



WELCOME TO NeoType!

Thank you for purchasing NeoType CG. NeoType increases your Screenplay or Sequel's titling power and performance with stunning text output and graphics creation tools with "better than broadcast quality" resolution.

WHAT IS NeoType?

NeoType is a new character generator plug-in from InnoVision Technology for the Applied Magic Screenplay and Sequel non-linear editing systems. NeoType creates highly anti-aliased text for the sharpest text, multi-colored gradient spreads for text and graphic objects, object-oriented re-editable layering, advanced alpha-channel transparency effects, roll and crawl page effects, text editing tools, and more. NeoType increases the professional level of output for the ScreenPlay and Sequel.

REQUIREMENTS

NeoType requires a Sequel or ScreenPlay NLE configured with 64 Megabytes of RAM. For systems with under 64 Megabytes, an optional memory upgrade module can be ordered from Applied Magic. (www.applied-magic.com/prod_new_64mb.asp)

INSTALLATION

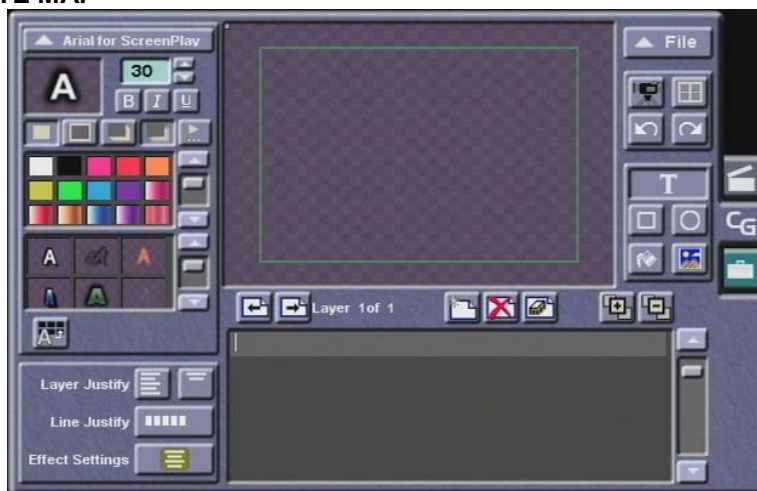
Installation of the NeoType software is rather straightforward. Simply insert the NeoType CD into the Screenplay or Sequel CD-ROM drive and the software will begin its install sequence.

INTERFACE LAYOUT

NEOTYPE CG TAB

After installation, a new CG tab will appear on the mid-right side of the Screenplay interface. Clicking on the NeoType CG tab on the timeline displays the character generator interface.

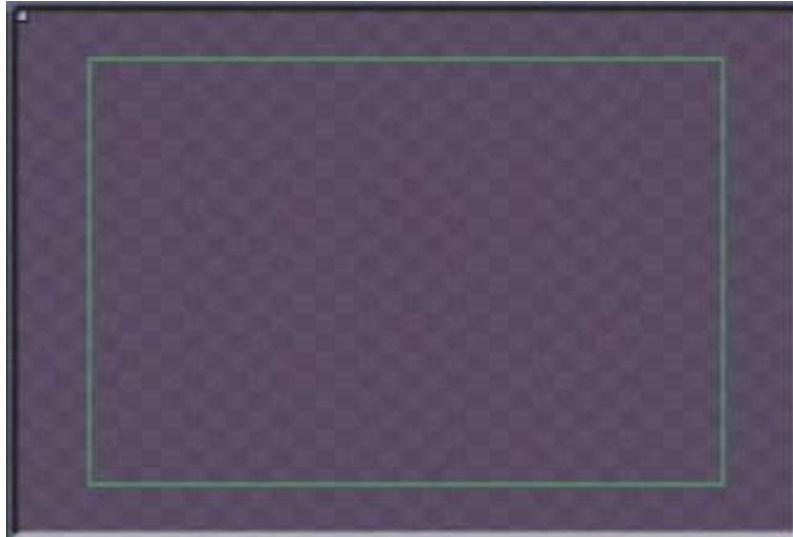
INTERFACE SITE MAP



NeoType CG's interface is designed to help you efficiently create your titles and graphics. The main interface is divided into four sections. Each section of the interface provides a specific function of how titles are going to look like. Starting from the top center and moving clockwise, the sections are defined as follows:

SECTION 1

COMPOSITION WINDOW WHERE YOU PLACE TITLES/GRAPHICS



SECTION 2

THE TOOLBAR PLACES TITLES/GRAPHICS ON SCREEN

FILE MENU INPUT/OUTPUT

LOADS / SAVES TITLES

INTERFACE/PREVIEW AID TOOLS

HELPS TO CREATE TITLES

TEXT/GRAPHICS CREATION TOOLS

CREATES/LOADS GRAPHIC OBJECTS



SECTION 3

PLACEMENT CONTROLS MODIFIES OBJECT PLACEMENT

- | | |
|------------------------|------------------------------------|
| LAYER CONTROLS | ADJUSTS LAYERED OBJECTS |
| TEXT ENTRY WINDOW | TYPES TITLES TO COMPOSITION WINDOW |
| JUSTIFICATION CONTROLS | POSITIONS TEXT OR GRAPHICS |
| EFFECT SETTINGS | DETERMINES PAGE TRANSITION |



SECTION 4

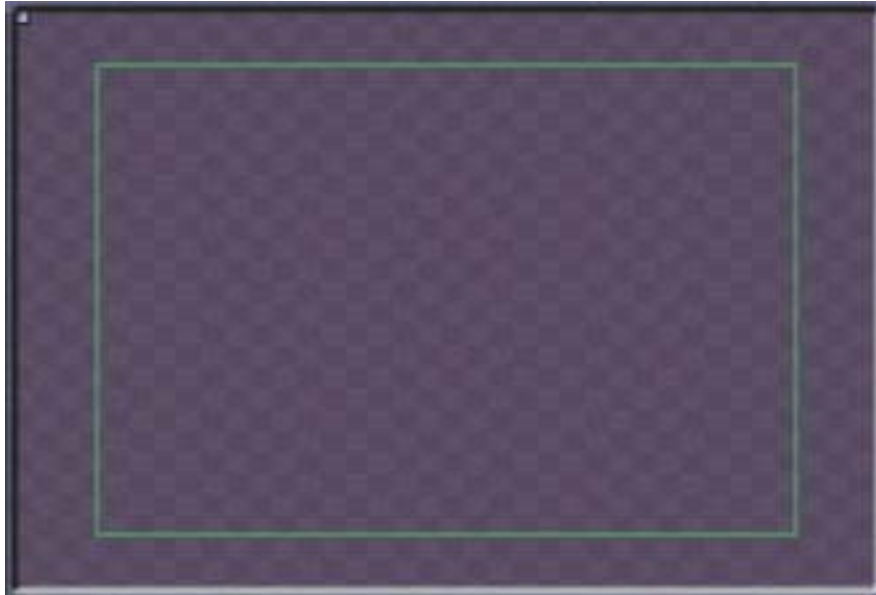
STYLE EDITOR APPLIES ATTRIBUTES TO TEXT & GRAPHICS



Each button on the interface contains a helpful pop-up to describe its function. To view the pop-ups, simply place the pointer over the button until the pop-up appears.

SECTION 1 THE COMPOSITION WINDOW

COMPOSITION WINDOW



The large gray checkerboard window located in the center of the NeoType CG interface is a scaled-down representation of the video output screen. All Text and Graphic elements are placed inside the composition window.

Composition Window and Video Transparency

The default checkerboard background of the Composition Window represents the video transparent area of a page. The checkerboard of the Composition Window makes viewing of edges, shadows and transparency levels easier during an editing session. If the page is exported as a GRAPHIC, the checkered area will allow live video to show through when displaying on a storyboard timeline. If the page is exported as a CLIP, the checkered area will be saved as a black background, which can facilitate luminance keying.

Safe Title Area

The safe title area, a rectangular outline bordering four sides of the Composition Window, is present by default. The safe title area is about 80% of the video screen. It encloses the area where text and graphics can be placed and be completely visible regardless of the monitor or television that displays it. The justification tools in NeoType utilize the safe title area as its page margins.

SECTION 2 THE TOOLBAR

TITLING INPUT/OUTPUT CONTROLS

CONTAINS: FILE MENU, TEXT&GRAPHICS EDITING AIDS, TEXT & GRAPHICS CREATION TOOLS



The File Menu on the upper right is where the loading and saving of title pages are handled. Clicking on the File Menu will open a pop-up listing the following items:



New title eliminates the current title page and creates a blank screen ready for text entry. Before creating the new title, a screen will appear to prompt whether or not to save the current title. Select the appropriate checkbox and press OK to continue.

Open title brings up the Open Editable NeoType Title Page window. Before opening the new title, a screen will appear to prompt whether or not to save the current title. Select the

appropriate checkbox and press OK to continue. The Open Editable NeoType Title Page screen contains a variety of thumbnail views of pages that are stored in the ScreenPlay. Left-clicking on a thumbnail icon, then clicking OK will load the page. The page can also be loaded by double-clicking on the thumbnail icon.



Save title will store the information on the current page separately from its actual output on the timeline. The saved title page will contain all elements which make up the page, which can then be edited later at any time. Before saving the title, a screen will appear with options to replace, save, or discard changes to the title page. Select the appropriate checkbox and press OK to continue. The next screen will have a text window to enter a new title name. Press OK after typing in a name to continue.

Save Copy of Title As will save the current title with a different name. This is helpful with creating different versions of a title page.

Show Title Full Screen will remove the interface and stretch the composition window out to full size. This gives a more accurate sense of object positioning and sizing. To return back to the interface, simply click on a mouse button.

Merge Title Effect... is used to create new movies by mixing existing video from the timeline with NeoType text and graphics utilizing motion parameters specified from the Effect Settings menu. The new movie is saved to the Clips bin.

About NeoType... shows version and copyright information about NeoType.

TEXT/GRAPHICS EDITING AIDS

INCLUDES: VIDEO PREVIEW – GRID – UNDO – REDO

VIDEO PREVIEW – The video preview button allows the footage that is under the current cursor position in the timeline to be viewed in the background for fine tuning the positioning of text and graphic objects.

GRID – The grid tool creates a matrix of vertical and horizontal lines that will align text or graphic objects into position. The grid can be horizontally or vertically spaced out in pixels. Text or graphics snap into place according to the grid lines.

UNDO – The undo button will restore the title page to its status previous to the last operation. The undo is useful for correcting mistakes and viewing different editing options. 20 levels of undo are provided for easier editing.

REDO – The redo button will repeat the last operation after the undo was pressed. This gives the option of returning to a previous state if the undo was not necessary. 20 levels of redo will restore titles to previous states.

TEXT AND GRAPHICS CREATION TOOLS

INCLUDES: TEXT TOOL – RECTANGLE – CIRCLE – FILL SCREEN – IMPORT PICTURE

The graphics creation tools are used to place different objects onto the composition window. The objects created will utilize the current settings for fonts, colors, and attributes.

TEXT TOOL - This is the default mode of the program. It allows freeform typing to begin immediately on the composition window. The upper left of the interface contains information on the current font and its attribute settings.

RECTANGLE - Draws a rectangular shape using the current color. After clicking the left mouse button, a rectangle will automatically appear in the lower third portion of the composition window. The selection box surrounding the rectangle allows horizontal, vertical or proportional scaling.

CIRCLE - Draws an elliptical or circular shape in the current color or gradient. Clicking once on the circle icon will automatically generate a circle object. The selection box surrounding the circle allows horizontal, vertical or proportional scaling. For perfect circles, drag any of the corner gadgets to constrain the proportions of the object being drawn.

FILL SCREEN - The paint can icon fills the entire screen with the currently selected color or gradient. The full screen image that appears becomes an editable object, just like the rectangular or elliptical objects.

IMPORT PICTURE - The import picture button will load a full size or partial-screen size image onto the composition window. File formats such as JPEG (.JPG), Windows Bitmap (.BMP), and Targa (.TGA) are accepted. 32-bit Targa images with alpha channels will be imported with transparency information intact. Clicking on the Import Picture icon opens the Add Image File to Title Page screen. Thumbnail displays inside the window represent the contents of images from the current Graphics bin folder. Click OK on a icon to continue.



SECTION 3 PLACEMENT CONTROLS

CONTAINS: LAYER CONTROLS, TEXT ENTRY WINDOW, JUSTIFICATION CONTROLS, EFFECT SETTINGS

LAYER CONTROLS



The Layer Functions allows fine tuning of the stacking of elements on each page. Layers allow the efficient separation of multiple text and graphic elements on a page. Each layer is similar to a transparent acetate sheet that can contain text or graphics. Each new page starts with one layer.

When a text or graphic element is placed in the composition window, a new layer is created. Each graphic element and text object will have its own layer. The content of a layer is shown on the composition window with a selection box which highlights the active layer.

Object Selection Box

A powerful and useful editing element in NeoType CG is the selection box. Once the desired objects are selected with a selection box, they can be easily repositioned or scaled using the mouse. Nearly any text or graphics editing operation such as changing styles, copying, pasting and deleting can be applied on the enclosed objects in the selection box.

Moving Selected Objects Using Selection Boxes

To move the selected object, position the mouse pointer anywhere inside the selection box, hold the mouse button down, and drag the bar to a new location in the Composition Window. Release the mouse button when done. For video output it is recommended that text and graphics remain within the safe-title area as indicated on the Composition Window.

Scaling Selected Objects

Other than using the sizing controls in the Text and Graphics settings, objects can be scaled graphically using the selection box. The eight squares surrounding the selection box are the scaling handles. These handles allow selected objects to be interactively resized proportionally or along independent vertical or horizontal axes.

Proportional Scaling

The handles at the four corners of the selection box are used for proportional scaling. These handles will scale selected objects while retaining their original aspect ratios or proportions both horizontally and vertically. To scale selected objects proportionally, position the mouse pointer on a proportional scaling handle, hold down the mouse button, and then drag. To enlarge, drag the handle toward the away from the opposite corner of the selection box. To reduce, drag toward the opposite corner of the selection box. When a satisfactory size has been attained, release the mouse button. The objects will regenerate at the new size, and retain any other style settings that have been assigned to them.

Vertical and Horizontal Scaling

The other four scaling handles provide the capability of scaling objects along only one of its dimensional axes. On the top and bottom edges of the selection box, the vertical scaling handle allows the user to resize objects on the vertical (up and down) axis only, while the width remains the same. On the left and right edges of the selection box, the horizontal scaling handle enables resizing of the horizontal (left and right) axis while not affecting the height. Each handle is utilized just as the proportional scaling handles described above.

LAYER CONTROL TOOLS

The current layer number and total number of layers is displayed directly below the composition window. Several other buttons in this area provide precise layering control.

The two buttons directly beneath the composition window on the left side are the **Previous Layer** and **Next Layer** buttons. To the right of these buttons will be the current layer's position

The **New Layer** button creates a blank layer above the current layer on a page.

The **Delete Layer** button will remove the current active layer from the page. The last layer cannot be deleted.

The **Clear Layer** button will erase the contents of the current active layer, without destroying it.

PRIORITY CONTROLS

The Priority functions located at the right side of the of the text entry window provides the user the capability of changing the stacking order of overlapping text or graphic objects. In NeoType CG, each object on a page can take on a different position in the stack which is defined by the priority level. In a normal title graphic, text objects will appear on top of any underlying graphic elements on a page.

The priority plus (+) button will move the object one position up in the stack

The priority minus (-) button will move the object one position down in the stack.

TEXT ENTRY WINDOW

The text entry window is where the text for the titles is actually typed. The text typed on the keyboard will be shown in its basic form without any style attributes on the text entry window. Automatic updates on the composition window will show how the full text will look on the screen with actual tpestyles and attributes.

Text that extends below the bottom of the text entry window will automatically scroll down and create new lines to be edited. The scroll bar on the right side of the text entry window will allow viewing of any portion of the lines of text.

When graphic objects are created, the name of the type of graphic will be placed in the text entry window. Objects can be renamed as needed.

JUSTIFICATION TOOLS

INCLUDES: HORIZONTAL JUSTIFICATION – VERTICAL JUSTIFICATION – LINE JUSTIFICATION

HORIZONTAL JUSTIFICATION – Will justify the text or graphics on a page by toggling through the three different justification options of left, center, and right justify.

VERTICAL JUSTIFICATION – Will position several lines or a single line of text on the top, middle, or bottom sections of the screen.

LINE JUSTIFICATION – The line justification button toggles through different types of line justification controls such as basic left, right, and center justifications.

EFFECT SETTINGS

The Effect Settings button will open a sub-menu with transition and timing settings. The Effect Settings determine how individual layers will be animated on the page.

EFFECT TRANSITIONS

Listed below are the different transition settings available for each text or graphics layer.

Overlay Still (Real-Time) Cut	Immediate Direct Overlay of Title Display Title
Fly-in from Left	Moves title from the left to center screen over video
Fly-in from Right	Moves title from the right to center screen over video
Fly-in from Top	Moves title from the top to center screen over video
Fly-in from Bottom	Moves title from the bottom to center screen over video
Vertical Credit Scroll	Creates upward scrolling text beyond the screen
Horizontal Text Crawl	Creates scrolling text from right to left beyond the screen

To activate the Effect Settings, go to the File menu and select Merge Title Effect... This will create a new clip in the Clips bin that can be used to replace video on the timeline.

EFFECT TIMING SECTION

Effect Start Frame – The Effect Start Frame determines when the transition will start over the currently selected video clip on the timeline.

Effect End Frame – The Effect End Frame determines when the transition will end over the current video clip

Video Clip Length – This is the length of the current video clip on the timeline based on the clip's details. It is not editable and only provides a reference to select the Effect Start and End Frame

After selecting the transition and timing, click on OK to accept the changes, or Cancel to return to the main NeoType interface.

SECTION 4 STYLE EDITOR

CONTAINS: STYLE EDITOR : FONT SELECTOR – FONT SETTINGS – OBJECT ATTRIBUTES – COLOR BIN – STYLE BIN

CURRENT FONT STYLE WINDOW /FONT SETTINGS



The **Style Editor** is the panel of controls on the upper left side of the interface. It contains functions for selecting and previewing fonts with the Font Selector, sizing with Font Settings, controlling edging with Object Attributes, coloring objects in the Color Bin, and the managing styles in the Style Presets bin.

FONT SELECTOR - NeoType CG directly supports the TrueType font format and will utilize any installed font on the system. NeoType automatically generates high-level anti-aliasing to each font character edge to produce crisp, broadcast quality text. The name of the currently selected typeface is displayed in the Typeface list box. Clicking on the Font Selector gadget opens the Select Typeface Screen.



Font Name – The text on the left column of the Font Selector contains all the names of the installed system fonts. Use the scroll bar to view the entire list of names.

Font Preview – The right column of the Font Selector shows previews of the current font on the list.

OK/Cancel – Selecting OK will make the new font settings current.

FONT PREVIEW WINDOW - The combined current text settings in the Style Editor are referred to as the current font. A visual representation of the current font is shown in the Current Font Preview Window below the font name. Any new text entered in the Composition Window will have the same appearance as the letter shown in the Current Font Style Window.

FONT SETTINGS

The **Size** control defines the height of the current font in scanlines. The size control is identical to the sizing control in the Font Selector screen. The numeric range for size setting is 5 to 999 (scanlines), with 50 as the default. NeoType provides optimal anti-aliasing of text regardless of size.

The **Bold** option will type in a larger, thicker version of the current typeface selected. This option is only available on typefaces that have a bold version installed in the Windows/Fonts directory. If the font does not have a bold version installed, the actual vectors of the font will be expanded to thicken the outlines of the characters.

The **Italic** option displays a slanted, italicized version of the currently selected TrueType font. If the font does not have an italic version installed, a 10 degree horizontal slant to the right will be added to the existing text.

Selecting the **Underline** option will generate an underline for each new character typed or enclosed in the selection box. Underline settings are controlled in the Attributes menu.

OBJECT ATTRIBUTES

The Object Attribute settings can be used for either text or graphic objects. The buttons for enabling four of the edge attributes are located below the Font Settings. Color schemes for the face attributes can be selected immediately here. Clicking on any of the object attribute buttons will enable or disable the attribute. A depressed button state will enable the attribute. The Advanced Style Settings contains additional editable attributes. Any NeoType color palette box can be used to define a Face color attribute. **To select a color box for the Color attribute**, left-click on the desired color box in the color palette located at the left of the NeoType interface.

ATTRIBUTE SETTINGS

FACE COLOR - refers to the interior of a character.

EDGE - defines an optional rim of pixels around the edge of the face character. Edge outlines are often used to accentuate text to increase legibility.

EXTRUDE - creates the appearance of solid extrusion directly beneath the edges of the face and outline of a font.

CAST - creates the appearance of projecting a semi-transparent, soft-edge shadow-like stamp of the font onto the background of the page.

ADVANCED STYLE SETTINGS – The A... icon provides greater control over the text and graphic attributes by opening the Style Settings Screen. Options to create different character attributes, such as edging styles, transparency, and detailed color mapping are controlled here.

ADVANCED STYLE SETTINGS



The Advanced Style Settings is where edge attributes are adjusted and fine tuned. The left panel shows the edge attributes that are available. The right panel is a sub-menu that displays controls for color selection and adjustable sliders for the currently selected attribute chosen from the left panel.

In the left panel, the font preview at the upper left will show which attributes are currently active. A checkmark to the left of the attribute's name specifies if the attribute is currently enabled.

In the right panel, there are color palette controls and various sets of sliders to adjust the transparency, boldness, stroke, softness, extrusion, and depth of the attributes.

The Color section of the attributes sub-menu provides a color palette for selecting and adjusting individual colors. The current color is depicted to the right of the word Color. A rainbow palette area shows all available hues to choose. The Vertical slider bar to the right of the rainbow palette allows shades of the current color to be generated. The small colored buttons to the right of the shade value slider are default color presets.

The available controls for each attribute are shown below.

FACE	Transparency, Boldness, Softness,
EDGE 1	Transparency, Stroke, Extrude, Softness
EDGE 2	Transparency, Stroke, Extrude, Softness
EDGE 3	Transparency, Stroke, Extrude, Softness
EDGE 4	Transparency, Stroke, Extrude, Softness
CAST	Transparency, Stroke, Depth, Softness
UNDERLINE	Transparency, Stroke, Depth, Softness

Clicking OK will automatically update the current font settings.

COLOR BIN. The five columns of color boxes situated beneath the attribute settings on the left side of the interface contain a set of predefined color schemes that can be used for text attributes, graphic objects, and transparency masks. There are 220 color boxes in a NeoType CG color palette. Use the scroll bar to bring the other color boxes in the color palette into view. A single click on any color box will map the color onto any selected text or graphic object.

STYLE BIN. The style bin contains preset typefaces with various attribute settings. The preset styles can be applied to any object surrounded by the selection box, not only text. This offers great flexibility in applying styles to rectangular or circular objects. As in the Color bin, a single click on any preset will apply the style onto the selected text or graphic object.

STYLE OPTIONS

The section below the Style Bin contains the Save Style button which will allow user-created text attributes to be saved into the Style Bin. The style that is currently displayed in the Font Preview Window will be stored into one of the Style Preset icons in the Style Bin.