Quick Start

GOLD DISK
Studio M

- Using Templates
- Playing & Printing Your Project
- Adding Media to Your Project
- Modifying Your Pages
- Special Effects

Registration and Help

Registration

Thank you for buying Studio M! We would like to provide you with information about future upgrades, new products, and other exciting offers. To do this, we need to know who you are. See the registration folder included with Studio M for ways to register.

Running Studio M

When you run Studio M for the first time, a dialog box appears, displaying a license agreement. Make sure you to read this documentation. If you agree to it, click on the *Accept* button, and the dialog box will not appear again. If you do not agree, click on the *Reject* button to quit Studio M.

On-line Help and Solutions Guide

You can find more information on Studio M in several places. You can refer to the on-line help at any time while creating your projects, or refer to the Solutions Guide for information on how to perform actions like scanning a picture, retouching your pictures and printing your projects.

Downloading New Templates

You can download new templates to use in your projects, and view exciting news about new Astound products from ourCompuServe Forum or Web site! See the *Technical Support* section below for information on these sites.

Technical Support

We understand that you may want additional help in setting up and using Studio M. You get 90 days of free technical support from the first time you contact us. Here is how you can reach Astound Technical Support:

FAX: From the US and Canada: 905 602-0393

MAIL: **From US/Canada:**

Astound
P.O. Box 789
Streetsville, ON
Canada
L5M 2C2

CALL: US and Canada: 905 602-9393

ONLINE: CompuServe: type GO ASTOU ND
World Wide Web: www.astoundinc.com

You can save time if you have your computer, with Studio M running, near the phone when you call. Relevant files should be loaded if possible. Information such as your computer's model number, memory size, peripherals, and output devices can speed up problem solving. Also, try to recreate the problem you are experiencing so we can help you the best we can.

Studio M's Opening Screen

From Studio M's opening screen, you have several choices. You can create your project with or without one of Studio M's ready-to-use templates, or you can open a project you have already created in Studio M. We've included many templates with Studio M that you can use for almost any occasion, and we've divided them into categories so you can easily find the one you want. Template categories include greetings, holidays, announcements, certificates and more. Just click on the *Create from a template* button and you're ready to create a cool and exciting project! If you want to create your own project from scratch, click on the *Create with no template* button.

Click here to create a project with one of Studio M's templates. From the *Select Template* dialog box, choose a template to work with.

Click here to create a project from scratch. Studio M's main screen appears. Let your creative juices flow!

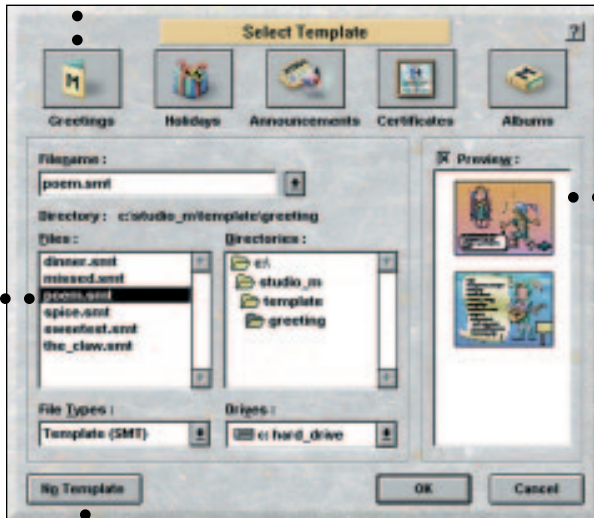Click here to open a previously created project from the *Open Project* dialog box.

Click here to exit Studio M.

1. Choose Your Template

A template is a set of similarly designed pages, full of color, animation and pictures. Each template has a set of placeholders where you can insert your own pictures and text. Studio M's professionally designed templates are really easy to use – all you have to do is double click on a placeholder and put in whatever you like!

There are many ready-to-use templates that come with Studio M. To open a template, simply choose *New...* from the *File* menu and pick a template from the *Select Template* dialog box. You can also display this dialog box by clicking on the *Create from a Template* button in Studio M's opening screen. Template styles range from serious to humorous, so you can find a template that suits almost any occasion. To find out more about templates, see the on-line help.

Click on one of these buttons to quickly select a template category.

If you want, you can take a look at the template here before you open it, to make sure it is the one you want to use.

Select the template you want from this list and click on the *OK* button. Your template is loaded into Studio M's main screen.

If you don't want to use a template, click here. A blank Studio M page appears.

2. Fill in Your Template

Filling in a template is as easy as 1-2-3! Below is a master page belonging to a template. Each master page contains placeholders for you to fill. Double click on the placeholder you want to fill and, depending on the type of placeholder you choose, type some text or pick an object you want to put in the placeholder. Each template includes balloon help with suggestions to help you customize the template.

Each master page has its own special effects built in. If you want to change any of them, simply select the object you want to change and click on the *Modify Object* button in the tool palette. For example, you can select the text below and add a transition to it so it drops down as the page plays.

Double click here to add your own picture to the template. The *Select Picture* dialog box appears.

Double click here to add your own poem and name to the template. The *Text Toolbar* appears, allowing you to modify the text's font, color, size and more. Once you've entered the text you want, click outside of the selected area.
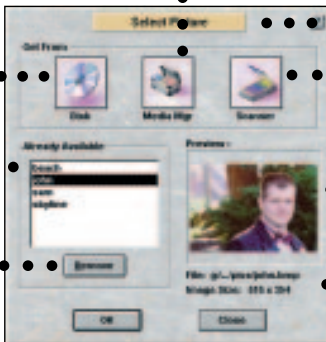
Click here to add your own text to the exit sign. You can add special effects to it if you like.

Click here to select a picture you have cataloged in a Media Manager library.

Click here to select a picture from your hard drive or a CD-ROM.

Click here to scan a picture into Studio M.

This box lists all the pictures currently loaded for your project. Click on the one you want to use on your page.

This box displays a preview of the selected picture.

Click on this button to remove any currently loaded pictures from your project.

Here you can see the location and filename of the picture, and how large it is.

3. Saving, Printing and Playing Your Project

Saving

Before you print or play your project, you should always save it.
- If you want to work on it later, choose *Save* from the *File* menu.
- When you have finished your project and you're ready to sent it to your friends and family on floppy disk or by e-mail, choose *Save As Self-Running* from the *File* menu. This creates a self-running file that's executable from any computer running *Windows*.

Printing

Studio M gives you three choices when printing:
- You can print your project on individual pages for a photo album look.
- You can print it as a greeting card.
- You can print your project to a file and take it to a copy center or service bureau for high quality color printouts.

Playing

You can play your project on your monitor in 3 ways: from within Studio M, using the *Player* included with Studio M, or you can create a self-running project that can be played on any *Windows* computer.

If you save your project as self-running, Studio M will ask if you want to *optimize* it. This means that Studio M will analyze your project and make suggestions for the best playback possible. You should save your project as self-running when you are ready to e-mail your project to someone or send it to them on floppy disk. All you have to do is choose *Save As Self-Running* from the *File* menu. You will not be able to open it again for editing because it is saved as an executable file. To find out more about playing your project in Studio M, see the on-line help.

Click here to view the names of all pages in your project. Select the page you want to view.

Click here to play your current page.

Click here to play all the pages in your project.

Click here to see your previous page.

Click here to see your next page.

Adding Text, Graphics and Sounds to Your Project

The tool palette is the heart of Studio M. From here, you can add all kinds of objects like text, pictures, sounds, shapes, movies and actors to your projects. All you have to do is click on the appropriate buttons. For example, if you want to include a picture of your friends in one of your project pages, you can preview all of the pictures you have of them and choose the one that you want. After you click on each tool, its corresponding dialog box appears where you can select the files you want to add to your pages. To find out more about the tool palette, see the on-line help.

Click here to display Media Manager, which keeps your objects organized into libraries and categories that you can drag into your projects.

Click here to add a picture to your project. You can add a picture from a CD, floppy disk, or an on-line service like CompuServe.You can even scan in a picture if you want. You can use photos, graphics or clipart in many popular file formats.

Click here to type some text on your page. For example, you can write a poem, dedicate your project to a friend or give your page a title.

Click here to add a sound to your project. You can select a MIDI or WAVE sound from disk or your hard drive, or you can record your own sounds with a microphone.

Click here to pick an animation or video file to use in your project.

Click here to pick an actor to use in your project. An actor is made up of a series of drawings that animate when they are played back together.
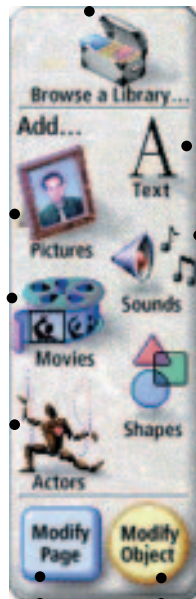
Click here to pick a shape to draw on your page. You can use cool shapes like sign posts, speech balloons and paper scrolls. Basic shapes include squares, circles, arrows and ovals.

Click here to add a different look to your page with special effects like transitions and backgrounds.

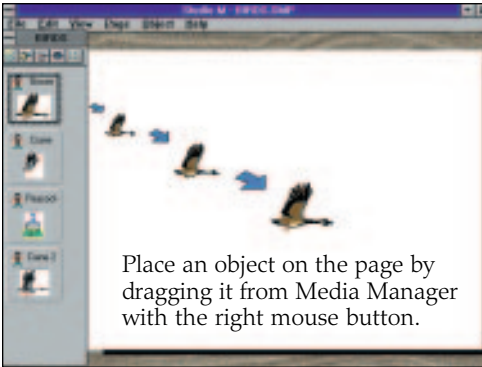Click here to add transitions, animation, interaction or color to the selected object.

Using Media Manager

Do you find it difficult to keep track of all the graphics and sounds on your hard drive and CD-ROMs? If so, you can use Media Manager. Media Manager is like your personal filing cabinet. It's designed to let you quickly and easily organize your graphics and sounds.

It's really convenient to use the Media Manager to select graphics and sounds from the CD. They're already organized into a library and cataloged so you can easily find the files you want. You can also catalog your own files.

Place an object on the page by dragging it from Media Manager with the right mouse button.

When you open Media Manager in Studio M, it's displayed on top of the tool palette. When you need to add an object to your project, drag the graphic or sound file with the right mouse button from Media Manager onto the current page.

For more information on Media Manager, refer to the on-line help.

Adding a Matte to a Picture

Picture matting is like picture framing. When you add a matte to a picture, you frame a portion of the picture. Any areas of the picture outside of the matte are hidden. You can choose from a variety of shapes for the matte such as a rectangle, rounded rectangle, oval, star or heart.

Adding a matte to the picture before you add it to a placeholder ensures that it will fit properly inside the placeholder. An example of this can be seen in the *Fill in Your Template* section where a photo of a person's head replaces the placeholder art.

1. Select the picture on your page that you want to matte.

2. Drag the small black handles around the picture until the portion you want displayed is the right size.

3. Choose *Matte Picture* from the *Object* menu and then a matte shape from the submenu.

   The selected matte appears on your picture. The picture below shows a photo with an oval matte applied to it.

4. Click inside the matte shape and drag it over the part of the picture you want to frame.

5. Drag any of these handles to resize the matte around the part of the picture you want to frame. Here we have chosen to keep only the person's head.

6. Click outside the picture to set the matte.

If you don't like how your matted picture looks, you can edit the matte. Choose *Matte Picture* from the *Object* menu and then choose *Edit Matte*. This displays the whole picture and matte again. You can then resize or move the matte.

Adding Transitions

Do you need to add more excitement to your projects? Consider adding transitions to your objects. A transition can make an object appear and disappear in an interesting way. For example, you can choose a transition that makes a picture fade onto the page and then dissolve off in a flurry of random pixels. Studio M comes with a large variety of transitions to choose from. You can also add transitions to objects that are not part of a template background, and modify an object's pre-existing transitions.

To add a transition to an object, choose *Advanced Menus* from the *View* menu. Select some text, a picture, a shape, a movie or an actor. Then, choose *Transition...* from the *Object* menu to display the dialog box below.

When you add a transition to an object, you can alter its timeline to specify when the object appears and disappears, and how long it takes for each to occur. For more information on timelines, see *Adjusting Timelines*.

Add a transition as the object appears on your page by enabling this option.

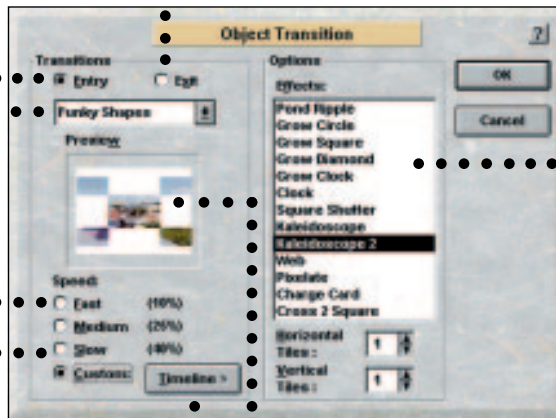Add a transition as the object disappears from your page by enabling this option.

Select the transition you want from here.

Specify the options for the transition in this box. The type of options displayed depend on the transition you choose.

Specify whether the object appears and disappears quickly, slowly or in between by enabling one of these pre-set options. These options are measured as a percentage of the page's duration.

If you don't want to use one of the pre-set options, you can specify when the object appears and disappears by enabling the *Custom* option, and then clicking here to display the timeline. For more information on timelines, see *Adjusting Timelines*.

Preview your selected transition here.

Adding Path Animation

Do you want to make your project more memorable? Making your objects move around the page is a sure way to keep your friends and family talking about it for hours! When you create a path, you are creating a route for an object to follow as it moves on or off a page. You can make objects move in any direction. For example, for the playback of your friend's engagement announcement, you can add a path to her photo so it slides across the screen into the arms of her fiancé! You can also add paths to objects that are not part of a template background, and modify an object's pre-existing path.
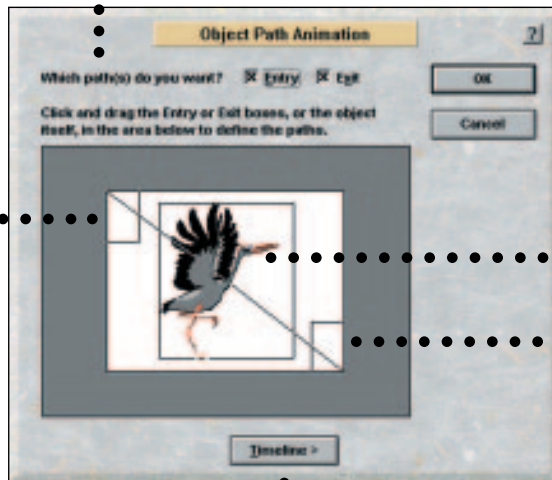
To add a path to an object, choose *Advanced Menus* from the *View* menu. Select some text, a picture, a shape, a movie or an actor. Then, choose *Path Animation...* from the *Object* menu to display the dialog box below.

When you create a path, Studio M automatically adds a timeline. You can alter this timeline to specify when the object appears and disappears, and how long it takes for each to occur. For more information on timelines, see *Adjusting Timelines*.

You can add a path for your object to follow as it enters or exits the page by enabling one of these options. The entry and exit routes are displayed in the preview box.

Drag the object to where you want it to stand still on the page. The paths you have defined follow the object.

Object Path Animation

Which path(s) do you want? ☒ Entry ☒ Exit

Click and drag the Entry or Exit boxes, or the object itself, in the area below to define the paths.

OK

Cancel

Timeline >

Drag the entry box to where you want your object to enter the page. Here we have dragged it to the top-left corner.

Drag the exit box to where you want your object to exit the page. Here we have dragged it to the bottom-right corner.

Click here to display the timeline for the path. You can alter the timeline to specify how long it takes the object to enter the page, stay still on the page and exit the page. You can also specify when the object enters and begins to exit. For more information, see *Adjusting Timelines*.

Adding Interactivity

Adding interactivity to your projects is a great way to get your audience more involved. You can add interactivity to any object and make it display another object on the page, play a sound or go to another page. You can also have your project pause or stop altogether. For example, let's say one of your pages contains a picture of a birthday cake and a photo of your best friend Amy blowing out candles at her 21st birthday party. You can add interactivity to the cake so when your audience clicks on it, the photo of Amy suddenly appears! You can also add interactivity to objects that are not part of a template background, or modify an object's pre-existing interactivity.

Interactivity is useful for navigating through projects with many pages. For example, to keep in touch with an old friend you haven't seen in years, you could send him a greeting that begins with a menu listing all the special times you've shared together. When your friend clicks on a menu item, he goes to a page that shows a photo of the occasion you shared.

To add interactivity to an object, choose *Advanced Menus* from the *View* menu. Select some text, a picture, a shape, a movie or an actor. Then, choose *Interaction…* from the *Object* menu.

When the user clicks on the object:

A sound will play if you enable this option. Select the sound you want from the drop-down list, or load a new sound by clicking on the *Get New Sound…* button.
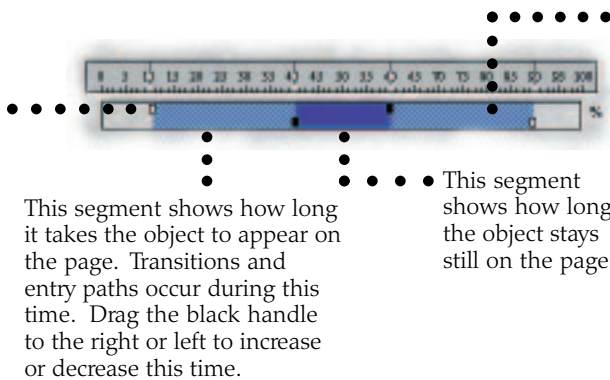

Another object will appear if you enable this option. Select the object you want from the drop-down lists. You can hide the selected object until you click on your object by enabling the *Hide Object Until Trigger* option.

The next page of your project will appear if you enable this option. Choose the page you want your project to jump to from the drop-down list.

Adjusting Timelines

When you add a transition or path to an object, Studio M automatically attaches a timeline to the object. A timeline is the length of time the object is visible on the page. It is divided into three segments: the time it takes for the object to appear, stay in place and disappear. You can adjust each of these segments. For example, you can have a picture of Aunt Angela zoom onto the page in 3 seconds, stay in place for 10 seconds, then dissolve out of the page in 5 seconds. These times are displayed as a percentage of the page's duration.

Drag the white handle on either end of the timeline to where the object will appear and/or disappear. For example, you can have an object appear 2 seconds into the page, and then disappear 5 seconds before the page ends.

This segment shows how long it takes the object to appear on the page. Transitions and entry paths occur during this time. Drag the black handle to the right or left to increase or decrease this time.

This segment shows how long the object stays still on the page.

This segment shows how long it takes the object to disappear from the page. Transitions and exit paths occur during this time. Drag the black handle to the left or right to increase or decrease this time.

If the object's timeline is shorter than the page's duration, you can shift the timeline. This keeps the same segments, but the object appears at a different time during the page playback. To do this, position the cursor over the center of the solid blue segment and drag the timeline.

Modifying Your Pages

From the *Modify Page* dialog box you can quickly and easily customize the look and display of your current page. To display this dialog box, click on the *Modify Page* button in the tool palette.

Click here to specify how long you want each page displayed on the screen.

Click here to add a solid color, picture, pattern or gradient background to your current page. You can also remove an existing background.

Click here to add more pages to your project. If you're using a template, you can select master pages or blank pages.

Click here to have your page appear on the screen in an interesting way. For more information on transitions, see *Adding Transitions*.

Modify Page

Add   Duration   Background   Transition

Close