Vertigo Titler

operation manual

Casablanca 3 and 4 and Windows PCs

MACROSYSTEM

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Therefore, please note that you back up your footage before use of the device. We recommend not to delete the video, or to create a backup before.

Since any changes in the software have shown after the manuals were printed, the illustrations and descriptions of the functions in this manual may differ from the software.

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1. What is Vertigo. , , ,

1 What is "Vertigo"?

A title is also called the "business card of the film." And not without reason.

Just as a packaging can make the product beautiful, valuable or interesting - or unattractive, cheap or boring - packed a well-designed title the film elegant and beautiful, makes the audience curious and matches them positive for the following drive.

Assume that you understand their filmmakers craft and are familiar with the principles and even the occasional tips and advice in video editing, we go out.

If you are an experienced title designer, you get to the Vertigo Titler a tool at hand with which they edit your title to the last detail, grind and make pretty.

If you are not yet practiced as in the title design, we give you in this guide several
- hopefully useful - to make you a title designer who builds a suitable and attractive business card of his film in a short time even without much experience tips. With the Vertigo Titler, which allows them to easily way to realize your title to your liking.

Why VERTIGO ©?

Actually quite simple: Vertigo - the title logo you see above here - Alfred Hitchcocks first "masterpiece", had an absolutely spectacular for the 1958 title.

Created by Saul Bass, an American artist and Gra fi c designer, was the Vertigo- title one of the pioneers and pioneer of the art of the leader, as we not only from the later Hitchcock films, but also on the "James Bond" - or the "Pink Panther" movie franchise know.

In this respect is "Vertigo" the inspiration for the ornate title or the art of "Titelns" even if the Vertigo Titler makes the work on Titles so much easier than it was back in the "golden years of the leader."

2 Requirements and installation

In Casablanca 4 / Windows systems, the Vertigo Titler is compatible with all versions of Bogart. He is from Bogart 9.0 (incl. 8.5 / 7.8 / 6.10) with automatically installed, so a separate installation of Vertigo is not necessary.

In Casablanca 3 systems, you need at least Bogart version 5. Again, the Vertigo Titler along with Bogart version 9.0 (incl. 8.5 / 7.8 / 6.10 / 5.15) installed automatically.

If you want Vertigo test first of all, you can use it in the "Settings / System / product installation" turn on "Demo". It is included into the calculation then a demo logo, which can later be removed by activating a release code and recalculation of the title.

3 start Vertigo

If you have the Vertigo Titler or him once to the sample as "Demo" want to try, you must first insert a title effect in your storyboard. How this works, you will fi nd in the manual for the system software Bogart.

After that, it is important that you select in the Titler selection the Vertigo Titler before "Enter / change text" to open the Titler.

Generally you have the choice of which Titler you want to use in the Titler selection. As standard the Titler "Bogart 9 Titler" is set, which is described in Bogart 9 manual. As an alternative to standard Titler, you can create your title with the optional "title Studio 2", to which also a manual is available.

If you are not licensed for the Vertigo Titler, but have him installed anyway, on sale in the Titler selection on "(Demo)" behind the "Vertigo Titler" lettering.

You can use normal and test all functions the Titler then, when abschlie- sequent calculation, however, the "Demo" sign is taken into account, so the title thus generated can not be used.

After the start you see the main menu of the Vertigo Titler. Behind fi nd the first frame of your scene where you apply the title effect. In this scene image you will see displayed a "Crypt tigo Titler" text.

This is either the standard "Vertigo Titler" text, or the most recently used text you. This is shown as a function of the project setting at different positions. The representation in the lung "type text / Change" menu is independent of the project settings and is based on the current Bildschirmau dissolution. Thus, the preview can be in the "Text Enter / Change" show a higher quality than is achieved in computing.

4 Text operators, and text input

There are essentially three options available, such as a text can be displayed.

4.1 Page Operator

A page operator is a text representation illustrating a text adapted to the scene size. The text, which is written on a page must be completed to within the page.

Text entry is always within a selected text field, the so-called panel. In the picture above, the Panel limits are shown in black-and-white dashed lines. A plaque marks the area WEL che can be described. The entered text is scrolled on the board upwards when more text is entered, as can be displayed on the panel. This makes it possible for you to format the text later so that it is fitted into the panel borders. the text is longer than can represent the panel, the text is truncated at the end.

In a side Operator multiple pages and a plurality of panels can be det verwen- per page for the design.

4.2 Roll Title

A rolling title scrolls the text vertically on the scene. It is then shown a longer text that is readable by scrolling.

Text entry is here on a chart illustrating the text box. In this table, the text is scrolled up when it is longer than may be the panel. Since this but is a rolling title, this is not a problem. The text is scrolled in the later calculation of the scene, so that it is completely legible. The panel marked thereby positioning the right and left only text in the scene. In these positions, the text on the entire scene height is scrolled. A determination of the amount in which the text is to be seen as a rolling title is not given to the panel. In a moving title a background design of the panel is not possible. However, you need a raised from the scene background for the roll title, styling so this previously with a different effect. In a rolling tracks multiple pages and panels can be det verwen-. This gives you the opportunity to position the text differently in a rolling title.

4.3 ticker

In a marquee title is moved horizontally across the scene. Text entry is carried out here in a panel, which is contrary to the nature of a marquee. If the text is longer than the space in the panel, the text is scrolled upward. This is a representation that does not correspond to the result of later ticker. Enter the text in this form please one. Later it is shown as line in the scrolling text.

You have two design options.
Be specify your text without line end recognition (Return / Enter), the text is in
one Line of the marquee calculated.

Type in your text a carriage return (Return), then so begins a second Line in the scrolling text, which is shown flush starting with the first line. In a marquee, it is not possible to make multiple pages.

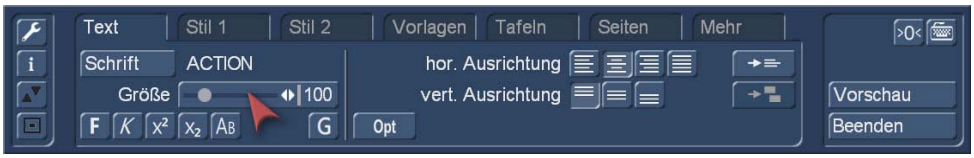
Likewise, no blackboard background can be used. The display of several panels is possible. The tables are reproduced in the position as their relationship with each other was in the Titler.

After clarifying these "the fundamental nature" here are a few words about the cover design:

Basically, you can go about the title, how you like it. Some Bogart users enter the complete text, and then get down to the design and fine tuning of the letters. Other file first at the font and the style of a letter and write their text until the letter is perfect. Sometimes it is important to accommodate a certain amount of text in a particular scene, sometimes only half the left or right side is inscribed loading to not "texts" all image content to. Each / r has his approach that we would like up to you of course.

5 The "tab"

Vertigo Titler is operated via seven so-called "Equestrian", in the seven groups "Text", "style 1" "Style 2" "Templates", "Tables", "pages" and "More" divided. It makes sense, "work" these seven departments in order.



Here we describe a standard sequence of a titling and show all the possibilities offered by the comparison tigo Titler. Whether to proceed afterward in that order or otherwise "do" to create the perfect title, you will even fi nd out or have long known. The tools to be in Vertigo Titler abundant ..

5.1 System Settings

On the left we see the system switch.

opens the Titler settings. Here a grid in 2-pixel increments from 2 to 32 pixels can be activated. The default is "off".

gives us after the selection information about the current Titler version and whether "Demo" - writings and / or imported fonts are used by the user.

allows as elsewhere in the program, the "jump" of the menu screen page to the upper image and, after re-operation, back down.

causes the minimization of the Titler menu, usually used to quickly have a complete title impression without disturbing menu. Another click opens the menu.

5.2 Text Input

In the background you see the first frame of your video scene. In this full screen display, you can check your settings, because all changes are always displayed immediately.

With the switch Text (small keyboard icon in the upper right) opens the onscreen keyboard and you can enter text of your choice.

Of course, you can also connect an external keyboard to enter the title. It is sufficient if you first enter a word or only entitle the first page, because the ensuing attitudes are taken automatically later on further text input. Although you can only enter the text after you have made your settings, but it is recommended to double now already enter letters, in order to assess the later result better. However Möch- you th each line with different options (eg font, size, color) provided, click after each line, where you have already entered text, the break button and make the desired new settings.

However, the Vertigo Titler can also be that you make each letter individually, in font, color, shadows, 3D effects, etc. - more on that later.

You can apply for text entry on the right just some things de fi ne the back fi nd in the tab "Text", we describe the same when we returned to the tab "Text".

Important when entering text is the switch for "special characters" behind which hides the "Zeichenaus- choice".

The character selection offers not only the normal character of a font in upper and lower case, but rather - if any - the entire so-called ANSI code with up to 256 different which characters from other language areas, mathematical symbols, and much more (see picture) , So who needs things that can not be accomplished using the normal keyboard, helping the key for special characters.

The "Alt" key is mounted similar, though by no means so full of special characters.

For this fi here ends up things like @ or € that you can do more often once.

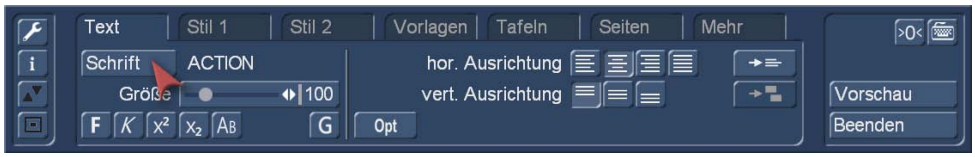
You might want to look at with "Preview" at the top right of the keyboard once before the side effect with the newly written text.

This switch reset occurs on the specifications.

After a word or the whole title input we get with the switch "back" back into the Vertigo Titler main menu.

6 The "Text" tab

6.1 (OCR)

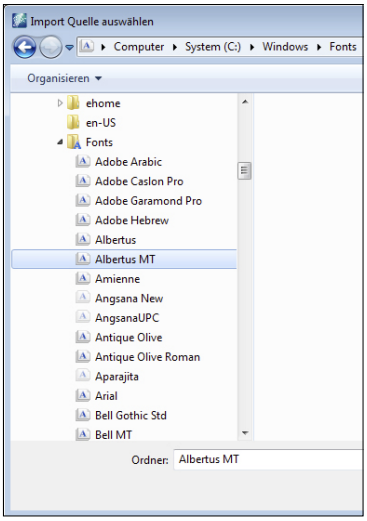


By clicking on the "signature" (the currently selected stands next to the switch) will open a window where you select a font and can adjust the font size (from 10 to 500 point).

The font you can select beregler by clicking directly or by rail, as you are used also by the effect list it. In the list you see beside the writings of various symbols. Most included included writings are marked by an "A" (= include all major Western European characters). The writings marked by a vision (a fi nd themselves included) included in place of letters and punctuation oaks pictures or symbols. Fonts that are marked with an "A +" also contain Eastern European characters. These fonts can be purchased as add-on products. Headings marked with an "A-" are not always complete or have variations in typeface on.

Note: In the items supplied Schrift Carolann there next to the "ß" two different forms of the "s". The key generates "s" on the keyboard, the frequent use ger long "s", which is reminiscent of an "f" without a slash. The small round "s" is on the "#" key.

The font size is determined by the slider. is displayed the respective font and
- size by the words "Macro system."



You can also read their own writings next to the use of installed font packages. It can be read only TrueType fonts. To do this click on this menu to "font (s) to import". This will take you to a selection menu, where you select the connected medium containing the fonts, and confirm. You will then receive a list of available fonts.

For the currently selected font to preview. So you can select the fonts on the MultiSelect functional on which you want to import. The number of importable fonts is limited to the 100th After all the desired fonts are marked with a check mark, click Ok, so they are read. Afterwards fi nd yourself be the fonts in your font selection. The font is listed there with the font name. Its icon has an "A" with high prefixed by "x".

If you are too many fonts installed, you can delete the fonts are not needed again by clicking "Delete font (s)" in this menu, then select the desired mark, before deleting them by "Ok".

We leave the font selection with "OK" or "Cancel".

6.2 Font properties

The small switch under the size adjuster explain almost without saying, we have the training effects in the image below "written":

The switch for "bold", "quirky", "small caps" and "Smooth" can together on a line - or on each letter - be applied, "high" and "subscript" can be only alternately press.

6.3 font options

The "Opt" button to the right of the font selection opens the font options. Here you determine how wide are the signs of how far apart they are, and shall be with multiline titles of the distance between each line as wide. Usually range between 50 and 200%.

>0< The provision to the indications (100%) is made by the switch.

The "character width" widened letters and punctuation marks in a row. To get started anywhere in the line to be edited and then set the Schiebereg- ler the desired percentage. The letters are - depending on the set percentage - broad (> 100%) or narrow (<100%) and become the whole line has broadened or narrowed. You can not edit separately the words of a line, the settings apply to the entire line.

stretch with "character spacing" or compress a row, but the width of each letter remains unchanged, the letters thus also can "slide into each other."

With "line spacing" You can change the distance between the selected and the underlying line. The percentages who set you stay for the respective rows th conservation and can be later corrected.

How the settings affect, we see immediately after confirmation with "OK".

6.4 text alignment

The horizontal alignment of your text (left, center, right or justified) you can set with the four switches in the middle of text menus. This determination is one line by line, so it can change on a blackboard.

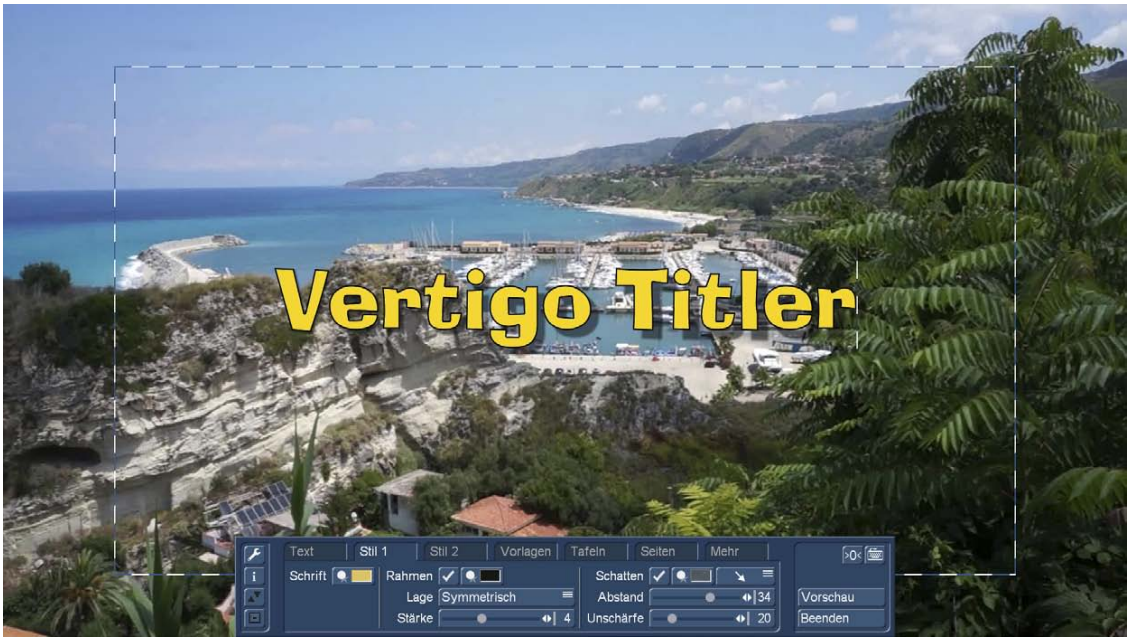
With the switch to the right of the horizontal alignment to copy the selected alignment in all rows of the currently selected panel.

selected in the picture - - and the lower panel edge or in the center of the panel among the switches for horizontal alignment fi, the switch for the vertical alignment of the complete panel contents, that is all rows on the upper ends.

The vertical alignment can be transmitted with this switch to all boards of a page.

7 The "Style 1" tab

Select the tab "Style 1" to change the appearance of the text or the letter.



Our "Vertigo Titler" lettering is us where we ben ha-place it with the help of text alignment, displayed and serves us on our video background as a real-time preview.

First, we select the "Font" switch on, it opens the window in which we can make the surface of our signature color.

7.1 Color

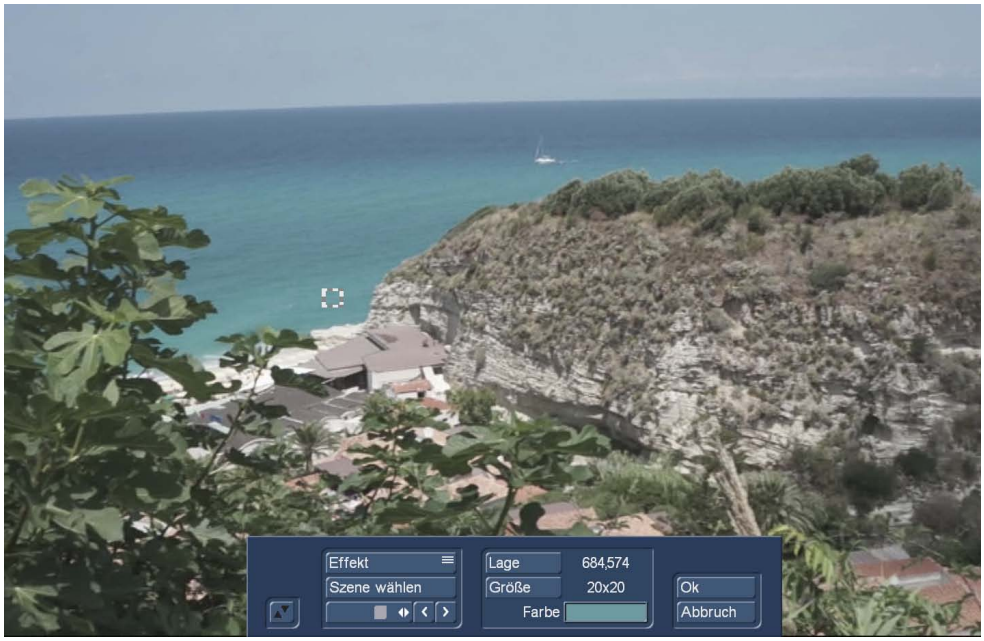
Top left we see the familiar color palette (1), in which we can choose a color by dragging the upper sliding controller or by direct "Into Click" with the mouse or trackball.

This color is displayed simultaneously in the "Mixer" window (2) (In the Transparency Display 3) (And archive color switch 4).

(In the mixer window 2) we can (in the Color palette 1) selected hue closer to de fi ne. Decision (not by pulling on the controls 5) horizontal for the saturation of color, vertical for the brightness. but or by a direct "click" into the mixer to the desired color intensity.

The selected color (4) then be in demand in the color archive (10) save or load them again. The frequently used colors g can be by selecting one of the corresponding memory 5-Ta sten (6) there de fi ne, save or load. In this way you can compile his loveless astride palette is fast and has quick access to the most frequently used colors.

Alternatively, one can at the option of a color-memory "pick up color" also (7) display the current video scene in order to "take up" from the scene a color.



The color-picking up from the video has the "Harmony advantage." A aufgegrif- from the background fene color blends in, possibly slightly modi fi ed, very harmonious in this same video image. With cleverly chosen edge colors or shades also quite readable. If you do not want to intentionally clearly stand up starkly from the video image title, "color pick" is a very useful function Liche. The handling with choosing a box size and the location of this box to limit the color is the same as at various other points in Bogart main program.

Back in the color-selection shows how 9 usual, also the possibility for the system version Bogart, (a color by entering its RGB value 8th) to de fi ne.

Here you can as numerical values, the values for the colors for the R OT, G rün- and B Enter lau share a color. This has the great advantage over the previous Farbwahl- method is that you can firstly of a specific, reproducible color value de fi ne. So far, the once chosen colors were indeed be archived, but the handling of the archives is much

complicated than the note of a value as 249/220/109 for a sunny yellow, above, as in our example.

In addition, the RGB color values are used in many programs on the PC and you can use the knowledge of a particular RGB value that someone lists that produce color much more precise than with "... make me even a sun-yellow writing ..." ,

The alpha value (9) a color de fi ned their "transparency" of 100% (completely opaque) to 0% (completely transparent). If we drag the slider here, the representation of the color changes in the transparency display (3).

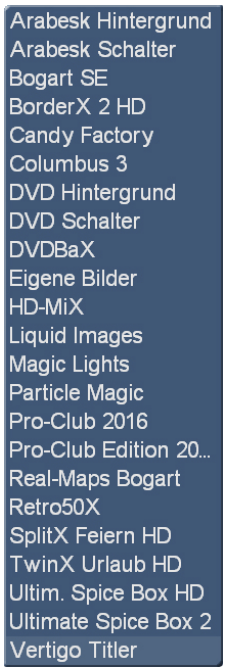
To illustrate we have provided our sun yellow characters with the alpha values 100%, 60%, 35%, 15% and 0%, the lower the values, the more steps forward in transparency display of the checkered background. The real-time and true color preview of the video image allows us simultaneously the exact assessment of the desired transparency level. You see, 100% is - especially with a dark edge - sharp, rich in contrast and clearly in the picture. but the smaller transparency values have certainly also its charm .... OK, the 15% and even 0% are out of the question in this video underground, just not legible.

we can use the switch "color," as has happened so far, one color on a variety of ways de fi ne.

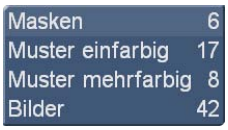
After selecting the "pattern" switch (11) opens the pattern department:

7.2 patterns / textures

Here we can, as an alternative to action in the color department, kidney a pattern or texture for the surface of our work De fi.



"Product" (1) we choose one of the many Casablanca products, graphite fi ken, bring pictures, masks and the like. we have left here once called our current "pool" of programs. Almost each of these 23 pro-products brings dozens to hundreds of Gra fi ken with which we can put on a letter, word or entire lines.



Many "products" are still divided into sub-groups that we (with "Type" 2) Select.

Under "Bogart SE" for example, fi nd themselves four "types" that break down the large department something else.

"Group" (3) to large folders, such as the "pattern multicolored" the Vertigo Titler, are broken up by subjects. We have even shown on the right-hand side to search all textures contained in Vertigo Titler.

The "Image pool" switch (4) calls the fed from many parts of Bogart software Image Pool. This has, since we reach the image pool content under "Product" something "twice gemoppelt" but has nis an important Bewandt-: Since the system version Bogart 9 can all images in the Image Pool comprehensive rich " treat ", change the colors, adjust brightness and saturation,

mirror, tile and rotate (see manual Bogart 9, Ch. 3.3, image pool). And that you can just arrange with the patterns that are to be placed on a letter. Here are one or more changes have been made, the Vertigo Titler displays the exact.

Users of Bogart version 8 or less have less opportunities.

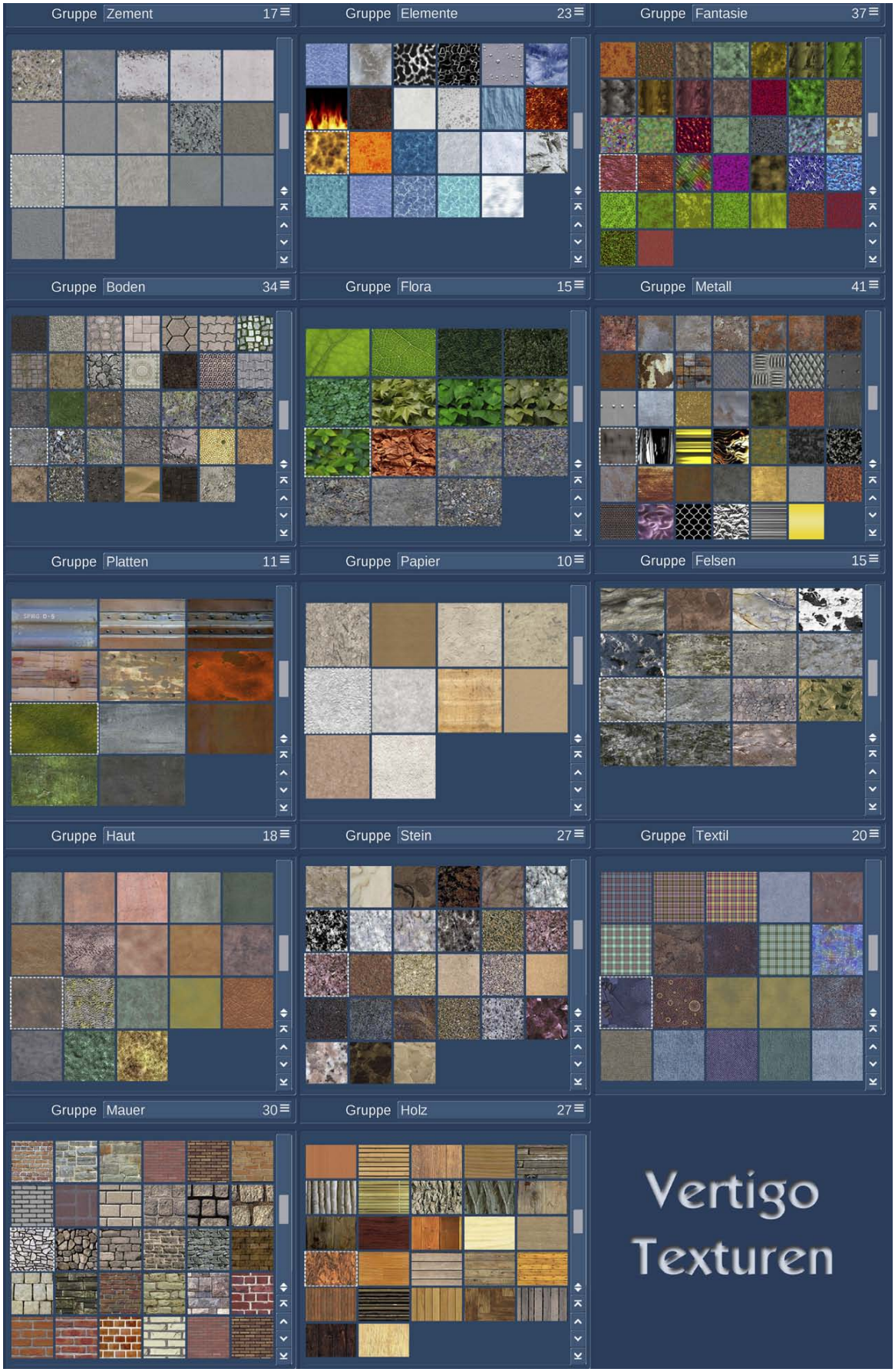
The display of the selected pattern occurs in the overview (5) selection by mouse or track ball-click.

Again, we can (an alpha value again 6) determine which (in the Transparency Display 7) and, of course, shown in our real title preview immediately.

In addition, you can still set in "Zoom" (8th), how the texture to the character behaves. "Undistorted" determines the texture over the entire line.
"Distorted" occupied each letter with the texture. The Gra fi k is adjusted to the width and height of the letters. This looks at Gra fi ken or own images, we face an "i" and "e", which are filled with the photo of a face, possibly from strange. "Scaled," allows the size matching with the controller (9) (range of 10 to 400%). It may happen that the texture "moved out" when values are too small so far, will remain that letter areas uncovered.

"Tiled" sets the textures directly to each other, so that when appropriate images an infinite Gra fi c fills the font. These tiled Gra fi k can be adapted to the regulator from 10 to 400% in size.

This switch brings us back to the main menu of the Vertigo Titler.


Gruppe Zement 17
Gruppe Elemente 23
Gruppe Fantasie 37
Gruppe Boden 34
Gruppe Flora 15
Gruppe Metall 41
Gruppe Platten 11
Gruppe Papier 10
Gruppe Felsen 15
Gruppe Haut 18
Gruppe Stein 27
Gruppe Textil 20
Gruppe Mauer 30
Gruppe Holz 27
Vertigo
Texturen

We dedicate ourselves now to further adjustment possibilities of "style 1" tab.

7.3 framework

First, we can now set (we have already done here) whether or our magazine is to have a framework not. In addition one is next to "frame" a hook (1) ... or not. is preset a bar, so no frame. If you have a frame de fi ned, one does well to define it as the framework should look like. After selecting the "Color / Pattern" switch (1) the same selection opens as in Chap. 7.1 and 7.2. With the difference that this time it is about the color of the frame.

If you select a frame, it is usually used to delineate the font clear from the background to increase readability. For this, it is useful that the frame has a different color than the font. Bright writings with dark frames and dark writings with light frame make sense, while it is not always black or white. Grading the font color in darker or lighter tints give a harmonious appearance, as in this example.

If we chose a frame, we should specify how much of the frame (3).
The strength can be set between "0" (no frame) and "10" varied. tend to thin frames to err on fl, fl in the lower Au olutions and tubes devices considered more than in high Au fl olutions on HD or UHD monitors.

In addition, you can take the Vertigo Titler de fi ne, Where sitting on the edge of the signature of the framework. This "situation" (2) is set to "Balanced". This means that half the "strength" of the frame extends outwards, thus over the writing out and the other half of the frame strength is directed inward, so the font covered.

The "internal" setting may result in that the frame "eats" the Scriptures, "outside" comparable ursacht possibly a "bleed" of the letters. We show it to illustrate once our "Vertigo" with an edge thickness of 6:

Left the letters in "inside" are really thin, right at the "outside" runs the "e" and "g". As a stylistic device that may address, readability, it does not serve.

7.4 shadow

If you have decided for or against a frame, you can here in "style 1" a shadow set (check mark to the (4)) ... or not.

The shadow can be re-colored as desired or "patterned".

Shade darker than the object that casts the shadow rule. Although bright shade like attract attention, but look rather unnatural.

Tip: In the shadow color emp fi, the use of an alpha value between 40% and 70% EHLT as a shadow in nature never "completely black" but you can still see some of the shadowed things in the shade ,

The "direction" of the shadow (5) can (see picture) are selected from eight different ways.

For most viewers, we talked about this in the course of many years, feels a shadow that falls to the bottom right, the most natural of.
That might be related to that around the world the sun the objects (and then give our title as well) shines from above. In cultures like ours who write from left to right, affects one illuminated from the upper left scene is best illuminated, the clearest and "natural".

The "distance" the shadow of the Scriptures (6) can be determined in steps from 0 to 50th More than 50 makes (see picture below with setting 50) no sense, because at some point the respect of the shadow tears off to writing.

The shadow settings can set different advertising to what may work well as an effect in Vertigo Titler for each letter. but it looks more natural when the shadow at least look like a blackboard same.

(Using the slider for "blur" 7) You can draw the outline of the shadow in stages from 0 to 100 softer and can therefore more realistic.

On the left we see a blur of "0", a hard shadow. Fits somehow to very special Nigen weather on the video, but looks a bit unnatural. In the middle of a shadow with the UN

sharpness "20", which perhaps has something to blurred edges for as sunny weather. The right shade with the uncertainty "85" can only guess. As intended effect OK, as shadow Lich not eigent-.

But, as written before, everyone is his own happiness title blacksmith, we provide the options and give a few tips to "build" may your title, and like he has to you!

This switch (9) you also have right here the opportunity to write more text to it.

"Preview" (8th) You can here and now examine your color, edge and shadow settings with overall wählten title effect on the moving video image.

8th The "Style 2" tab

The "Style 2" tab deals with other possible properties of a title text as a 3D effect, holes or spikes.

8.1 3D

The "3D" option (1) can be activated by placing a check mark, the top of the picture you can see what happens: The writing gets a third dimension, ie depth. As is now usual, the color or the texture of the leaves after selecting "Color / Texture" switch closer to de fi ne, as in Chap.
5.1 and 5.2.
We have chosen above the same texture for our example as to the surface, and this (one of the arabesque backgrounds) dims slightly. If we imagine the scripture might be lit from the front, the "depth" would also be a bit darker, just not as well-lit. In general, of course you can choose what you want, even a stone or metallic "body" our writing would be feasible and realistic.

The "direction" of three-dimensional (2) You can choose from four different possibilities "weird". A real recommendation for a direction you can not give, if you have selected a shadow, it should not necessarily run counter to diametrically the shadows.

The strength of the three-dimensionality (3) can be selected with values between 0 and 20 with the slider overall. This effect can appear as they would get a certain thickness the letters. Higher values of Vertigo Titler increases the distance between characters in order to avoid overlaps of the letters. If you the writing therefore appears too wide, you can in the font options (Sec. 6.3) to control something.

Last can be a "facet" Setting (4) Thus, a bevel between the surface of the letter and its "body" or the background on which it lies. A "facet" can in fact also set if no 3D effect is selected. The "facet" can be in their Ausdeh- voltage from 0 - 100 and "consumed" at higher values more and more of the surface of the letters.

We increased the facet from 0 to 100 in the image. On the far right at a value of 100, the facet has "eaten" the letter, reasonable adjustments are seen between 20 and 50. It is also good that the facet even at very small adjustments, the lighting of the surface changes, almost a light is turned on. This must be so, because with this "trick" exceeded the first place the presentation of the edge is possible. The surface is bright, the edge darker ones shown, provides, whereby the depth impression.

Also good to see: The facet hides in our example (letters with border) at the beginning "behind" the edge, at 20 it looks more indicated the edge, at 30 it is clearly visible, at 50 she dominated the letter, at 75 is from the letter surface almost nothing left.

8.2 holes

Ok, you can of course wonder why you have zerlöchern a title such as those at the top of the image. But when you look at the holes even throw clean shade (or precisely not), a perforated title can also have its appeal.

The "tastes" are different, we had already said elsewhere. And "holes" describes what you can do in Vertigo Titler with masks on or in writings so not completely true.

If you want to so disrupt surface of a font the upper, first activating the "holes" - Option (5) and then enters the "Color / Texture" switch settings.

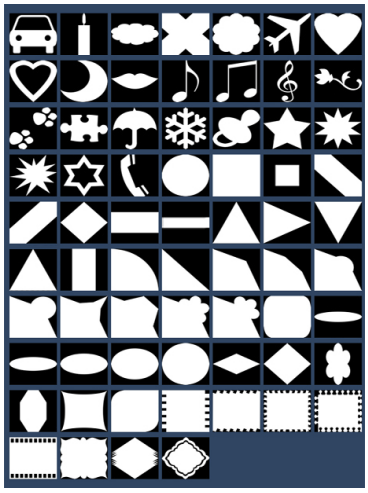
Preset the masks of Vertigo Titler are selected is the circle.

Colors here can not be de fi ned, it will be here simply using black and white mass ken Löcher in the letters cut, white is perforated, black top is surface.

all system and additional products can be selected, bring the masks under "product". Whether it makes sense, a history mask from the Bogart-system software for holes intersect to use the remains to be seen, making it leaves.

Vertigo Titler provides 67 grouped by topic, designed for these purposes masks that still work over the image pool, so rotate or can be mirrored.

Here the supplied Vertigo masks:

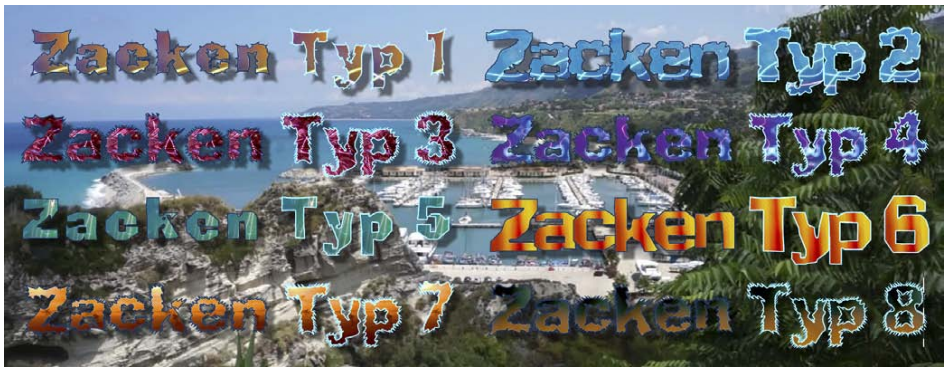


The selection is made in the selection window, if necessary, the masks can tile or scale-free. A great preview to see right who chooses gray gradients, also gets semi-transparent projection holes.

Whether you look at his letters with hearts, stars, cars and telephone receivers "constantly grilling", as has been said, a matter of taste. But it works quite magnificent.

This switch we leave the "hole forms" Department.

8.3 pips



After we have just punched holes in the writings happens in this department the opposite: nothing is cut away, but something "approach created" in the writings, they get when necessary corners, edges, spine and bumps.

If you have the teeth checked, you can choose between 8 different types of teeth (7).
We have up here once, by the way on a single panel from the same font and size with 8 different textures asked the eight wave types on our background. This looks once very wild, but is worth a second look.

One can namely, about "strength" (8th) and "Number" (9) vary the expression of each type. We have worked in our example above with the magnitude 7 and the number 4, which are already high levels.

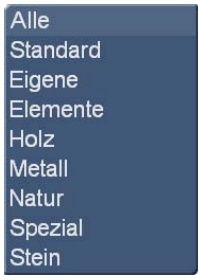
To illustrate that it is also more moderate, we have had up here in the top row from left to right, the "strength" of the points from 0 to 10 increase, including in the middle row then the "number" of the ridge from 0 to 12. Quite so "smart" you might like it does not like, but it is already attractive, this way of editing the letters. Clear the "number 'adjuster on the bottom line with the wave type 3, grow as bushes the book is from left to right more and more pips.

Also in the "Style 2" menu can be classified (10) Resetting all values >0< make and text entries ,

"Preview" (11) we also get again a preview with all the 3D effects, facets solu- manuals and spikes, including set title effects.

9 The "Templates" tab

The tab "templates" manages supplied by Vertigo Titler and even saved templates, is thus the "archive" of the Vertigo Titler.



"Group" we fi nd various font preferences, type each with a written, specific surface properties, edges, holes, spikes, etc. The templates are grouped thematically into groups.

Under "Home" is his self-designed beautiful writings store (see picture above). Here you can specify whether the font is to be taken over.

This switch can add the currently selected font.

Herewith you delete them again.

The "Add" and "Delete" only works with the folder "My", the default templates can be selected, edited and saved under "Own", adding to or deleting the included templates is not possible.

The included templates are:

In the "Templates" menu to display all values reset >0< make and text entries ,

we get here again a preview with all the 3D effects, facets, holes and spikes, including set title effects on "Preview".

The rider 10 "panels"

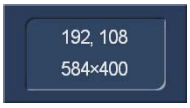
So far we have texts simply written on the video image, framed them and stored. Generally is always text in Titler Vertigo on a so-called "table".

10.1 position and size

Top left of the main menu of the Titler you first see the label "panel 1/1" (1). This panel, on which we have just created our text is displayed in a frame with black and white bars. In the middle of the menu we see how great this panel is (in our case 1536 x 864 pixels (2))

and where on the screen, the upper left corner of this panel fi nd (in our case, 192 pixels to the right, and 108 pixels at the upper left corner, the position 0-0 (3)).
The position and size of the panel can be adjusted by selecting the appropriate switch, then either hangs ((at "Position" 4)) the whole box and on the mouse pointer can be moved on the screen, or ((for "variable" 5)) "Sticks" the lower right corner for the pointers and we can enlarge the panel or smaller.

Vertigo Titler shows us the result in real time and in full splendor and beauty, while we move the table with text or change the size.



The position and size is also displayed numerically during the changes.

Note: When reducing the size of the panel border frames the font initially, further reduction is not about the text smaller, but the board cuts him off.

For simple de fi nition of panel size, there are the three quick-switch (6) a panel with a click on the minimum size (text is framed as closely as possible), the visible size (see large picture above), or the maximum size (panel as large as the screen or the settings for the project, no visible border) set to.

(With the switch "Center" 7) the panel on the page is centered.

10.2 background

By default, the panels are transparent so the text is directly over the video image. But there is an opportunity to put his title on a visible "sign". For this, the switch is "back- ground" (8th), is activated with a check mark and the color / texture switch the color adjuster (Sec. 7.1) or the pattern adjuster (Sec. 7.2) calls and allows a color or pattern (including even "built") to load as background for this panel.

Whether one (see above left) designed as "hard board" or (top right) is comparable with a transparency, want to (see below left) something nice designed or has very unusual ideas (below right), table backgrounds can be used effectively.

(With the switch 10) you can copy a once designed background on other boards one side to "several panels" and their handling below.

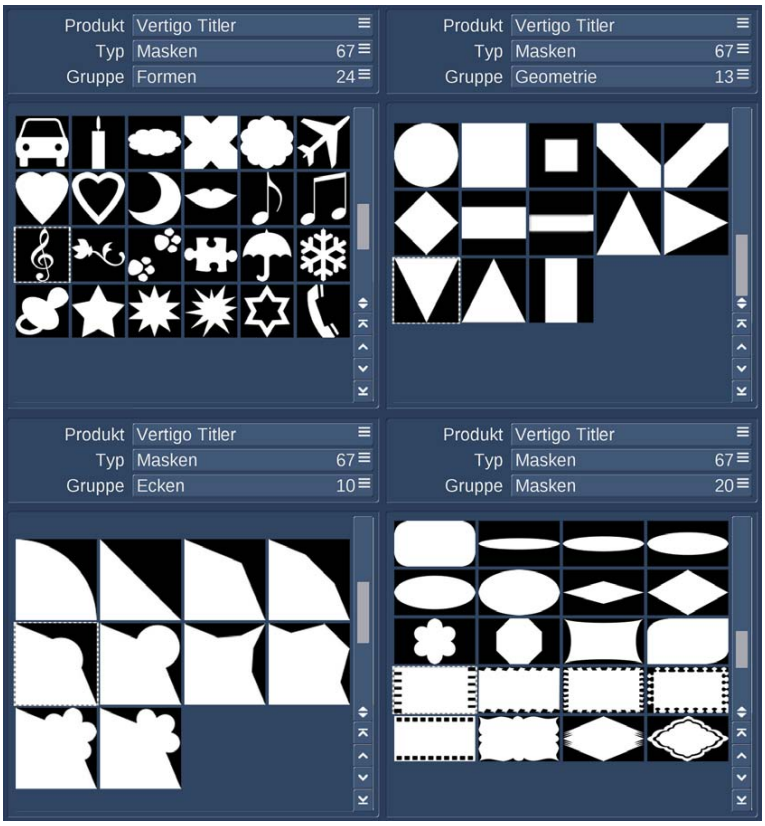
A background does not have to certainly be as shown above, be rectangular. Here is the top left shows that you can also use other forms, with the help of the "mask" (9).

10.3 mask

A chalkboard background can be designed using the "Mask" function.

After the switch Mask "(9) has been selected, we have the opportunity to make the background image or the background color of a table with any black and white or grayscale mask.

In other words: The panel need not be rectangular, but gets an arbitrary shape, which is determined by the mask. Vertigo Titler makes for a total of 67 screens that allow a wide variety in the panel background design.



Each mask can be scaled so that it "fits" as below the filmstrip.

A special feature is the "corners" masks, their scaling expresses the corner more or less, as seen below.

As written above, we can use as a mask, whatever arises as a mask in our image pool. If one does not use black-and-white mask here can create beautiful semi-transparent projection effects.

Several panels 10.4

What we have practiced up to this point, including a panel of Vertigo Titler, as usual, from Bogart 9 Titler, accomplished with several panels.

("New" 1) one produces a second addition to the always present first panel. This second panel placed to preset in "visible size" in the middle of the screen. The properties acquired by advertising the first available table, each added panel placed "above" the previous one.

After you add a text panel, the display changes (2) in "Table 2.2". After further added panel "panel 3/3" appears, etc. At the same time the arrows are active in addition to the Tableware display.

Using the right arrow, you can now forward maneuver through the panels, the left arrow returns to the previous panel on (3).

Note: You can also switch between the text panels and forth by clicking directly on the point in the preview image on which the board of fi ce. Thereafter, the board is marked with dashed lines.

If text panels are hidden by others, you can access the previous by either lower panels overhead or move, or by clicking on the keyboard and hold the TAB key (to the left of the letter q) until the type of Textta- fel emerges.

Note: Please note that the text panels are arranged according to the calculation in the order in which they were added. This means that first the first, upper panel is in our example above, in a panel-glare effect appears, then the middle, second and finally the right, third panel. The panels are then also one above the other in the order.

If you want to change the order of the panels, you can with the "location" buttons (4) accomplish.

The left button moves the selected panel all the way forward (in position 1).

The right button moves the panel all the way back.

With the single arrow keys, the panel is shifted one position forward or backward.

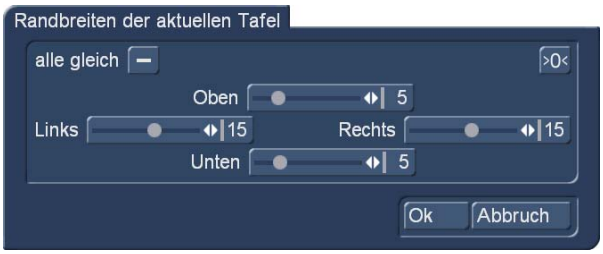
You can determine the location and size of each selected panel by scrolling with the trackball. Has reached the desired position, the upper left corner of the panel, confirm them by clicking on the left trackball button. By re-rolling with the ball, you specify the size that you confirm by subsequent click on the left trackball button.

The red highlighted panel functions are:

(5) Copy panel: The panel is active, with its entire contents, so fonts, colors, etc. Hintergrün- the copied and "turns back to" copy jumps in our example, as Table 4 at the end of the series.

(6) Table empty: The active panel is emptied, it will delete all fonts. The set back remains fundamentally exist, you can insert a new text.

(7) Clear panel: The panel is cleared, all panels standing behind the deleted table slipping one position forward.



(8th) set margin widths of the panel: Control range from 0% to 25%, de fi ned a "text-taboo area" of the table, so a text-free border. Default is 5% here. Check "all" sets all values to a uniform value, but it can also each edge individually de fi ne.

The rider 11 "pages"

After clicking on the "sides" to go to a new menu where you can create and edit pages.

A title can therefore not only contain several panels on a page, but you can also create as many pages. "Any number" is not quite right, the number depends somewhat on the storage equipment of your system. We have managed on our test computer 171 pages with different semi-transparent backgrounds, the Vertigo Titler did not like. However, as many pages should not even have been necessary for end credits like "Lord of the Rings".

Top left is displayed, how many pages are present and which side we're just loading fi nd (1). First, here you can see the label "Page 1/1". After you have "Add page" with added a page (2) see the message "Page 2/2". After further added page "Page 3/3" appears, etc.

You can use this switch to a page before the currently selected and

Insert this switch a page after the currently selected page.

(Using the arrows 3) You can maneuver through the pages now forward. The left arrow calls the previous page, the right arrow to the next.

These arrows bring us to the beginning or the end of our side "collection".

Similar to the panels we can change the order of pages with these two switches change (4) and bring the currently selected page fully forward or fully back.

These switches it is one position forward or backward.

The more pages we produced, the more difficult it is to keep track of, since we always see only one page at a time and not, as with the boards, several, or all is.

Therefore, the Vertigo Titler has (one page overview switch 5) shows us at a glance how many and which pages we have produced.

The pages are played back in sequence with side effects, blinded, pushed etc., depending on the selected effect.

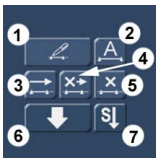
Tip: Please note that all sides have to share the selected effect at the beginning of time. When you create a title with six seconds in length and produce 6 pages in this title, your viewers are - of fades quite apart - to read every page have a second of time. This is close…

The switch "page copy" (6) produced a copy of the currently active page and presents it to the last place of the pages list. "Page empty" (7) deletes all fonts and all panels on the active side to the first panel, which remains without a script, but with any de fi ned background. By clicking on "Delete Page" (8th) deletes the currently displayed (active) side and you will see the following page on your video. If the last page deleted, you will see subsequently the previous page on the video image.

12 The rider "more"

The rider "more" is the "Organization Department" of Vertigo Titler.

12.1 Select, Copy, and Import



On the left side there are the functions "Select", "copy" and "paste" that function as follows:

Mark: Move the cursor (the write-mark) please (photo below left) before the letter or word, from which you want to begin to select text. Then press the "Mark" (switch 1). Click with the mouse behind the letter or word with your marked area is to end.

As we can see the upper right, the selected range is now provided with a label.

Alternatively, can the switch "all Mark" (2) see the entire text with a mark comparable.

These selected text or the text passage you can "copy" now (3) "cut out" (4) or "delete" (5). If you deleted the text, he is gone and no longer be used, but you wanted to yes, probably.

"Cut" in the function (4) the text is cut, sets off in a buffer memory and can "insert" with (6) are inserted again at another point, which have been previously selected with the cursor.

If you have to "copy" (3) selected, the text remains, a copy will be placed but still rule memory in the interim and is reinserted elsewhere (6) become. Those who want to apply the style of co- pierten or cut text to other pages or panels, use the "S" switch (7).

The copied or cut text passages can be inserted at any other point of the title, so on any other boards or pages. They remain in the cache until they are replaced by renewed copying or cutting, changing the project does not delete the text buffer. The style cache not "survived" the project change.

Under Bogart Casablanca 3 systems (Linux), the text buffer is cleared when Bogart ended, so the unit is shut down.

Under Bogart Casablanca 4 systems (Windows) the text buffer is retained even after termination of the loading Bogart program since Bogart uses general Windows clipboard. Here is the cached texts are therefore not deleted when the computer is down- drive.

That's a big advantage on Windows because in this way any text from other applications (a piece of e-mail text, a line from the word-processing program or a PDF document) easily in the Vertigo Titler be imported can.

is "v" key (to paste the text) ... and ready - select text, "Ctrl" - "c" key (to copy it), then switch to Vertigo Titler, put marking tion, "Ctrl" the transmission, the text appears in the Vertigo Titler. As easy as it was never to import more passages in a Casablanca-Titler.

On the right side of the "more" tab we fi nd for similar purposes the button "Import text", which allows you to import text into a table that has been created on the computer (ie
for example, an e-mail with the guy text of the customer for whom the film is made). Working one saves so and avoid typos. supports the standard text format "settle" as a .txt file.

Tip: If your word processor does not dominate this format, please save your text as a ".txt" file and load this file into the Windows "Notepad", that comes with Windows default text editor.

You can then export the text again, with the encoding "ANSI" from the editor. This text can be imported then by all in the Vertigo Titler.

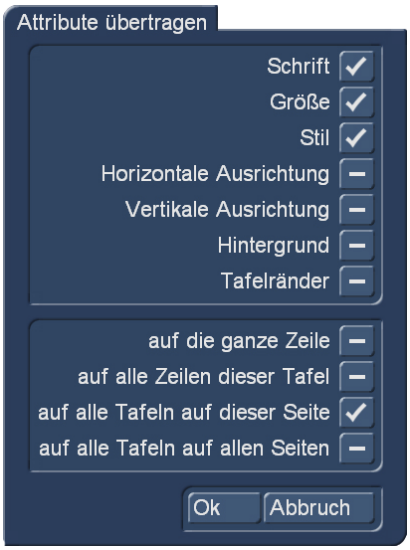
Would you like to import a PC text, please note that only the text is adopted, but not the settings (font, type, size). It will be the set in the Titler writings GroE SEN, etc. applied to the imported text.

After selecting the Import button, a Windows window will open and you can choose the text file you want to import. Worry if you möch- not import from hard disk, th before starting the import process that the appropriate media is inserted (CD / DVD) or connected (USB drive, external hard drive). After selecting the text appearing on the Quellmedi- to be displayed and you can select the text you want to import.

Note: Vertigo Titler needs, especially for longer texts, take slightly longer to accomplish the import or the text with all of you de fi ned pretty properties of display. In a very large font selected with texture-surface, edge, 3D effect and blurred shadows have to be patient until a several hundred letters long words are on the screen.

transferred 12.2 Attributes

"Transfer attributes" The switch allows you to transfer various properties of a letter.



The transfer statement refers to the letter behind the cursor, so the write pointer is located.

Depending on the selected "target", "", "to all panels on this page" or "on all panels on all sides" above can be selected to be transferred attributes on the whole line, "" to all lines of this panel.

"Font", "size" and "style" always going reasons orientations, rear and panel edges only when multiple sheets or multiple pages to be processed.

Note: The made here transfer decisions have to be undone by no "Undo" !! Who laboriously several pages has assembled, each with a number of panels with diverse backgrounds, fonts and colors that are not yet saved (more on this below) confirmed cocky and here "to all panels on all sides" with "OK" ..... the "skin" his whole shaping work with

Clicking "in the bin". The texts're all still there, but then all look very uniform from.

12.3 archive

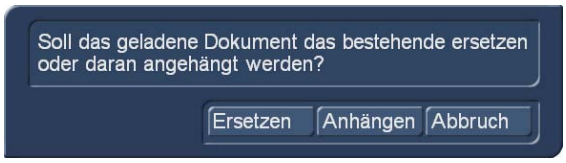
A click on the "archive" opens the "Vertigo Titler - Archive".

First of all, you can decide if you want something, "Load", "Save" or "Delete".

In the categories you can choose whether to go to the currently selected panel, the page or the entire document, so your title with all its contents. In "Table" and "page" everything is loaded or saved, of course, what is included into panel or side (with all its panels).

By clicking on "Open" to call up the list of previously saved pages, where you can load with "Load" in the Titler a blackboard, a page or document by direct selection and confirmation. A panel is added to be at the side-sensitive panels, a rear side is attached to the existing pages.

When loading a "document", ie a complete title, is asked what you want to do.



A click on "Save" displays the same list. Now you have two options:

1. You can click the input line under the list and then enter the currently active page a name and click the Keyboard box "Enter" or in the text archive field "Save". Then this panel, page or document under the name of your choice overall is stored and can be loaded later or in other projects.

2. You can choose a title from the list and click on the command line where now the name of the selected effect is. Now you can overwrite this name with a name of your choice in the Key field. The difference from the first option to overwrite itself not only the name but also the title here, so irrevocably delete. Optionally, you can also select a single title, without clicking on the entry line. If you then confirm with "Save", the selected with the previously created title is overwritten, but retains its name. With this archiving, you can back up your standard texts frequently g used independently of the project and any reuse.

If you click "Delete", go to the list of trusted panels, pages or complete title in which you now select the track to be erased and can confirm with "Delete". Clicking "Cancel" closes the window without making any settings.

get "Preview", we, as usual, a preview of our whole title with all title effects.

"Exit" ends the Vertigo Titler and leads us back to the Titler menu where we can expect our title loading.

13 provisionally ges Conclusion

As usual, even behind this guide a "provisional ges final word."

Because even the Vertigo Titler will hopefully and certainly still some way to develop, also thanks to your suggestions and requests to which we ask you and we want to encourage you.

We hope to have you with this guide the tools and the necessary explanations to the hand gege- ben to dispense with the Vertigo Titler spectacular business cards of your films ...

... and tell you how good is also now the custom to that we at DIE ses manual when changes or software progress should make it necessary "ranmachen" again.

First and foremost, but a lot of fun and joy with the Vertigo Titler!

Macro Motion GmbH
www.macrosystem.de

VertigoD - 12/2016