REF

# Titler and Text

## REFERENCE

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# Titler

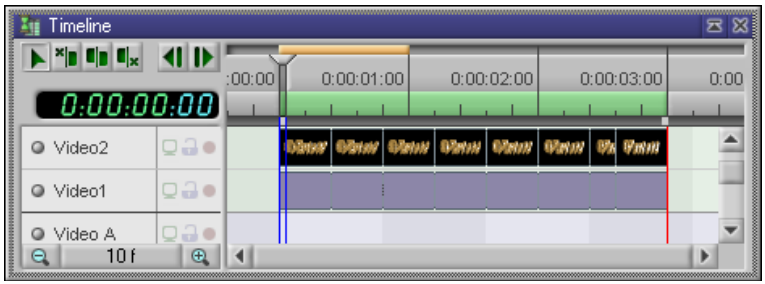
An out of the ordinary and gripping start to a video is what attracts the attention of the viewer. MoviePack enables you to effortlessly create amazing moving effects and to accentuate them with accompanying background music.
However this on its own is not enough - a title is needed at the start of a video. Additional information such as the origin of the video and its participants is provided for the viewer in the text.

MoviePack provides you with numerous ways in which to design your titles and text.

# Inserting a Title

In the **Browser** under **All Objects** you will find the thumbnail for the **Titler**.

A compositing track in the **Timeline** is opened when you call up the **Titler**.

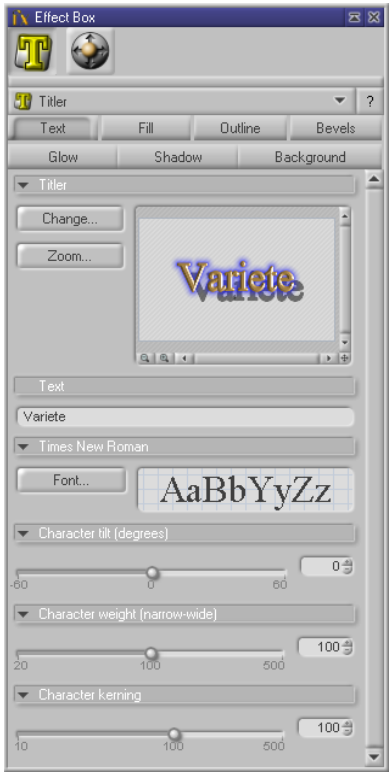


The **Titler** can be inserted above an image or a clip which functions as a background. Both tracks together produce this image in the **Canvas**. This is the default setting for the **Titler** which has numerous manipulation possibilities.

The same functions that are available for every other visual object are also available for the **Titler**. The text of the title behaves as if on a layer of foil, it is transparent or colored, expedient and can be moved, rotated and effects can be applied to it.

## Text Design

The **Effect Box** gives you an overview of all the text designs available.

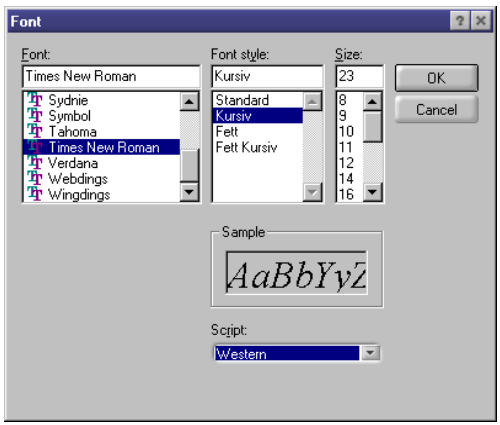



Tab **Text**.

The text and the font can be changed.

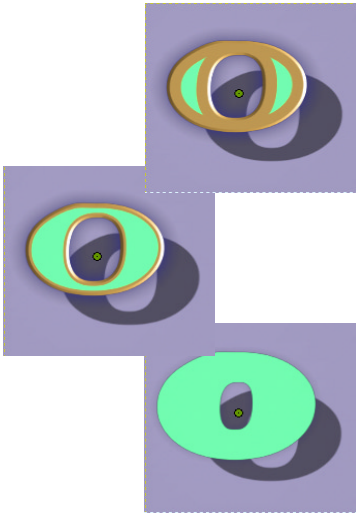
Here the character tilt, weight and kerning has been adjusted.

You can vary your texts and titles greatly thanks to the large selection of fonts.



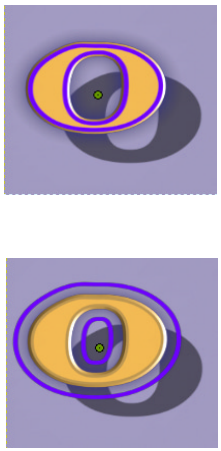
Here the color and the size of the letters is determined.

**Fill**



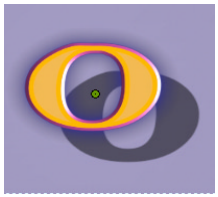
The color, width and size of the outline can be adjusted. A high size value means that the border will lie outside the letter.

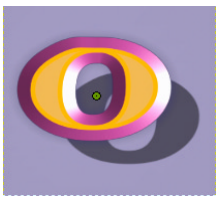
**Outline**



## Bevels

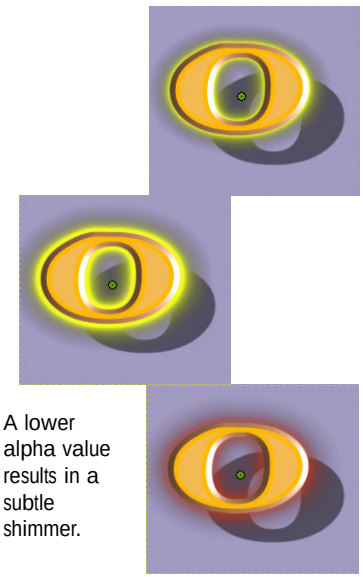
The tab **Bevels** determines how illustrious the letters will appear and the color that will be applied to the borders.





## Glow

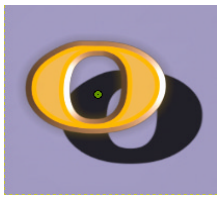
An additional color can be applied to the outlines of the letters so that they appear as if they are shimmering. If this effect is strengthened the letters appear as if a light is shining behind (or under) them.

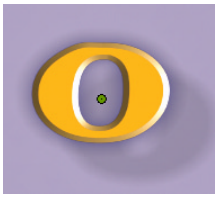


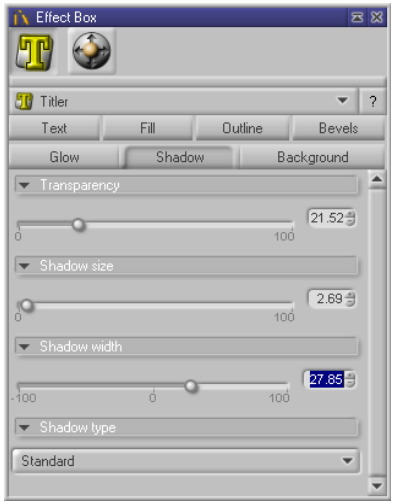
A lower alpha value results in a subtle shimmer.

The intensity and width of the shadow can also be altered.

## Shadow

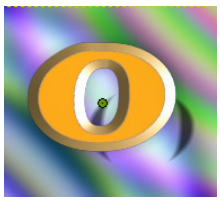







A background is added to the **Titler** which can either be colored or transparent.

## Background



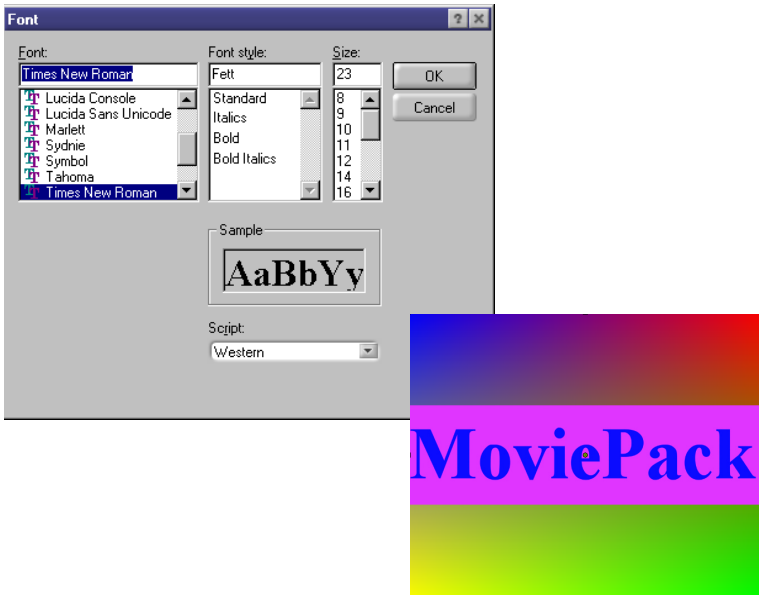
In the **Background** tab click **Off** to obtain a transparent background.

## Text String

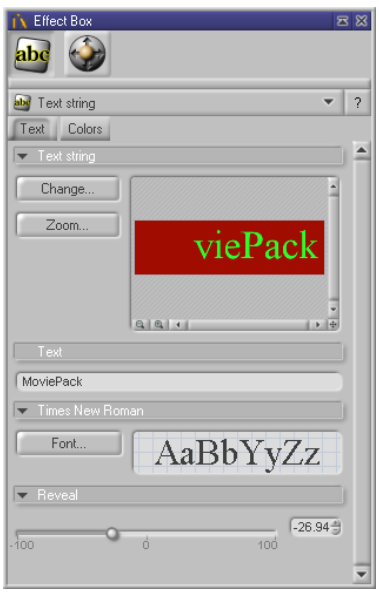
Designing the text is more straightforward than the design of the **Titler**. Like the **Titler**, the text is an independent object and can therefore be moved and effects can be applied to it.

The text remains visible throughout the entire animation.

There is a multitude of fonts and colors to choose from and you can also determine whether the text should be in bold and / or italics.




The color of the text and the background as well as whether the background should be visible or totally transparent can be determined.



The slider **Reveal** which ranges from -100 to +100 allows you to conceal parts of the text on the left- or right-hand side.

# On a Roll

Moving text is what is needed to perfect the opening credits. In particular the combination of several texts such as a stationary one on the left and a moving text on the right can create a very professional look.

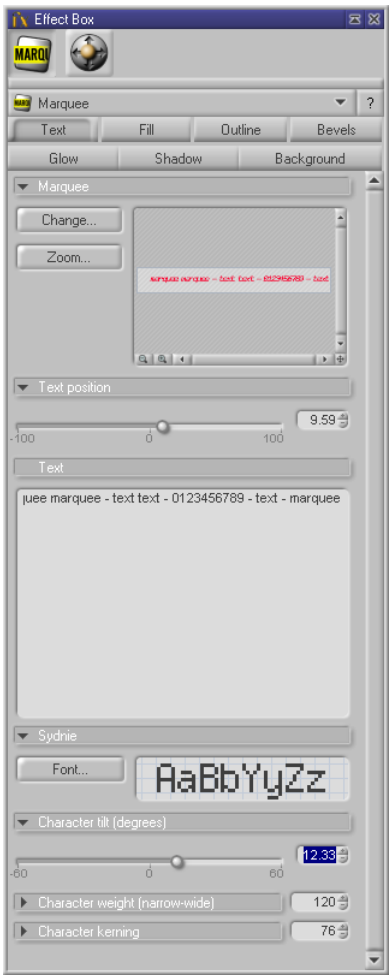
A text running from right to left across the bottom of the screen can be used when, for example, an interview in a foreign language is being played in the audio track.

# Marquee

The object **Marquee** in the **Browser** allows you to make your text run from right to left or vice versa. The object can also be moved or rotated in order to make it run in a slanted direction.

Like the **Titler** both the moving and rolling texts also appear relief-like. Even the default settings are extensive.

## Adjusting the Text




**Text Position** determines the direction in which the text will run. At 0 the text remains in the middle of the screen. With positive values it moves to the left, negative values to the right.

There is no limit to the length of your text. To make the text run across the entire screen you have to place the **Text Position** value at +100 at the beginning of the animation and -100 at the end.

The speed with which your text runs depends on the amount of text or whether it has been lengthened or shortened.

In the **Text** field you can insert your text. Even if you have written your text in lines under each other with returns in between, it always appears as one line on the screen.
Having completed your text click the text bar above.

Having read the previous pages on the **Titler** you should already know the next steps.

Choose from an abundance of fonts, determine the width of the letters and the character tilt and kerning.

### Default Setting

In the default setting the text is in gold surrounded by a blue glow.

### Fill

The **Fill** tab concerns the surface of the letters.

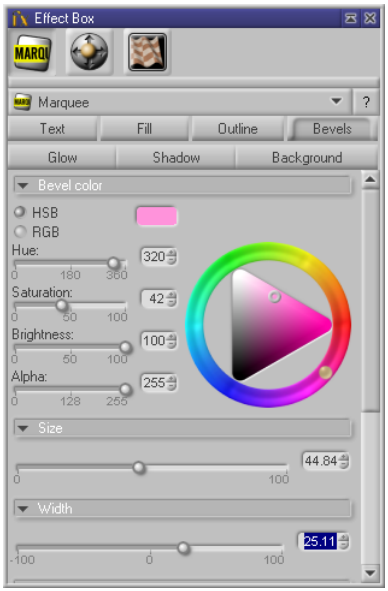
The surface of the letters has been colored purple, the **Fill Size** remains at 0. The greater the value, the more blurred the outlines become.

### Outline

The **Outline** lies on the edge between the bevel and the surface.

The **Bevels** can be colored and their **Size** and **Width** can also be altered. The higher the value the more illustrious the text appears.

## Bevels

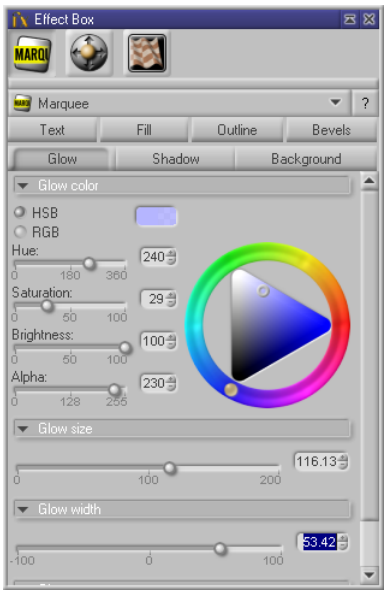



**Glow** applies a shimmer in a chosen color to the text.

## Glow

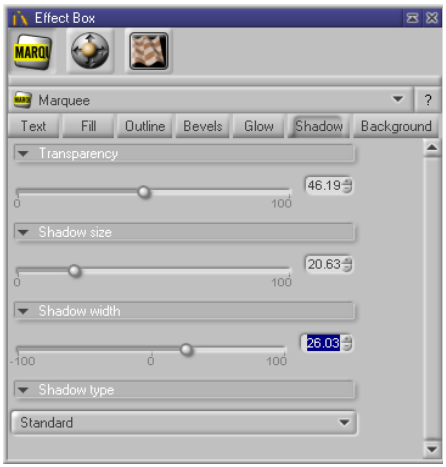
These parameters can also be altered in **Size** and **Width** to the point where they merge into one another.

The hue, saturation and brightness of the color is adjusted using the color wheel and the chromaticity diagram or by entering numerical values. Alpha determines the transparency.



## Shadow

The parameter **Transparency** in the **Shadow** tab adjusts the effect of the shadow from completely black to non-existant.




Again the **Size** and **Width** can be altered to the point where they run into one another.
A **Width** value of under -30 causes the shadow to disappear.

**Shadow Type** allows you to choose between Standard and Linear which results in a slight difference in size.

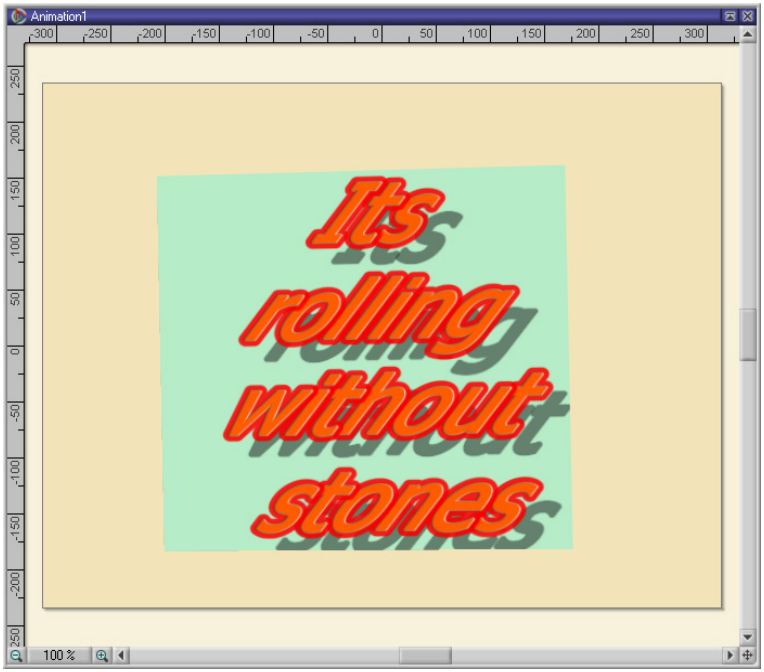
## Background

The background color of all texts and titles can be adjusted. Alpha determines the transparency of the background.

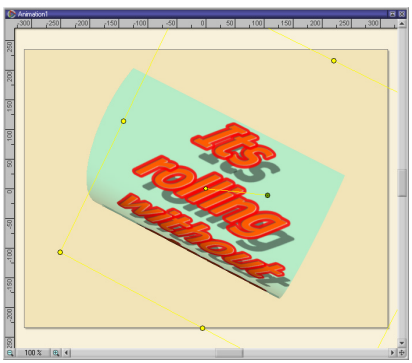
The **Marquee** behaves like any other object on the **Canvas** i.e. it can be moved and effects can be applied to it.

# Roll

The object **Roll** can be found in the **Browser** under **All Objects**. The text is arranged in a field which runs from top to bottom and vice versa.




The text field(s) can be arranged in a desired size and position in the **Canvas** window. As with the **Marquee** the tab **Text Position** in **Roll** also determines the direction.



Combined with the **Cylinder** effect the text rolls over the screen as if on a rolling pin.

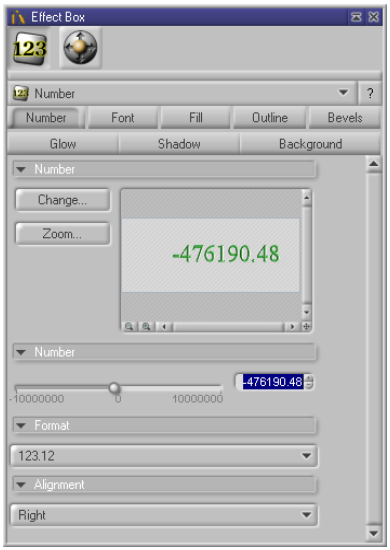
All settings for the text correspond to those of **Marquee**.

The parameter **Interval** determines the spacing between the lines.

# Number

**Number** allows you to effortlessly create sequences of numbers whose values can be increased and decreased.

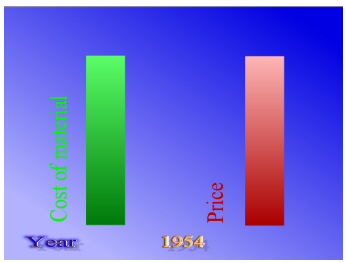
The parameters corrrespond to those of the **Titler**, **Marquee** and **Roll**.

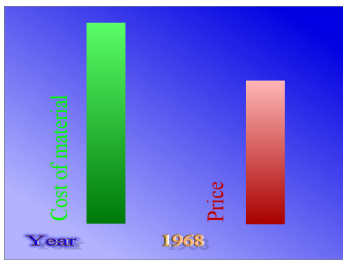


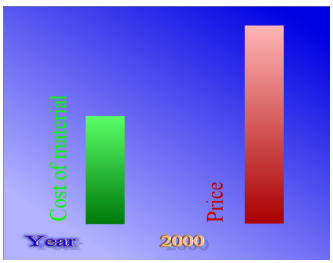

Values are set using the parameter **Number** which has a range of 10,000,000 to -10,000,000, different formats can be determined in the pull-down menu under **Format**.

A scene can be made more exciting by having a clock appear on the screen, counting down to indicate the start of a race. Statistics can be brought to life - the possibilities are endless.

An example of what can be achieved using **Number**.

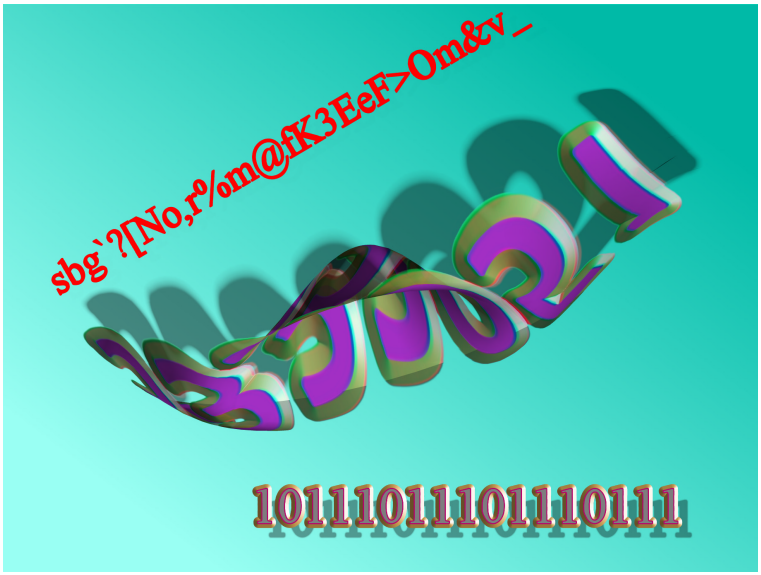



In the animation the years go up uniformly from 1954 to 2000, while the bars increase and decrease in size.

# Random String




This object helps to create more interesting backgrounds. Maybe you need constantly changing digital numbers in the background for a report for CeBit or a background with bubbles containing gobbledygook to indicate that communication is not possible etc.

The character designs from the **Titler** and the **Marquee** can also be used on this object.

In the course of the animation a new moving number and a new string is chosen for each new frame.

This feature can be used to create a brilliant secret code.

Alternatively, without having to spend money you can try your luck with the lottery.

Some parameters have been especially developed for **Random String**.

**Randomization Pattern** contains the moving numbers for **Random String**. It ranges from 0 to 65535.

With **Number of characters in the line** you can choose the number of characters between 1 and 50.

The **Alignment** is either left, center or right.

Under **Format** you can determine which type of characters you want to use:

- All characters
- Letters and Digits only
- Letters only
- Capital letters only
- Small letters only
- Digits only
- Special symbols only
- Binary number.