

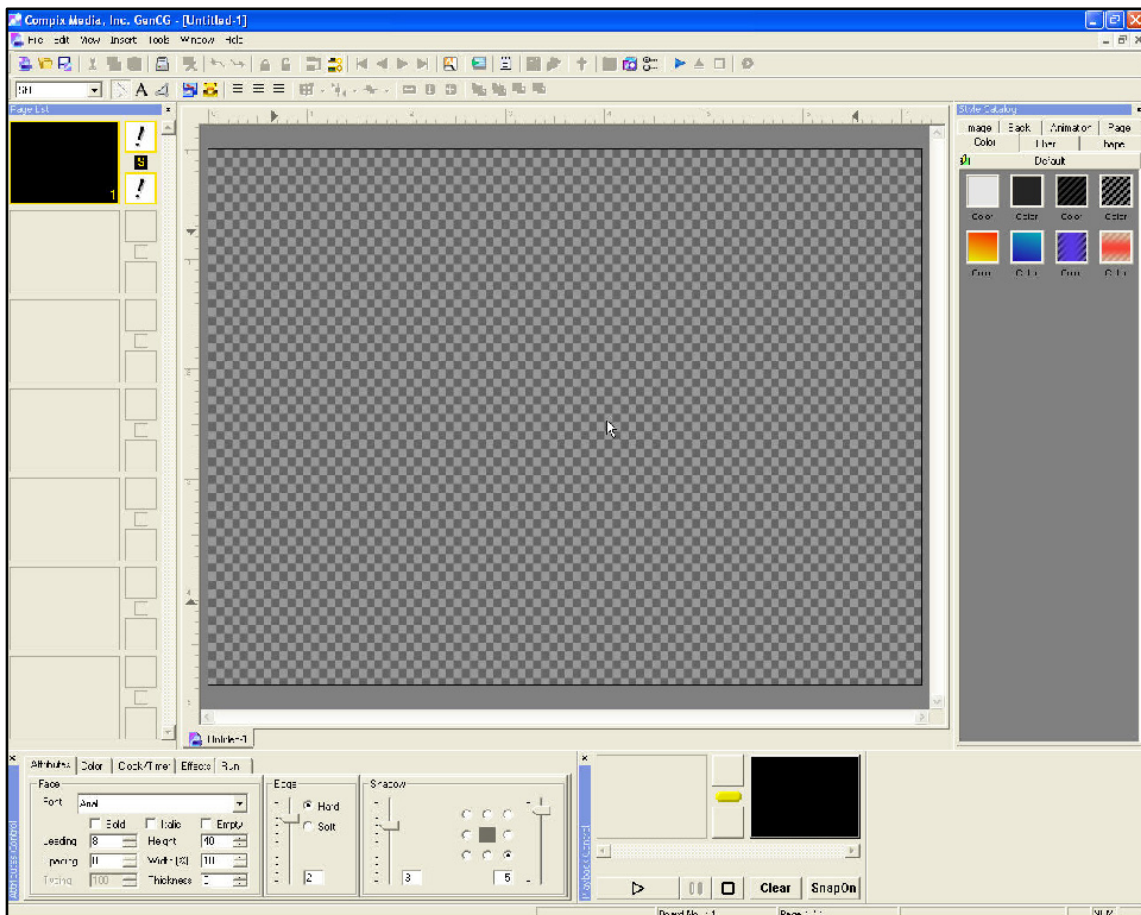
Create & Play Lower Thirds

Building Lower Thirds

In this session, we will discuss how to,

- ▶ Create Shapes and Text
- ▶ Add Attributes to Shapes and Text
- ▶ Group & Ungroup Objects
- ▶ Lock & Unlock Objects
- ▶ Create & Insert Templates
- ▶ Duplicating Pages in Page List
- ▶ Adding Transition Effects
- ▶ Manually Playing Document with Keyboard
- ▶ Saving as Text

1. Lets start by opening GenCG from your desktop. GenCG will open a new document as default.

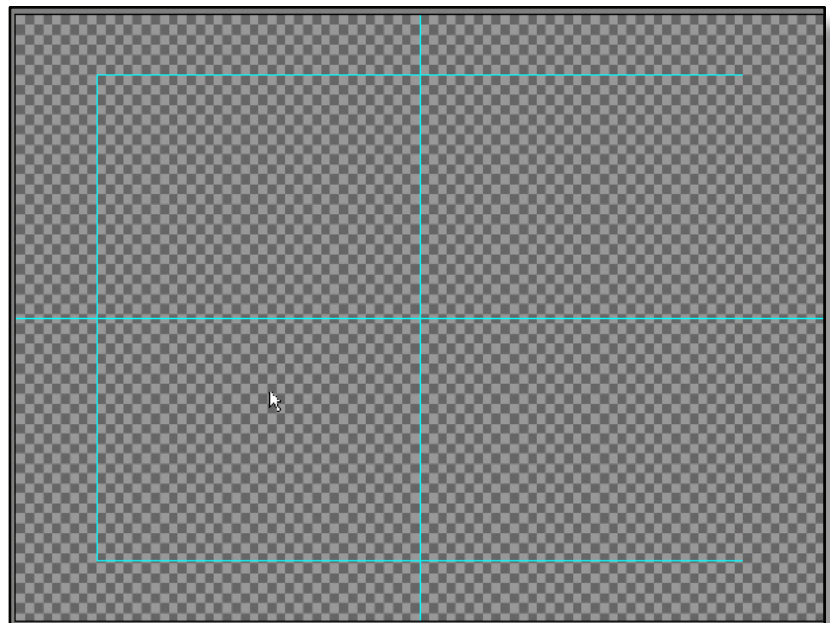
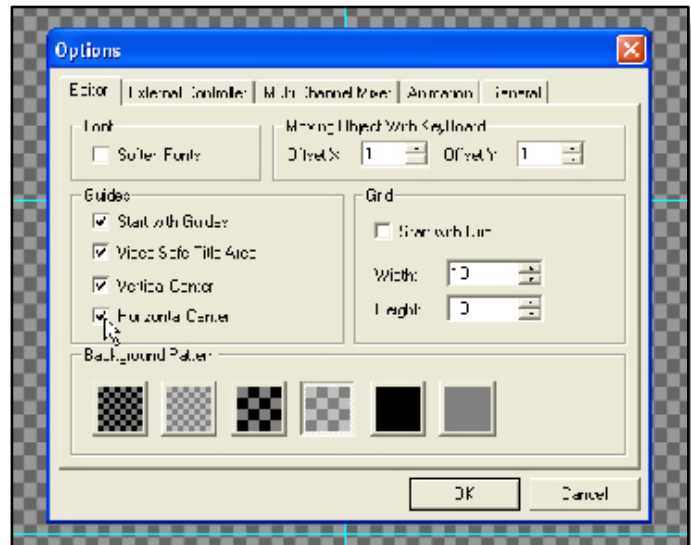


2. Now lets open the options menu by going to *tools* at the top, then *options*.

3. Select the following in the Editor tab:

- ▶ Start with Guides
- ▶ Video Safe Title Area
- ▶ Vertical Center
- ▶ Horizontal Center

Press OK. Now you should see the following video safe guides below.

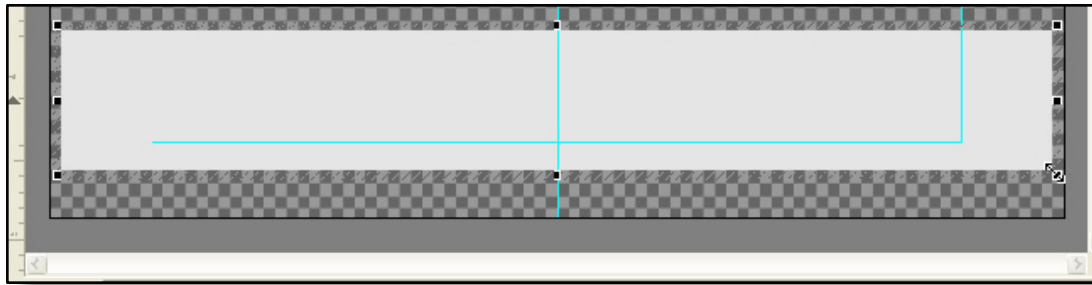


*Note: This is necessary because you can now determine two crucial things. One is you are able create graphics that are definitely within your Video Area; two is you now have a perspective on where the your lower third needs to go within your Video Safe Area.

4. Now lets go ahead and select the Shape icon from the Toolbar.

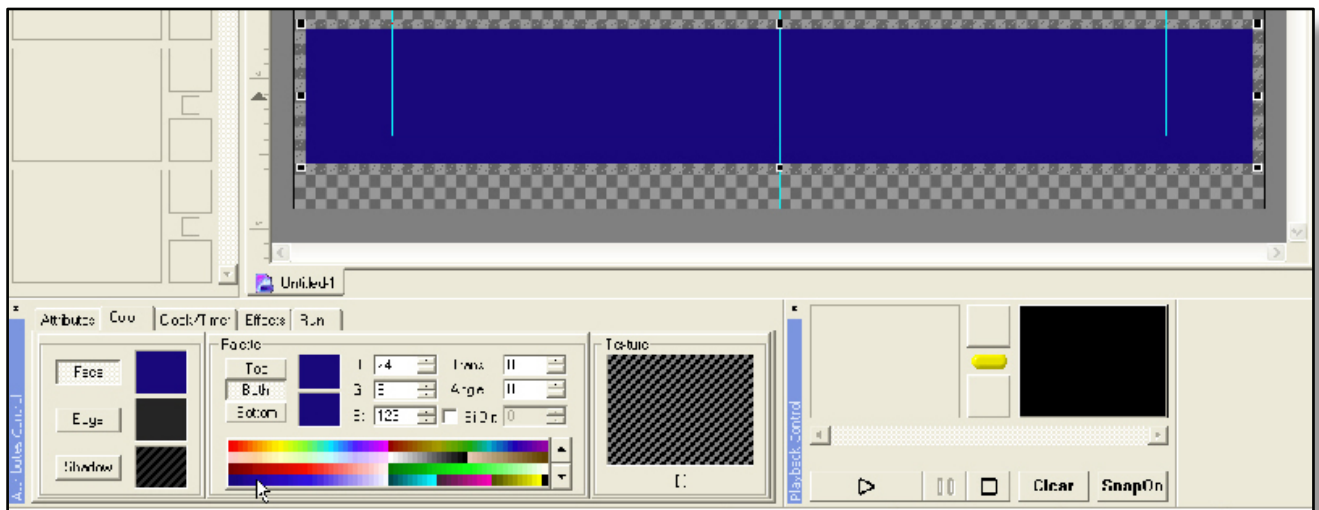


5. Create a rectangle by click and holding on the *create & edit screen*, and dragging your mouse cursor.



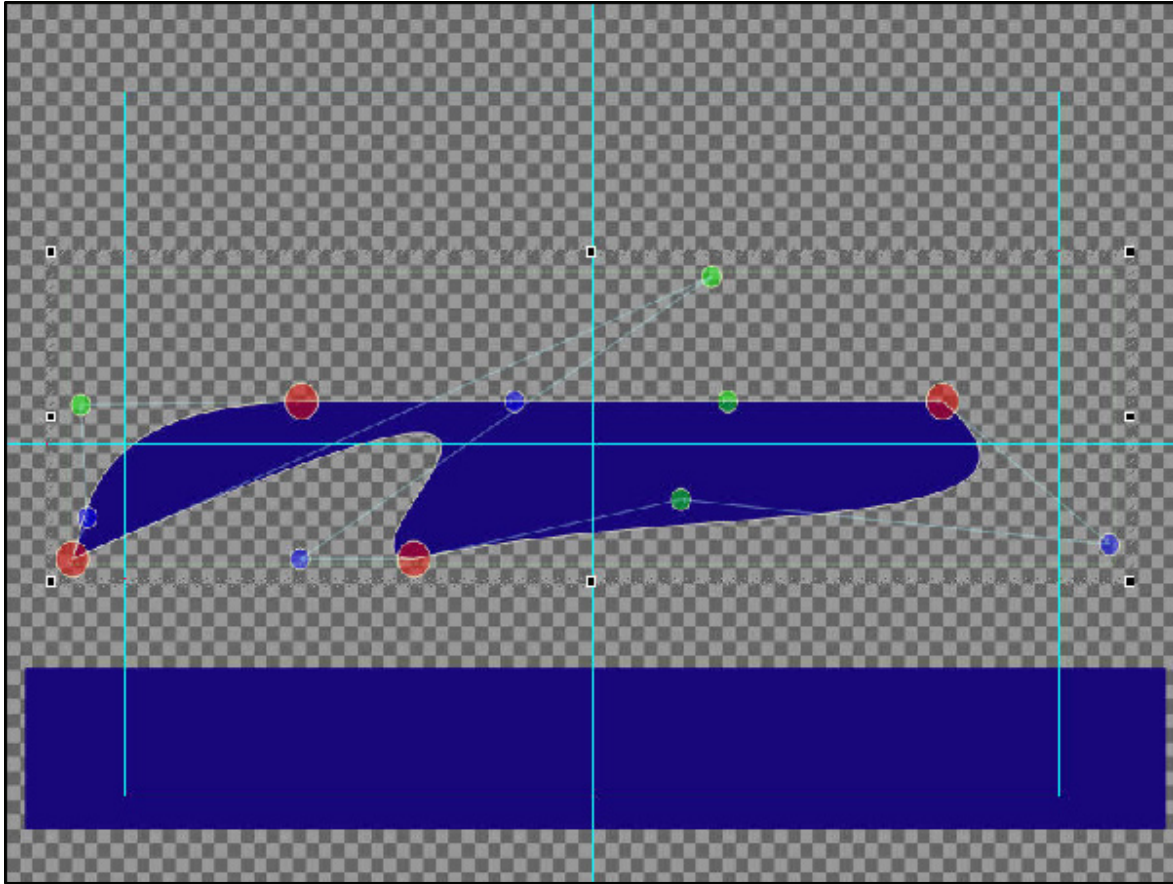
* Note: Notice the white rectangle is slightly off white. This is because a completely white object might be too hot for a professional output. If you would like the shape white, please highlight the object, click on the *color tab* and move R to 255, G to 255, and B to 255.

6. Click on the *color tab*, located to the right of the *attributes tab*, and select a color from the color bar as below. I used (R=24, G=7, B=123)



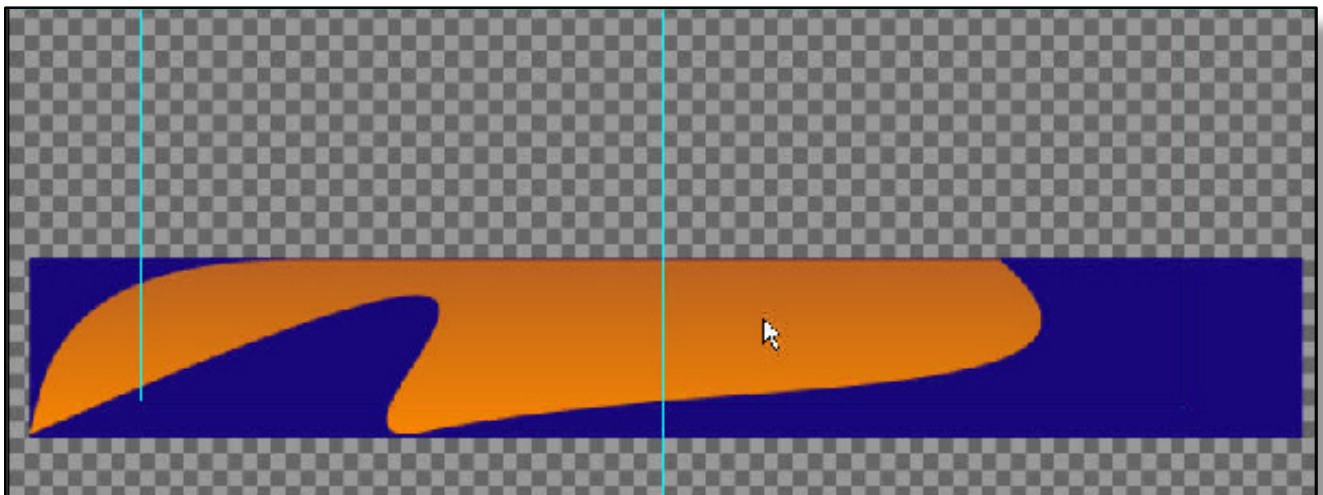
7. Now that you have created your first layer, click on an empty area of the *create & edit screen* to de-select the new rectangle. Now click on the *attributes tab* and select *custom* under *shape type*.

8. Create a new custom shape in the *create & edit screen*. Try to match what I have created below.



* Note: To create an additional red nod, simply right click a green or blue nod and select *add a frame point*.

9. Go ahead and give the new shape its own color as below. (R=255, G=132, B=0)
10. Next, click on the *top* button above *both* in the *palette section*. Set the *trans* (transparency) to 50 and place the custom object over the rectangle.



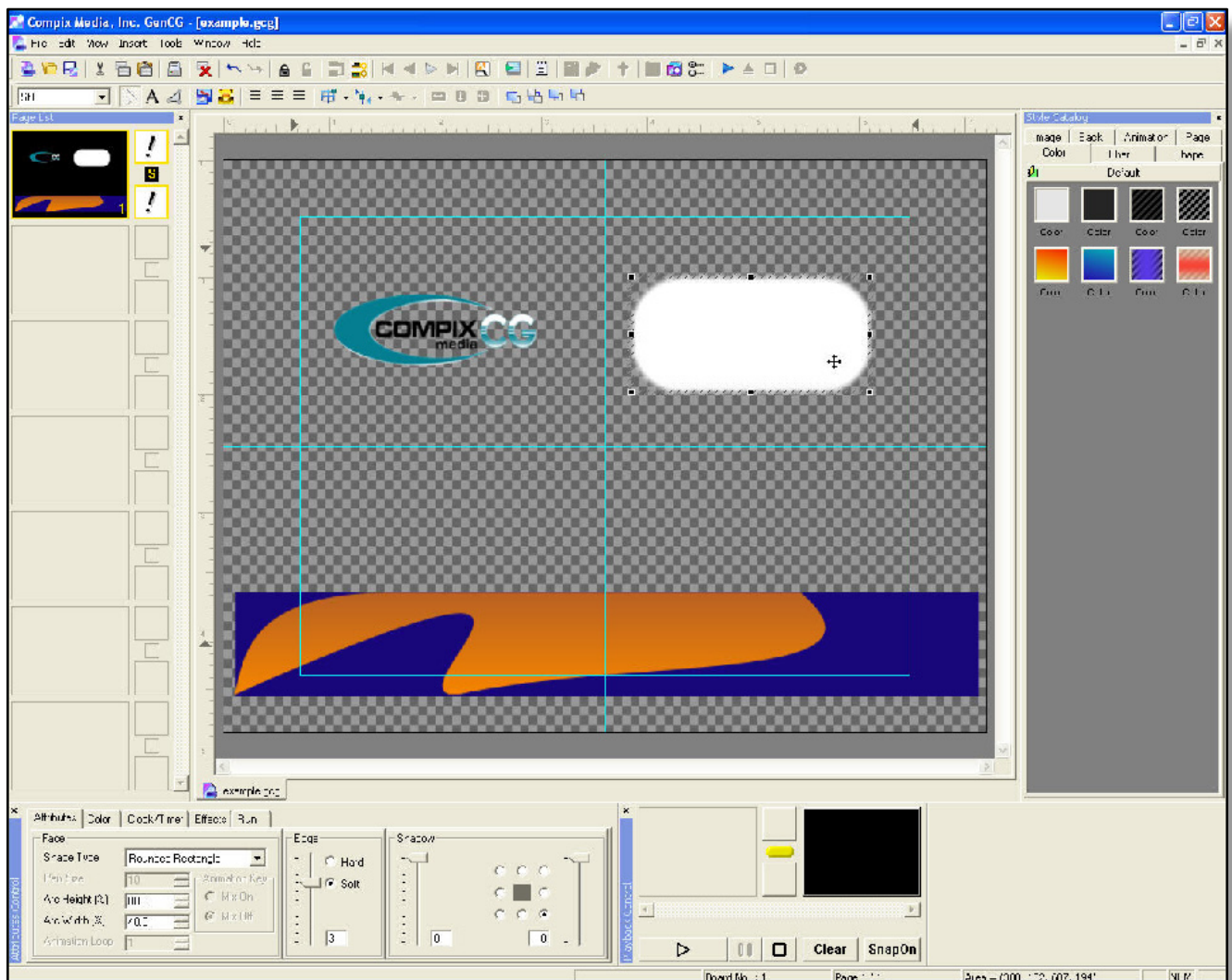
Inserting an Image (your logo)

11. To do this, right click on an empty area in the *create & edit* screen, then *insert image*. From the *open image* window, locate a logo you might have in the system. If you do not have a logo in your system, simply insert one of the images in the 'Images' folder inside the 'GenCG' folder (C:\Program Files\GenCG\Images).
12. Now, re size the image by left click and dragging on any one of the 6 nodes located at the corners and sides of the images outline. You can easily move the image by left click and dragging the middle of the image.

The logo I used has a transparent background, so I would like to create a simple *rounded rectangle* and place it below the image for a more professional feel.

13. After creating your image, click on the *shape* icon in the shortcut toolbar menu at the top. Go ahead select *rounded rectangle* from the *shape type* menu in the *attributes* tab. Create a small rectangle and select white as the *face* and *edge* in the *color* tab.

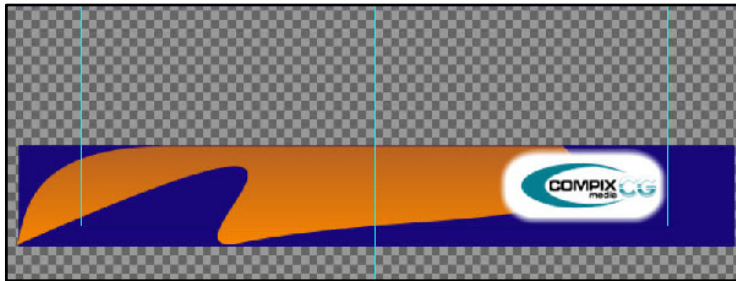
* Note: To create different colors for your shapes and text, simply highlight the shape or text and go to the *color* tab. While there, you will notice *face*, *edge*, and *shadow* buttons located to the left of the tab. If a particular button is pressed, you have the ability to create specific attributes for each button.



14. After creating your rounded rectangle, you will notice that it actually goes above your logo, not beneath it. To change this, simply highlight the rectangle and press the *back* button located below.



15. Center the rectangle directly below the logo.
16. Highlight both rectangle and logo with the *select* cursor and go to *edit* then *group / ungroup*. Now you have grouped both objects together. GenCG will now recognize both objects as one. To ungroup them, simply go to *edit* then press *group / ungroup*.
17. Placed the grouped logo and rectangle on the right hand side of the lower third.



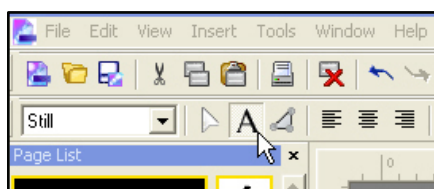
* Note: If you would like transparency in your images like above, use one of three methods below.

1. In your 3rd party image editing software (Adobe Photoshop for example), save your logo as a 32bit targa file (*.tga) with no background present. If you have a newer version of Adobe Photoshop, then you must create a separate layer for your alpha channel before saving as a Targa file.
2. In your 3rd party image editing software, save your logo as a gif file (*.gif). Make sure you select *transparency* in the gif settings before saving, also make sure you have taken out the background of the logo.
3. In any image editing software (Microsoft Paint for example), give everything you would like transparent a color setting of R=0 G=0 B=0 (completely black). After doing so, save the file as a 24bit bitmap (*.bmp) file. When you import it into GenCG, the software recognizes R=0 G=0 B=0 and eliminates it.

Creating Text

18. After inserting your logo, lets go ahead and create the lower third text. Press the *text* icon on the upper toolbar to enable text input capabilities. Left click on any empty area in the *create & edit screen*. Notice you will see 8 nuds and a blinking cursor in the middle. This lets you know you are in text mode. Now type the words "Main Heading". After typing, the words 'Main Heading' are within the 8 nuds. This means you have the text selected.

*Note: If you would like to insert text above an object, select the text icon, then right + left click (while right is held down press left clicker) over the object. A text input cursor will appear.



19. Click another empty area on the *create & edit screen*. Type the words "Sub Heading".

20. Lets now change the font of the Main Heading text. To do that, select it and go back to the attributes tab. Select *Arial bold* from the *face font* selection.
21. Highlight Sub Heading by clicking it again. Now re-size that text so it is smaller than Main Heading. Go ahead and align the text together and place them on the lower left hand side of the lower third like below.



* Note: Notice that all of the text, and logo remain within the *safety area*. With doing that, you'll know information will not be cut off while on-air.

Creating a GenCG Template

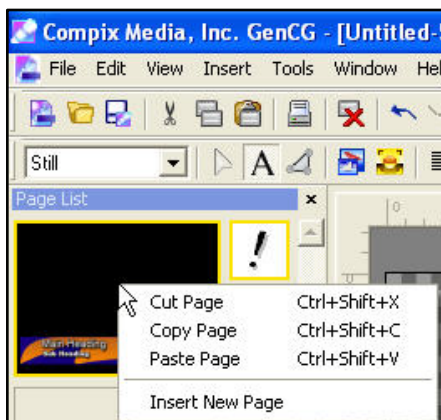
With templates, information can be locked, but edit able to your liking.

22. Go ahead and highlight both Main Heading and Sub Heading (to highlight multiple object boxes at once, click on one object, then hold the left side shift key down and click the other object).
23. Now that you have both highlighted, click on *file* at the top, then *save as template*. Give the template a name and press *save*.
24. Now that we have the template saved, save your current GenCG document and close it. Now open a new document. After opening, click on *insert* and select *template*. Locate the template and open it.
25. You now have your template, but notice that you are not able to select or move around the graphics or logo. Also, the text is locked, but you are still able to edit and set attributes to it. This function is great if more than one person uses a document.

Creating Multiple Pages with Transitions

Congratulations, now you have just created your lower third. Lets copy & paste multiple lower third pages and play them.

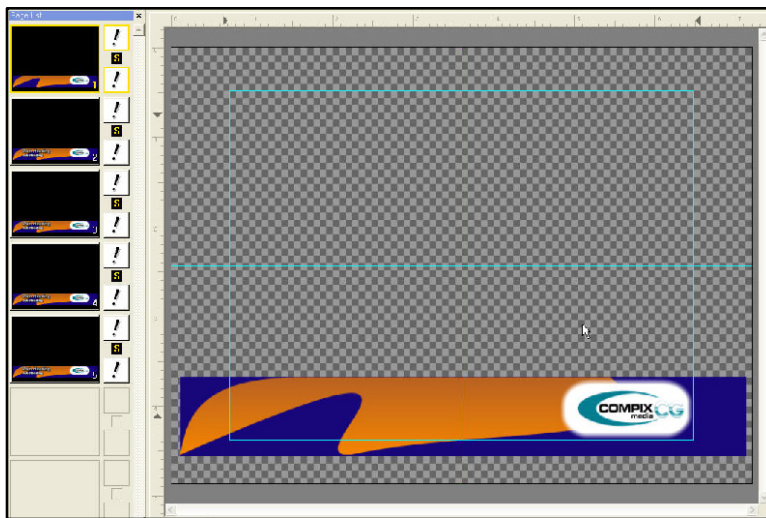
26. Now that you have your template on the *create & edit screen*, right click your current page in the *page list* and press *copy page*.



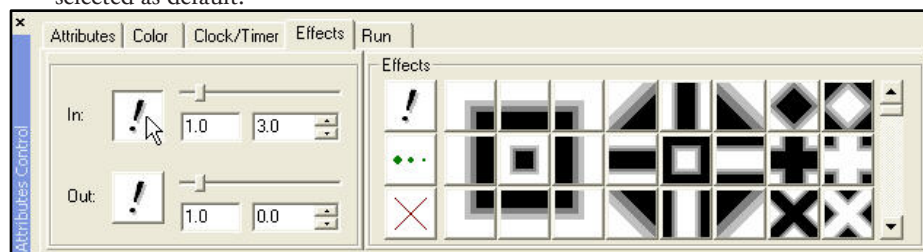
27. With your first page copied, right click the lower blank box below the first page and press *paste page*. You should see a duplicate of the first page. Go ahead and paste three more pages (5 total).
28. After pasting the pages, click on the first page in the PageList. Highlight each text box and press the *unlock* icon on the *shortcut toolbar* menu. After that, right click each text and press *delete*.



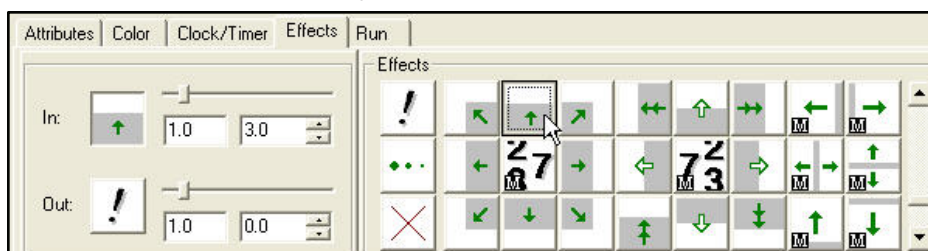
* Note: Any template you create can easily become unlocked and re-edit able if you would like. If you make any changes to the template, you can easily re-save by going to 'File' \ 'Save As Template'. To fully unlock a template, go to 'Edit' \ 'Unlock Template', but for now lets just unlock and delete the text.



29. Click on the second page in the *page list* and change the name of both the Main Heading and Sub Heading. Do this for all pages so each page is different.
30. Now that you have different names for each page, lets add transition effects to them. To do so, click on the *effects tab* at the bottom, and then click on the first page in the *page list*. As you can see, in the *effects tab*, the in transition box is automatically selected as default.



31. Choose an 'In' transition effect for page one. I will use the transition effect below. Afterwards, choose a in different transition effect for each of the other pages.

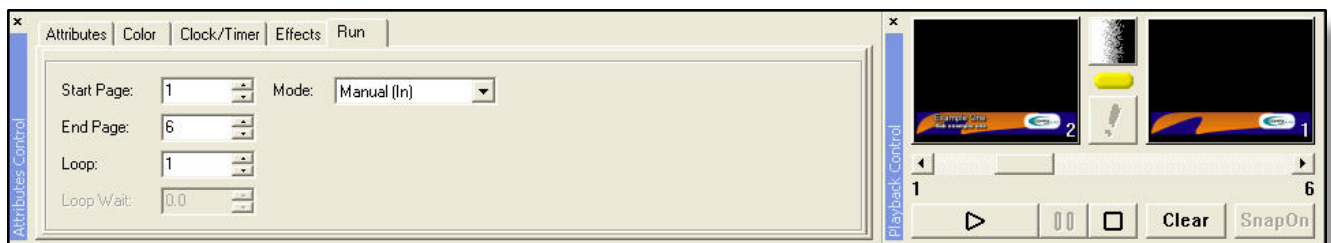


32. Copy the first page in the *page list* again and paste it at the end (as page 6). Select a different in transition effect for it. Now you should have two thirds in your document with no text.

Playing Pages to Air

Congratulations, now you have just created your lower third document. Lets play the files now on from your keyboard.

33. The first thing you would like to do is connect your character generator to an output monitor if you haven't already. It is also highly recommended that you have it connected to your switcher, or have video running through it. For help with that, please read the Getting Started Users Guide.
34. Click on the run tab now located at the bottom of GenCG. For the run mode, select 'Manual (In)'. This means GenCG will only play the In transition of every page.
35. Go ahead and press the right *enter* key on your keyboard (below the numeric keypad to the right). You will see the first page load in the *preview window* on the *playback control*. Press *enter* again and you will see the first page on-air. (Enter = Play button)



36. Now that you have the first page on-air, simply press 3 on the right side of your keyboard (in the numeric keypad) and press the same enter key again. You will now see page 3 loaded on the preview screen. Simply press enter again to bring it on-air.
- * Note: If you would like to enter a blank lower third, simply play the first page!

Easily Viewing Your Pages

Now lets say you have created 10 to 20 different pages, and you need to know who is on each page without having to enlarge the page in the *create & edit screen*. To do that, simply press the View Text icon on your upper toolbar (shortcut is Ctrl+Alt+V).

* Note: If you would like to print actual pages in the page list, you can by going to *file*, then *print*.



You are also able to go to 'View' \ 'Page Mode'. All pages will display in a popup window.