



Snell
Advanced
Media

User Guide

Scribe

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Conventions Used

Text

<Text>	indicates a specific key press on the QWERTY keyboard.
NN/nn	indicates a value entered on a numeric keypad.
Text/text	indicates either an application menu function or a Windows/SAM installation/system setting.

Symbols



See: Reference to items in other documents.



Notes: System, software and workflow points to consider and remember.



Tips: Useful hints and advice when undertaking tasks.

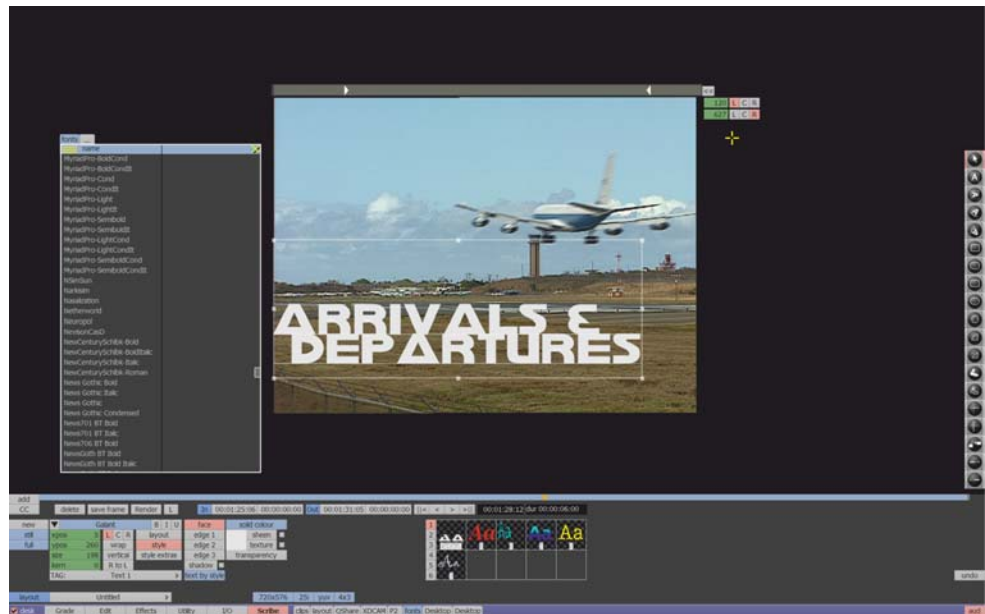
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1. Getting Started

1.1 Opening Scribe

Start the Scribe application by pressing the **Scribe** tab on the Application Bar.



The image window may either be empty or contain the previous session's video material and caption text (indicated before opening by the blue **Scribe** tab on the Application Bar). To use the current Edit timeline instead (including any blank segments) hold down <Ctrl> on the keyboard and press the **Scribe** tab.

To delete any loaded video material, press **delete** at the top-left of the menu area. Captions, objects and layouts are not deleted.

1.1.1 GUI Functions

The menu area displays text styling and formatting functions and the image window above provides a visual representation of the caption at the current frame position in the clip. A tool kit is provided on the right allowing text and vector objects to be created and modified.

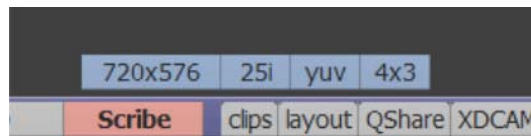
The main menu provides all the basic controls needed to create text and align it. The **Layout**, **Style** and **Style Extras** menus provide extra formatting options. A colour palette can be toggled for mixing and creating colours before applying them to text or graphic objects.

Style containers are used to store font, colour and effects information for text and graphic objects. These containers can be used to quickly apply a stored style to a new object.

The **add** box adds captions created in Scribe to the Caption Compositor (press the **CC** box in the GUI to open the Caption Compositor). Selecting **Scribe** from the Caption Compositor window adds any 'CC' video to Scribe. See "Compositor" on page 33.

1.1.2 Set up a New Project

The boxes at the bottom of the menu area show the current set-up.



Scribe has a frame rate scroll box (**25i**, **25p**, **50p** or **30i**, **30p**, **60p**) and colour scroll box (**yuv**, **rgb**) in between the resolution and aspect ratio boxes.

If a clip from another application is used, or has been dropped into the Scribe window from the Clips Bin, the information in these boxes changes accordingly. Select an alternative resolution, frame rate, colour and aspect before loading material by setting the scroll boxes accordingly then pressing **new** for changes to be adopted.

When choosing an option from the **still/roll/crawl** scroll box the new file initialises as the selection with the name 'Untitled'.

The blue scroll box below allows working at **full**, **half** or **quarter** resolution. When working with very large clips, reduce the resolution to improve performance.

The **new** button on the left of the menu area does the following:

- Used to reset (clear) the image area of any captions, layouts and shapes. Video material is not deleted.
- Initiates a new Scribe file after the resolution, frame rate, colour and aspect options have been set. Always press **new** after setting these options in order for Scribe to apply them to the new file.

1.1.2.1 Toggle the Safe Area

Press <F3> to toggle the safe area on and off (it is indicated by an orange box over the Scribe image area).

1.1.2.2 Import and Copy Text

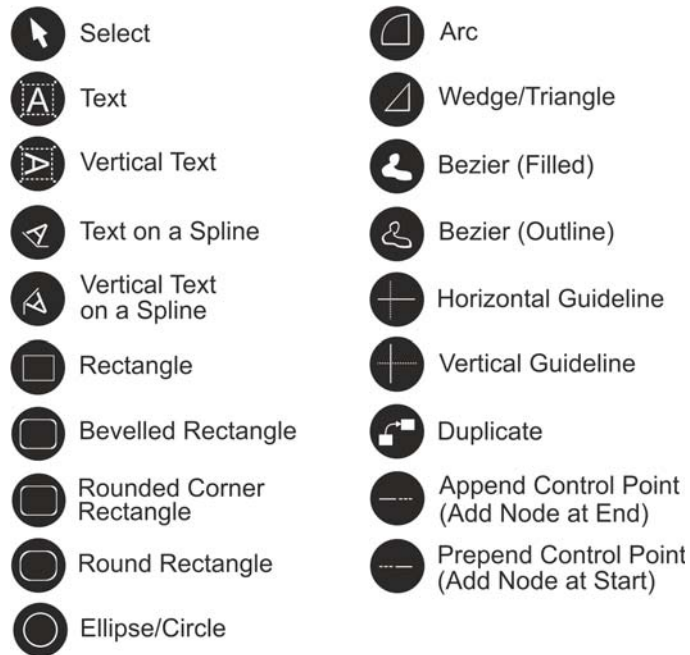
Simple text files (.txt) can be imported for use in captions. Open the 'Desktop' Bin via the tab on the Application Bar and drag and drop the required text files from the bin to the image area to create a caption on screen. This text can then be formatted and styled using the Scribe tools.

Text from a Microsoft Word document can also be copied and pasted into a text box in Scribe.

1.2 Using the Tool Kit

1.2.1 Create Text and Vector Shapes

The Scribe tool kit consists of the following:



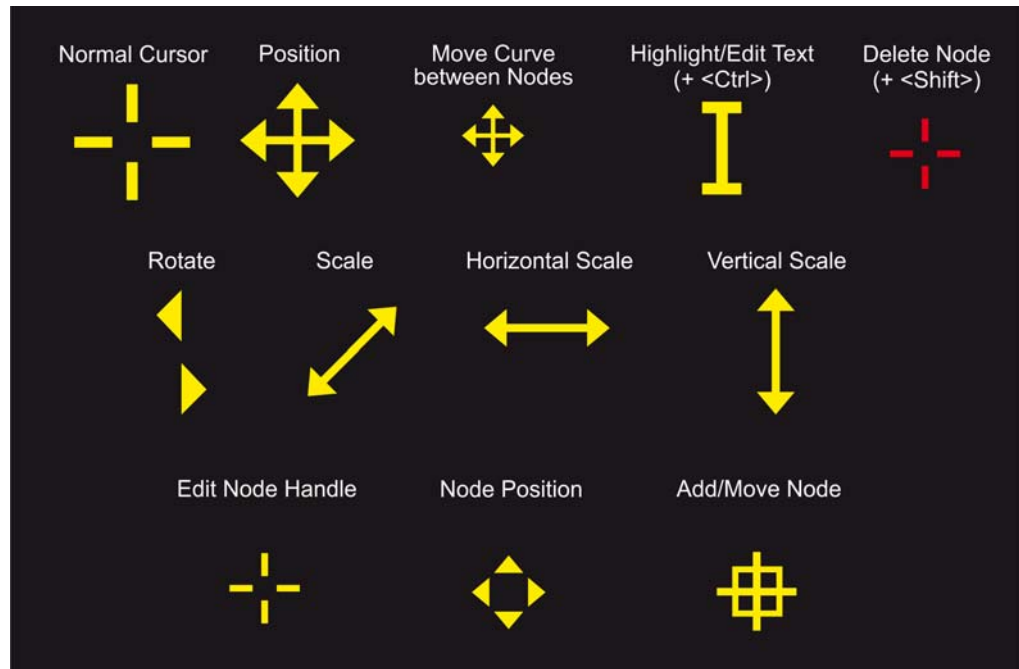
These tools and how to use them are described in the next sections.

1.2.1.1 Cursor Types

After an object is created with a specific tool, the cursor may change when hovered over the inside/outside of the object's outline. This indicates that different functionality is available, such as scale or rotation.

For example, when using a tool such as the Bezier tool, immediately after drawing the shape Scribe automatically selects the Append Control Point tool (on open curves/lines) or the Select tool (on closed curves/lines) so that nodes can be added to close the curve or move, distort or delete nodes. Similarly, if one of the text or basic shape tools are used (e.g. to draw a rectangle), Scribe automatically returns to the Select tool after the object is created so that the shape can be positioned, rotated or scaled.


Cursors used throughout the Scribe tool kit include the following:



Some of the cursors are not applicable for some tools in the Scribe tool kit.

1.2.2 Select and Transform Tools

1.2.2.1 Select

The Select tool  is the most frequently used tool and the one with the most functionality. Use it to choose existing text and graphic objects on screen so that they can be modified.

After adding text or drawing a new shape, Scribe automatically returns to the Select tool so that text and edit nodes can be changed or the object can be scaled moved or rotated.

When selecting an object, a box with handles displays around it. When moving the cursor over the inside and outside of the handles, the cursor changes to indicate extra functionality. When pressing and dragging, e.g. to rotate an object, hover over the outside of any handle until the 'rotate' cursor displays, then drag in the required direction. The object now rotates about its centre until pressure is released.



Hold down <Shift> when rotating to snap to 45° increments.

If the cursor is pressed within text, its position is indicated by a vertical white line (I) enabling characters to be added or deleted. Highlight parts of the text by holding down <Ctrl> and pressing within the text (the cursor now changes to a yellow 'I') then drag over the required characters before releasing pressure. This highlighted text can now be formatted or styled without affecting any of the other characters. If the text box is moved, the highlighted text remains highlighted during the move.

With the Select tool the following GUI and keyboard combinations can be used:

- Press **lock** in the menu area to lock the selected object's position.
- Press **delete** in the menu area to delete the selected object (or press <Delete> on the keyboard).
- When moving an object, hold down <Shift> to restrain the object to its horizontal or vertical axis.
- When rotating an object, hold down <Shift> to snap to 45° increments.
- When scaling a text or graphic object, hold down <Shift> to scale the object proportionally about its centre.
- Multiple objects can be selected by holding down <Shift> and pressing on them with the cursor, or by dragging a box around all or part of the multiple objects to be selected.
- When using a shape tool, hold down <Shift> and drag the cursor out to create a symmetrical shape, e.g. a circle or square.
- Use the **align** and **back/forward** functions in the Scribe menu to position objects on screen.
- To add a node on Bezier objects, hold down <Shift> then press on the line where the node is to be added.
- To delete individual nodes on Bezier objects, choose the Select tool, then hold down <Shift> and press the red cursor on the node.
- To nudge objects, select either **xpos** or **ypos** then press the ↑ or ↓ arrow on the keyboard as required.
- To copy objects using standard keyboard shortcuts, use <Ctrl>+<C>; to paste the copy use <Ctrl>+<V>.

When editing text with the Select tool, use these GUI and keyboard combinations:

- Press the <Delete> key on the keyboard to delete the character to the left of the current cursor position.
- Hold down <Ctrl> and drag to highlight text within the text frame.
- Press <Home> or <End> to move the text cursor to the start or end of the current text line.
- With multiple text lines, press <↑> or <↓> to move the text cursor up or down to another text line.
- Hold down <Shift>+<←> or <→> to highlight the character to the left or right of the current cursor position.
- If the text cursor is placed anywhere on a line of text, selecting the **line** or **word** box in the Scribe menu highlights the line of text or word so it can be formatted or deleted.

1.2.3 Creating Text Tools

1.2.3.1 Text

The Text tool **A** allows new text to be positioned on screen depending where the cursor is placed.

Press with the cursor in the required position on the screen, and a vertical line **(I)** displays to indicate where the text is inserted when typed.

A rectangular box surrounds the text as characters are typed.



Press <Return> to start typing on a new line within the same box.

To change text at any point press in the text, highlighting characters then re-type.



Or, add and delete characters.

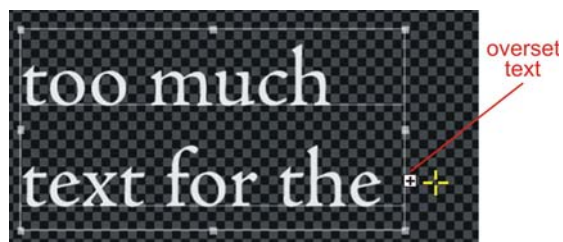


Using the Select Tool, move, scale or rotate text just like any other graphic object. See "Select" on page 7.



Alternatively, draw a box first to fit the text within a specific area on screen. To do this, press the cursor to place the first corner of the box then drag-out the container and press again to place the opposite corner. Type text into the box and it line-wraps within it.


If too much text is typed so that it cannot fit into the box, a small black '+' displays on the right side of the box frame to indicate that there is overset text.



Either resize the box, decrease the font size or, change the leading (i.e. line spacing) so that all text displays and the '+' disappears). If there is no visible overset text but the marker remains, there may be an unnecessary <Return> or <Space> character that needs deleting.

Any text entered automatically has the default style characteristics of that in the first style container. Use the Scribe menu to edit, format or style the text at any time. See “Use Style Containers” on page 15 for how to set up and reuse custom styles.


1.2.3.2 Vertical Text

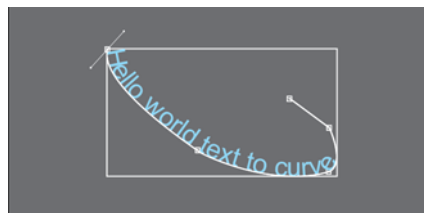
The Vertical Text tool  allows vertical text to be placed on screen by pressing the cursor. Use this tool in the same way as the ‘Text’ tool; the only difference is that the text displays vertically.



It may be easier to create vertical text by creating horizontal text then holding down <Shift> and rotating it to exactly 90°.


1.2.3.3 Text on a Spline

The Text on a Spline tool  allows text to follow the curve of a line. Draw a line using this tool by pressing in different positions on screen (for an angular line) or pressing while dragging (for smooth curves).




A white line (I) cursor flashes to indicate that text can now be entered. Type text and it displays along the line. At any point before or after text entry, change the shape of the line by editing the nodes and their handles in the same way as with the Bezier tools. See “Cursor Types” on page 6.

1.2.3.4 Vertical Text on a Spline

The Vertical Text on a Spline tool  allows vertical text to follow the curve of a line. Use this tool in the same way as the ‘Text on a Spline’ tool; the only difference is that the text displays vertically.


1.2.4 Vector Shape Tools

1.2.4.1 Rectangle


Use the Rectangle tool  to draw vector rectangles and squares on screen. Hold down the cursor to place the first corner of the rectangle then drag the rectangle out and release pressure at the opposite corner of the rectangle. Hold down <Shift> while dragging to create a square.

Any vector shape can be styled in the same ways as for text; for example, change the colour, edges, or add a shadow. Also, move, scale and rotate the object. See “Select” on page 7.


1.2.4.2 Bevelled Rectangle

Use Bevelled Rectangle tool  to draw vector rectangles with bevelled (i.e. clipped) corners. Use this tool in the same way as the ‘Rectangle’ tool. Hold down <Shift> while dragging to create a symmetrical shape.

1.2.4.3 Rounded Corner Rectangle


The Rounded Corner Rectangle  allows squares and rectangles with rounded corners to be drawn. Use this tool in the same way as the ‘Rectangle’ tool described. Hold down <Shift> while dragging to create a symmetrical shape.

1.2.4.4 Round Rectangle

The Round Rectangle tool  allows rectangles with rounded ends and straight sides to be drawn.


If a square is drawn with the cursor (by holding down <Shift> and dragging), the appearance is elliptical. If the horizontal scale of the square is then increased to a rectangle, the rounded ends remain constant on the left and right giving a tube-like appearance.

1.2.4.5 Ellipse/Circle

The Ellipse/Circle tool  allows vector circles and ellipses to be drawn on screen. Hold down the cursor to position the ellipse then drag the ellipse out, releasing pressure to finish it. Hold down <Shift> while dragging to create a circle.


Style any vector shape in the same way as for text; for example, change the colour, edges, or add a shadow. Also, move, scale and rotate the object. See “Select” on page 7.

1.2.4.6 Arc

Use the ARC tool  to draw vector arcs of 90° (i.e. quadrants) on screen. Hold down the cursor to position the arc then drag the arc out and release to finish it.

Hold down <Shift> while dragging to create a perfect quadrant (quarter circle). To create all four quadrants resembling a circle, use the Duplicate tool and rotate each quadrant. Holding down <Shift> while rotating snaps the object to 90°; holding down <Shift> while moving the copy restrains the object to its horizontal or vertical axis.

1.2.4.7 Wedge/Triangle

The Wedge/Triangle tool  allows right-angled triangles to be drawn on screen. Hold down the cursor to position the triangle then drag the triangle out and release to finish it.

Hold down <Shift> while dragging to create an isosceles right triangle.

1.2.5 Bezier Line/Curve Tools

The following options are available (indicated by their associated cursors) after drawing a shape with the filled or outlined Bezier tools:


When hovering the cursor over lines and nodes the cursor changes. Only edit node handles on curves (where there is a bend in the line, not on angular or straight lines) can be edited.

To delete individual nodes, choose the Select tool, then hold down <Shift> and press the red cursor on the node.



Change a straight line to curved by adding a node at any position on the line.
Choose the Select tool, hold down <Shift> then press where the node is to be added.
Now move the handles or the node itself to edit the curve.


1.2.5.1 Bezier (Filled)

The Filled Bezier tool  allows a filled angular or curved shape to be drawn on screen.

Draw with this tool by pressing in different positions on screen (for an angular shape) or pressing while dragging (for a smooth curved shape). When finished drawing the object, press on the outline to add more nodes, move existing ones or move node handles.

Use the Select tool to edit nodes on previously drawn objects. Style any vector shape in the same way as for text; for example, change the colour, edges, or add a shadow. Also, move, scale and rotate the object. See “Select” on page 7.


1.2.5.2 Bezier (Outline)

The Outline Bezier tool  allows an outlined (i.e. not filled) angular or curved shape to be drawn on screen. This tool is used in the same way as the filled Bezier tool.




With this tool, any face colour applied affects the shape's outline only (use the filled Bezier tool to fill within the shape). Any edge colour applied creates a line around it.

1.2.5.3 Append Control Point (Add Node at End)

Use this tool  to add new nodes at the end (finish) of lines and curves previously created with the Bezier filled/outline tools. This is useful to make the curve more complex or to join an open shape's ends together.

Select the Bezier object to edit, then press with this tool near its final node (i.e. the last point on screen where the object was finished). Each new node added joins to the previous one, starting at the final node.


1.2.5.4 Prepend Control Point (Add Node at Start)

Use this tool  to add new nodes at the start of lines and curves previously created with the Bezier filled/outline tools. This is useful to make the curve more complex or to join an open shape's ends together.

Select the Bezier object to edit, then press with this tool near its first anchor node (i.e. the first point on screen where the object was started). Each new node added joins to the previous one, starting at the anchor node.


1.2.6 Position and Copy Tools

1.2.6.1 Horizontal Guideline

Select this tool  then press on the screen to add the horizontal guideline. To move a guideline, place the cursor over the guideline, and the cursor becomes a positional cursor allowing the guideline to be dragged to its new position.

Hold down <Shift> to select multiple horizontal and vertical guidelines—they should highlight white after selection—which is useful to move their on-screen position without affecting their relative position.


1.2.6.2 Vertical Guideline

This tool  allows a vertical guideline to be placed on screen and is used in the same way as the Horizontal Guideline tool.



To add multiple horizontal and/or vertical guidelines, it is easier and more accurate to set-up a grid from the Scribe menu. The horizontal and vertical grid spacing can be changed, and objects can be snapped to it. Hide the grid to improve the view of objects (while still being able to snap to it). See "Alignment – Grid Menu (Text and Graphics)" on page 16.

1.2.6.3 Duplicate

The Duplicate tool  allows a copy (duplicate) of the selected object to be made. These are copies and not clones (so each object can be formatted and styled individually).

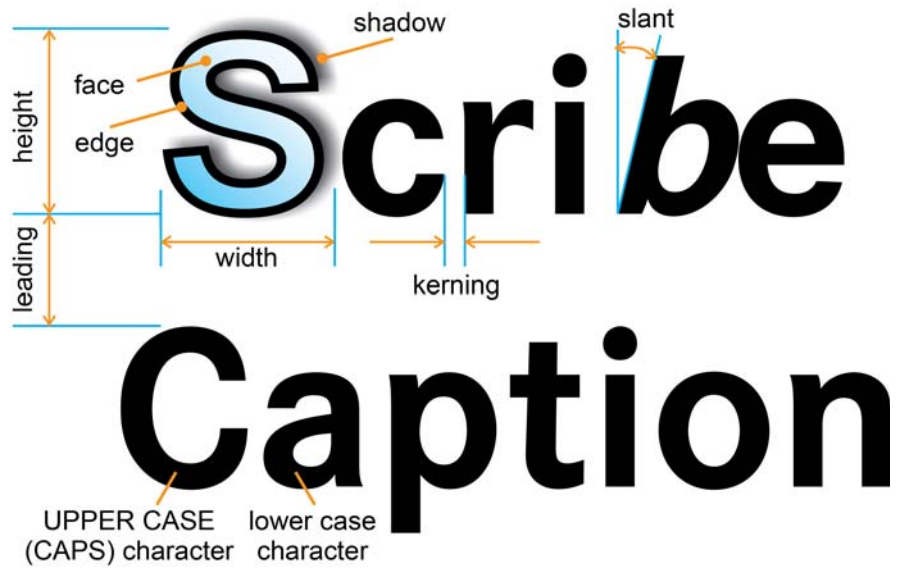
Press on the selected object to be copied then select the Duplicate Tool. The new copy is placed directly over the master object. Drag the copy to the required position. Press <Shift> and drag the copy, to snap to the master's x or y axis (depending in which direction the copy is dragged). This process can be repeated to create multiple copies. To prevent more copies being made, choose one of the other tools.



Objects can also be copied using standard keyboard shortcuts; use <Ctrl>+<C> to copy, or <Ctrl>+<V> to paste.

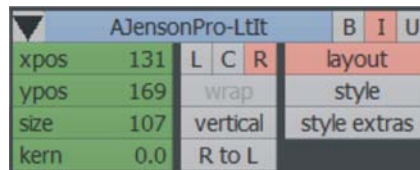
1.3 GUI Functions

1.3.1 Basic Text Characteristics



1.3.1.1 Typeface and Font Attributes

Use the blue scroll box to select the required typeface from the list.



This list displays all Windows OS typefaces and therefore additional typefaces can be added via the Windows Control Panel.



Users are responsible for ensuring that they have the appropriate rights to install and use specific typefaces.

The ▼ box displays the list of the last five typefaces used.

The **B** box makes the currently selected text **bold**.

The **I** box makes the currently selected text *italic*.

The **U** box makes the currently selected text underlined.

The values in the green **xpos** and **ypos** boxes defines the horizontal and vertical position of the text.

The green **size** box defines the text height.

The value in the green **kern** box adjusts the space between characters (i.e. kerning/tracking). This can be applied to the whole text block or to selected characters.

The **L**, **C** and **R** boxes align the text within its box as left, centred or right.

The **wrap** box selects word-wrap and should be selected before text is typed. Both horizontal and vertical text is wrapped based on the current position and size of the characters used, so moving or resizing a block of text after typing does not rewrap that line or subsequent lines. Word-wrap is based on spaces in the text for Roman languages but on character cells for Japanese.

The **vertical** box vertically aligns the current text line. This is used for Japanese font display. Place the first line of text at the right of the screen, place the cursor at the end of the line then hold down <Ctrl>+<Enter> to create a new line to the left of the original.

The **R to L** box allows text to be created in Arabic and other right-to-left reading languages. This box has no function on typefaces used for left-to-right reading languages.

The **layout** box opens detailed text layout menu options.

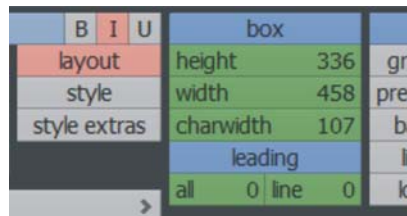
The **style** box opens detailed colour effects menu options.

The **style extras** box opens detailed text positioning menu options.

1.3.1.2 Text Layout

The **layout** box when selected, opens text layout options.

These are divided into type attributes in the top half of the menu and line spacing in the bottom half.



The values in the green **height** and **width** boxes determine the height and width of the current text box (and therefore the height/width of text within it).

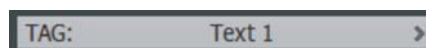
The **charwidth** (character width) box defines the text character width as a percentage of the standard width for the character.

Under the blue **leading** box there are two options:

- The value in the green **all** box controls the way multiple lines of text display within the selected text box. Larger numbers inserted in the green box increase the line spacing between text and negative numbers reduce the line spacing.
- The value in the green **line** box allows only the line spacing under the selected (or partially selected) line of text to change.

1.3.2 Object Tags

The TAG box adds a new tag (Text 1, Text 2, Rectangle 1 etc.) to each new text box or vector object created on screen.



This is useful for identifying items when creating complex layouts with multiple text and objects.

Override tags by selecting the object and typing a new tag name into the field via the soft keyboard.

1.3.3 Use Style Containers

The area towards the right of the menu area displays containers for storing text and graphic styles. Store a typeface, size, style, face and edge colours, and associated textures. Stored styles can then quickly and accurately be applied to the currently selected text or graphic object. See “Styling” on page 23 for details of how to style and colour text.



The style stored in the first container is the default style that is applied to any new text or graphic object when it is created. The vertical **1, 2, 3** boxes on the left scroll the container levels down if more empty ones are required:

Aa	indicates that the container holds attributes for text objects (i.e. typeface, style, face and edge colour, texture).
G	indicates that the container stores attributes for graphic objects (i.e. face and edge colour, texture).
To save a style...	into an empty container, select the object with the style to be saved, then hold down in an empty container and the settings of the object are saved into it (indicated by Aa or G).
To apply a style...	to a text or graphic object, select the object to be styled then hold down in the style container holding the required style. If a graphic style (indicated by G) is applied to a text object the face, edge colour and texture are applied. If a text style (indicated by Aa) is applied to a graphic object the face and edge attributes are applied.
To name a style...	move the cursor over the bottom-right corner of the container and a T displays. Press this then enter the required title. A title of any length can be entered, but only the last eight lower case (or six upper case) characters are visible in the container.
To delete a style...	move the cursor over the top-right corner of the container and a yellow X displays. Press this to delete the style. Only the contents of the container are deleted, not any of the objects associated with it.

1.3.4 Position and Size Objects

Text and graphic objects can be positioned on screen by using the following different methods:

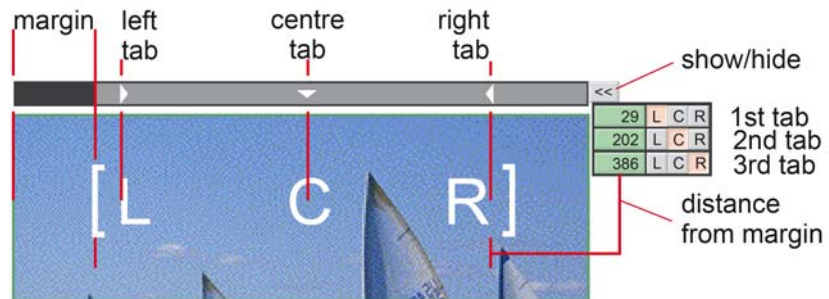
- Use the cursor and Select tool to manually reposition objects.
- Enter numeric values in the **xpos** and **ypos** green boxes; these values define the horizontal and vertical position of the object from the left of the image.
- To nudge objects, select either **xpos** or **ypos** then press the <↑> or <↓> arrow on the keyboard.
- Use tabs to vertically align columns of text.
- Use the grid to align/position text or graphics.
- Use the align menu to align/position text or graphics.
- Use the **size**, **height** and **width** boxes to change the object's size.

1.3.5 Alignment – Tabs (Text)

1.3.5.1 Use Tabs

Text can be horizontally aligned to left, centre or right tabs. This is useful when working with multiple columns of text.

Use the horizontal bar above the image window to insert or delete tabs and to set their position and alignment type. This bar also allows the left margin to be set.



Numeric tab boxes can be shown/hidden via << or >> on the right of the horizontal tab bar.

Tab settings are applied to the text using a horizontal reference point. This reference point is where the text was inserted and not the edge of the image. Therefore multiple lines of text can have the same tab settings but can be positioned differently on the image. To avoid this always use the <Enter> or <Return> key to start a new line.

1.3.5.2 Insert Tabs

Insert tabs before entering text. To do this, press in the grey tab bar above the clip. A white arrow displays which can now be dragged to the required position (or alternatively enter a number in the green box to the right of the clip).

1.3.5.3 Set Tab Alignment

The type of tab alignment can be changed by pressing down on the white arrow in the grey tab bar and dragging upwards repeatedly until the required alignment is displayed. Alternatively, change the type of tab alignment by selecting one of the **L** (left), **C** (centre) or **R** (right) boxes.

1.3.5.4 Delete a Tab

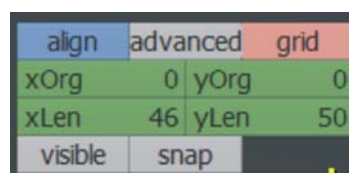
To delete any tab hold down on its white arrow and drag downwards. The tab is removed from the tab bar.

1.3.5.5 Align Text to Tabs

When tabs are set on the tab bar any text that is typed adopts these settings. When <Tab> is pressed, the text jumps to the set tabs.

1.3.6 Alignment – Grid Menu (Text and Graphics)

Text and graphics can be aligned on a grid. Set up and control the grid via the **grid** menu.



The values in the green **xOrg** and **yOrg** boxes define the horizontal and vertical position of the grid.

The values in the green **xLen** and **yLen** boxes define the distance between vertical and horizontal grid lines.

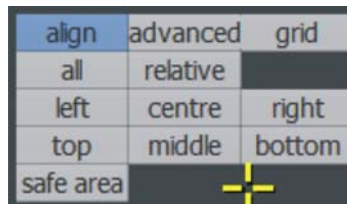
The **visible** box shows the grid on screen. The grid is active with this box disabled; it's just not visible.

When the **snap** box is enabled, objects 'snap' to the grid when moved. When moving an object, a positional white line highlights in the x and y axes to indicate the grid line that the edge/corner of the object will snap to (these lines highlight even if the grid is not visible).

1.3.7 Alignment – Align Menu (Text and Graphics)

1.3.7.1 The Align and Advanced Menus

The **align** and **advanced** menus provide options for aligning blocks of text and graphic objects in the image area.



Alignment is also modified by the settings of the **relative** and **safe area** functions. Choose from the following options:

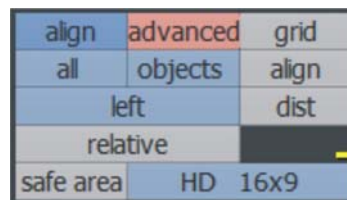
All	objects/text/graphics	left/centre/right/top/middle/bottom/horizontal centre/vertical centre
Selected	objects/text/graphics	left/centre/right/top/middle/bottom/horizontal centre/vertical centre
	(selection)	left/centre/right/top/middle/bottom/horizontal centre/vertical centre

If **relative** is off, all selected objects are aligned to the screen or safe area. With relative on, a group of selected objects are aligned so that they retain their positional relationship relative to each other.

With **safe area** off, the alignment of the objects are made within the area of the full screen. With **safe area** on, the alignment is within the safe area defined in the <F1> Configuration Window: e.g. if horizontal centre is selected with **safe area** on, the selected objects are placed in the horizontal centre of the safe area.

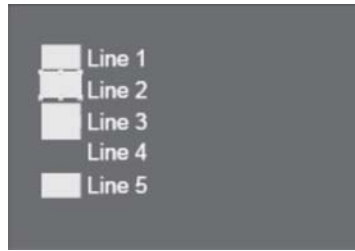
1.3.7.2 Distribute Objects

When the **dist** (distribute) box is on in the **advanced** menu, the objects are spaced apart equally to the set alignment options. If **dist** is off the objects maintain their current spacing relationship.

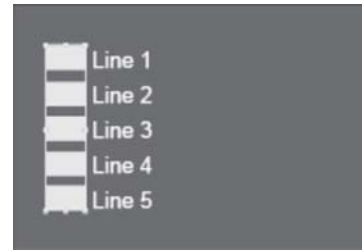


Example 1: the following image shows some evenly spaced text with five rectangles that need to be evenly spaced like the text. The top and bottom rectangles have been placed in their required positions. With **relative** off, select all the objects and choose **selected, graphics** and **vertical centre**.

Press the **dist** box and the rectangles in between the top and bottom ones align themselves evenly around their vertical centres.



Unaligned

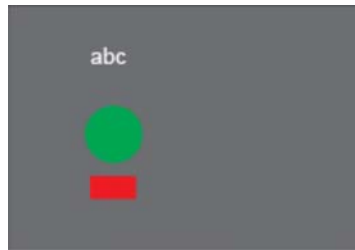


Aligned

Example 2: Enabling **relative** collapses all selected objects to make their centre line overlap. This can be useful when multiple objects need to be centred over each other.

Three objects are drawn randomly on the screen and they need to be placed in the centre of the circle.

Enable **relative** and choose **selected, objects** and **vertical centre**. Then press the **dist** box. Now choose **selected, objects, horizontal centre** and press the **dist** box.



Unaligned



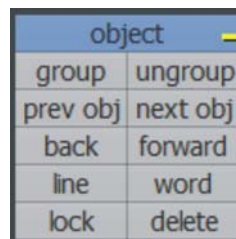
Aligned

To keep the objects together, press the **group** box in the **object** menu.

1.3.8 Arrange and Order Objects

1.3.8.1 The Object Menu

Use the **object** menu to group text and graphic objects together, or move objects in front or behind others.



As objects are created, they are placed on different levels in relation to each other, with the most recently created object on the nearest foreground level and any original (first created) object on the furthest background level. This is not visible unless objects overlap, then the 'stack' of levels is visible with most recent objects obscuring the older objects.

1.3.8.2 Group and Ungroup Objects

Text and graphic objects can be grouped together so that they can be moved and styled as a single object. The **group** box in the **object** menu is used to group currently selected objects and the **ungroup** box is used to ungroup them.

1.3.8.3 Object Priority/Level

The **prev obj** and **next obj** boxes toggle through all levels of previous or latest graphic and text objects in the stack. These can be used when it is difficult to select an object that is hidden behind another.

The **back** box moves the selection to the background/furthest level of all the created text and graphic objects.

The **forward** box moves the selection to the front/nearest of all the created text and graphic objects.

1.3.8.4 Select Lines and Words

If the text cursor is placed anywhere on a line of text, selecting the **line** or **word** box highlights the line of text or word so it can be formatted or deleted.

1.3.8.5 Lock Objects

Any text or graphic object can be locked in place on screen so that it is not affected when selecting objects near it. Select the object to be locked and press the **lock** box in the menu.

When a locked object is selected, the lock box becomes pink. To unlock it, select the lock box again.

1.3.8.6 Delete Objects

Press **delete** to delete the selected object (shapes can also be deleted by pressing <Delete> on the keyboard).

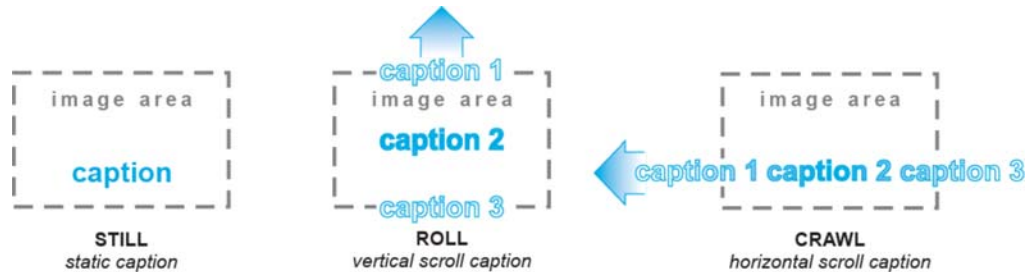


To delete multiple objects, hold down the <Shift> key and press on them with the cursor, or drag a box around all or part of the objects to select. Then press delete.

1.4 Create a Caption

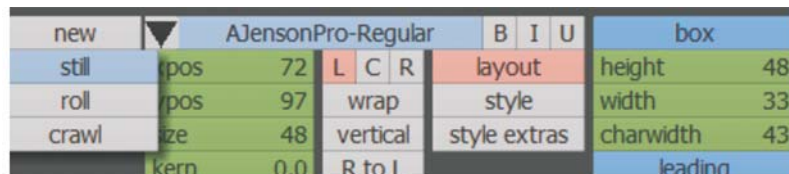
1.4.1 Create Stills, Rolls and Crawls

New static, vertical or horizontal captions can be created or previously set up layouts or templates can be edited. See “Load an Existing Layout or Template” on page 21.

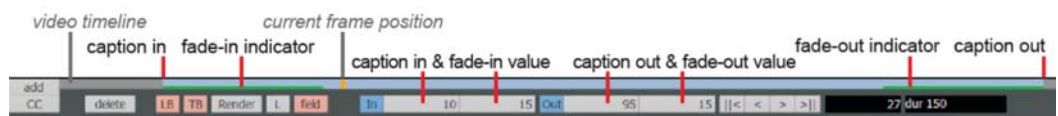


To create a new still, roll or crawl:

1. Select **still**, **roll** or **crawl** from the blue scroll box on the left of the menu area.



2. If no clip is required with the caption, select an output video format from the blue scroll box on the left side of the menu area.
3. Press the **new** box to create the new caption.
4. If a clip is to be captioned, drag the required clip from the Clips Bin and drop it on to the image area.
5. Use the timeline and black **dur** box to move to the point in the clip where the first line of text is to display (from the bottom of the screen for rolls and from the right for crawls) and enter the numeric value in the first **In** box. Use timecode or frames; simply press on the black **dur** box to change the display. The second **In** box is used to set a fade-in value for the caption; this is indicated on the timeline by a green line from the caption 'in' point.



6. Likewise, move to the point in the clip where the last line of text is to disappear (off the top of the screen for rolls and off the left for crawls) and enter the numeric value in the first **Out** box. The second **Out** box is used to set a fade-out value for the caption; this is indicated on the timeline by a green line from the caption 'out' point.
7. Press near the caption 'in' point and start typing text in the box. If a text box doesn't display automatically, select the Text tool, press on the image area and start typing. As the screen fills, the text may scroll up (for rolls) or left (for crawls). Keep typing until all lines of the title sequence have been entered.



If a fade-in value is set, text may be transparent when typing at the caption 'in' point; to avoid this move forward on the timeline and type.

8. The new text automatically adopts the default style characteristics stored in the first style container. Select the required typeface from the blue scroll box (e.g. Arial), then select a font choice (bold, italic or underscore) from the **B**, **I**, **U** boxes. Change the font size from the numeric box if required.

Styles already stored in a container can be used instead of manually setting size and colour etc. See “Use Style Containers” on page 15.

9. The caption displays in the image area over the current frame of the clip. To reposition it, enter numeric values in the menu or use the Select tool and drag it to a new position.
10. For rolls and crawls, the **LB** box (leading blank) and **TB** box (trailing blank) on the top left of the menu can be enabled to add a blank page to the beginning or end of the text so that it starts and finishes off the edge of the screen. The effect of the **LB** and **TB** boxes is not visible until the clip is rendered.
11. Move the current frame through the clip to preview and edit the caption.
12. Selecting the **Render** box renders the text and graphic objects over the clip and saves the result in the Clips Bin with the name format ‘Original Clip Title+Caption Name’.

Review the captioned clip in the Edit application or by dragging the clip from the Clips Bin to the desktop to create a Floating Clip. Changes can be made by returning to the Scribe application. Every time the **Render** box is pressed, a new clip is created in the Clips Bin with the same title+number (1, 2, 3 etc.). The latest version displays at the top if there are duplicates.

Add captions to the Caption Compositor by pressing **add**. This places the caption at the current timeline cursor position (i.e. the current frame in the background clip) and on the currently selected layer in the Caption Compositor. After the caption is placed on the timeline it can be re-timed as required. See “Compositor” on page 33.



If the L (render for transfer) box is enabled before Render is selected, the result is available as an MLT FX layer. The field box enables field by field clip processing instead of frame based processing.

1.4.2 Save a Still Caption and Key

1.4.2.1 Save Frame

A still caption and its associated key can be used directly in other applications including **Edit – MLT FX** when it is saved in the Clips Bin by pressing the **save frame** box. It is saved in the format ‘clip title+number’ and the bin icon is red with a white outline to indicate that there is a key.

1.4.3 Load an Existing Layout or Template

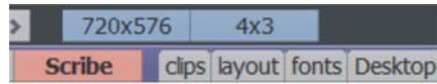
Layouts and templates can be used on captions to provide a consistent style and format, e.g. a program may require a specific caption style and position so a layout or template can be created as a master page into which different text is typed each time it is required.

1.4.3.1 What are Layouts and Templates?

layout	a page of text that has been styled and positioned in preparation for captioning a clip segment.
template	a blank page that has been styled and positioned ready to accept text entry.

Both templates and layouts can be created within Scribe or can be produced elsewhere using InScriber and then imported.

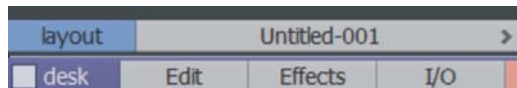
The Layout Bin is used to select and save locally created layouts and templates.



Any layout can be deleted, renamed, copied, imported, exported or saved as a template via this bin. The captions held in the Layout Bin are available in the Caption Compositor via the Caption Bin.

1.4.3.2 Save a Layout

The **layout** field in the bottom-left corner of the Scribe menu area defaults to 'untitled' but a name for the layout can be entered as required.



After entering a name, press the **layout** bin tab and press **save** from the bin menu.

There are also import and export options from the bin (with a path field to set the file folder/directory for the process).

The 'Desktop' Bin is used to select externally created layouts, templates and code pages. Drag these from the bin into the Layout Bin then drag and drop them onto the image area to apply them.

When loading an externally created template file the correct code page must be assigned so that Scribe can correctly interpret it. Select the code page from the <F1> Configuration Window **SLY Import** box in the **Text** menu.



When saving a layout, the size, aspect, caption type and resolution values are saved with the layout. When dropping a base layer into Scribe, its original values are used to set-up the current desktop to match. If a layout is now dropped on top, the values from the base are applied to the layout.

2. Styling

2.1 Style Objects

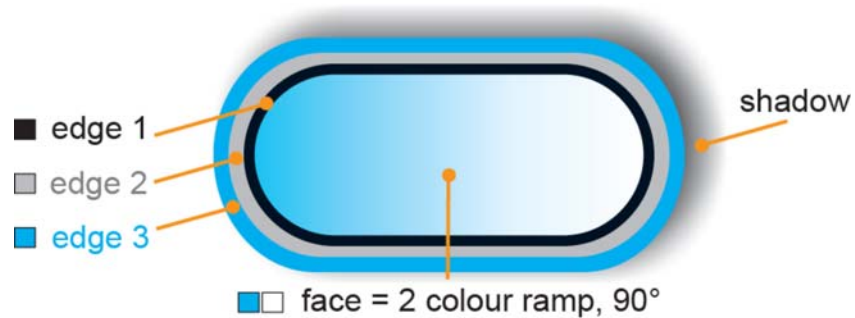
2.1.1 Add Effects and Colour

2.1.1.1 Style menu



The face, edges and shadow of any object can be set separately via the various boxes. The blue scroll box displaying 'solid colour' is used to apply solid or ramped (i.e. graduated/fountain) fills to the face or edges of an object.

The example shows a rounded rectangle with three separate solid colours applied to three edges and a two colour ramp fill (from cyan to white) on the face.



See "Create Colours" on page 27 for details of mixing and adding colours.

2.1.2 Face and Edge Functions

The **face** box allows the main 'face' area of any graphic object or horizontal column of text to be coloured using one of the following functions; **solid colour**, **four colour ramp**, **two colour ramp**, **two colour bevel**, **eliminate** or **ghost**. In addition, **shadow**, **transparency**, **sheen** and **texture** can be applied to the face. These functions are detailed in the following sections.

The **edge 1**, **2** and **3** boxes allow up to three edges to be applied to any text or graphic object and coloured using one of the following functions; **solid colour**, **four colour ramp**, **two colour ramp**, **two colour bevel**, **eliminate** or **ghost**. In addition **shadow**, **transparency**, **sheen** and **texture** can be applied to the edge.

The following 'edge' options are also available:

First Scroll Box

- Selecting **depth** creates an extruded effect on the selected edge. Use the **size** and **angle** boxes to modify the depth.
- Selecting **edge** creates an outline around the object. Use the **size** box to make the outline thinner or thicker.
- Selecting **drop** face creates a copy of the face and drops it behind the selected object. The effect and quantity of faces dropped depends on the option in the blue scroll box below. The **size** box moves the dropped face nearer or further from the original object and the **angle** box changes the angle of the dropped face in relation to the original object.

Second Scroll Box

- Selecting **unused** removes and resets the edge and its settings.
- Selecting **hidden** removes the edge, collapsing the outer edges in.
- Selecting **invisible** hides the selected edge making the immediate outer edge larger (on multiple edges only).
- Selecting **exists** uses the selected **depth**, **edge** or **drop face** attributes.
- Use the **size** and **angle** settings to modify the above.

Basic Scroll Box

Controls how the colour combinations spread over the line of text (this is not applicable to other vector objects):

- Select **basic** for the colour combination to repeat over each text character in isolation.
- Select **text by line** or **text by style run by line** for the colour combination to spread horizontally over each line of text from left to right.

2.1.2.1 Add Shadow

Press **shadow** to display the shadow menu. Select the square process box on the right to apply a feathered shadow to the selected object. By default it is feathered black to transparent, but the colour can be changed if required.

The shadow's angle from the object can be changed by using the wheel to the right, or by entering a number in the box below. The shadow can also be modified by using the following:

- The green **size** box allows the depth of the shadow to be adjusted.
- The green **glo** and **soft** boxes allow a glow effect to be applied and the shadow's softness (feather) to be changed.
- The **transp** box allows the shadow's transparency to be changed.



Toggle the shadow on and off by pressing the square process box to the right of the shadow box.

2.1.2.2 Add Transparency

The **transparency** box allows the transparency of the selected part of the object (face or edges) to be modified independently.

The number of transparency controls changes depending on the colour mode selected, e.g. with **four colour ramp** selected the **transparency** box allows the transparency of the four individual colours (on face, edges or shadow) to be modified. With **two colour ramp** selected, the transparency affects the top/bottom or outer/inner colour.

2.1.2.3 Add Sheen

Press **sheen** to display the sheen menu. Select the square process box to apply a sheen to the selected object's face or edges.

Sheen is similar to a highlight and makes the object appear shiny, metallic or tubular (on thin objects).

The green **size** box is used to set the width of sheen line. The value in this box must be greater than 0 to display a sheen.

The green **angle** box is used to rotate the sheen line about the centre of the face or edge. A value of 0 produces a horizontal sheen; a value of 90 produces a vertical sheen.

The green **transp** box (transparency) enables the transparency of the sheen within the face or edge to be adjusted.

The green **pos** box (position) enables the position of the sheen within the face or edge to be moved.



Toggle the sheen on and off by pressing the square process box to the right of the sheen box.

2.1.3 Colour Combinations

Select the required colour mode from the **solid colour** scroll box.

Colours are selected from the colour palette. See "Create Colours" on page 27.

2.1.3.1 Solid Colour

When **solid colour** (default) is selected the colour values are applied to the complete face or edge of the object.

2.1.3.2 Eliminate

When **eliminate** is selected the object's face, edges and shadow are removed (depending on the option selected in the menu), which allows any object below to be visible. The selected part is also removed from any associated shadow.

2.1.3.3 Ghost

When **ghost** is selected the object's face or edges are removed (depending on the option selected in the menu) and the removed part leaves a shadow.

2.1.3.4 Four Colour Ramp

When **four colour ramp** is selected four colours can be selected and placed in the pots. These colours graduate into each other from each corner of the object's face or edge.

2.1.3.5 Two Colour Ramp

When **two colour ramp** is selected, the colour graduation can be made from top to bottom of the object. The following controls are available for the face, edge and shadow:

- Selecting the green **top** box allows the starting point of the colour graduation from the top of the object to be modified. A value of .10 produces more of the top colour. A value of .50 produces an equal graduation of top and bottom colour and a value of .90 produces less graduation of the top colour and more of the bottom colour.
- Selecting the green **btm** (bottom) box allows the starting point of the colour graduation from the bottom of the text to be modified in a similar way to the **top** box described above.
- The value in the green **a** (angle) box sets the degree at which the graduation starts (a value of 180° swaps the two colours):

0	graduates from top (top colour) to bottom (bottom colour)
90	graduates from left (top colour) to right (bottom colour)
180	graduates from bottom (top colour) to top (bottom colour)
- The green **r** (repeat) box controls the number of times the graduation is repeated over the surface of the object. This gives the effect of straight bars.
- The **radial** box radiates the graduation out from the centre of the object. To create concentric rings, set an **r** value as well.



For concentric rings/ripples on an object, set both a radial and r (repeat) value. This works best when the two colours are similar.

2.1.3.6 Two Colour Bevel

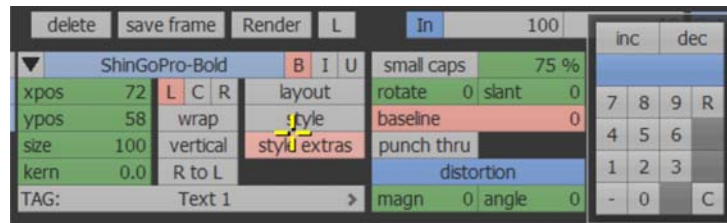
When **two colour bevel** is selected, the edge of the object can be graduated into the face to produce a bevelled effect. The following controls allow the bevel to be edited:

- The two green % boxes control the spread of bevel and face colour, so if the percentage in the first box is increased, the bevel colour spreads inwards into the face.
- The green **bal** (balance) box controls the balance of the edge and face colours. The higher the value, the less of the face colour shows through the edge colour (e.g. a value of -1.00 shows solid face colour and a value of 1.00 shows solid edge colour).
- The **tube** box shapes the edge of the bevel to form a tube instead of a flat edge.
- The **lit** (illuminate) box uses the top colour to give the effect of illuminating or highlighting the bevel.
- The green **size** box controls the size of the bevel edge.

2.1.4 Distorting Text

2.1.4.1 Style Extras Menu

The **style extras** menu provides detailed text positioning and distortion options.



The **small caps** box forces all lower case characters in the selected text box to upper case (capitals) and allowing the size of these 'small' characters to be decreased using the % box while not affecting any upper case capital letters originally typed.

The green **rotate** box rotates the selected object.

The green **slant** box determines the slant applied to the selected text. This should not be used instead of an italicised font; an italicised font contains characters individually designed to ensure legibility; using a high value of slant on some fonts, text may become difficult to read.

The **baseline** function is similar to vertical character kerning (or superscript/subscript). Selected text characters or lines of text can be raised or lowered in relation to the other characters surrounding it.

The **punch thru** box is used in colour modes where the face is not present. This punches through the shadows beneath to expose the objects or background below.

Under the blue **distortion** box, the green **magn** and **angle** boxes allow objects to be distorted vertically and horizontally.

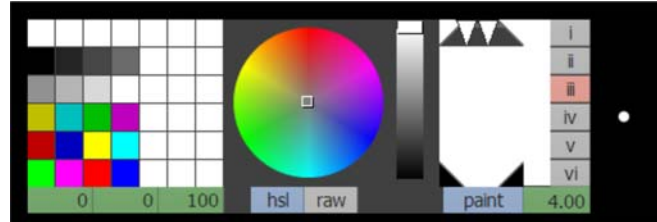


When entering numeric values, use the inc and dec boxes on the number pad to increase and decrease the values.

2.2 Create Colours

2.2.1 Add Colour with the Palette

Press <F2> on the keyboard to toggle the Colour Palette. This palette enables colours to be created and added to text or graphic objects. Mixed colours can also be dropped into pots in the palette and stored.



The palette has some functions that are not available in Scribe (e.g. brush type and size cannot be used for painting on the image area but can be used to mix colours in the palette).

2.2.1.1 Choose and Mix Colours

Colours can be selected either from the pots, from colours mixed on the palette, or from numbers entered into the green boxes under the pots. In HSL mode, the colour wheel appears to enable colour and hue selection. The slider to the right controls the luminance (brightness) of the colour.

The blue scroll box at the bottom of the palette allows working colour space values to be entered as either **rgb** (red, green, blue), **yuv** (luminance, blue-luminance, red-luminance), or **hsl** (hue, saturation, luminance).

When enabled, the % box that displays in YUV and RGB modes allows colours to be defined as percentage values and when disabled, colours are defined as actual data bit values (e.g. with 8-bit RGB the 100% value is 255. 255. 255).

The **raw** box allows colours to be entered as actual 8-bit YUV values of the native colour space.

Press on a colour in the mixing area or on a pot in the palette to select it. Then place it in one of the empty pots in Scribe by pressing on the required pot (e.g. there are four empty pots to choose from in the **four colour ramp** menu). To save colours in the palette, press on the colour, then hold down in an empty colour pot in the palette (the colour is now added to the pot).

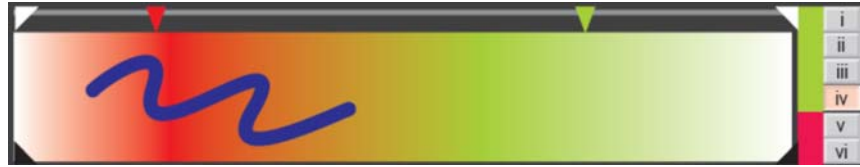
To mix a colour, it is useful to choose a soft brush to enable shade variation. When another colour is painted over the first, new shades appear in the areas of overlap. There are four main brushes in the palette. These are **paint**, **chalk**, **airbrush** and **chair** (chalk-airbrush). Brushes are displayed in the scroll box below the mixing area and size options are displayed to the right. Size can also be adjusted numerically in the green box in the bottom-right corner.



When entering numeric values or mixing colour spaces, it is possible to create illegal colours that must not be transmitted. These include negative values of RGB, zero values of U or V, and saturated colours on very low or peak luminance levels. If an illegal colour is detected or created, the raw box turns orange as a warning.

2.2.1.2 Select from Graduated Colour

The palette allows two or more colours to be added to the mixing area to create a graduation or blend from which to choose a new colour. This is useful if similar hues within a limited range are required.



The four corner tabs in the mixing area (defaults are white and black) display the colour in the mixing area which is dropped onto them, with a maximum of four colours. However, if more colours are required in the gradient, select the required colour and press on the grey line in the black bar above the mixing area. A triangular tab displays with the selected colour in it. If this tab is moved, the position of the colour moves with it, changing the graduation.

Repeat this process adding new colours as necessary. These colours can be changed or their positions moved to allow more accurate colour selection. To delete a colour, select the tab and drag it downwards into the mixing area.

2.2.1.3 Move and Resize the Palette

The palette can be moved to a different position in the menu or image area by placing the cursor on any empty (i.e. grey) area of the palette and dragging and dropping it in a new position. To place the palette in its original position, hover the cursor over the bottom-right corner of the menu area and press on the yellow triangle that displays.

If the cursor is held down on the yellow triangle and dragged to the right, the palette expands to show multiple brush selection boxes and an expanded mixing area. Drag to the left, to contract the palette to its original size.

2.2.1.4 Open and Save Palettes

Palettes can be saved into a bin for future use by pressing the **palettes** box on the Application Bar. This opens the bin and allows the current palette to be saved by pressing **save** at the bottom of the bin. Palettes can also be deleted or renamed. Existing palettes can be applied by selecting one from the bin and dragging and dropping it onto the current palette.

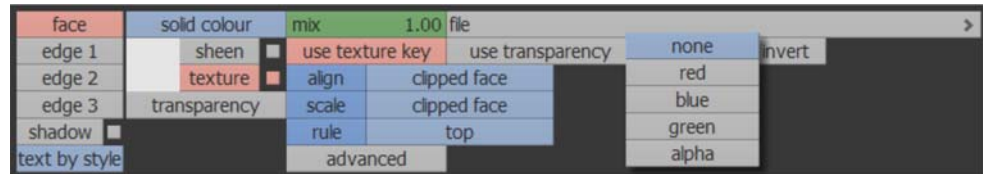


If the preset colours in a palette are changed by mistake, the original palette can be restored. Press <F2> to display the palette then press on the palettes tab on the Application Bar to open the Palettes Bin. Drag the palette named 'standard' onto the current palette in the bin.

2.3 Texture

2.3.1 Overview

Selecting the **texture** box displays a menu that allows a texture from an image file (e.g. sky, pattern etc.) to be applied to the face or edge of any text or graphic object. If the texture file has an alpha (key) channel this can also be used.



The **file** field at the top of the menu area displays the current texture image's directory path. This can be changed to obtain images from other directories.

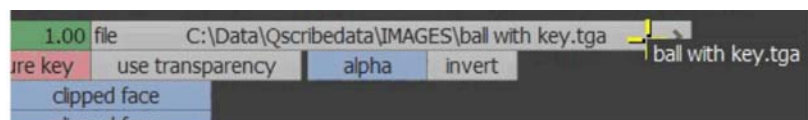
2.3.2 Load a Texture

The texture image must be uncompressed Windows bitmap (*.bmp) or Targa (*.tga) format. Files must be placed in a folder accessible to Scribe; the default is C:\Data\Scribedata\Images, which is visible via the 'Desktop' Bin.

With the alignment options set, select the image from a bin as described in the following paragraphs then drag it onto the **file** field. The image now covers the object's face or edge depending on the alignment options previously set; adjust these and scale or reposition the image if required.

2.3.2.1 Use the 'Desktop' Bin

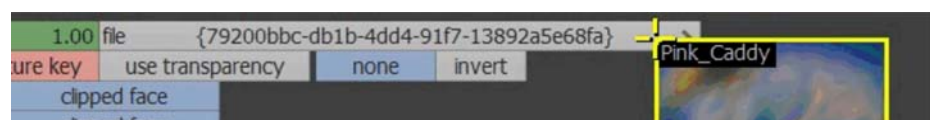
Drag and drop a texture from the 'Desktop' Bin to the **file** field. The texture file path is referenced (i.e. linked to); the file itself is not saved to local workspace.



If a project is archived out copy the TGA or BMP texture files to the same parent folder as the archive. When archiving in, place the texture files in the same folder or manually reload them.

2.3.2.2 Use the Clips Bin

Drag and drop a texture from the Clips Bin to the **file** field.



The uncompressed file is inserted in C:\Data\User\Qscribe. During a subsequent archive, this directory is referenced and the texture file is also archived.

2.3.3 Align the Texture

The blue scroll box next to **align** determines which part of the image displays in the face or edge of the text or graphic object as follows:

2.3.3.1 Align – Arbitrary

The **arbitrary** setting automatically places the image in the top-left corner of the screen (over the background clip) and tiles it horizontally and vertically until the screen area is covered. The part of the image displayed is determined by where the text or graphic object displays on screen. When used on text, each character displays a different part of the image.

2.3.3.2 Align – Clipped Face

The **clipped face** setting automatically places the image in the top-left corner of the object bounding area and tiles it horizontally and vertically over the object. The part of the image displayed is determined by where the text or graphic object displays on the text line. When used on text, each character displays a different part of the image.

2.3.3.3 Align – Face

The **face** setting automatically fixes the image on the text or graphic object so that it covers an area of the face or edge. When the object is moved, the image moves with it. When used on text, each character displays the same part of the image.

2.3.3.4 Align – Extended Character

The **extended character** setting automatically fixes the image on the text or graphic object so that it covers the total extent of any edges. When the object is moved, the image moves with it. When used on text, each character displays the same part of the image.

2.3.3.5 Align – Render Bounds

The **render bounds** setting adds the text or graphic object's area of shadow to the image on the object.

2.3.3.6 Align – Embellishment

The **embellishment** setting extends the text or graphic object's face by the edge amount which is covered by the image.



Pressing advanced allows the above settings to be applied to the horizontal and vertical axes independently. See “Advanced Options” on page 31.

2.3.4 Scale the Texture

The blue scroll box next to **scale** determines the size of the image that appears in the face or edge of the text or graphic object as follows:

2.3.4.1 Scale – Arbitrary

The **arbitrary** setting maintains the original image size.

2.3.4.2 Scale – Clipped Face

The **clipped face** setting automatically places the image in the top-left corner of the object bounding area.

2.3.4.3 Scale – Face

The **face** setting resizes the image to match the object bounding area.

2.3.4.4 Scale – Extended Character

The **extended character** setting automatically places the image on the text or graphic object so that it covers the total extent of any edges.

2.3.4.5 Scale – Render Bounds

The **render bounds** setting places the image on the text or graphic object including its area of shadow.

2.3.4.6 Scale – Embellishment

The **embellishment** setting places the image on the text or graphic object so that it extends the face by the edge amount.



Pressing advanced allows the above settings to be applied to the horizontal and vertical axes independently. See “Advanced Options” on page 31.

2.3.5 Position the Texture

The blue scroll box next to **rule** is used to position the image on the text or graphic object as follows:

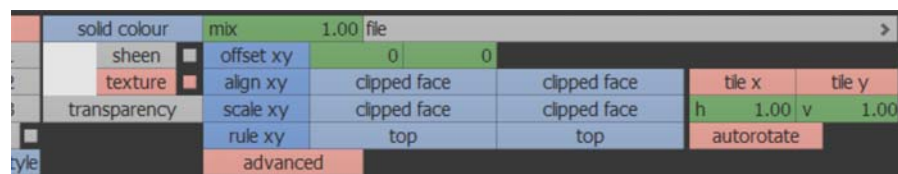
The **top** setting places the top of the image at the top of the rectangle bounding the object.

The **centre** setting places the centre of the image over the centre of the object.

The **bottom** setting places the bottom of the image at the bottom of the rectangle bounding the object.

2.3.6 Advanced Options

The separate **xy** boxes that appear when the **advanced** box is selected allow the current settings to be applied to the horizontal and vertical axes independently.



All parts of the texture image can be selected. This is useful when working with large images; for example the top-middle part of the image can be obtained by selecting **top**; **centre** in the two **rule xy** boxes, or the bottom-left corner of the image can be obtained by selecting **bottom**; **bottom**.

The **offset xy** numeric boxes allow the texture’s position to be offset in relation to the text or graphic object.

The **tile x** and **tile y** boxes can be enabled when the texture file is smaller than the text or graphic object so that the texture image tiles (repeats). If these boxes are disabled, the background image may be visible in the graphic or text face, depending on the position of the texture image.

The values below in the green **h** and **v** boxes are used to reduce the scale of the original image together with its tiles.

The **autorotate** box rotates the texture image with the text or graphic object if it is rotated.

2.3.7 Texture Images and Alpha (Key) Channels

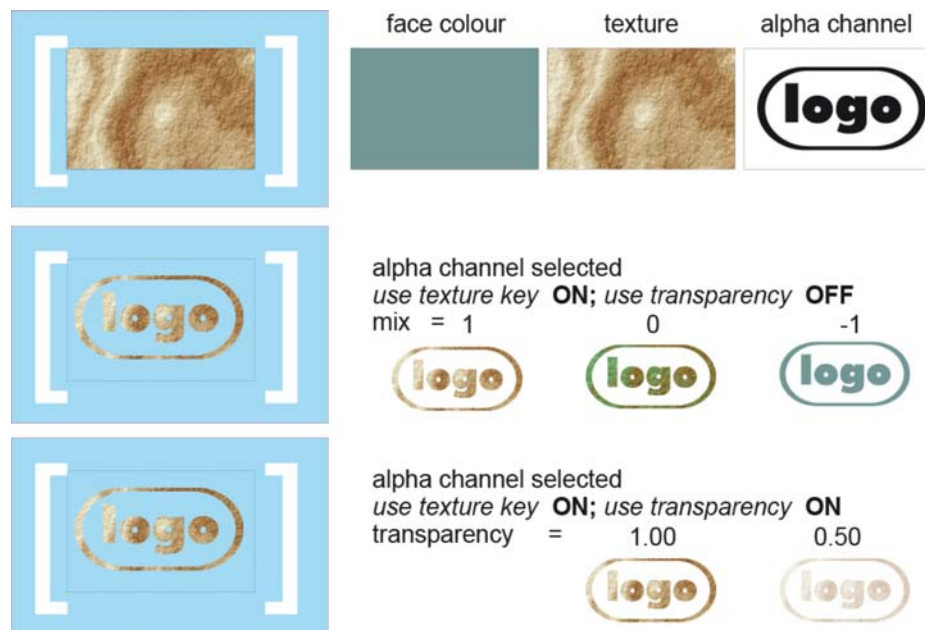
The texture file's alpha channel can be used as a key over the texture image. An example of this is a textured logo with the logo shape determined by the alpha channel of the texture file. The blue scroll box displaying **none**, **red**, **blue**, **green** or **alpha** is used to select which channel of the image the key is on.

alpha uses the key channel of the image. **red**, **blue** or **green** uses the corresponding colour channel from the image as the key; and **none** ignores any alpha channel (if there is no alpha channel the box automatically defaults to **none**).

The value in the green **mix** box determines the amount of face or edge colour that shows through the texture image. A value of 1 makes the texture opaque. A value of 0 makes the texture image 50% transparent and a value of -1 makes the texture image totally transparent.

The **use texture key** box enables the key from the texture image to be used to key through (i.e. cut out) the object. The transparency of this key is controlled by the **mix** value.

The **use transparency** box applies the transparency setting of the face to the texture image. Disabling this box turns off the transparency setting.



The **invert** function inverts the key from the selected channel (if one is present) in the texture image file.

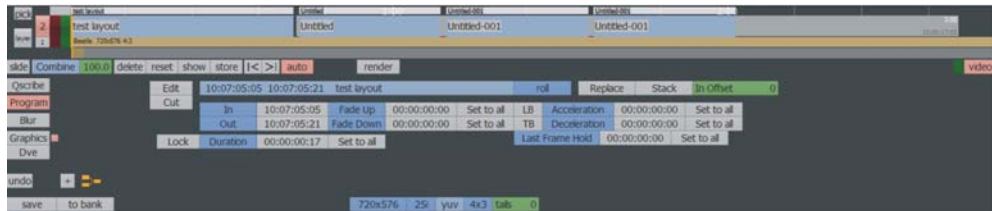
Press **render** to save the final clip in the Clips Bin.

3. Compositor

3.1 Create a Caption Program

3.1.1 Use the Caption Compositor (CC)

The Caption Compositor within Scribe allows different captions (and caption types) to be started and stopped at different frames on the background clip. A caption program can be produced that can be used, for example, to provide an opening title roll at the start of a programme, to provide a lower third crawl to introduce different programme elements, and finally to provide a credit roll at the end of the programme.



As well as placing multiple captions over a background clip, it is possible to add dynamic graphics, blur captions and position them using an integrated DVE (with full keyframe control) to produce dynamic caption transitions. Captions can be placed over the background clip in sequence one after the other or placed on separate layers that can overlap.

Captions used in the Caption Compositor are created and saved in the Clips Bin. See “Create a Caption” on page 20. Captions can then be taken from this bin (or the Layout or Settings Bin) or directly from within Scribe and placed over the background clip at specified points.

3.1.1.1 Launch the Caption Compositor

Select the **CC box** on the left of the Scribe menu. The Caption Compositor menu displays. Press **Program** to return to the Compositor from the **Blur**, **Graphics** or **Dve** process menus.

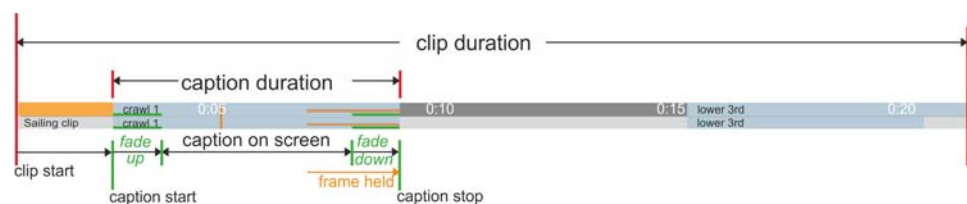
The boxes on the left of the timeline are used to control the layers within the caption program. See “Caption and Clip Layers” on page 34.

3.1.2 Assemble and Modify a Caption Program

A caption program can be created in the Caption Compositor by dropping a background clip (or clips) into the image window and then placing the required captions at the required places on the timeline so that they correspond to clip events.

The general procedure for a single layer caption:

1. Drag the required clip from the Clips Bin and drop it into the image window. This clip becomes the background over which the captions are placed. Keep all graphic/video layers separate to caption layers.
2. Create a new layer for the captions. With **use gestures** on (in the <F1> Configuration Window) a blank layer can be inserted by enabling a Layer Selector box then holding down on the **layer** box then dragging to the right. The blank layer is placed above the current layer when cursor pressure is released. With **use gestures** off, press the **layer** box, then press **insert layer** in the pop-up menu.



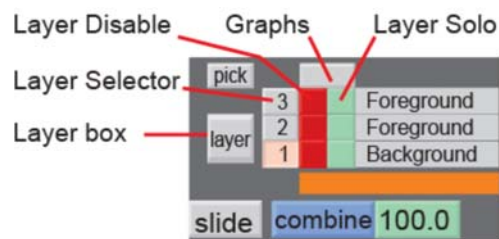
Captions can only be created on a blank video layer and not directly onto the background clip.

3. Drag the required captions either individually from the Clips Bin or the Settings Bin's Caption Compositor folder (if already saved as a CC layer), or the Layout Bin (this bin does not display unless the **program** menu is selected) in the order they are to appear in the program, and drop them in the menu area. Captions cannot overlap on this layer and they are automatically placed end to end from the start of the clip.
4. Move the timeline cursor along the clip to select the first caption. This caption becomes the current caption and the menu boxes change to display this caption's current values. Mark the timecode where the caption starts, i.e. the 'in' frame; and the timecode where the caption stops, i.e. the 'out' frame. See "Position Captions" on page 35. Move along the timeline to select the next caption and repeat the process.
5. Select each caption individually by pressing the cursor within the duration of the caption and apply DVE, graphics or blur as required. After modifying the caption program, select the **render** box to 'burn' the caption into the background clip.
6. Select the **save** box to save the result in the Clips Bin.

3.1.3 Caption and Clip Layers

3.1.3.1 Layer Selector Boxes

As each video layer (clip or caption) is added to the caption program it is represented by a title bar and Layer Selector box above the menu area. This Layer Selector box is used to select the specific layer for set-up, modification or processing.



When a Layer Selector box is selected it turns pink to indicate that the specific layer is enabled. When the layer is disabled the box is grey.

If the Layer Selector box is yellow this indicates that it is a previously rendered caption program with layer data. Holding down the Layer Selector box and dragging the cursor to the right opens the layers of the caption program (i.e. its history) and allows them to be modified.

3.1.3.2 Layer Solo and Disable Buttons

The small green (solo) and red (hide) boxes next to the Layer Selector boxes control which layers are displayed and rendered. Pressing the green box shows only that specific layer and the red box hides the layer.

3.1.3.3 Overlay Captions

To overlap captions so that one caption sequence remains on screen as another one starts, these captions must be on different caption layers. If the caption program is to consist of different clips these must be placed in the caption program in the correct layer order starting with the background clip (layer 1) and then with subsequent foreground clips.

3.1.3.4 Add Layers

Layers of clip material can be added by dragging clips from the Clips Bin and dropping them in the image area, where they are placed at the top.

A new layer can also be inserted by dragging and dropping a clip over the layer display, where each layer highlights individually. The new layer is placed above the highlighted layer when cursor pressure is released.

With **use gestures** on (in the <F1> Configuration Window) a blank layer can be inserted in the caption program by enabling the appropriate Layer Selector box then pressing the **layer** box and moving the cursor to the right. The blank layer is placed above the current layer when cursor pressure is released. With **use gestures** off, press the **layer** box then press **insert layer** in the pop-up menu.

3.1.3.5 Remove Layers

Any video layer in the caption program can be removed by pressing the **delete** box followed by the Layer Selector box of the layer to be removed.

3.1.3.6 Re-order Layers

To move a layer up or down with **use gestures** on, select the layer by holding down its Layer Selector box then drag it up or down to the required position. Release cursor pressure and the layer moves.

With **use gestures** off, select the appropriate Layer Selector box, press the **layer** box and then change the value in the green **priority** box. Value 1 indicates the background layer and all values above 1 indicate foreground layers.

3.1.3.7 Replace Layers

Any layer in the caption program can be replaced by enabling the appropriate layer (using the Layer Selector box) and then dragging and dropping the required clip from a bin onto the layer to be replaced (the selected layer highlights).

3.1.3.8 Work with Multiple Layers

As layers are added to the caption program, a scroll bar displays on the right side of the timeline area. Use this to scroll through layers or drag the yellow triangle that displays when hovering the cursor above the scroll bar. Dragging this triangle up or down changes the ratio between the layer and image display.

3.1.3.9 Work with Clip Segments

Segments of clips displayed on the timeline can be moved and viewed in different ways to allow easier editing:

The **Cut** box allows different clip segments to be cut from their current position on the timeline and then pasted by selecting a new point on the timeline then pressing **Paste**.

The **Edit** box returns to Scribe in order to edit the caption.

3.1.4 Position Captions

Captions can be placed at the correct frames over the background clip using various methods. They can be positioned manually using the buttons on the hand unit or keyboard or numerically using the timecode values in the GUI.

3.1.4.1 Set In and Out Frames Manually

After all required captions have been dragged down onto the menu, pressing the **Stack** box holds the captions at the end of the timeline ready to be placed using the hand unit or keyboard. Button 1 on the hand unit can be used to set the 'in' frame and button 4 can be used to set the 'out' frame. Alternatively, press <Insert> on the keyboard to set the 'in' point and <Page Up> to set the 'out' point.

If the **Replace** box is enabled, a new caption can be dragged from the bin to replace the current caption. If **Replace** is disabled, the new caption is placed at the end of the current caption.

The green **In Offset** box allows for the delay in human reaction times when setting in and out positions, e.g. if button 1 on the hand unit is pressed and **In Offset** has been set to 6, the 'in' point is placed six frames before the button press. The higher the number, the greater the number of frames inserted before the press.

Button 2 of the hand unit can be used to review the previous caption and button 3 can be used to preview the next caption.

If the timeline cursor is placed anywhere within the duration of a caption, pressing button 1 automatically places the 'in' frame of the current caption at this frame on the timeline. Likewise, pressing button 4 places the 'out' frame at this point on the timeline.

3.1.4.2 Set In and Out Frames via GUI

The exact position of each caption along the caption layer can be adjusted using the timecode boxes in the menu. See "Assemble and Modify a Caption Program" on page 33.

The timecode values next to the blue **in** and **out** boxes determine where in the background clip the current caption starts and stops.

3.1.4.3 Set Fade, Frame Hold and Duration

The timecode value next to the blue **Fade Up** box determines where in the clip the current caption becomes fully faded-up. The caption fades-up from the caption 'in' frame to the value set. This is indicated on the timeline by a green line starting at the caption start frame and stopping at the fade-up frame.

The timecode value next to the blue **Fade Down** box determines where in the clip the current caption starts to fade-down. The caption becomes fully faded-down at the out frame. This is indicated on the timeline by a green line starting at the fade-down frame and stopping at the caption stop frame.

The timecode value next to the blue **Duration** box defines the caption duration. This value can be adjusted to increase or decrease the duration of the original caption to match events in the background clip.

If the **Lock** function is enabled, the duration of the caption is locked. Setting the caption 'in' frame automatically moves the 'out' frame to maintain duration of the caption. Likewise setting the 'out' frame moves the 'in' frame.



Press Set to all followed by Confirm to apply the Fade up/down and Duration values to all captions on the current layer.

3.1.5 Delete, Add and Edit Captions

3.1.5.1 Delete a Caption

To remove a caption from the caption program, select the corresponding caption layer using its Layer Selector box, place the timeline cursor within the duration of the caption that is to be removed and select the **Cut** box.

3.1.5.2 Add a New Caption from Settings Bin

To add a new caption to the caption program, select the corresponding caption layer using its Layer Selector box, place the timeline cursor where the 'in' frame of the caption is to display, then drag the required caption from the Settings Bin (Caption Compositor folder) and drop it on the menu area. When the caption displays on the timeline it can be re-timed etc.

3.1.5.3 Add a New Caption from Scribe

A caption open in Scribe can be added to the Caption Compositor by pressing **add**. This places the caption at the current timeline cursor position (i.e. the current frame in the background clip) and on the currently selected layer in the Caption Compositor. After the caption is placed on the timeline it can be re-timed etc.

3.1.5.4 Edit a Caption

From the Caption Compositor the current caption can be edited by selecting its Layer Selector box, placing the timeline cursor within the duration of the caption, then pressing the **Edit** box. This allows the caption to be edited in Scribe, without having to delete and re-create the caption.

3.1.5.5 Blur, Graphics and Dve on Captions

The **Blur** menu allows a directional blur to be applied to each layer individually.

The **Graphics** menu allows a range of dynamic shapes to be created for use as keys etc.

The **Dve** menu can be used to create static or dynamic changes to captions.



See the **Blur, Graphics and DVE** sections in the **MLT FX User Guide** for more details.

3.1.6 Navigate through Clips

Use these control boxes in the menu area to navigate through the clip.

On the left of the menu area (to the left of **auto**):

- | < Jump to the previous keyframe
- > | Jump to the next keyframe

On the right of the menu area:

- [< Jump to the start of the clip
- | < Jump to the previous edit point
- > | Jump to the next edit point
- >] Jump to the end of the clip
- < Step back one frame
- > Step forward one frame
- ◀ Play clip backwards
- ▶ Play clip forwards.

The timecode of the current selection is displayed in the blue bar with the file name and the type of caption being edited (**still**, **roll** or **crawl**).

3.1.7 Process, Render and Save

The **full**, **half**, **quarter** resolution scroll box in Scribe is only for previewing/editing purposes. When the program is rendered, the resolution is automatically changed to 'full'.

After all processes have been set, they can be rendered by pressing the **render** box. Only the processes that are currently enabled (indicated by a pink square box to the right of each **Blur**, **Graphics** or **Dve** process box) are rendered. Pressing **render** creates a Floating Clip on the desktop: this can then be saved into a bin or used in another application as required.

At any point before or after rendering, press the **save** box which saves the caption clip in its current state in the Clips Bin with the background clip's title.

Within Scribe, the caption program can be played and edited as required and each time **save** is pressed, a new version is saved in the Clips Bin.

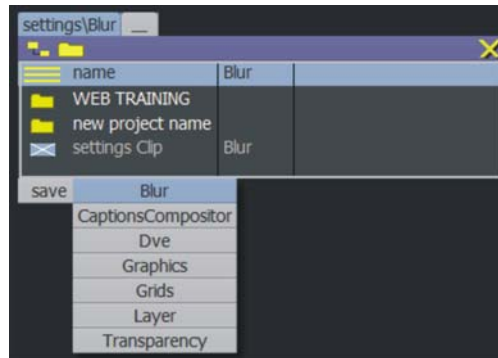


Hold down **save** then drag the clip onto the desktop to create a Floating Clip.

3.1.8 Save and Reuse Program Parameters

Press **settings** on the Application Bar to open the Settings Bin. As well as providing access to the Caption Compositor folder (where captions are saved), the current process parameters (Blur, Graphics, DVE) plus keyframes for the current caption layer can be saved into this bin for future use.

To save process settings, select the process from the scroll box at the bottom of the bin then press **save** to the left. Enter a title in the pop-up as required.



Existing program settings can be applied to the current clip by dragging a title from the Settings Bin and dropping it on the desktop.