimedia-Festplatte	MP4 with H.264/H.265 encoder, WMV, M2TS (other formats possible, observe operating instructions of the device!)
PlayStation Vita/Portable	MP4 with H.264 encoder
Apple-Geräte	MP4 with H.264 encoder, MOV with H.264 encoder (other formats possible, observe operating instructions of the device!)

4 Save video to USB stick

Click folder icon

Click the folder icon under *Target file*. Choose a location on your computer that you can easily find again. After creating the video, you can then transfer it from the location to the USB flash drive.

Alternatively, you can also choose the USB stick as the storage location.

> The way of formatting a USB flash drive plays an important role if the created video file is larger than 4GB.
> If the USB stick is formatted with FAT32, it cannot store files larger than 4GB.
> It is possible to format the USB flash drive to NTFS. In this case, all data stored on it will be lost. However, after that you can save larger files on it.
> You should definitely also check beforehand which formatting the playback device (e.g. the TV or Blu-ray-Player) can handle.

5 Output video for web page

The various export options make it easy for you to publish your presentation on your own homepage or on the web. The video can either be stored at a video portal or on your own web space. The advantage of the video portal is that you already get a Player that can play the video. By means of an easy-to-copy code, you can embed the video on your homepage with little effort.

See the "Web/Social Media 238" chapter for more information.

If you want to make the video available on your own storage, you need your own Player to play the video directly. Some video formats are played by current browsers (you may need to install an extension) even without a Player, this includes the *WebM* video that you can create using the *Video Wizard*.
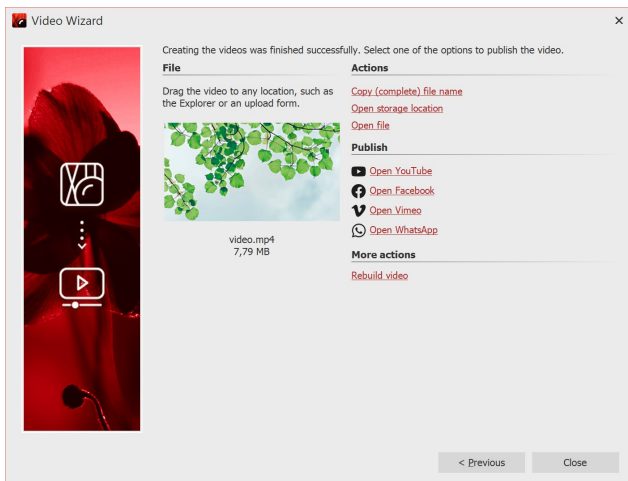
6 Output result

If the video was created successfully, you can play, process or share the result.

Start playback by double-clicking the video thumbnail or via *Open file*.

24.2.1   Output 4K video

You can output videos in very high resolution, so-called 4K or UHD videos. The term 4K or UHD stands for a resolution of 3840 x 2160 pixels. You can choose this resolution as the template for your video in the Video Wizard.

> Please note that for output as 4K video, your photos should not fall significantly below the resolution of 3840 × 2160 pixels. Especially when zooming in, a lower resolution would be noticeable.

1 Create 4K video with Video Wizard
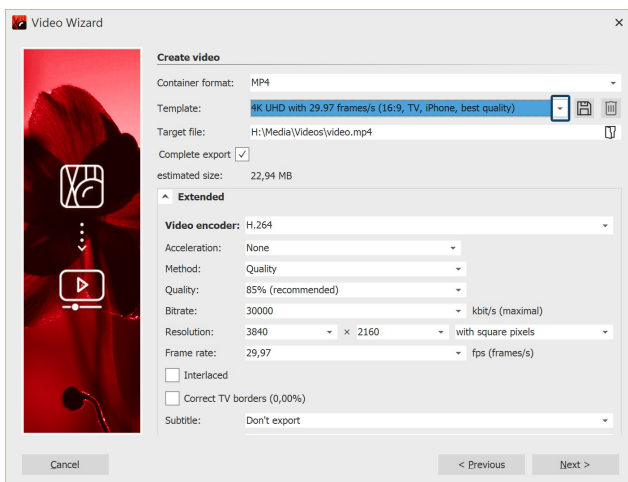
Create 4K video

From the *Wizards* menu, access the *Video Wizard*. Then click the *MP4* option . Under Template, you will find several selection options. Choose the option that suits you best.

After you choose a template, specify a location for the video under *Destination File*. Then click *Next* and select *Create video*.

2. Play 4K video

A video with 4K/UHD resolution requires a relatively large amount of processing power for creation and playback. Furthermore, you need a monitor, TV, or other playback medium that supports 4K.

24.2.2   Partial export

AquaSoft Vision and **Stages** it is possible to generate parts of a project as video. This can be one or more chapters, a specific section or just one or two images including crossfade.

To learn how to export a still image 239, see the chapter of the same name.

Partial export of a project section via time input in the Video wizard
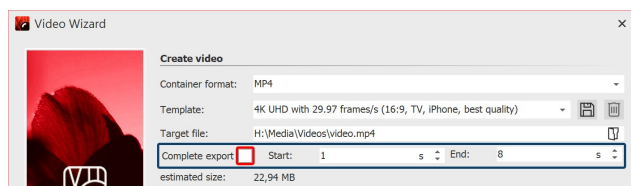
Remove the checkmark from Export completely

If you do not want to export the entire project, but only a section of it, call up the *Video Wizard* via the *Wizards* menu. After selecting the video format in the Video Wizard, remove the checkmark from Export in full. Then specify the start time from where the video should be generated and the end time from where the video should be generated to. The unit is switchable.

You can read the start time of a selected object at the very bottom left of the program.

Partial export of a selected project section
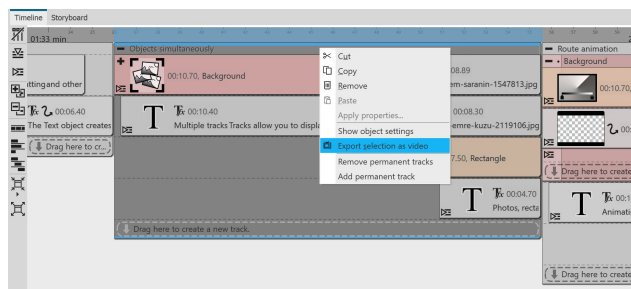
Export selection as video (Stages)

In **Stages**, you can select the part you want to export in the Timeline. Then right-click the highlighted area and choose *Export Selection as Video*.

After selecting the video format, you can see the start and end time of the highlighted Timeline area in the video wizard accordingly.

Stages holds even more options to define a specific section in the Timeline for export.

Partial export from Playhead position to end
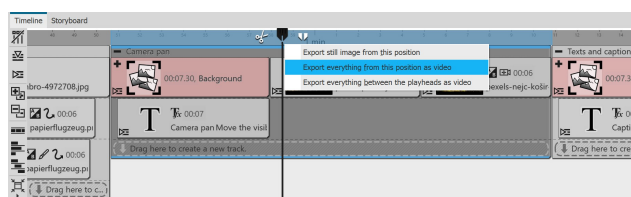
Export from Playhead position

Set the Playhead to the position in the Timeline from which you want to create the video. Right-click the upper part of the Playhead and select *Export all from this position as video*.

In the next step you can make the settings for your video format in the video wizard. The start and end time are stored accordingly in the video wizard.

Video generation between split Playhead
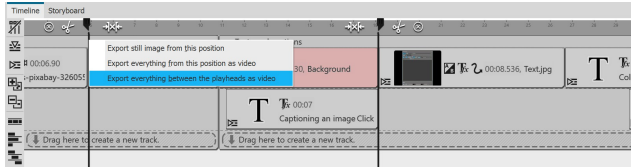
Export from area in split Playhead

Place the Playhead at the position in the Timeline from where you want the video to be generated. Click the white tweezers icon at the top right of Playhead to split the Playhead. Move the rear Playhead to the position up to which you want to export. Now right-click one of the two Playheads and select *Export all between the Playheads as video*.

In the next step you can make the settings for your video format in the video wizard. The start and end time are stored accordingly in the video wizard.

24.2.3 Video via command line
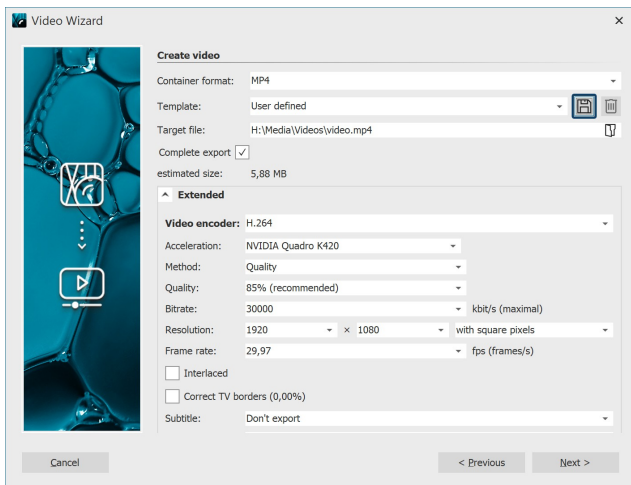
Save export template
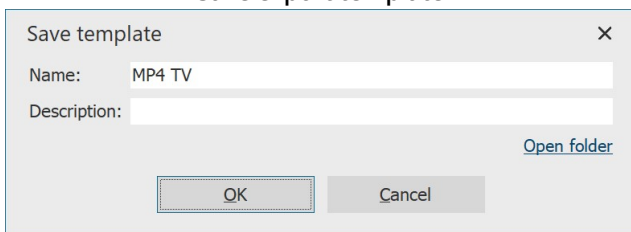
In **AquaSoft Stages** you can have your videos generated by command line call. They are created with presets that you have previously saved as an export template.

Save template
If you don't already have one, first save the presets you want to use to create your videos. To do this, go to *Wizards / Burn/Create Video* and select the file type, e.g. mp4.
Enter the desired parameters for the video generation. Now save this template by clicking on the disk icon and assigning a name.

The template is created as a vwp file. Via *Open folder* you can view the location of your vwp file .

Once your project is saved in the form of the ads file and the template is available, you can start exporting the video via command line.

1. **Open command line**
   Click on the Windows icon and type "cmd". As search result you get the Windows command prompt. Confirm with Enter to open the command line.
   (Depending on the Windows version, the procedure may differ).

2. **Change to the Stages directory**
   Enter the following command to change to the Stages (default) directory
   cd "C:\Program Files\AquaSoft\Stages 12"

3. **Start video generation**
   Stages -encode -preset"C:\...\VideoWizardPreset.vwp" -targetfile"C:\...\sourcefile.xyz" "C:\...\sourcefile.ads"
   (adjust vwp, target file and source file accordingly)
   Confirm with Enter. The video generation starts.

Once the video is calculated, you will get the message "Critical errors: 0". You will now find your video file in the destination directory.

24.3   Web / Social Media

The Video Wizard helps you create videos from your project for well-known video portals or social media platforms and upload the results there. The prerequisite for this is an account with the desired network.

Call up the Video wizard

1 Access the Video Wizard

To access video creation for web and social media, use the *Wizards* menu to access the *Video Wizard*. Then, under *Web*, select the desired platform and click *Next*.
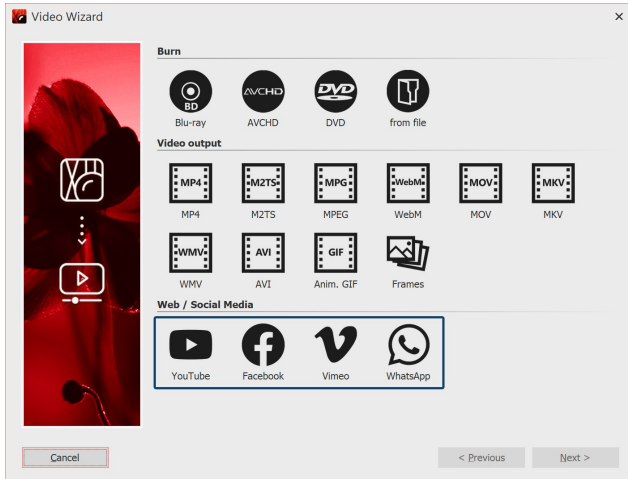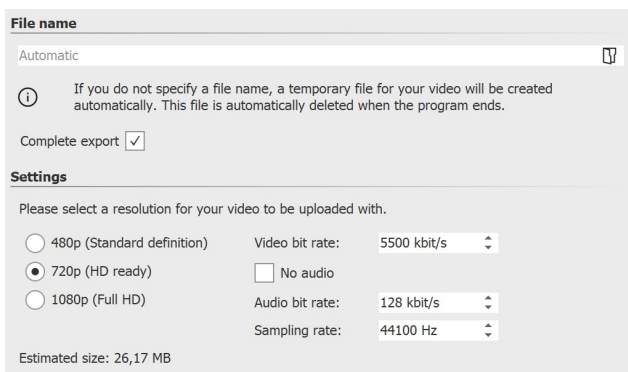
Video settings for YouTube

2 Customize settings

Depending on the selected platform, you will be shown suitable setting options for the video export.

Assign a file name and select a storage location via the folder icon. If necessary, adjust the *settings* for the resolution and video bitrate as well as the audio bitrate and sample rate. If you want to export the project as a video without audio, check the *No audio* box.

Then click *Next* and in the next step click *Create video*.

Publish the result

3 Publish the result

After the video is successfully generated according to your specifications, you will find various actions and options to publish it.

File: So you have already opened the web page or web application and logged in, drag the colored video thumbnail directly to the upload area.

Actions: Use *Copy (complete) file name* to copy the file path of the generated video to the clipboard. This way you can easily transfer it to an appropriate upload form. To get to the directory where your video was saved, click *Open storage location*. *Open file* lets you play the video in your default video application.

Publish: Click the link of the desired platform to open its upload web page or web application.

Other actions: Use *Rebuild video* to adjust the settings and export again.

Once the export is complete, you can exit the window by clicking the Close button at the bottom right.

24.4 Export still image

Sometimes there is a desire to extract a particular still image from a project for further use in the project or even in external programs. This can be an original video frame, a beautiful image collage or even a labeled photo. In the Timeline you will find the function *Export still image from this position*. A JPG or PNG file is then generated.

Export still image

Drag the Playhead to the location in your presentation that you want to create as a still image. It is best to find this position with <u>Live Preview</u> [25] activated, for example.

Now right-click on the Playhead at the top and select *Export still image from this position*.
A window will open allowing you to define the settings for the image to be exported.
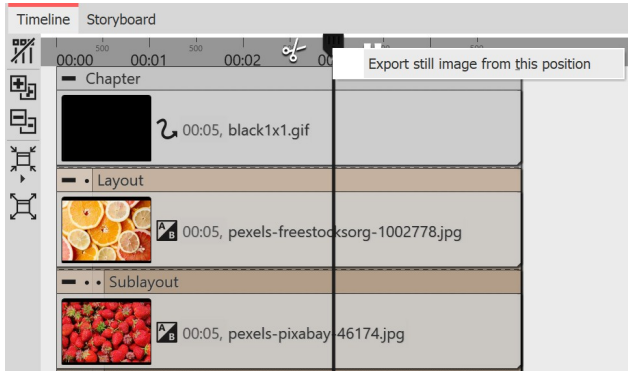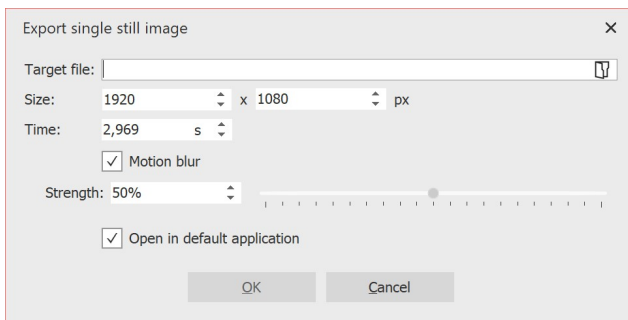
Settings for still image export

Use the folder icon to select the location for your still image and specify whether it should be saved as a PNG or JPG file. (Transparent areas can only be saved in a PNG file).

Select the size for the still image.

Furthermore, at the Motion Blur point you can decide whether and with what strength a motion blur should be applied to the still image to be exported, provided that it is played back with motion.

After saving the image, you can optionally have it opened directly in the standard application for the image format in question.

24.5 Picture frame wizard
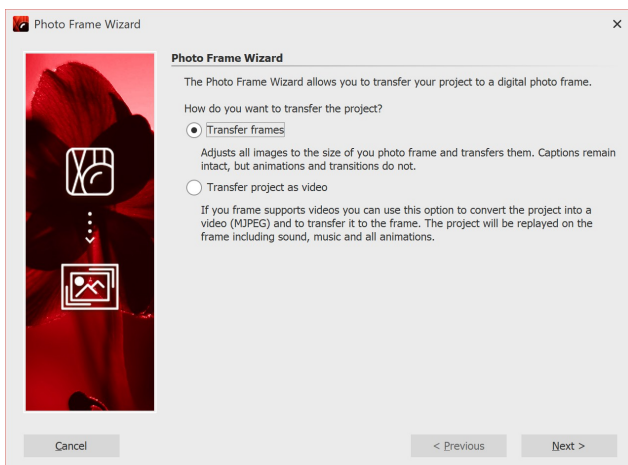
Picture frame wizard

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 *Motion JPEG videos*. You should refer to the frame's instructions.

Resolution

Which resolution does your photo frame have?

○ Pre-defined resolution:

480 x 234

● Custom resolution:

1024   x   600

If you're uncertain which aspect ratio is supported by your photo frame, please consult the user manual.

Export as single images

In the first step, select the desired image resolution. You can find out which one your picture frame supports from the frame's operating instructions.

Image settings

Please select how the wizard shall process your photos.

☑ Apply image captions

If you specified captions for your images the captions will stay intact.

Images that don't completely fit into the frame will be cropped to become format filling.

☐ Crop images

Image quality: 90%

The higher the quality is the higher are the space requirements.

If you have labeled images, the text can be included. However, the text animations cannot be included. The text is firmly integrated into the image. If your images have a different aspect ratio than the image frame, you can use *Crop images* to crop the images so that they fill the format.

Transfer

There are several options to transfer the project to the frame.

per USB: Directly connect the frame to your PC using a USB cable. The frame will get its own drive letter assigned. Select it in the field below.

per memory card/USB stick: If your frame has a plugin position for a memory card (e.g. SD or CF card) or a USB stick then plug one of those into your PC. You might need a separate card reader for memory cards. Select the drive letter of the card or the stick in the field below.

Destination (memory card, frame or PC):

In the last step, select the storage location. This can be the picture frame, a USB stick or a memory card.

▷ Start

Transfer presentation as video

Photo Frame Wizard

The Photo Frame Wizard allows you to transfer your project to a digital photo frame.

How do you want to transfer the project?

○ Transfer frames

Adjusts all images to the size of you photo frame and transfers them. Captions remain intact, but animations and transitions do not.

● Transfer project as video

If you frame supports videos you can use this option to convert the project into a video (MJPEG) and to transfer it to the frame. The project will be replayed on the frame including sound, music and all animations.

If you want to transfer your complete presentation with all animations to the picture frame, you have to transfer the project as video. Please check beforehand whether your picture frame supports *Motion JPEG videos* and if so, in which resolution.
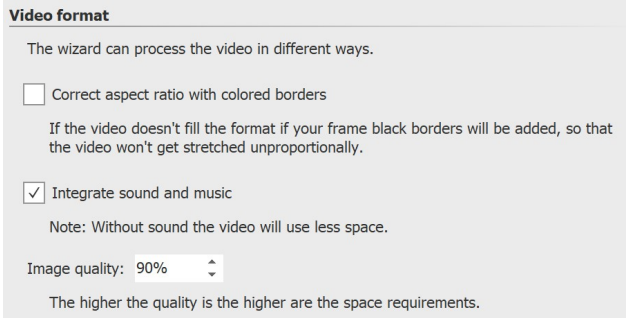
If your project has a different aspect ratio, you can activate the correction by color borders in the next step. This will prevent your images from being distorted. Here you also decide whether music and sound should be integrated into the video. However, this only makes sense if your picture frame can also play music.

In the last step, select the storage location for the video. This can be the picture frame, a USB stick or a memory card. The device or the storage location must be connected to your computer.

24.6   Blu-ray-Player

Call up the *Video Wizard* via *Wizards*. There you will find two options for burning a disc for the Blu-ray-Player.

1 Select medium

Blu-ray - If you have a Blu-ray burner and corresponding blanks, use this option. This will burn a Blu-ray directly.

AVCHD - If you have a DVD burner, you can burn in HD quality and insert 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 and click *Next*.
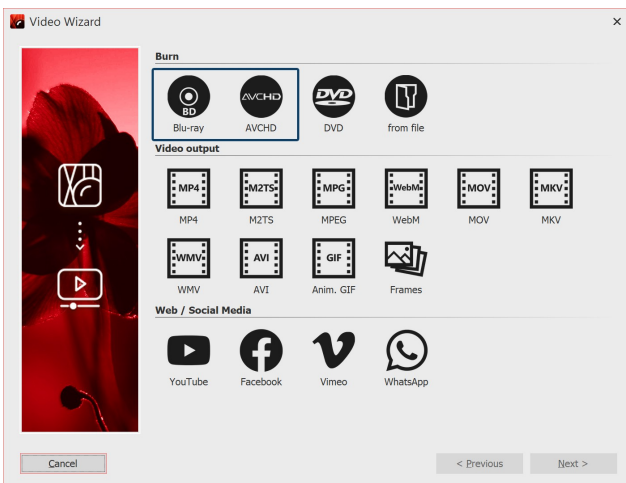
Blu-ray and AVCHD in Video Wizard
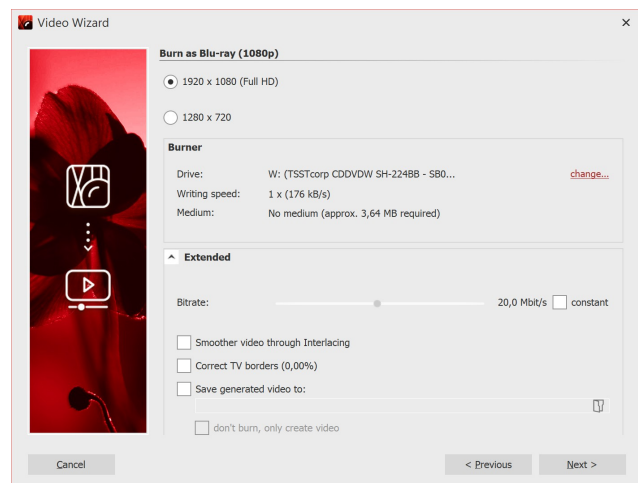
Burn settings for Blu-ray

2 Settings for video and burner

Setting	Meaning
Burner	Under *change...* you can select another burner and reduce the burning speed.
Bitrate	The higher the bit rate, the more information is stored, thus the larger the file. Refer to the properties of the playback device. Check *constant* to burn at a constant rather than variable bit rate.
Smoother video through interlacing	Interlacing saves intermediate images so that certain image movements appear smoother. Should only be activated when outputting for tube TVs.
Correct TV borders	Image borders are added, this is worthwhile e.g. when playing on tube TVs.
Save generated video to	If you know that you want to burn the same video again, save the created video file. This will save you time the next time you burn.
do'nt burn, only create video	Select a location in the item above if you only want to create a video and not burn it (yet).

Click *Next* and then *Create video* to burn the AVCHD or Blu-ray.

24.7   DVD-Player
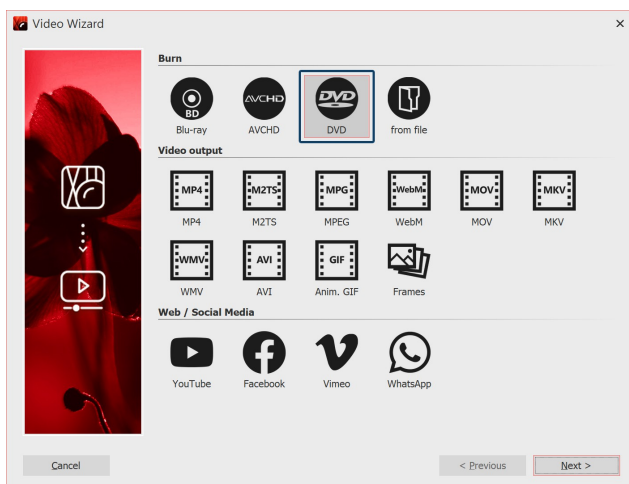
Video-Assistent für DVD

If you want to create a DVD for the DVD-Player, the *Video Wizard* will help you. It creates a video for you from your project and then burns it to a DVD. Ifyou want a DVD with a selection menu, use the Menu Wizard 245. You can also use it to burn several projects onto one DVD.

1 Burn DVD

First call up the *Video Wizard* via the *Wizards* menu. Under *Burn* you will find the option to burn a DVD that can be played back on the DVD-Player.

DVD	Creates an MPEG2 video and burns it to a DVD as a video DVD. (Resolution: 720×576)

Select the *DVD* option if you have a DVD burner. After the selection, click *Next*.
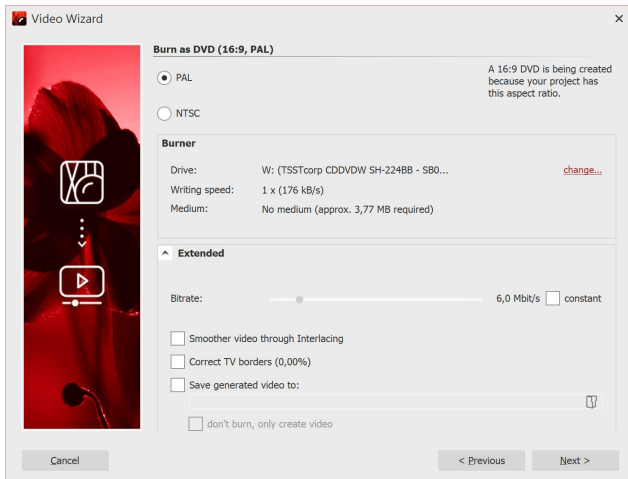
Erweiterte Einstellungen für DVD

Everything that is important for the DVD has already been set for you by the Video Wizard. Nevertheless, you can make 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 *USA*, select *NTSC*.
Burner	Under *change...* you can select another burner and reduce the burning speed.
Bitrate	The higher the bit rate, the more information is stored, thus the file becomes larger. If "constant" is selected, burning is done with a constant instead of a variable bitrate.
Smoother video through interlacing	With interlacing, two temporally offset fields are stored in the video. This means that movements are displayed twice as smoothly, but the resolution is reduced and edge flicker can occur depending on the picture material. **Attention**: Should only be activated when outputting for tube TVs.
Correct TV borders	Black picture edges are added, this is worthwhile e.g. when playing on tube TVs.
Save generated video to	If you know that you want to burn the same video again, save the created video file. This will save you time the next time you burn.
don't burn, only create video	Select a location in the item above if you only want to create a video and not burn it (yet).

Click *Next* and then *Create video* to burn the DVD.

2 Burn DVD from file (optional)
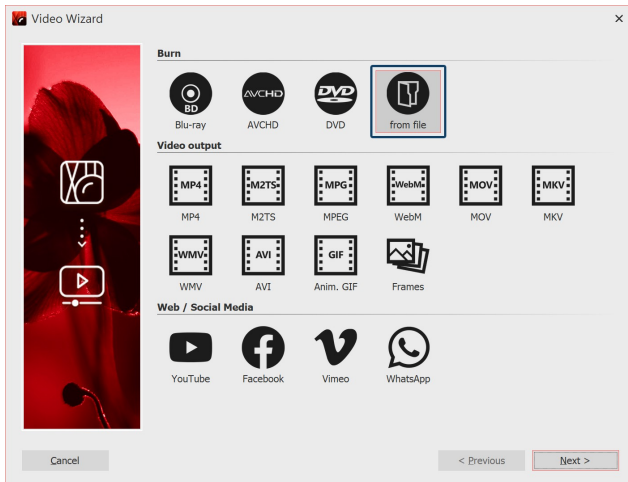
Burn DVD from file

If you have already created a video from your project and now want to burn it, select the *from File* option in the *Video Wizard*. Click *Next*.
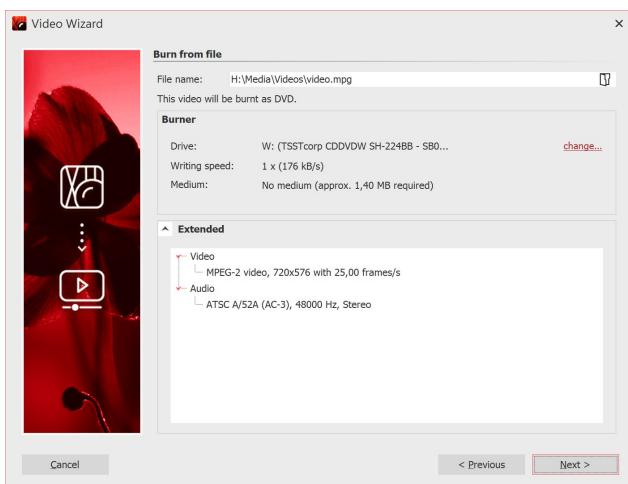
Videodatei auswählen

Datei auswählen

Unter *Dateiname* klicken Sie auf das kleine Ordnersymbol. Wählen Sie hier eine Videodatei aus, die Sie brennen möchten. Es muss sich dabei um eine Datei im MPEG- oder M2TS-Format handeln. Klicken Sie auf *Weiter*, um im nächsten Schritt den Brennvorgang zu starten.

24.8   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 or design your own templates for your menus with the built-in Editor.
You can also use the Effects system 204 to design your templates.

Provide your templates with an introductory title page and a concluding end page and underscore the whole thing with music.

The menu wizard takes into account the structure of your projects and at the same time allows you to create your own chapter structures.

View your projects directly on the PC or burn them to CD or DVD and play them on another PC.
Create DVDs in 4:3 or 16:9 format, which they can play in any DVD-Player or on the PC.

24.8.1 A brief overview

To burn a DVD with a menu, you can use the Menu Wizard. With this you can burn several projects on one DVD.

1 Open Menu Wizard
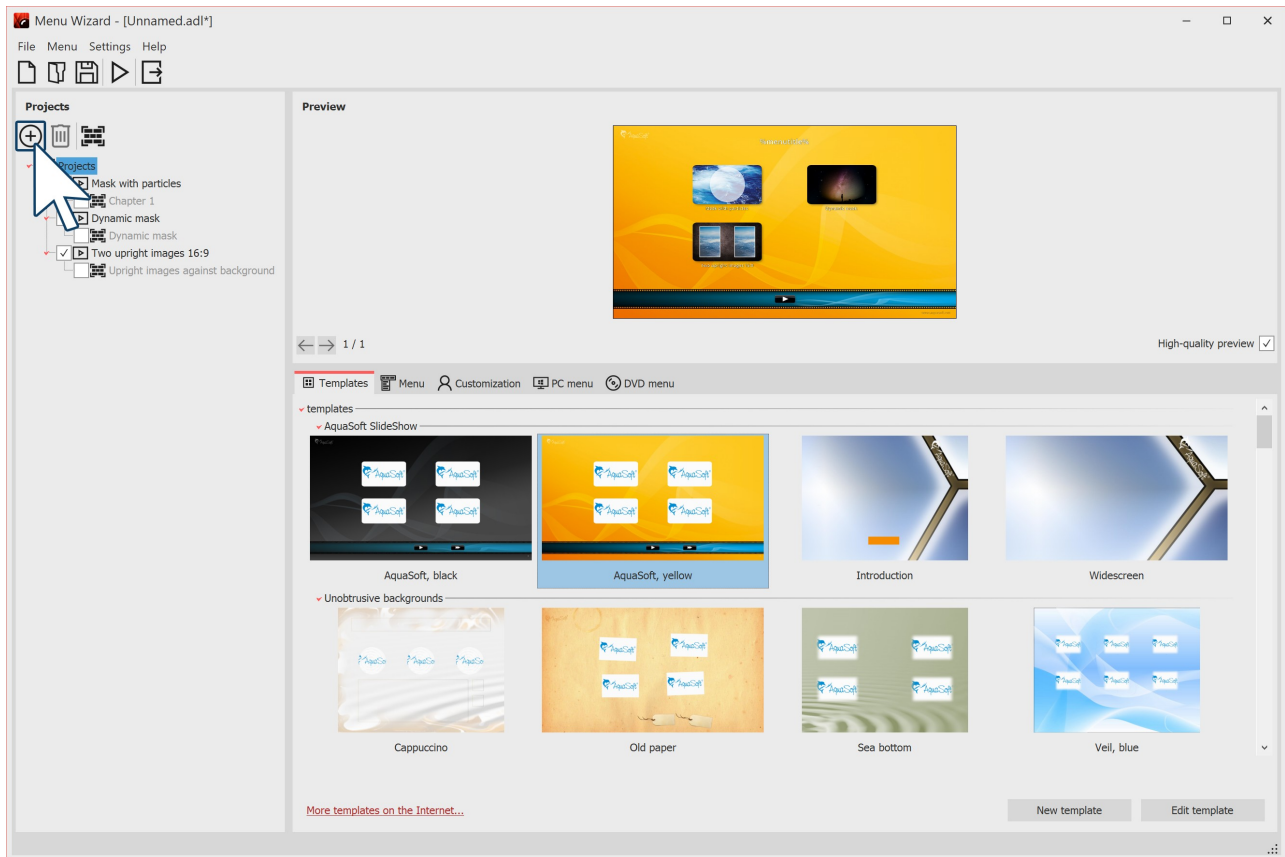
Menu Wizard

Call up the *Menu Wizard* via *Wizards / Menu Wizards*. If you have just opened a project, it will be loaded into the *Menu Wizard*. You can add additional projects via the Plus icon, which is located on the left side under Menu. Under Template you can now select a design for the DVD menu. In the preview the menu appears, which already contains the thumbnails of your projects.

> You can see the "New template" and "Edit template" options only in developer mode. How you can edit a template or create one yourself is shown in our video "AquaSoft DiaShow-Manager: Eigenes DVD-Menü erstellen". (Link address: aquasoft.de/go/kyk2)

2 DVD menu settings

In the *DVD Menu* tab you can set the aspect ratio with which the DVD menu will be displayed.

Under *Video format*, *PAL* is normally set for the European region. If you want the DVD to run on devices for the American region, set *NTSC*.

DVD menu settings

3 Burn DVD

With the Export icon you call up the dialog for burning. Select the *Video DVD* there. With *Burn project* you create a video DVD. Click *Next* and *Export project*.
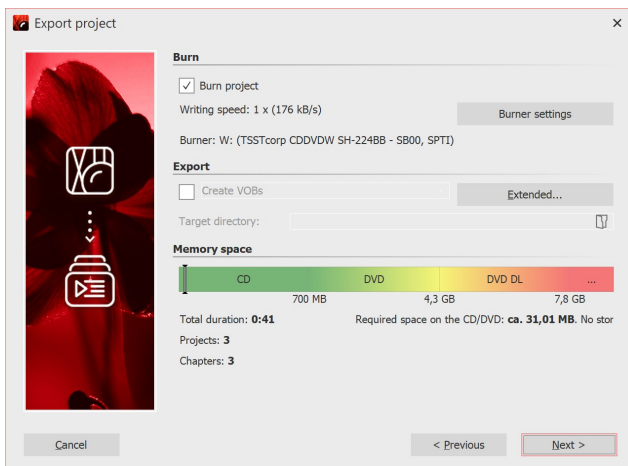
Burn video DVD with menu

24.8.2 How to

Here is a series of instructions that working with the Menu Wizard will make easier.

Read here how you

If you have designed a menu, you can burn it:

In addition, you can also use one of the other export options:

24.8.2.1 Creating a simple menu

The following steps explain how you can create a simple menu using the Menu Wizard.

1. In your **AquaSoft Video Vision** or **Stages** start the Menu Wizard via the "Wizards" menu. The Menu Wizard begins with an empty menu.

2. Add projects to your menu by clicking on the plus icon. In the dialog box that appears, select the desired project and click OK. Your projects are added to the menu.

3. Now select a template for your project in the template catalog at the bottom section of the Menu Wizard window. When you select a template, at the top of the screen you will see a preview of your menu.

You can now burn the completed menu for viewing on any PC[249], or as a DVD[253] for playback on a DVD player.

24.8.2.2 Generating a menu with chapters

With the Menu Wizard, you can arrange your menu with the help of chapters. You can structure your projects with chapter objects. The Menu Wizard takes these chapter objects into account and shows the menu tree on the left side, below the respective project. Chapter objects appear in the finished menu and can be used to quickly jump to a particular point in your presentation from the menu.
In addition to chapter objects, you can define additional chapters in the Menu Wizard. These chapters may include projects or further chapters.

The following steps explain how you can add chapters to your menu.

1. Load or create a new Menu Wizard menu.

2. You can add a chapter to your menu by clicking on the book icon.
    A new chapter will appear in your menu tree.

You can now fill the new chapter with content by selecting one or more projects, or a previously created chapter, in the menu tree and drag into the new chapter.
 Alternatively, you can select the new chapter and click on the plus icon to add projects. Click on the book icon to add a new subchapter to a chapter.

> Chapters which are an integral part of a project cannot be moved. If you would like to show only a few chapters of a project, then you can load the project a second time and activate only the chapters that you wish to see.

24.8.2.3 Assigning templates
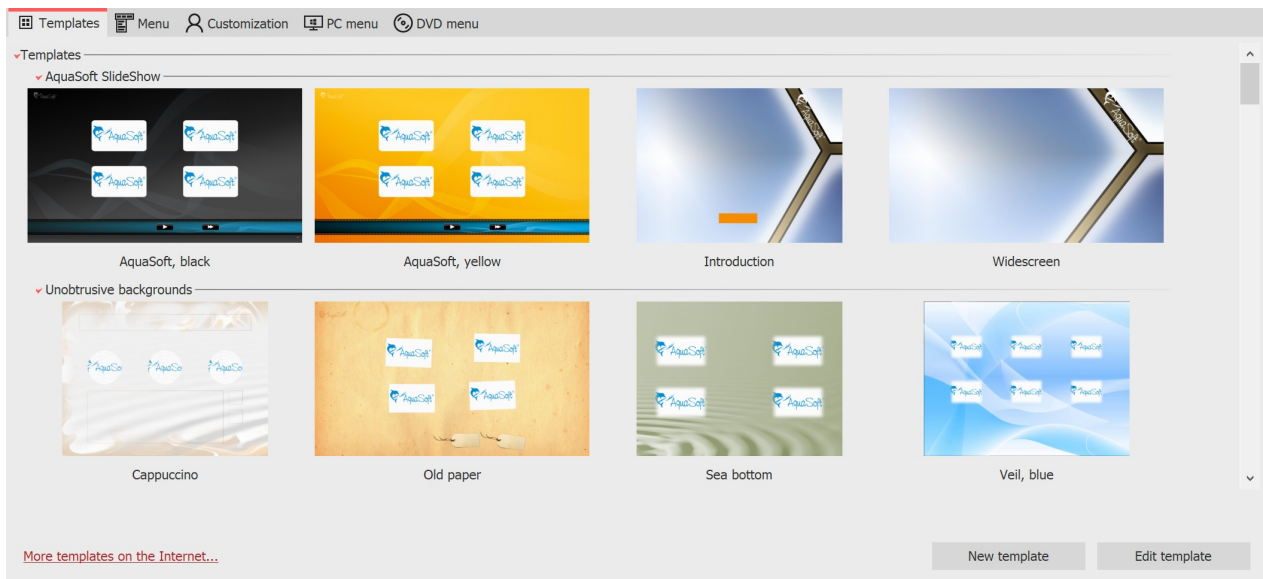
Menu Wizard Templates

With the Menu Wizard, you can design your menu with the help of templates. You can find the template gallery in the lower part of the Menu Wizard window, in the "Templates" section.

You can assign a template to the entire menu project, or one to each individual project, each chapter and each subchapter. The assigned template will only become visible if the selected element also contains child elements. An elements is only represented by thumbnail on its parent page.

To be able to create or edit templates the Developer mode has to be activated. You can do this in the main menu of **Stages** under *Extras / Developer mode*.

When you create a new menu, your menu is assigned by default to the first available template. As long as you assign no template, new subchapters and projects with chapter objects always use the same template as your parent menu level.
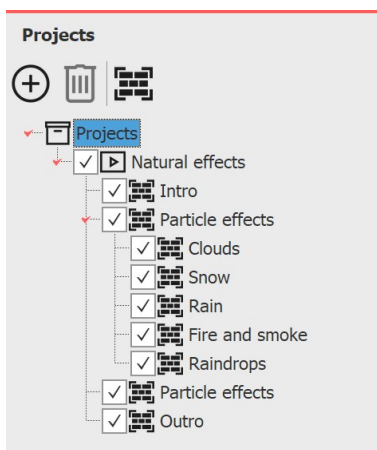
- To assign a style to your menu, click on the menu tree on the entry "Projects" and then click on the desired template in the catalog. At the top of the Menu Wizard window, you will now see a preview of your menu using the new template.

- If you want to assign a template to a chapter, click on the respective chapter in the menu tree, and then click on the item in the catalog. If you want to use the same template for this chapter as you have for the parent menu level, select "use parent menu template" in the menu catalog.

- If you would like to assign a template to a project, which contains chapter objects, click on the project and select the desired template in the catalog.

24.8.2.4 Burning a menu for the PC

Settings for PC menu

If you have created a menu, you can export it and burn it onto a CD or DVD with all the projects you have used it with.

This CD or DVD can be played back on any PC.

1 Load or create a new menu. Click on the left side of the Menu Wizard window, on the item "Projects" in the project tree.

2 Click on the "PC menu" tab. Insert your settings for PC export here

3 From the "Window" section, select of one of the predefined resolutions, or enter your own, custom resolution.

When burned, the menu will later be played back in the resolution that you specify here.
From the "Display" section activate "Show button hints" if you later wish to see the functions of a button when the mouse passes over it.

4 Click on the button .

Select PC menu

5 Select the output format "PC Menu" and click "Next".

Burn PC menu

6 Activate the checkbox "Burn project" and click on the "Burner settings" to select a burner and, if you like, adjust the burning speed.
Then insert a writable CD or DVD into your burner.
Uncheck the box to the left of the drop-down menu and click on the "Next" button.

7 If you have inserted a CD-RW, DVD + RW or DVD-RAM which already has data on it, you can click "yes" when the Menu Wizard asks if you would like to delete this data.
Click "Cancel" if you want to cancel the export. If you want to use another medium, insert it now and click "No".
After clicking on "Yes", the Menu Wizard will delete your CD or DVD.
After the deletion is finished, click "OK".

8 The Menu Wizard is now ready for export. Click on the "Export project" button.

9 After finishing the export, click "OK".

24.8.2.5 Exporting a menu to a directory
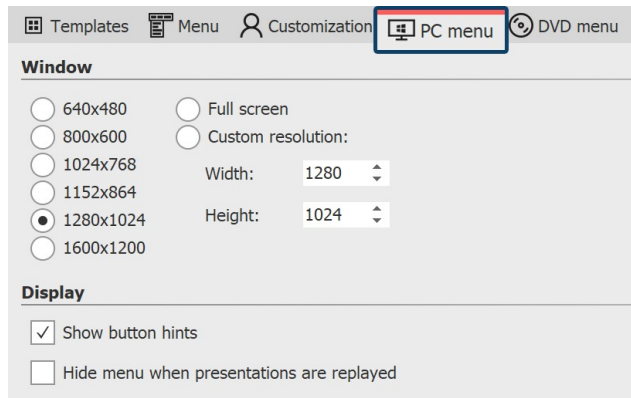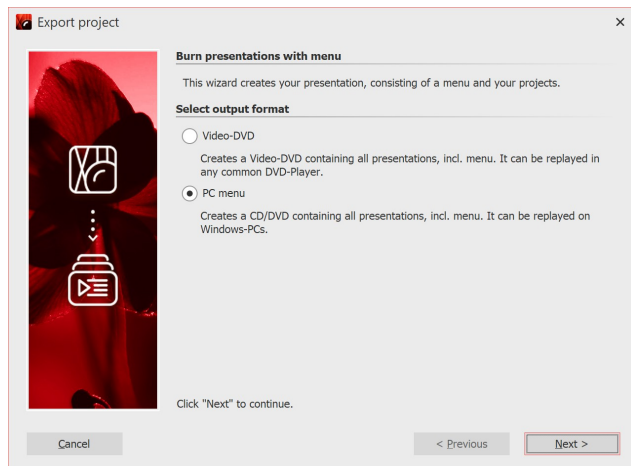
Settings for PC Menü

Once you have created a menu, you can export it with all the projects and images used to a folder and burn, archive or view it later.

1 Load or create a new menu. Click on the "Project" entry on the left side of the Menu Wizard window in the project tree.

2 Click on the "PC menu" tab. Here you can make settings for the export.

3 In the "Window" section, select one of the preset resolutions or enter your own resolution.
If you want to play back the menu later, the resolution set here will be used. Activate "Show hints for buttons" if a hint about the function of a button is to be displayed

later when the mouse is moved over it.

4 Click on the button .

Select PC menu

5 Select the output format "PC Menu" and click "Next".
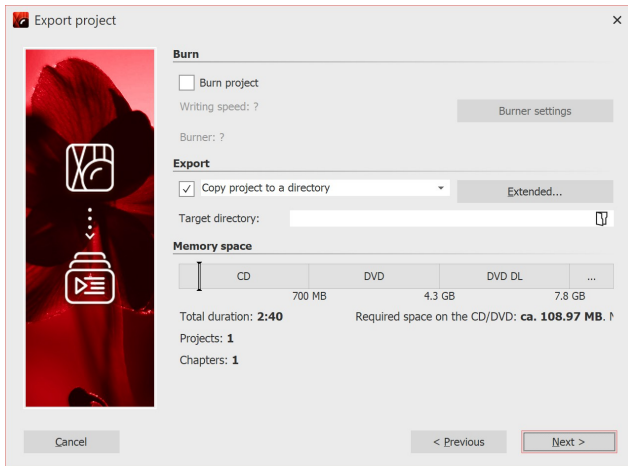
Copy project to a directory

6 Uncheck the Burn Project checkbox and check the checkbox to the left of the drop-down list.
Select the "Copy project to a directory" entry from the drop-down list.
Activate the "With Player" checkbox if you want to copy the Player for the menu in addition to your project.
Activate the "with Fonts" checkbox if you also want to copy the fonts that your templates use.
Select a destination folder for the export and then click "Next".

7 The Menu Wizard is now ready for export. Click on the "Export project" button.

8 After finishing the export, click "OK".

24.8.2.6   Archiving a menu
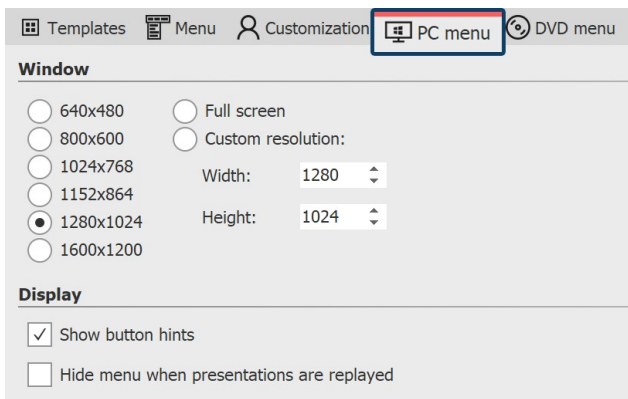
Settings for PC Menü

If you have created a menu, you can archive it. You can create a ZIP file of all projects and images you have used with the help of the export wizard.

1 Load or create a new menu. Click on the "Project" entry on the left side of the Menu Wizard window in the project tree.

2 Click on the "PC menu" tab. Here you can make settings for the export.

3 In the "Window" section, select one of the preset resolutions or enter your own resolution.
If you want to play back the menu later, the resolution set here will be used. Activate "Show hints for buttons" if a hint about the function of a button is to be displayed

later when the mouse is moved over it.

4 Click on the button .

Select PC menu

5 Select the output format "PC Menu" and click "Next".

6 Uncheck the box "burn menu and select the checkbox to the left of the drop-down menu.

From the drop-down menu, select the item "Compress project (Zip)".

Click the "Extended" button and activate the checkbox "Copy player" if you wish the player for the menu to also be copied into the ZIP file. Activate the checkbox "Copy fonts" if you want the fonts that you use in your templates to also be copied into the ZIP file.

Enter a destination file and click "Next". The Menu Wizard will warn you if you have specified an existing ZIP file.

7 The Menu Wizard is now ready for export. Click on the "Export project" button.

8 After finishing the export, click "OK".

1.

## 24.8.2.7 Creating a CD image for the PC

Settings for PC Menü

If you have created a menu you can create a CD image which you can later burn yourself. CDs, that you can burn with the image can be replayed on your PC.

1 Load or create a new menu. Click on the "Project" entry on the left side of the Menu Wizard window in the project tree.

2 Click on the "PC menu" tab. Here you can make settings for the export.

3 In the "Window" section, select one of the preset resolutions or enter your own resolution.
If you want to play back the menu later, the resolution set here will be used. Activate "Show hints for buttons" if a hint about the function of a button is to be displayed later when the mouse is moved over it.

4 Click on the button .
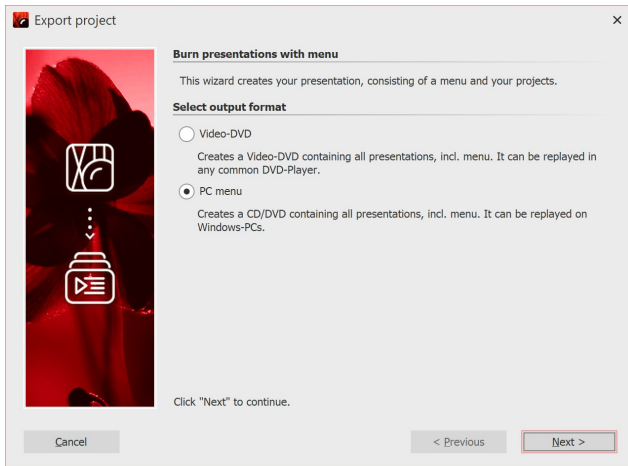
Select PC menu

5 Select the output format "PC Menu" and click "Next".
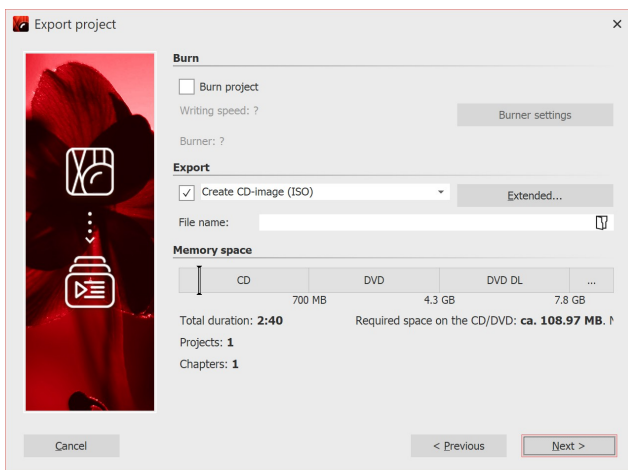
Create CD-image (ISO)

6 Uncheck the box "Burn project" and select the checkbox to the left of the drop-down menu.
From the drop-down menu, select "Create CD-image (ISO)".
Enter the destination file and click "Next". The Menu Wizard will warn you if you have specified an existing ISO file.

7 The Menu Wizard is now ready for the export. Click on the "Export menu" button.

8 Upon completion of this export, click "OK".

24.8.2.8 Burning a menu to a DVD

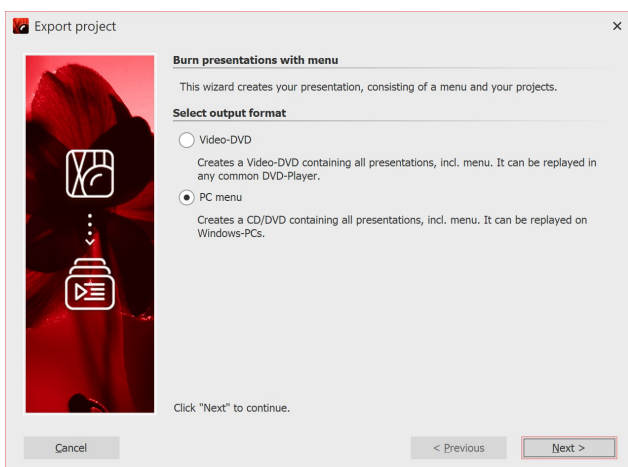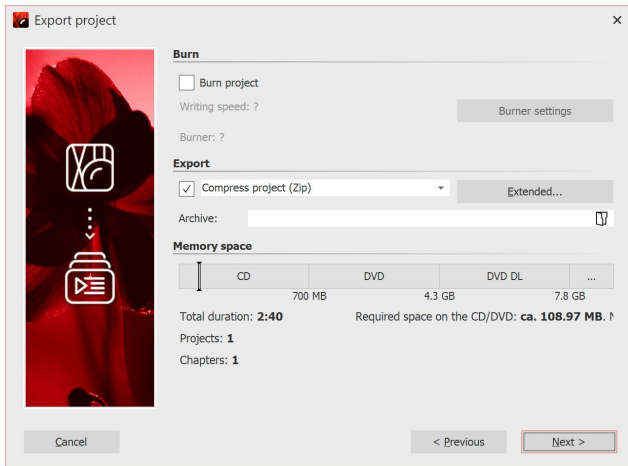If you have created a menu, you can export it and burn it to a DVD.

This DVD can be played back with a DVD player.

1. Load or create a new menu. Click on the left side of the Menu Wizard window, on the item "project" in the project tree.
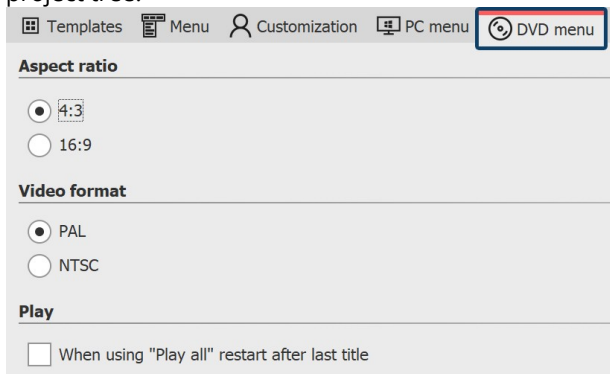
Settings for DVD menu

2. Click on the tab "DVD menu". Here you can create the settings for DVD export.

• Select the aspect ratio 4:3 if you want to create a DVD for a 4:3 TV. For widescreen DVDs, select the aspect ratio 16:9.

• Select the PAL television standard, if you want to play your DVD on a device in Europe. For playback on devices in the United States, select NTSC.
If the playback of all projects via a "play all" button should take place in a continuous loop, activate the check box 'in "play all", after the last track has played, start again from the beginning', If you disable this option, the DVD player will return to the menu page after playing the last show.

3.   Click on the button ⬛ .
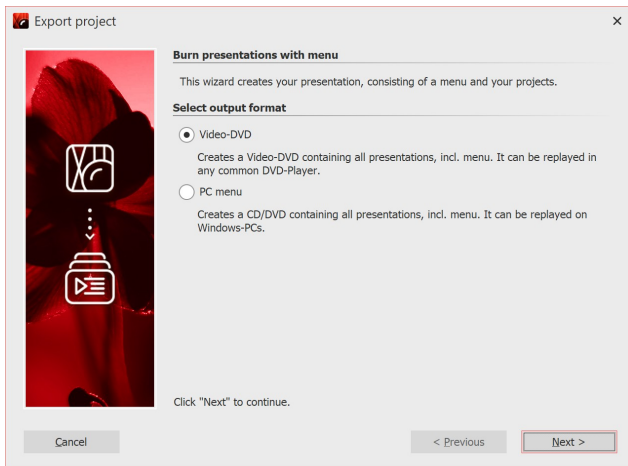
4.   Select the output format "Video-DVD" and click "Next".

5.   Enable the checkbox "Burn project" and click on the "Burner settings" to select a burner, and possibly adjust the burning speed. Then insert a recordable DVD into your DVD burner.
Disable the checkbox to the left of the drop-down menu and click on the "Next" button.

6. If you have inserted a DVD-RW, DVD + RW or DVD-RAM with data already on it, you can respond to the Menu Wizard's question about deleting it with "Yes". Click "Cancel" if you want to cancel the export now. If you want to use a different media, insert it now and click on "No". If you click on "Yes", the Menu Wizard will delete your DVD. When everything has been deleted, click "OK".

6.   The Menu Wizard is now ready for export. Click "Export menu" button. The export process may take some time, depending on the number and size of the project.

7.   Upon completion of this export, click "OK".
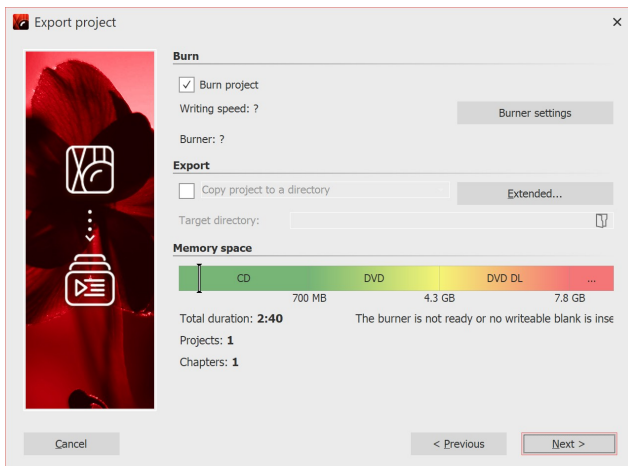
Burning a video DVD with a menu

24.8.2.9 Generating VOB files

If you have created a menu, you can export it and create VOB files in a DVD folder structure, which you can later use in DVD authoring programs.

1.   Load or create a new menu.
     Click on the left side of the Menu Wizard window on the "project" entry in the project tree.

2.   Click on the "DVD menu" tab. Here you can insert settings for DVD export.

Settings for DVD menu

Select the aspect ratio of 4:3 if you want to create VOB files for 4:3 DVDs. For widescreen DVDs select the aspect ratio 16:9.

Select the PAL television standard, if you want to create the VOB files for the common European television standard. For the usual television standard in the United States, select NTSC.

Activate the checkbox 'in "play all", after the last track is finished, start from the beginning again', when playing all projects via a "play all" button is to take place in a continuous loop. If you disable this option, the DVD player will return to the menu page again after playing the last show.

3. Click the button ,

4. Select the output format "Video-DVD" and click "Next".

5. Uncheck the box "Burn project" and select the check box to the left of the drop-down menu. Select "Create VOBs" from the drop-down menu. Specify a destination folder for export to and click the "Next" button.

6. The Menu Wizard is now ready for the export. Click the "Export menu" button. Depending on the number and size of the projects, the export process may take some time.

7. Upon completion of this export, click "OK". The VOB files are now located in a subfolder named "VIDEO_TS" in the folder you have specified.

24.8.2.10 Generating MPEG files

If you have created a menu, you can export it and generate MPEG files from your projects and menu pages.

1. Load or create a new menu. On the left side of the menu assistant window, click on the item "project" in the project tree.

2. Click on the tab "DVD menu". Here you can insert settings for DVD export.

If you wish to create MPEG files for 4:3 DVDs, select the aspect ratio 4:3. For widescreen DVDs, select the aspect ratio 16:9.

Select the PAL television standard, if you want to create MPEG files for the common European television standard. For the usual in the United States television standard, select NTSC.

3. Click on the button ⬚.

4. Select the output format "Video-DVD" and click "Next".

5. Uncheck the box "Burn project" and select the check box to the left of the drop-down menu.
    Select "Create MPEGs" from the drop-down menu. Specify a destination folder for export and click the "Next" button.

6. The Menu Wizard is now ready for the export. Click on the "Export menu" button.
    The export process may take some time, depending on the number and size of the projects.

7. Upon completion of this export, click "OK".
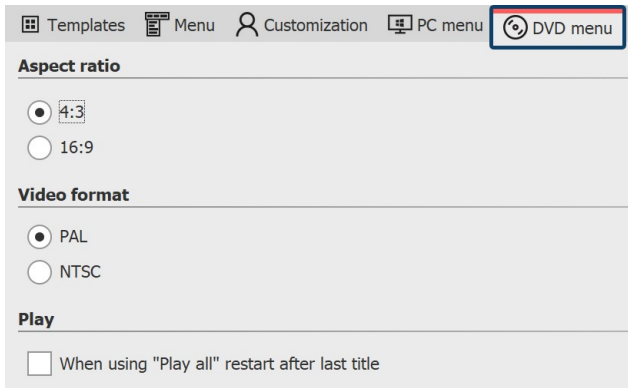   The Menu Wizard generates an MPEG file for each project and each menu page. MPEG files that are generated from projects are named with projectXXXX.mpg, menu pages with pageXXXX.mpg, where XXXX is a serial number.

24.8.2.11 Playback of a menu in the Menu Wizard

When you are designing a menu, it is likely that, from time to time, you will want to see how it looks.

To do this, click on the "Play" button.

If you have a minimum of one project or chapter in your menu, your menu will be shown. Use the mouse to navigate the menu, with help of the buttons and objects.

To stop playback, press the ESC key or click on the small cross in the upper right corner of the menu.

24.8.2.12 Creating and editing a template

> In order to be able to create or edit templates, the developer mode must be turned on. You can activate this in **Video Vision** or **Stages** via "Extras" / "Developer mode".

The Menu Wizard allows you to be creative and design your own templates for your menus. You can do this by using the integrated templates editor.

1. To create a new template, in the template gallery, click on "New template". To edit an existing template, select the desired template and click "Edit template".

2. Create the template using the editor.

3. Save the template by clicking on the save icon. If you have created a new template or edited an existing template, you will be prompted to give a file name Enter a name, and click "OK". Your template will the be saved as a project template. You can save your template directly as a project, or user template by clicking on the arrow to the right of the save icon and selecting the desired save option.
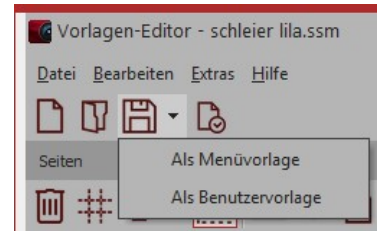
24.8.2.13 Customization

Many of the templates, which you can download from the download center, can be effortlessly adjusted to your needs. Menu Wizard templates can contain variables that can be replaced with the help of personalizing your own content.

1. To personalize your menu, click on "menu" on the menu tree on the left side of the menu assistant window.

2. Then click on the "personalization"" tab. You will then see a list of variables that you can use in your menu. The Menu Wizard compiles this list of all template variables that you are using in the menu.
   The variables of many templates may already contain values. Change them as you see fit.
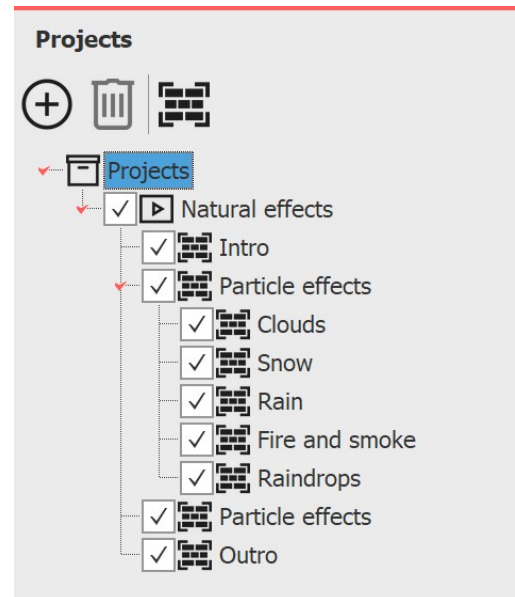
To add variables to a template itself, see the section on the use of variables in the templates editor.
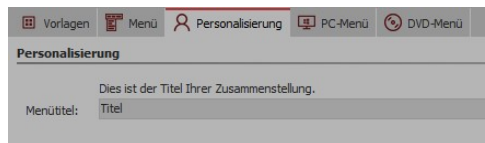
24.9 Output image list as text file
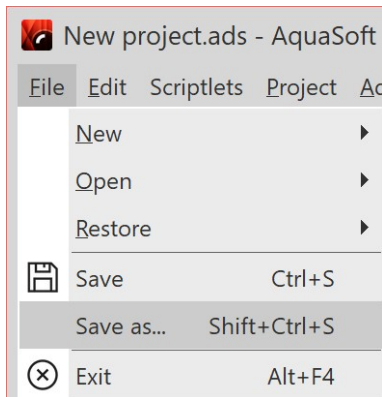
You can have the objects you used in your project listed in an image list.

To do this, go to *File / Save as.*

File - Save as
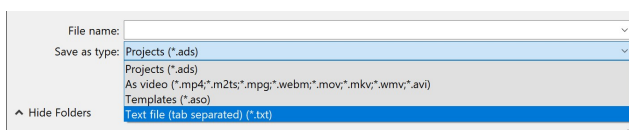
Under *File type,*select the*Text file* format *(tab-separated)*.

Save as text file

The image list is then output as a file with the extension .txt. This can also be opened in Excel for a better column view.

The list contains the following information about the objects used in the project: position, duration, file name, caption, font, keywords.
You add keywords by selecting an object in the *Timeline* and calling up *Workspace / Panels / Keywords* in the menu bar and leaving information in the window that opens.

25 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.

25.1 Automatic backup
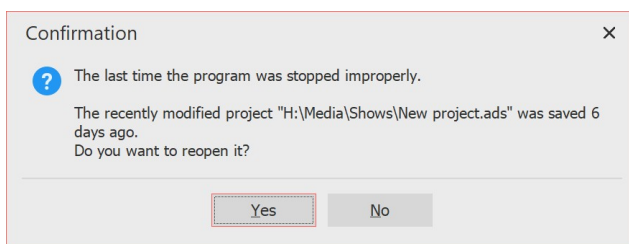
Restore unsaved show

Your project is saved to its own backup directory at a specified interval. So if the program crashes, your unsaved project is not necessarily lost. After you start the program, a dialog appears asking you if you want to restore the project. If you answer yes, the version saved as a backup will be opened.
After opening a project file, you can also select a restore point via *File / Restore*.

If you want to save the recovered file, choose *File / Save As*. There you select a suitable location for saving your project. If necessary, also adjust the project name.
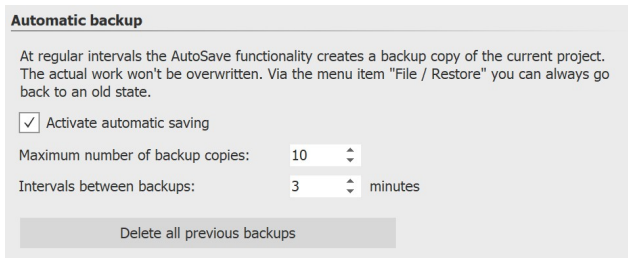
Automatic backup settings

Under *Tools / Program Settings / Automatic backup* you can define how often a backup copy should be made.

25.2   Recovering files
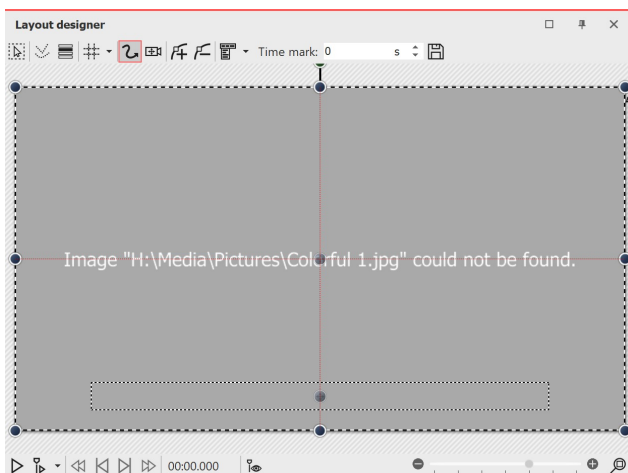
Image can not be found

AquaSoft Stages only stores shortcuts to your images and to the music you use in the project . If you move, delete or rename your images or music, the AquaSoft Stages can no longer retrieve them. You will then see the following display in the *Layout designer*:
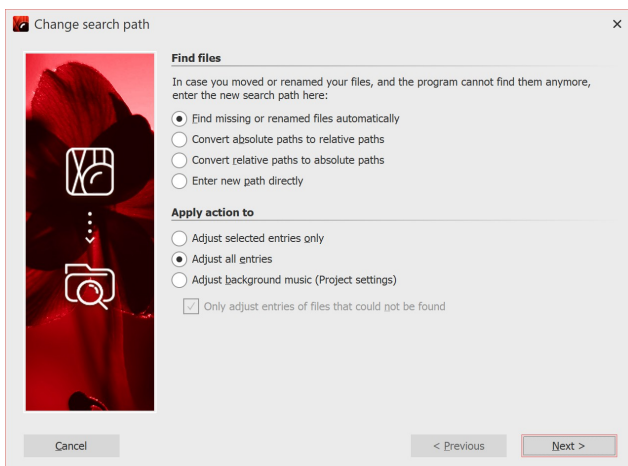
Find images again

The Search Wizard cannot recover deleted images, but it can help you reinsert moved or renamed files into the project.

1 Call wizard

Open the *Search Wizard* via *Wizards / Find files*.

Under *Find files*, select the desired option.

Find missing or renamed files automatically	Select this option if you do not know where exactly on your computer the files are located or you have renamed or moved the files.
Convert absolute to relative paths / Convert relative to absolute paths	For relative paths, the position of the images is saved starting from the project's save file. For absolute paths, the full path is saved to your hard disk.

Enter new path directly	Select this option if you know the directory where the images are located. Attention: the file paths will then be directed to this directory. If you use multiple sources for your project, better use the *Find missing or renamed files automatically* option.

Then specify which entries are to be adjusted. After you have made all entries, click *Next*.
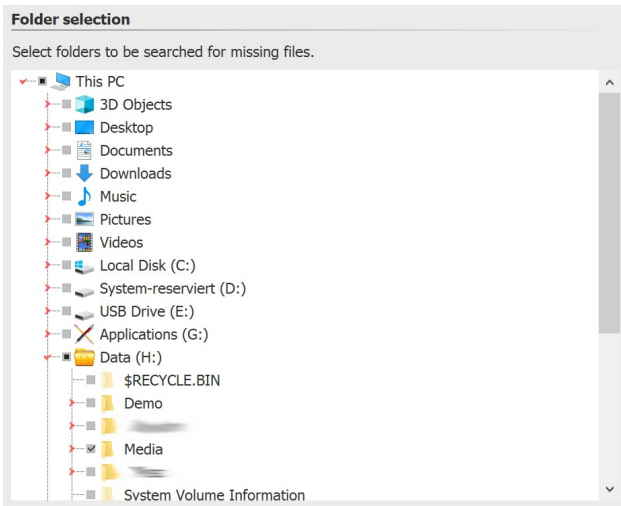
2 Narrow search

Select the locations to be searched here. The more locations are searched, the more time the search takes. When you have narrowed down the search, click *Next*.

3 Set comparison criteria

Here you decide which criteria will be used to perform the search.

After setting the comparison criteria, click *Next*.

4 Select found files

After a successful search, the found files will be displayed. Select which files to insert to replace the files that are not displayed. Click Finish to insert the files.

Save your project afterwards so that the new paths are also present when you reopen the project.

Via *Project / Check for errors* 228 you can finally check again whether all files are present. If there are still errors, a mouse click on the corresponding line in the error report will take you to the location where the file is missing.

26   Object properties

Each of the objects you have got to know so far can be influenced or changed by you via the *Properties* window. In the *Default* view, the *Properties* window is always displayed on the right-hand side of the program interface.

The following icons can be found on all objects:

	The object will be taken into account during playback. If the switch is deactivated, the object is removed from the Timeline view and is not displayed when the presentation is played. The Timeline only displays objects that are to be played. In the Storyboard view and the image list view, the object is then marked with a red cross. If you want to display an image again, call up the image list or the Storyboard. There you can allow the display again.
	The object is visible and/or audible when the presentation is played. If the eye is crossed out, the object is omitted during playback and displayed grayed out in the Timeline.
	Set the display duration of the object here. You can type the duration directly into the field or work with the spin edits (triangle up/down).
	Define a time interval to a predecessor object.
	If *Motion blur* for video output is active in the *Project settings*, you will find this icon in the *Properties*. Disable/enable the icon object-wise to calculate the selected object with or without motion blur when creating a video.

Apply properties

Properties such as transitions, image effects and text animations can be transferred between any objects.

1 Copy the object (for example an image) from which the properties are to be transferred.
To do this, select the image in the Timeline and press `CTRL` + `C`. (Or right-click on the image and *copy*). The object with its properties is now in the clipboard of the computer.
2 To transfer the cached properties, select the object (or several objects) to be modified, right-click on it and select *Apply properties*.
3 The window shown opposite opens. Activate the properties that are to be transferred from the source to the selected object with a check mark. Select the corresponding insertion target. Confirm your selection with *OK*.

Apply properties

The properties transferred in this way are now also available on the selected objects. However, they can still be changed individually on the objects.
For example, to transfer a transition from an image to a *Flexi-Collage object*, first right-click the image and select *Copy*. Now click the *Flexi-Collage* button with the right mouse button and select *Apply properties*. Select the item *Image fade-in* and at *Paste target Flexi-Collage*.

Multiply objects

Multiply objects

If you want to copy and paste several objects with identical properties repeatedly, a corresponding function is available. Inthis way, even more complex *Chapters* and *Flexi-Collages* can be quickly multiplied and pasted one after the other.

To do this, select the object to be multiplied and go to *Edit* / *Multiply* and specify the number of repetitions you want.

26.1   Image
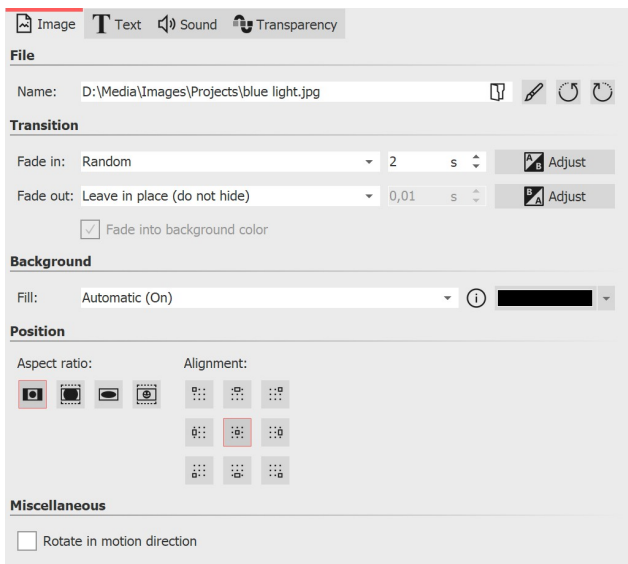
Properties for image object

In the *Object settings* window of the *Image object*, you can make the following settings:

Name: Displays the location and file name of your image.

 Rotates the image counterclockwise.

 Rotates the image clockwise.

 Calls up the integrated image processing [204].

Fade in: A *fade in* and *fade out* can be assigned to the image. You can change the duration directly by specifying the time. The fade can be configured individually via *Customize* .

Fade to Background Color: If a fade is used, the background color of the image will be faded out if the background is set to *Fill: On*.

Fill background:
- *On* = Background will be filled in color if the image does not fill the full display. The *Background color* can be selected under *Fill color.*
- *Off* = Background is not filled and the previous object is visible further behind*the image.* If you want to achieve a picture-in-picture effect, activate this option.
- *Automatic* = The program automatically sets to *On* for images/videos/flexi collages in the first track . *If* you move an object to the second or lower track, it will be set to *Off.* This allows you to create picture-in-picture effects more quickly. If you prefer a fixed value, you can set this yourself with *the On* and *Off* options .

Aspect ratio: The aspect ratio describes the relationship between the height and width of the image. If an image deviates from the set aspect ratio of the project, you can decide here how the image should be displayed.
- *Keep* = The aspect ratio of the image is kept. If the aspect ratio of the image and the project do not match,

edges will appear on the images.
- *Crop* = The image is cropped to fit the aspect ratio of the project.
- *Stretch* = The image is stretched or compressed to fit the aspect ratio of the project.
- *Center faces* = Faces are taken into account when cropping (face detection) and, if possible, are centered and not cropped.

Alignment: Determines the position of the image on the screen.

Rotate in motion direction: If you give the image a *motion path*, after activating this option the image will automatically rotate to match *the motion path*. See the chapter "Motion paths with rotations" [104] for more information.

Text
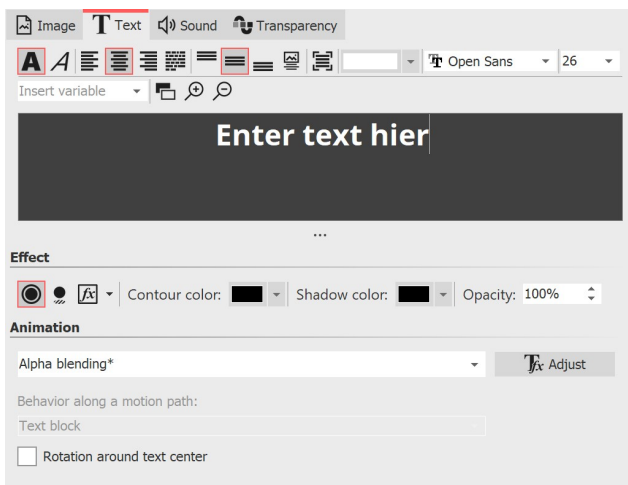
Entering text for an image

Set the *font*, *font size* and the *color* of the text. Furthermore, you can choose whether the text should appear bold or italic. To change these style properties, the text in the text field must first be selected.

You will find the following options for *alignment*:

	Text is displayed left-justified.
	Text is displayed centered.
	Text is displayed right-justified.
	Text is arranged in justified form.
	Positions the text at the top of the text frame.
	The text is centered vertically in the text frame.
	Places the text at the bottom of the text frame.
	The text is displayed below the image. This also applies when the image is displayed in a reduced size.
	Fit: Reduces the font size so that the text fits completely within the text frame.

Under *Effect* you can give the text a border, shadow or image effect.

If you want the text to be animated, you can select various predefined animations from the list. You can customize the animation using the *Tfx Adjust* button. There you will also see a suitable preview.

Under *Behavior along a motion path* you can define how the text behaves when you have assigned a [motion path] 105 to it. You can choose whether the entire text block should move or whether the individual letters should move along the motion path. In this case, the letters "nestle" along the path.

Rotate around text center refers to animations in which the text is rotated. You can also specify a different rotation center under *Customize*.

Sound
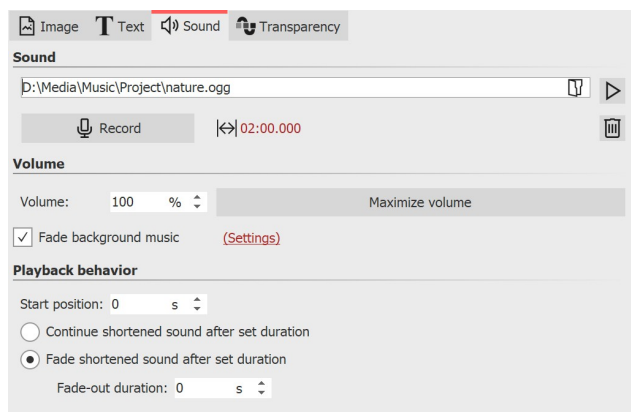
Adding or recording sound for an image

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.
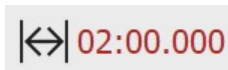
Adjust the display duration of the image to the duration of the sound.

Volume: Determines the playback volume of the sound.

Maximize volume: The volume of the stored sound is increased until the loudest part corresponds to 100%.

Fade background music: You can determine whether, while the sound is playing, the background music volume should be faded down/down. This can prevent spoken commentary from being drowned out by the background music.

Start position: If you do not want the stored sound to be played from the beginning, you can "trim" it by entering a value at the beginning.

Continue shortened sound after set duration: With this option, the image can have a shorter duration than the sound. The sound will continue to play over the coming frames until it is finished.

Fade shortened sound after set duration - Even if the sound duration is longer than the image duration, the sound will be faded out together with the image.

Transparency

The *animated transparency* is described in the chapter ["animated transparency"] 277.
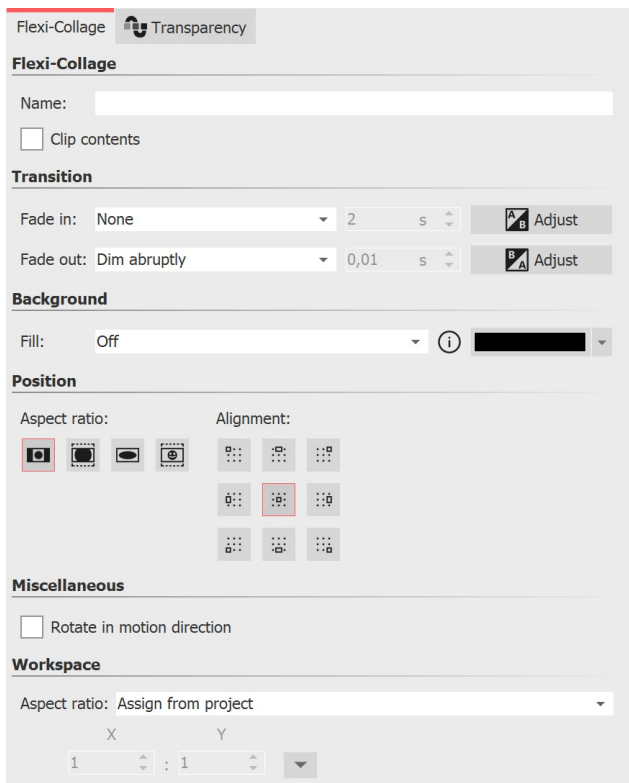
26.2   Flexi-Collage

Properties for Flexi-Collage

In the *Object settings* window there are various setting options for the *Flexi-Collage* which you will get to know in more detail in the following.In the *Object settings* window there are various setting options for the *Flexi-Collage* which you will get to know in more detail in the following.

Name: Here you can enter a title for the *Flexi-Collage* object. This serves for a better overview with larger projects.

Clip contents: The parts of *Flexi-Collage* that extend beyond the visible area in the *Layout designer* are cropped.

Fade in: The desired *fade-in* and *fade-out* and their *duration* are set here. You can configure the *fade-in* or *fade-out* with the *Adjust* button. You also get a preview of all fade-ins and fade-outs there.

Fill background:
- *On* = Background is filled in color when the collage is scaled down.
- *Off* = Background is not filled and the previous object "shines through".
- *Automatic* = The program automatically sets to *On* for objects (image, video, Flexi-Collage) in the first track. If you move an object to the second or deeper track, it is set to *Off*. This allows you to create picture-in-picture effects more quickly.

Aspect ratio: Images have an aspect ratio, which is composed of the height and width of the image. If a created Flexi-Collage differs from the set aspect ratio of the project, you can decide here how the Flexi-Collage should be displayed.
- *Keep*: The Flexi-Collage gets margins during playback.
- *Crop*: From the edge of the Flexi-Collage, parts are "trimmed" until the Flexi-Collage fits the correct aspect ratio without getting margins.
- *Stretch*: The Flexi-Collage is inserted into the aspect ratio of the project, distorting the image.

Alignment: Determines the position of the collage on the screen.

Rotate in motion direction: If you have assigned a motion path ₁₀₄ to a collage, you can have the collage rotate along the path automatically.

Workspace: By default, a Flexi-Collage has the aspect ratio of the project. However, for a Flexi-Collage, you can also define a *workspace* that deviates from the project's set X:Y *Aspect ratio*. For example, a square 1:1 work area can be defined within a 16:9 project. To do this, select the *Custom* setting for *Aspect ratio*. With the *Automatic* setting, the aspect ratio of the parent element (e.g. a 3D scene or a Flexi-Collage) is adopted.

Transparency

Animated transparency is described in the ["Animated transparency"](277) chapter.

26.3   Chapter

Properties for Chapter object

A chapter name can be specified in the *Object settings* of the *Chapter* object. When the chapter is collapsed, the chapter name is visible. If you have divided your project into several chapters, the chapter name can contribute to a better overview.

The chapter name is passed to the *Menu Wizard*. The chapters can thus later be selected and played individually in a CD/DVD menu.

By default, only as many tracks are displayed within a *Chapter object* as there are objects in the tracks in parallel. If an object is removed from the track and no more are present, the now empty track also disappears.

The situation is different when you assign permanent tracks to a chapter. To do this, right-click the frame of the chapter object in the Timeline and select *Add permanent track*. Repeat the step until you have the desired number of tracks. To remove permanent tracks, right-click the chapter object in the Timeline and select *Remove permanent track*.

> To learn how to use the Chapter object, see the chapter ["Working with multiple tracks"](74).

26.4   Particles

The *Particle* object shows you one or more images in reduced form and moves them on the screen. The behavior of the *Particle* object can be influenced in the *Object settings* window. The *Particle* object can also be provided with [motion paths](97). You can also [rotate](100) the *Particle* object.

The settings of the *Particle* object are very diverse. It is not possible to make any recommendations here, because each parameter enables completely different animations in some cases.

> The best way to get to know the *Particle* object is to try it out yourself. In the program, in the *Toolbox - Objects - Animations*, you will find, for example, the *Sparkling cloud*, which is created with several particles with different properties.

Icons
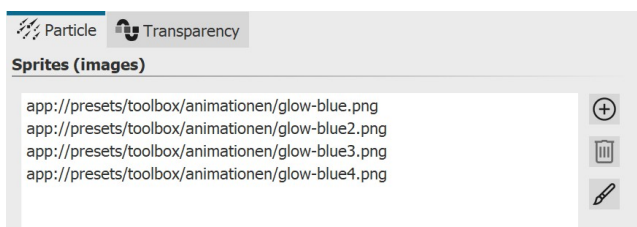
Use this icon to insert graphics into the *Particle* object. For the particle object to work, you must have inserted at least one image here. These images are called *Sprites* in the following. If you insert multiple *Sprites*, either one of them will be randomly selected per particle, or an animation will be created from it. You can set more precise settings with the *Sprite animation* option. Particularly well suited are cropped images with irregular outlines as sprites.Use this icon to insert graphics into the particle object. For the particle object to work, you must have inserted at least one image here. These images are called sprites in the following. If you insert multiple sprites, either one of them will be randomly selected per particle, or an animation will be created from it. You can set more precise settings with the Sprite animation option. Particularly well suited are cropped images with irregular outlines as sprites.

Select an image from the list of sprites and delete it by clicking on this icon.

You can apply one image effect to the sprites. The one effect is applied to all sprites together.

There are two basic particle control options.
On the one hand, you control *Particle creation*, i.e. when and how often and where they emerge, how long they exist and what they look like.
On the other hand, you control how a particle changes during its lifetime in the *Particle life* section.

The particle object supports not only simple values but also ranges of values or curves, with values that change over time. The wave symbol allows switching between these possibilities.The particle object supports not only simple values but also ranges of values or curves, with values that change over time. The wave symbol allows switching between these possibilities.

Value - fixed value over the entire time, e.g. Opacity = 100%.

Value range - random selection between two values, e.g. opacity of the particle should be randomly selected between 50% and 100%.

Curve - over time the value follows a freely definable curve, e.g. opacity should be 100% at the beginning of the particle object and 0% at the end.

Curve range - the value is a random selection from the range of values between two curves

Filter can be used to modify the final result of a curve once again, i.e. to divide it into several stages.
To remove the filter from a curve, click on the filter symbol and uncheck *Quantize*.

Particle system

Particle system		
Simulation:	Global	
Emitter:	Along the path	
Emitter width:	5,6	~
Distribution X:	No value	~
Distribution Y:	No value	~
Global gravity:	No value	~
Pre-warm time:	2 s	

Simulation   Only if the particle object has a motion path, the change of the simulation type has an effect.

Local - The individual particles remain in the coordinate system of the particle object after their creation and move together with it.

	Global - Particles originate at the current position of the particle object, but are detached from it afterwards and fly their own path.
Emitter	Sp Specify here the position or shape where the particles are created.
	Rectangle edge - the particles originate at the outer edge of the particle object and move to the opposite side. From which edge the particles come determines the *direction*.
	Whole area - The entire rectangular area of the particle object is possible place of origin of the particles.
	From point - The particles are created only in the center of the particle object. The size of the point can be expanded to a circle with the setting of the *Emitter width*.
	Along the path - If this option is used, the particle object's motion path is used like a drawing. The particle object now remains still and the particles are created evenly distributed along the entire path. The *Emitter width* can be used to control the area around the motion path in which the particles are allowed to form.
Emitter width	see *Emitter*
Distribution X/Y	The location of particle formation can be distributed to specific areas on the X/Y axis using a curve.
Global gravity	The particles are deflected from their position and fall down faster or slower depending on the set value.
Pre-warm time	If the particle system has to settle in before it is to be displayed, you can specify here the time that the system is pre-simulated invisibly before it is displayed. The time specified here is not part of the presentation.

Particle creation

Direction	Here you can set the direction in which the particles fly. The graphic (right) shows the meaning of the values.
Max. age	A particle has an adjustable lifetime. If a particle should disappear after e.g. two seconds, enter this time here. The time 0 has a special position. It causes that the single particle lives as long as the whole particle object. The particle lifetime is the reference value for all settings concerning the particle life.
Speed	You set the speed of the movement under *Speed*. 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 were created. The speed is given in "virtual screen units per second". Thereby 1000 corresponds to the complete screen size. A value of 1000 means that the particle flies over the entire screen within one second.
Size	Here you determine the size of the particles. The size is calculated based on the *position frame* in the *Layout designer*. If the *position frame* is at its full size in the *Layout designer* and the particle size value is set to 10%, the particles have 10% of the size of the *position frame*. If you reduce the size of the *position frame*, the particles become smaller relative to it. Here it often makes sense to set a range of values instead of a fixed value in order to bring more variation into the particle system.
Number/s	With the *Number* you set the amount of new particles to be created per second. Together with the maximum age of a particle, this results in the number of particles visible at the same time. Note here that more particles also require correspondingly more computing power.
Opacity	Specify here how opaque a particle should be when it is created. As with size, it is often useful to enter a range of values for *Opacity* in order to create variations, e.g. for snowflakes, whose size also varies in nature.
Rotation X/Y/Z	A particle is a 2D graphic in 3D space. It can therefore be rotated around all 3 axes. This is the initial rotation, so it is not an animation.
Rotation frequency	Rotation speed around the Z axis (animated).
Sprite animation	The setting is only useful if at least two different sprites have been added. *none* - For each new particle, one of the available sprites is randomly selected and not changed over time. Random - Over the lifetime of the particle, the sprite used changes regularly. One is randomly selected from the list of available sprites.
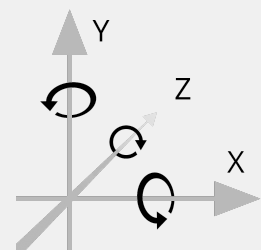
	Sequentially - All sprites are displayed one after the other. When you reach the last one, the first one starts again.
	Sequentially and back - Like *Sequentially*, but after the last sprite the list is not repeated, but worked backwards to the first sprite.
	Use the *Frequency* to set how often the *Sprites* change (does not apply to *Sprite animation "none"*). The specification of 0 represents a special case here: In this case, the animation of all *Sprites* takes place exactly once in the lifetime of the particle.
	With the help of the particle option *Blend sprites* the change of the *Sprites* does not take place abruptly but the particles blend smoothly into each other.
Motion	Each particle flies a certain path. Via the movement you can specify a deviation from this path without actually redirecting the particle, i.e. the particle always returns to its original path. Several movements are available:
	none - no deflection of the particle
	Wave oscillation (sinus waves) - The particle performs a wave-like motion along its path.
	Circular motion - The particle describes small complete circles around its orbit.
	Random - The particle is randomly deflected perpendicular to its path.
	Randomly in all directions - The particle can be randomly deflected in any direction on the surface.
	Random 3D - Deflection occurs randomly in any direction, also modifying the depth in space.
Strength	Here you set how strong the deflection from the original path of the particle should be. The higher the number, the more the movement strength increases. The strength depends on the size of the particle.
	Note: With the "random" movements, the movement strength must often be increased for the desired effect, since the strength only indicates the maximum deflection, but on average only smaller deflections are flown.
Frequency	The frequency indicates how often the movement is performed. The higher the number, the faster and more frequent the movements.
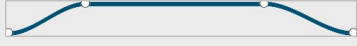
Particle life

All values can be entered as a single value or as a curve. With the curve, the values change over time.

All values here are relative to the initial values when a particle was created. For example, if a particle was created with an opacity of 50%, 100% opacity of the particle life setting corresponds to this value of, say, 50%.

Opacity	Modifies the *Opacity of* the particle. For example, if a particle is to fade out discreetly at the end of its life, enter a curve here that is 100% at the beginning and 0% at the end.
Direction	Deflection of the particle's *flight direction* over time. In contrast to the setting of the movement, the particle leaves its original trajectory here permanently. Enter here e.g. 10° to deflect the particle by 10° clockwise from its original trajectory. Here it makes more sense to specify a curve.
Speed	Modifies the *speed* of the particle. For example, to accelerate a particle, enter a curve from 0% to 100% here. At the end of its lifetime, the particle will then have reached the velocity that was specified when the particle was created.
Gravity	The particles are deflected from their position and fall down faster or slower depending on the set value.
Size	Modifies the *size* of the particle. For example, so that a particle becomes smaller at the end of its life and disappears into nothingness, specify a curve here that goes from 100% to 0%. Often the effect is combined with a reduction of the opacity.
Rotation X/Y/Z	*Rotation* of the particle sprites around the corresponding axes. The rotation angle is added to the current rotation angle of the particle.
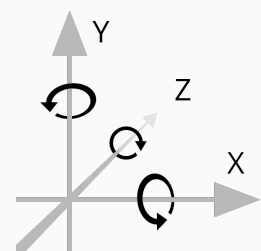
Rotation frequency X/Y/Z	*Frequency of rotation* around the respective axis. This value is given in % and modifies the initial value. It therefore only has an effect if a value greater than 0 was specified under the rotation frequency during particle formation.
Sprite animation frequency	Modifies the value of the *initial animation frequency*, which must be greater than 0 for an effect to be visible.
Motion strength	Modifies the *initial motion strength*.
Motion frequency	Modifies the *initial motion frequency*.

Particle options

Clip contents	Cuts off everything that is not in the frame of the particle object. The setting is usually only useful for local simulation.
Rotate emitter in direction of motion path	If a motion path is assigned to the particle object, the entire particle object and thus the emitter rotates in the direction of travel of the motion path.
Apply emitter rotation to particle flight direction	If the emitter is rotated using a motion path, newly created particles are assigned this direction as their flight direction.
Apply emitter rotation to particle rotation	If the emitter is rotated using a motion path, the particle sprites are rotated in the same direction.
Apply emitter size to particle rotation	The change in size of the emitter affects the change in size of the particles.
Particle flight direction defines particle rotation	The particle sprites align themselves with their trajectory.
Blend sprites	If a sprite animation is selected and there are multiple frames for a particle, they will be smoothly blended.
Reverse particle order	New particles appear in front of or behind the old ones.
Use blend mode "Addition"	Meeting particles change their brightness and "glow".
Random value	Particle generation can be made exactly repeatable via a random value.

Transparency

Transparency is described in the "Animated transparency" 277 chapter.

26.5   Sound
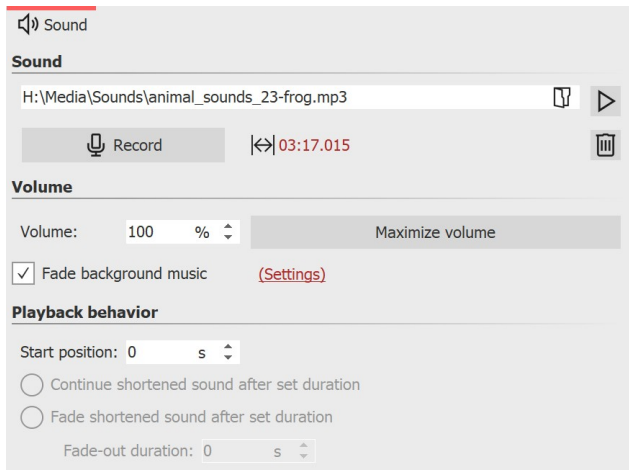
Settings for Sound object

Mit dem Ordner-Symbol können Sie eine Musikdatei einfügen oder ersetzen.

Spielt die zugeordnete Tondatei ab.

Entfernt die Sounddatei aus dem Objekt (löscht nicht die Datei selbst)

Record Öffnet den *Sound-Assistenten*. Mit diesem können Sie über ein am PC angeschlossenes Mikrofon einen Kommentar aufnehmen. Mehr zum *Sound-Assistenten* finden Sie im Kapitel Sound-Assistent 66.

Clicking on the icon restores the original duration of shortened sounds.

The following settings are possible for the *Sound* object:

Volume	Indicates the volume at which the sound is to be played. The unit can be changed.
Maximize volume	The volume of the deposited sound is raised so that the loudest part corresponds to 100%.
Fade background music	If this option is activated, the volume of the background music is automatically reduced when the music file is played. You can set the level of volume reduction in the *Project settings*. To do this, click on the *Settings* button located at *Toolbar* and call up the *Music settings* item. For more information, see the "Music settings" 62 chapter.
Start position	If the stored sound is not to be played from the beginning, you can "trim" it by entering a value at the beginning.
Continue shortened sound after set duration	With this option the sound can be given a shorter display duration, which you can enter in *Duration*.
Fade shortened sound after set duration	If you want to play the sound only for a certain time and then stop it, you must select this option. Under *Fade-out duration* you can set the time that the sound may need to fade out smoothly.

The volume of a *Sound* object can be set individually within the sound. You can find out more about this in the chapter "Individual volume control" 64.

26.6   Text
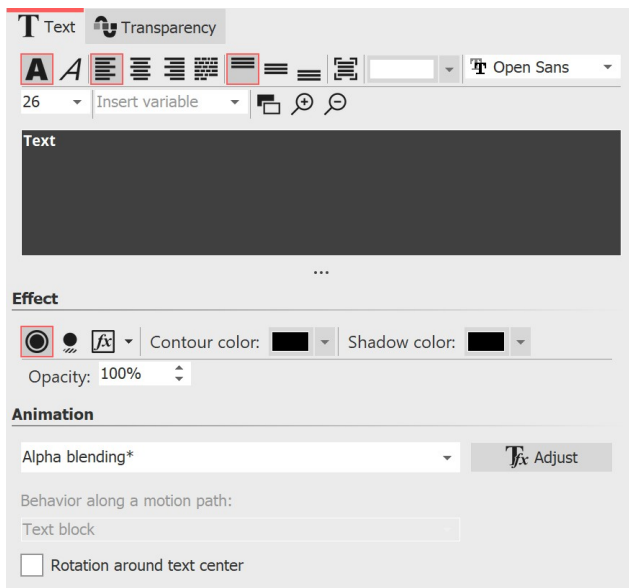
Properties for Text object

When you select a *Text* object, there are various setting options for the *Text* object in the *Object settings* window, which you will learn more about below. To influence the text properties, the text or text parts must be selected in the text field.

In the font field and the font size field you set the font and letter size. Use the color selection field to influence the font color.

The icons for **Text bold** and *Text italic* influence the font style.

The text alignment as well as the position of the text in the text frame is determined by the following symbols:

	Text is left-justified.
	Text is displayed centered.
	Text is displayed right-justified.
	Text is arranged in justified type.
	Positions the text at the top of the text frame.
	The text is centered vertically in the text frame.
	Places the text at the bottom of the text frame.
	Fit in: Reduces the font size so that the text fits completely within the text frame.

The *Insert variable* field can be used to insert Exif and IPTC data 54 into the text.

In the Effect section 38 you make settings for text border, text shadow and text effects. These settings are applied to all the text that is in the text box.

If you want the text to be animated, you can select various predefined animations from the list. Via the button *Tfx Edit effect* you can adjust the animation individually. There you can also see a preview of the animations.

Under *Behavior along a motion path* you can define how the text behaves when you have assigned a motion path to 105 it. You can choose whether the entire text block should be moved or whether the individual letters should run along the motion path. In this case, the letters "nestle" along the path.

If you want your text to run along a specific path, you can find instructions on how to do this in the "Motion paths with text" 105 chapter.

Rotation around text center refers to animations in which the text is rotated. You can also specify a different rotation center under *Adjust*.

> If red rectangles are displayed when selecting a font in the font list, this is an indication that the corresponding symbols cannot be displayed in this font and will be replaced by a standard font in the project.

Transparency

Animated transparency is described in the chapter.

> How to save the font settings is described in the chapter in the item "Default image settings".

26.7   Video
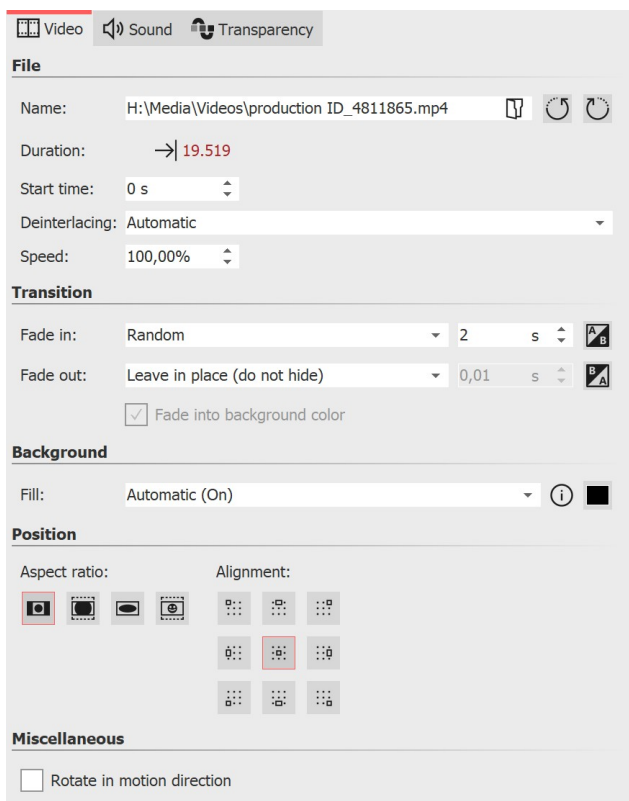
Properties for Video object

In the *Object settings* window of videos, you can find the following setting options.

Name: Shows you the path and file name of your video. You can also swap the video for another video file using the folder icon.

> Rotates the video clockwise.

> Rotates the video counterclockwise.

Duration: Once you have changed the playback time of the video, you can set the original video length again by clicking on the time.

Start time: Here you can enter from which position in the video should be played. For example, if you do not want to see the first two seconds of the video, enter the value "2s" here.

Deinterlacing: Select here from the options *Automatic*, *Off* and *Always*. Activating this option only makes sense if you insert videos that have been recorded in interlaced mode.

Speed: You can specify how fast or slow the video should play in **AquaSoft Video Vision** and **Stages**. Values below 100% slow down the playback speed, values above 100% speed up the playback speed.

Transition: A *Fade-in* and *Fade-out* can be assigned to the video. The *Transition* can be configured individually via *Adjust*.

Fill background:
- *On* = Background is filled in color if the video does not fill the full display. The background color can be selected under *Fill color*.
- *Off* = Background is not filled and the previous object is still visible below the video. If you want to achieve a picture-in-picture effect, enable this option.
- *Automatic* = The program automatically sets to *On* for images/videos/flexi collages in the first track. If you move an object to the second or deeper track, it is set to *Off*. This allows you to create picture-in-picture effects more quickly. If you prefer a fixed value, you can set this yourself with the *On* and *Off* options.

Aspect ratio:
The aspect ratio describes the relationship between the height and width of the video. If a video deviates from the aspect ratio of the project, you can decide here how the video should be displayed.
- *Keep*: The video gets borders while playing.
- *Crop*: From the edge of the video, parts are "trimmed" until the video fits the correct aspect ratio, without creating borders.
- *Stretch*: The video is inserted into the aspect ratio of the project, distorting the image.
- *Center faces*: Faces are taken into account when cropping (face detection) and, if possible, are centered and not cropped.

Alignment: defines where the video should be positioned on the screen.

Rotate in motion direction: If you have assigned a [Motion path]104 to the video, you can have the video automatically rotate along the path.

How to cut, speed up or slow down videos, see our video "[AquaSoft DiaShow 10: Videoschnitt, Zeitlupe und Zeitraffer]".

(Link: aquasoft.de/go/nky3)

Sound (Video sound)

Sound des Videos

Here you can specify whether the background music should be faded while the video is playing.

If the video has no sound of its own, but may have recorded noise, set the volume of the video to 0% and uncheck *Fade background music*. This way, existing background music will play while the video is running without lowering the volume.
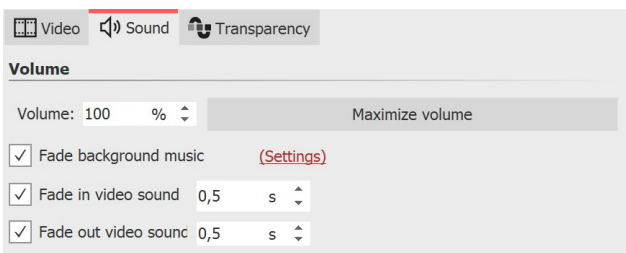
If the checkmark is set at *Fade background music*, existing background music will be faded (turned down) according to the music settings while the video is running.

Clicking the *Maximize volume* button raises the volume for the complete video sound of the object so that the loudest part corresponds to 100%.

For *Fade in video sound* and *Fade out video sound*, enter the duration for which the video sound is to be slowly faded in or faded out. Activate/deactivate the function with the check mark.

In **AquaSoft Stages**, the volume can also be edited directly in the [Keyframe track]32 of the video.

Transparency

Transparency is described in the ["Animated transparency"]277 chapter.

26.8   Placeholders

Platzhalter

Kapitelname
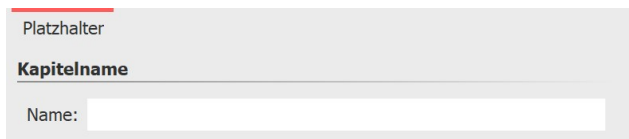
Name:

Properties for Placeholder object

temporary break.

In the *Object settings* of the *Placeholder* object you can specify a name. This facilitates the overview.

You can use a placeholder object for parts of the project that you do not want to fill with content until later. Alternatively, you can use the placeholder to insert a

26.9   Animated transparency

In the *Object settings* window, you will find the *Transparency* tab for almost all objects, which you can use to assign a specific transparency behavior. For example, it is possible to make an image or text slowly emerge from a black background and later disappear into it again. You can also make images and text appear semi-transparent on top of a previous image.

1 Transparency settings
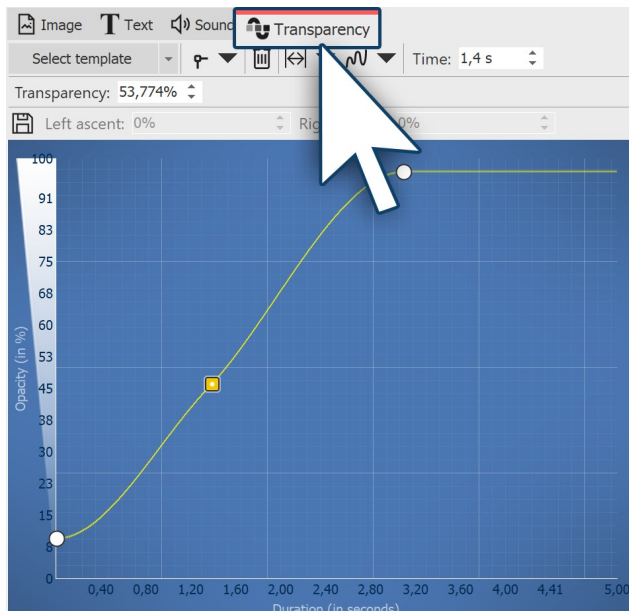
Set points in the blue area

To be able to create a *transparency curve* for your *object*, call the *Transparency* tab in the *Object settings* window.

A diagram with a blue background appears, whose y-axis stands for the opacity in percent, while the x-axis reflects the duration in seconds. Set points on the area between the axes with a mouse click. The lower 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.

Under *Template* you can choose from standard curves. If you have saved your own transparency curves, you will find them in the *Custom curves* section. Via the selection *Remove curve*, all marks are removed.

You will find the following icons that you can use to influence the transparency curve:

The deflections of the curve are displayed round, the transparency animation runs smoothly.

The deflections of the curve are displayed sharply, the transparency animation runs hard.

If you have clicked on a transparency marker (appears orange), you can delete the marker by clicking on the icon.

If you have changed the display duration of the video, image or text, you can adjust the set transparency curve to the display duration by clicking this button.

In the selection menu (black triangle) you can also choose to influence the transparency curve: *Adjust to duration / Adjust to height, Scale width / Scale height, Move horizontally / Move vertically, Flip horizontally / Flip vertically, Fade in / Fade out, All points to smooth points / All points to corner points / All points to jump points / All points to Bézier points* and *Delete curve*.

Generate curve - Generate a *Sinusoidal curve*, a *Sawtooth curve*, a *Rectangular curve* or a *Random curve*.

Save the displayed curve under its own name to be able to apply it to other objects or again later. The saved curve can then be found for reapplication under *Select template*.

2 Setting the course of the transparency curve
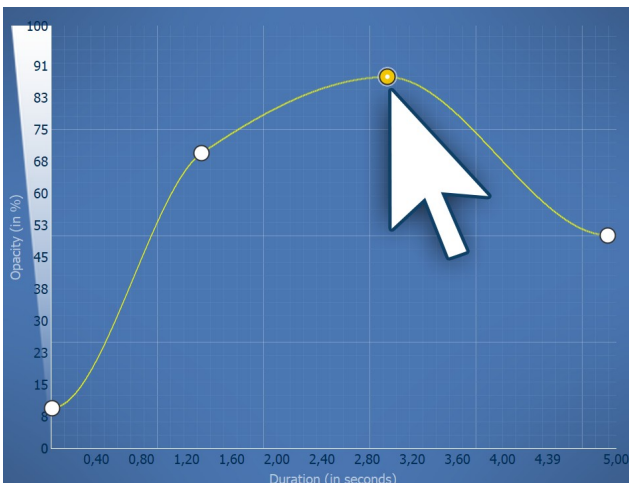
Transparency curve with four points

To define the transparency course, form a curve in the diagram. To do this, click in the blue background area. This will set a first point, and the curve will appear horizontally.

Now you can create more points by clicking with the mouse button, which can be moved as you wish. Each point represents a certain strength of opacity that the object has at a certain time.

The amount of opacity/transparency is determined by the height of the point and can also be specified more precisely in the *Transparency* field.

The time can also be determined more precisely in the *Time* field.

3 Controlling transparency via the keyframe track

In **Stages**, you can also control transparency using the keyframe track. To do this, open the keyframe track and click in the transparency track. Again, you have a curve whose ups and downs you can control with individual markers. The values between the keyframes are automatically calculated (interpolated).
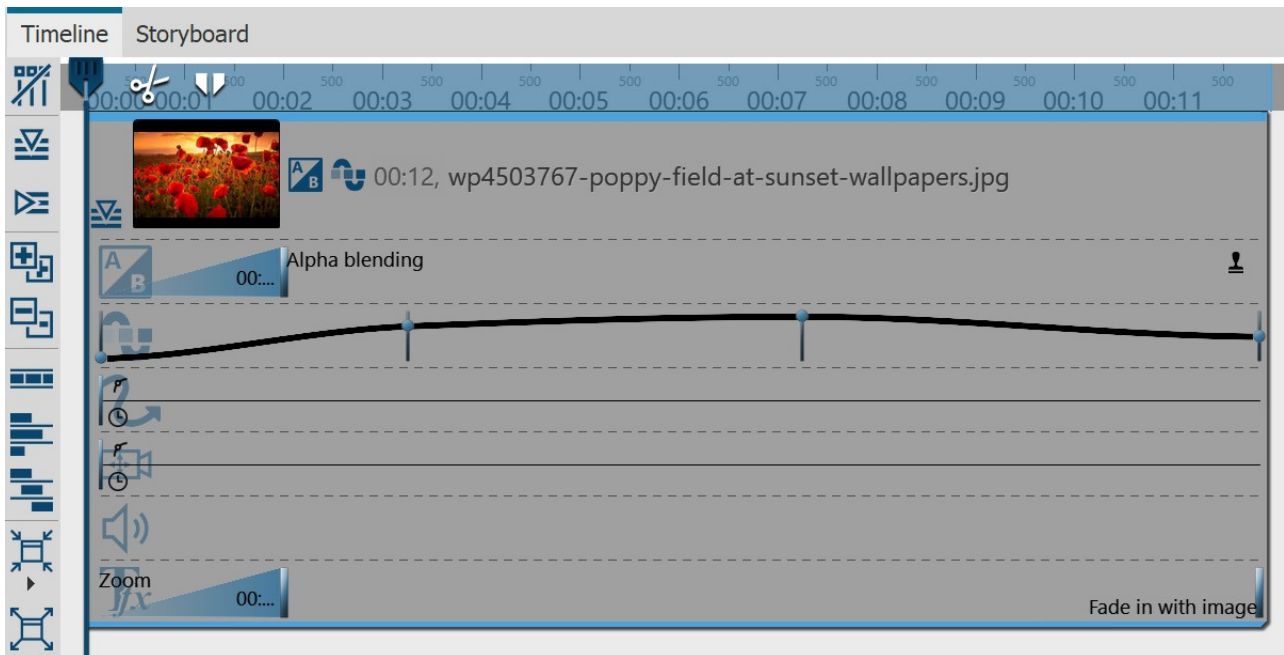
Keyframe track for transparency

4 Make object blink with generated curve
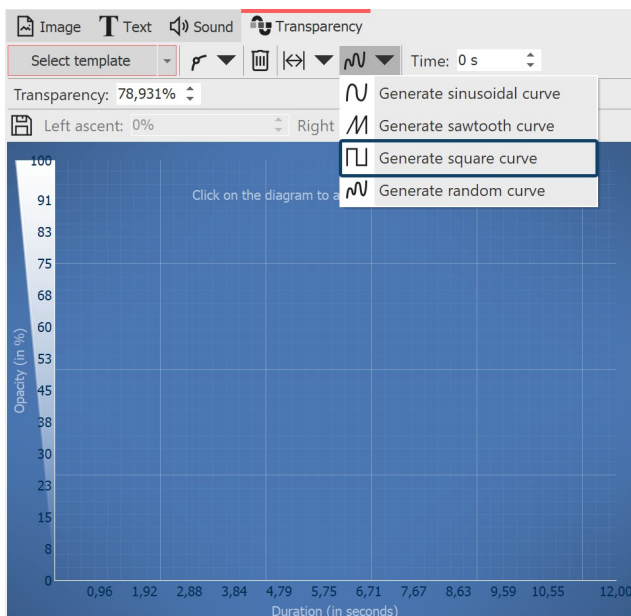
Generate rectangular curve

To make an object blink, let the opacity change at intervals - between 0% opacity and 100% opacity.

1 Click the *Generate curve* icon and select *Generate rectangular curve*.
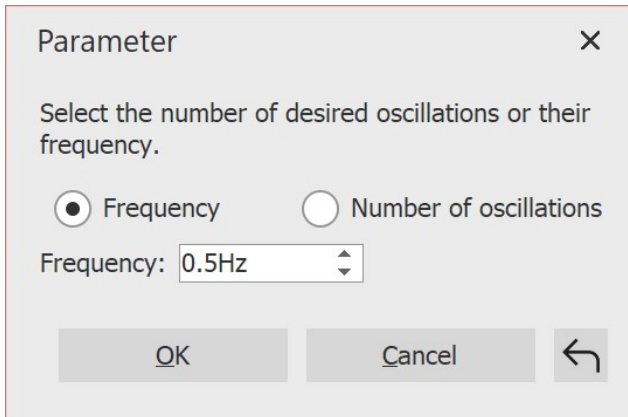
Parameters for rectangular curve

2 In the following dialog, select the number of desired oscillations or their frequency.
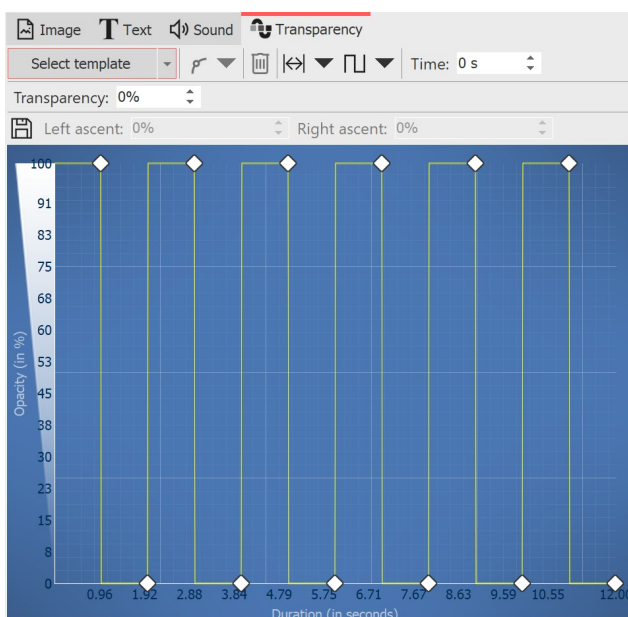
Generated transparency curve

The transparency curve is calculated and drawn accordingly.

The object is now visible and invisible in alternating seconds, creating a blinking effect.

Further possibilities are offered by the "Transparency fluctuation" effect

26.10 Color picker

In the properties of objects and effects you will always encounter color pickers. Click on the colored field to select a color other than the one shown. In the color picker you also have the possibility to access the last used colors, as well as to choose from different color palettes, to create and save color palettes.
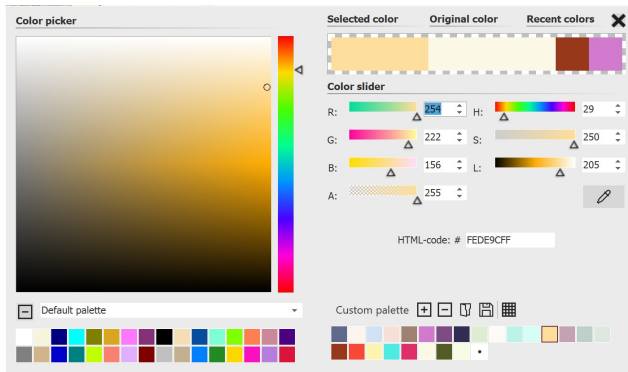
Farbwähler

To **select a new color**, click with the mouse on a color in the square color field, on a color in one of the palettes or even on the "last colors".

A color can also be set or adjusted via **color slider**.

R / G / B = Red/Green/Blue
H / S / L = Hue/Saturation/relative Lightness

The value "A" (like alpha channel) stands for transparency, where a value of 255 corresponds to no transparency, and 0 to full transparency.

With the **eyedropper** it is possible to pick up a color from any image on the screen.

If the hexadecimal code of a color tone is known, you can enter it directly in the *HTML-code* field.

Close the window by clicking on the cross in the upper right corner or in an area outside the color picker.

In the bottom right corner you can already find a selection of color palettes, e.g. standard palette, pastel and gold tones. In **AquaSoft Video Vision** and **Stages** you can save and share or import your own color palettes.

> To learn how to create and save a palette to match an image, see the blog article with video ["Wie erstelle ich eine eigene Farbpalette aus einem Foto?"](#). (Link addres: aquasoft.de/go/farbe)

27 Settings

27.1 User interface selection

When you first start the software, you can choose between three, four or five colors for the user interface, depending on the version. The following settings are available:

- Light
- Medium light
- Blue
- Medium dark (not in Photo Vision)
- Dark (only in AquaSoft Stages)

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 SlideShow Ultimate**
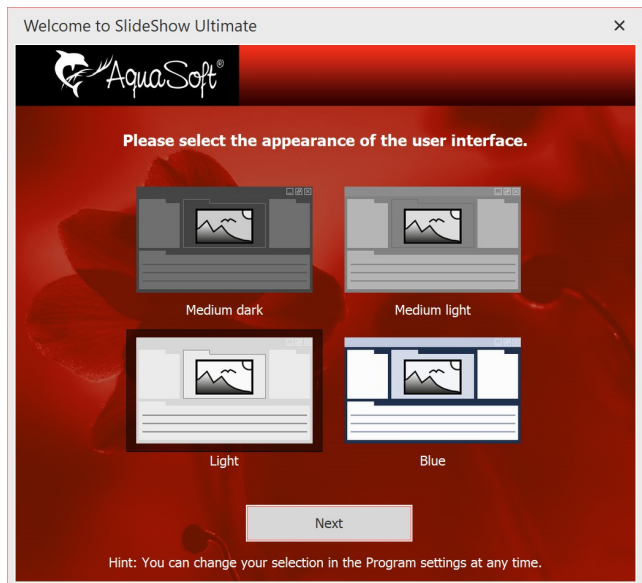
In unserem Video "[Farbe der Benutzoberfläche ändern](about:blank)" stellen wir alle Benutzeroberflächen vor. (Link address: aquasoft.de/go/themes)

27.2   Setting the workspace

In **AquaSoft Photo Vision** and **Video Vision**, you will find three and four preset options for arranging the user interface in the **Workspace** menu, respectively, and five in **AquaSoft Stages**. In the Toolbar you will find the respective options as well.

In most of the instructions you will find in this manual, the **Default** workspace is used. However, this does not mean that this must be the best workspace for your purposes.
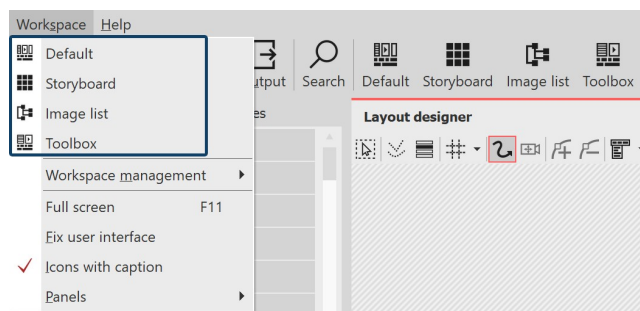
Selection of workspaces in the menu and in the Toolbar

1 Create and save your own workspace
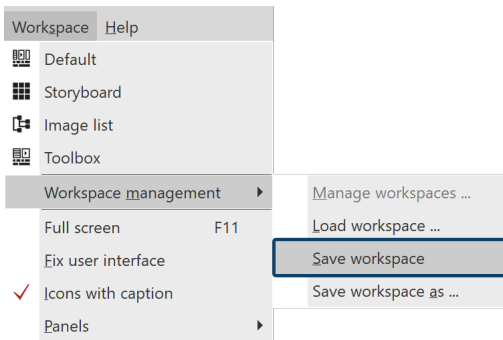
In addition to the already existing workspaces, you can also create and save a workspace yourself. To do this, arrange control elements of the Program interface [20] according to your wishes, this is done via drag-and-drop. Under *Workspace*, select *Workspace management / Save workspace*. Now enter a name for the self-created workspace.

If you want to call up an already saved workspace, select *Workspace / Workspace management / Load workspace*. Now select the desired workspace.

Um die gespeicherten Ansichten mit Symbolen in der *Toolbar* anzuzeigen, wählen Sie unter *Ansicht / Ansichtenverwaltung / Ansicht verwalten.*
Markieren Sie eine eigene Ansicht mit einem Häkchen, wird diese mit Symbol in der *Toolbar* angezeigt. Übernehmen Sie die Auswahl mit dem Button *Übernehmen* ins Programm.
In diesem Menü können Sie außerdem
- die Ansichten umbenennen und ihnen eine Beschreibung zufügen, die als Tooltip angezeigt wird
- ein anderes oder eigenes Symbol für die Ansicht festlegen
- die Reihenfolge der eigenen Ansichten verändern
- Ansichten löschen.

Manage custom workspaces

2 Adding controls to the program interface

✓ Storyboard

✓ Objects

✓ Intelligent templates

✓ Layout designer

Search results

✓ Timeline

Image list

Events

Metadata

Keywords

Manual input

🔆 First steps

✓ Object settings

✓ Text effects

✓ Fade-ins

✓ Fade-outs

✓ Image effects

✓ Motion paths

✓ Files

Controls

Under *Workspace / Controls* you can activate additional controls, such as the metadata, which can be displayed in the program interface or on a second screen (if available).

Place a check mark in front of the control to activate it. To make the control disappear, you can either close it or remove the checkmark from the *Workspace / Controls* menu.

If the *Developer mode* is active under *Extras*, further controls are available for selection.

27.3   Project settings

You can define the project settings individually for each of your projects. The settings you make here are always effective only for the active project.

Under *Project / Settings* you call up the window for the project settings. You can also access the settings directly via the slider button in the toolbar.
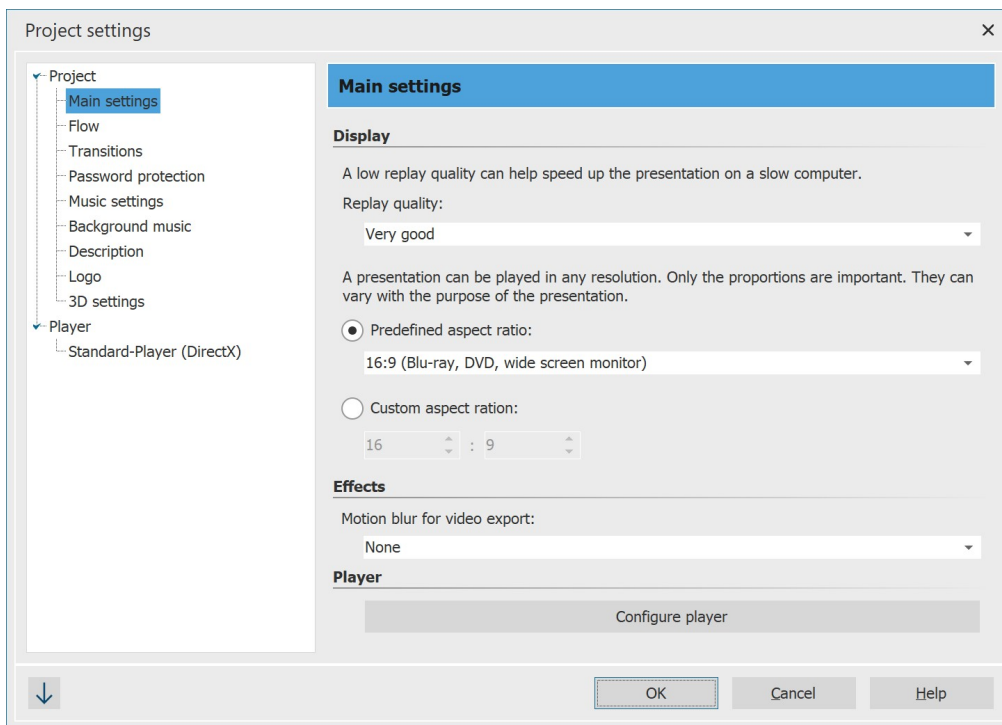
Main settings Stages

1 Main settings

Display

The *display quality* can be adjusted here to the performance of your computer. The higher the quality, the more computing power is required. This setting does not play a role in video calculation. Here we are concerned with the quality when playing back via the AquaSoft Stages- Player. If the *display quality* is too high for your PC, the presentation may play with jerks.

Effects

Here you can specify that the entire project is exported with motion blur. This motion blur effect is applied during video creation, so it is only visible in an exported video. Use the *Low / Medium / High / Extreme* options to determine how much this effect is applied to animations (e.g. camera pans and fade-ins). *None* calculates a video without motion blur.

Aspect ratio

You can also set the *Aspect ratio* of your project here. In AquaSoft Stages there is the possibility to enter a user-defined aspect ratio here. The aspect ratio should correspond to that of the output medium. See the "Aspect ratio [12]" chapter for detailed instructions.

2 Flow

Here you can specify the *Default duration* of your images, as well as choose a random playback order of the images.

Decide whether to close or replay the presentation after it ends. You can also let the viewer decide what to do after the presentation ends.

If you select *Reinitialize current presentation and repeat*, the show will be replayed, but random elements (e.g. random transitions, effects with random values) will be recalculated beforehand. This setting is relevant for the Monitor directory [195] effect, for example.

Control randomness

With AquaSoft Stages you can fix the sequence of random elements for the entire project. Random inserts, particles, or effects with random settings are played identically each time they are played. See also Control randomness [225]

3 Transitions

Select here which transisions should be included in the *Random transision* selection. All styles with a check mark will be used. This selection is called Global Random Selection within the program.

For details on the project settings Music settings [62] and Background music [59], please refer to the corresponding chapter.

4 Description

You can personalize your project individually. Enter a title, author and description of your project here. The data is mainly informative, but can also be retrieved by the variables [54] *%titel%, %autor%, %beschreibung% and %copyright%*.

5 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 at all.

6 3D settings

Depending on the selected *Vertical aperture angle*, the perspective distortion has a greater or lesser effect throughout the project. This optical distortion is noticeable in the 3D scene [209], in the 3D effects and also in 3D transitions.

7 Standard-Player (DirectX)

Settings for Player in SlideShow Ultimate

Settings for Player in Stages

The playback of a presentation is done by the **Live-Player**. Here you can make settings for this.

Display
Select here whether the presentation should be played in full screen mode (recommended) or in windowed mode.

Antialiasing
Under *Antialiasing* you can set the strength of the same. This is used to eliminate annoying artifacts on edges. The best way to see the difference is to rotate a white square against a black background and pay attention to the edges. By default, the *None* option is set. In order, the other options (2x, 4x, 8x, 16x) provide more edge smoothing

to the image, with significantly increasing computational effort. For older graphics cards, the *None* option should be set. It depends on the graphics card how the edge smoothing finally looks like.

Display on
With **AquaSoft Stages** you can specify which screen is to be used for full-screen playback through multi-monitor support. This can also be a beamer, for example. The program lets you easily identify the primary and secondary screen when you click *Advanced*. If **Vision** is selected, playback will always be on the primary screen.

Navigation bar
You can still make settings for the *Navigation bar*. Define which controls of the *Navigation bar* are displayed and when it is shown.

Control
Under Control you can select whether the presentation should start automatically when played or wait for an input if you want to control the presentation manually. You can also activate the control of the screen change via mouse click here.

IntelliLoad
IntelliLoad means that images, videos, etc. are preloaded in the background and prepared for playback. This prevents image stagnation or stutters that could be caused by waiting times. The higher the value, the more space is used in the working memory. It is not advisable to enter a very high value. A practical value is 10 to 20 seconds preload time. A logo can be displayed during the preload waiting time (see above).
Ignore *IntelliLoad* at start prevents preloading before playback starts.

8 Saving the project settings

↓ Click once on the arrow at the bottom left. In the menu that opens, you can choose whether you want to save the current settings as default or reset them to the factory settings.

27.4   Extras

There are several options in the *Extras* menu item, which are explained below.

1 Display / Play
Select an object (sound, video, image) in the Timeline by clicking on it. Now you can see and/or hear the preview. In this preview the object is displayed without effects, you see/hear it in its original state. In addition, you can switch to the next object or display several objects at once.
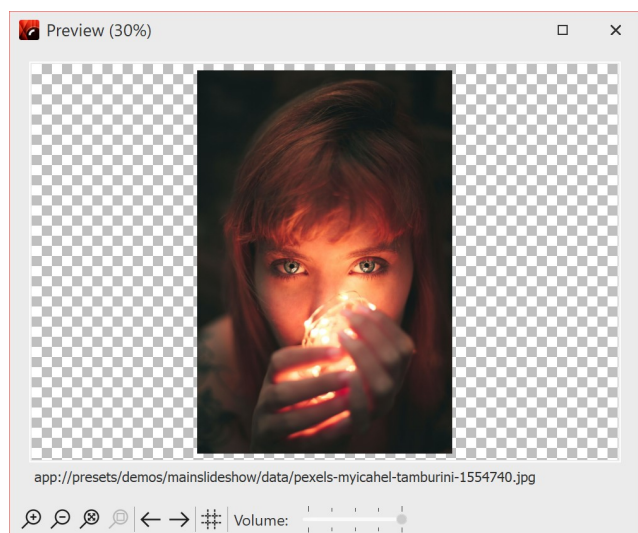
Preview of an image

You also get this preview when you double-click an object (sound, video, image) in the Timeline.

2 Send as email

This function allows you to send an image that you have just selected as an email. This is done by opening the email program that you are using on your computer (if none is installed, it cannot be used) and attaching the selected file to the email.

> If you want to send the entire project as an email, create a video and upload it either to a cloud database or to YouTube. Due to the limited amount of data, sending a video directly is not recommended. The video would have to have extremely low image quality, which should be avoided in most cases.

3 Open in default application

The selected object will be opened in the application that is normally set for this file type.

4 Reload

Here you can reload thumbnails, meta data or all data. This serves the purpose of having changed image data displayed immediately after the change, e.g. if an image was edited shortly before with an external program.

5 Import existing templates

If you have created your own templates in a previous program version, you can use this function to transfer them to the current version and use them there. You can find out more about this in the "Importing templates and effects" 226 chapter.

6 Developer mode

The Developer Mode offers additional editing options, which are especially useful for creating Intelligent Templates. The Developer Mode is not intended for daily use and is not an "official" part of the program. We are not able to provide support in case of any problems or questions.

When the developer mode is active, you may experience speed loss when using the software. Therefore, do not activate the developer mode permanently.

7 Program settings

Behind this menu item you will find a number of settings that are explained in more detail in the chapter "Program settings 288 ".

27.5   Program settings

The *Program settings* refer to the basic settings of the entire program and not to individual projects, which you can find under *Project / Settings* (more on this in the "Project settings" 284 chapter).

Call up the *Program settings* via the *Extras* menu. Here you can, among other things, adjust the *User interface* to your preferences or set the behavior of the program to your system environment.

At the Program settings window at the bottom left, you will find the option to reset the program settings to the factory defaults with the clock icon.

1 Language

The **AquaSoft Vision** and **Stages** can be used in different languages. Select the desired language and confirm with *OK.* Afterwards a restart of the program is necessary.

2 Add files

Allows you to specify the insertion order and position.
If you add **several files at the same time**, specify in the Sort section beforehand according to which options the files should be sorted.

You can sort files already inserted into the project under *Edit / Sort*.

3 User interface

Here you will find further setting options for the user interface. Deactivate the *Tooltips* if you do not want them to be displayed in the program interface.

Depending on whether you use **AquaSoft Vision** or **Stages**, you can choose from different themes when displaying.

Via *Action on double-click* you can set what happens when you double-click on an image in Timeline, Storyboard or Image list. The possible actions correspond to the menu items in the main menu of the program.

If you activate **Synchronize controls**, then an image that you select in the Timeline will also be selected in the Storyboard and vice versa. It can be useful to change the behavior, then each control has its own selection. It is then possible, for example, to move images from the Storyboard to different chapters in the image list without changing the other control in each case when selecting the images.

4 Confirmations

In **AquaSoft Vision** and **Stages** there are some dialogs and hint windows. You can activate or deactivate them here.

5 Automatic update

Every user who has purchased a full version has free access to updates after registering the license key. The updates can contain improvements for possibly existing errors or new program functions.

Set here the interval in which the application should check whether a new update is available. A connection to the Internet is required for the check.

6 User directories

User data directory: You can create your own templates 217, which are displayed in the Toolbox 26 directory. These are stored in a folder that you can define yourself at this point. This has the advantage that you no longer have to search for your own templates if you want to archive them or pass them on.

Temporary directory: **AquaSoft Stages** briefly requires space for temporary files on the hard disk for certain operations. Here you specify the directory in which temporary files may be temporarily stored. Video creation may require a lot of disk space. If the temp directory does not provide enough space, you can specify another directory here that is located on a different disk.

Select your preferred directory using the folder icon. You can use the arrow symbol to replace the default directory. The eye symbol shows you the stored directory in the Windows Explorer.

7 Sound recording

You can use the Sound Wizard 66 to record spoken comments about your images via a connected microphone. Define the settings for the recording here.

8 Default image settings

Determine here with which default settings image objects and text objects are to be inserted. You can set default values for your text options and default blending here.

In the **AquaSoft Photo Vision**, fewer options are available here.

More complex default settings can be implemented using your own objects 217.

9 Package management

Here you can see which program packages (e.g. Intelligent Templates) and extension packages are enabled or disabled in the program. You can use the checkmarks to turn them on and off. Restart the program to apply the changes to the program.

10 Sound system

The *Sound system* takes care of playing the music included in the project. By default, *find best output mode automatically* is set . If you have problems playing the music, select here *Windows Multimedia* and then restart **AquaSoft Stages**.

11 CD/DVD/BD burner

The detected CD/DVD/BD burners are displayed here. If no burner is installed or no external burner is connected, the two fields remain empty.

Select the burner to be used and set the burning speed. Please note that a high burning speed can result in poorer burning quality (depending on the type and brand of the blank disc, among other things). If you have problems reading the burned media, try a slower burning speed. If no burner is displayed, try a different interface.

12 Automatic backup

Specify here whether and how often backup copies should be created automatically while you are working on a project. Your original project will not be overwritten during this automatic backup. Under *File / Restore* you can call up an older status of your work.

13 Storyboard

Make settings for the *Storyboard* here.

14 Layout designer

You can make settings for the *Layout designer* here.

Under *Objects simultaneously* you define up to which number of objects are displayed simultaneously in the *Layout designer*. For complex collages, it may be necessary to increase this value. A high number of simultaneously displayed objects costs correspondingly more computing power and RAM.

Furthermore, you can specify whether you want to display the *Paths and motion marks for selected objects only* and *central object handles*.

In a submenu you can define more precisely how the *grid* should look like and how the objects should react to the *grid*. You can learn more about the grid in the "Layout designer" 22 chapter.

15 Timeline

Define the settings for the *Timeline* here.

If you want to work very precisely, the "Exact (tight)" style is recommended, because it leaves no optical gaps for the discreet shadow between the objects.

Under *Video thumbnails*, specify how many thumbnails should be used to display video objects in the *Timeline*. For slower computers, we recommend "At the beginning and at the end", where the first and last video frames on the object are shown as thumbnails.

For *Tracks in chapter*, specify how many permanent tracks the start chapter should have, which you will find in the *Timeline* when you create a new project. With the value 0, no start chapter object is created.

If *Show tooltips* is activated, you will get hints about objects, e.g. duration, start time, filename, when you move the mouse over them.

If *Use large placeholder tracks* is checked, the note **"Drag here to create new track"** appears in the *Timeline*. This is for better orientation for inserting into new tracks. If the item is unchecked, only a minimized placeholder is visible.

Other objects can be used as a snap-in aid and/or the Timeline time scale.

Select your preferred *behavior* for the Playhead, especially for controlling the **"Play from here (Playheadposition)"**.

- *Does not change on object selection*: The Playhead always stays where you place it in the Timeline timescale.
- *Always jumps to the selected object*: The Playhead places itself at the beginning of an object that you select in the Timeline.
- *Jumps to the selected object when live preview is not active*: The Playhead only places itself at the beginning of an object that you select in the Timeline until you activate the Live preview 25.

16 Image list

Select here which information should be displayed in the *Image list*.

17 Hardware acceleration

Videos are decoded faster with suitable hardware. If you observe jerking in the inserted videos during playback or if you use an older graphics card, the hardware acceleration should be deactivated.

18 Remote control

Check the box in front of *"Enable remote control"* to control a presentation via app. Learn more in the chapter Using remote control or presenter 223.

28 Ordering AquaSoft Stages

The easiest way to order a product by AquaSoft is to visit our Online Shop. Here you can always find the newest offers and also bundles (combinations of several products), which you can save a lot of money with. In addition you'll receive the newest updates.

Here you can order all products as download. After ordering you will receive free updates within the respective main version of the programs, as well as favorable upgrade offers in the Customer login 291.
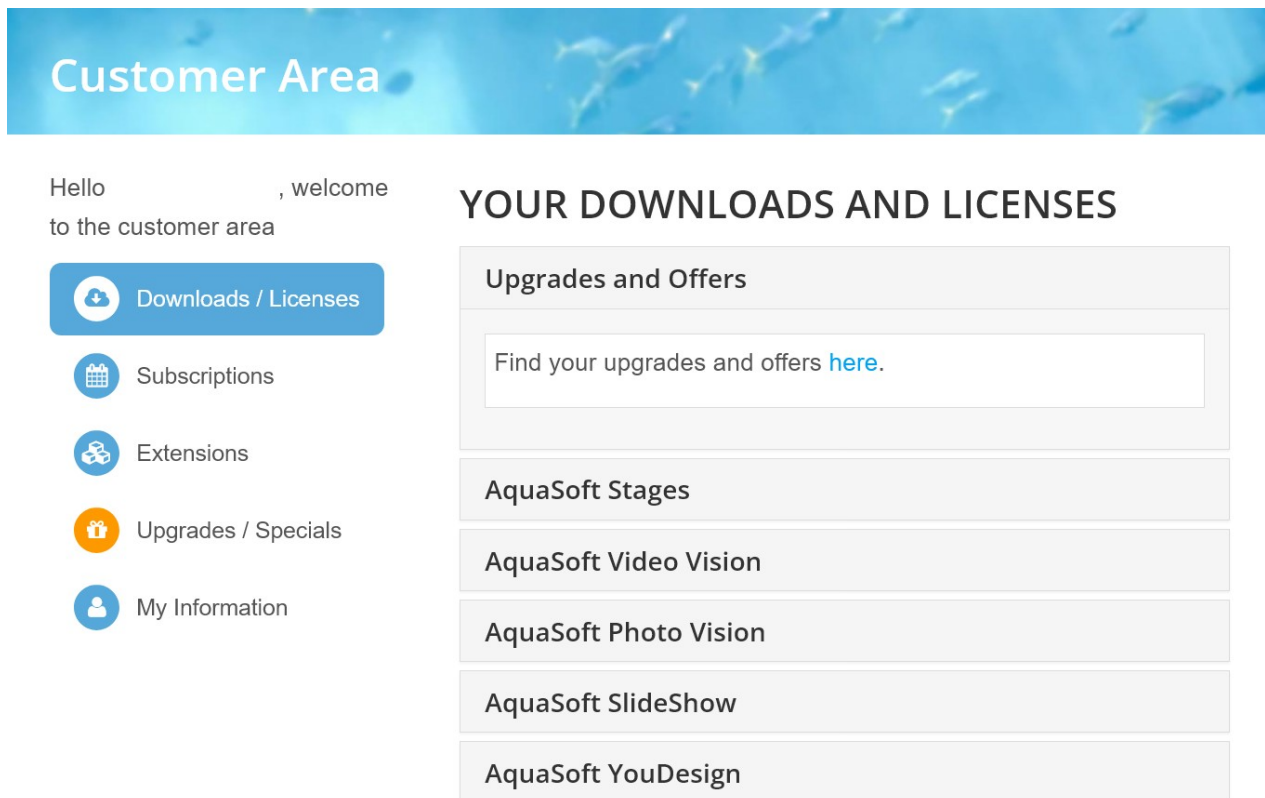
29 Latest updates

In the **AquaSoft Customer login** you will find current updates for your purchased products as well as manuals and other program versions.

If you would like to upgrade to a higher or more current version, you will also find favorable upgrade prices here.

You will receive the access data for the customer login by e-mail from AquaSoft after your purchase or after registering the software. If you do not have your password at hand, you can **request a new password** after entering your e-mail address:

After clicking on the corresponding button, the password will be sent to you.

The graphic below shows you how the customer login can look like after the registration. Depending on which product you have purchased or registered, other fields will be displayed und **"Your Downloads and Licenses"**.
You can click on the products fields. You will then be taken to the corresponding full version and the associated additional software, if this is offered.

View of the customer login at www.aquasoft.net/en/account/customer-area

The customer in the example has the **AquaSoft Stages**, so this field is displayed and he can click on it.

Clicking on a product field will take the customer to his **full version or license key**. It is always the current version of the particular software. No matter if you have purchased a box or a download, you can **always** download the full version for **free** in the customer login.

If you own a magazine version, you can find your license key by clicking on the **Downloads / Licenses** button. Magazine versions are not available for download and are not eligible for upgrade.

Table of Figures

AquaSoft Stages - Help

Copyright © AquaSoft GmbH 1999-2024

Visit us on the Internet:
www.aquasoft.net