

Particle Magic

**for the Casablanca Avio
and the Casablanca Kron**

User's Manual

Safety notices

To avoid making mistakes during operation, we recommend that you carefully follow the instructions provided in this manual.

We would also like to point out that Particle Magic has been designed with the hobby enthusiast in mind.

We have taken a great deal of care while programming and checking this software.

Nevertheless, since it is not possible to guarantee totally error-free software applications in all environments and at any time, we unfortunately cannot rule out the possibility that some errors may have crept in. If, contrary to all expectations, this is indeed the case, we shall remedy any errors in the program and supply the affected customers with the new software free of charge. We cannot, however, accept any liability for loss of data/time or any consequential damages that may occur as a result, particularly since we have no influence over correct software installation and operation by the customer. MacroSystem Digital Video AG and its dealers therefore cannot be held liable for any defects or unintentional damage in connection with the installation or use of Particle Magic.

MacroSystem Digital Video AG and its dealers do not guarantee error-free use of the software or complete flawlessness of the program.

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Neither MacroSystem Digital Video AG nor its dealers are responsible for any damages resulting either directly or indirectly through the use of the software or the operating instructions, e.g. for profit loss, costs, hardware or software problems or other issues.

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1. General information

1.1 General information

Thank you for purchasing **Particle Magic** from your dealer.

We would like to thank you for placing your trust in us and hope that this product will fulfill your expectations.

Particle Magic allows you to use your **Casablanca** even more extensively than ever before.

Particle Magic naturally supports the Power Key Option. If you press the "F2" help function key on the keyboard, all the possible key codes will be displayed.

Please do not hesitate to contact us if you have any further questions or wish to provide us with suggestions for improvement.

To contact us, please refer to the addresses and telephone numbers printed in the **Casablanca** manual.

We kindly ask you to provide the serial number of your device or your customer number whenever you contact us.

1.2 Installation

The software that you acquired from your dealer on the SmartMedia card must now be installed on your **Casablanca**.

To do so, you will need at least version 1.8 of the **Casablanca** system software.

You can look up the system versions using the information item in the "**System Settings**" screen (bottom left).

Now leave your **Casablanca** switched on and, in "**System Settings**," select the "**Install Product**" button to open the corresponding window. Now insert the SmartMedia installation card into the

Casablanca's drive. When you insert it, make sure the gold-colored contacts are facing downwards and the beveled corner is on the left pointing towards the front (i.e. towards the **Casablanca**). Push in the card until only around half a centimeter remains protruding from the unit and you feel some resistance.

You will now see the "**Particle Magic**" software listed in the window. Select it in the list and click on "**License**." A numerical keypad appears. You can use it to enter the license code that you purchased from your dealer. A notice will then inform you that the installation process has completed. You can now remove the SmartMedia card.

1.3 What is Particle Magic?

Particle Magic is a collection of four effects, namely, three transition effects and one image-processing effect.

All effects are based on the ability to move many tiny particles around the screen. The ways in which the particles move can be adjusted using several options. The screen content itself also plays a role in some of the effects. An archive that is available to all projects contains pre-defined sequences to help introduce you to the software. You can use these high quality video techniques to do such things as make the ground, letters or hearts burst into flames, simulate fog or a snow blizzard or make texts whirl out of the screen... you can let your imagination run free!

2. Individual components

2.1 Effects

PM Draw

This image-processing effect superimposes animated particles on scenes.

You can load predefined sequences from the archive or create your own customized versions. A mask, similar to the one used in the "**Video SpiceRack**" and "**Liquid Images**" programs, is used to define the basic characteristics ("**Source**" button). Pressing the "**Particle**" and "**Movement**" buttons will take you to other menus containing a whole range of different options with which you can influence the appearance of the effect.

PM Transition

You can use this transition effect to create a cross-fade from one scene to another.

Again, you can load predefined sequences from the archive or create your own customized versions.

A mask, similar to the one used in the "**Video SpiceRack**" and "**Liquid Images**" programs, is used to define the effect ("**Effect**" button). A crossfade between the two scenes is carried out along the gradient level that's defined by the mask, and the particles form in the transition region. The appearance and behavior in this region is defined by various settings in the "**Particle**" and "**Movement**" sections.

PM Static

This transition effect does not create a crossfade. Instead it uses a special effect to place the scene on the right in front of the scene on the left. We recommend that you use a predefined title as the subject of the right-hand scene. However, interesting effects can also be created using footage that you have recorded. The subject should, if possible, be placed against a black background, since black is interpreted as transparent and that is where the left scene can be seen.

If moving subjects are used on the right-hand side, an additional effect is generated. A simple moving dot, for instance, can be made to look like a burning fuse.

You can load predefined sequences from the archive or create your own customized versions. The two scenes and the effect should all have the same length.

PM Fly Away

This transition effect is a mixture of "**PM Transition**" and "**PM Static**." In this case too, the right-hand scene is placed as the subject in front of the left scene. Though here you can also select a mask to fade out the subject.

For the right-hand scene, use a predefined title on a black background. Again, you have the option of loading predefined sequences from the archive or creating your own customized versions.

2.2 Archive

The archive contains numerous predefined settings. You should start by loading and trying out the supplied examples contained in the archive.

The first two letters of the name refer to the type of effect for which each particular entry has been optimized. You can also use archive entries that have been created using other effects, although the results may not look quite as good.

FA - PM Fly Away
 ST - PM Static
 TS - PM Transition
 DR - PM Draw

The archive can also be used as a place to store your own creations or adaptations of existing entries so that you can use them later - even in other projects.

2.3 Preview

The preview feature allows you to view a preview of an effect before the effect is created. You can access the preview feature from the effect screens and from the settings windows in **Particle Magic**.

However, the preview feature does have some limitations as follows:

- The preview feature can only be used if the effect has not yet been created (i.e. if the effect icon in the storyboard is still red).
- The small preview might look considerably different from the final result, especially around the edges of the picture. Effects that run outside the visible screen area in the final video might be visible in the small preview.
- In the case of some effects (depending on the settings), the calculation times might under some circumstances be so long that the preview does not run smoothly or is not usable at all.

In the case of the **Kron** and **Avio** (with the **Pro Package**), you can also easily use the full-size preview. Otherwise, you can also view the first few frames after the calculation process has started and then decide whether to cancel or continue calculation.

- The Full Size preview will only be updated after you click "Ok" to close the effect settings windows.. If you are using the **Avio**, you will need the **Pro Package** to use the full-size preview.

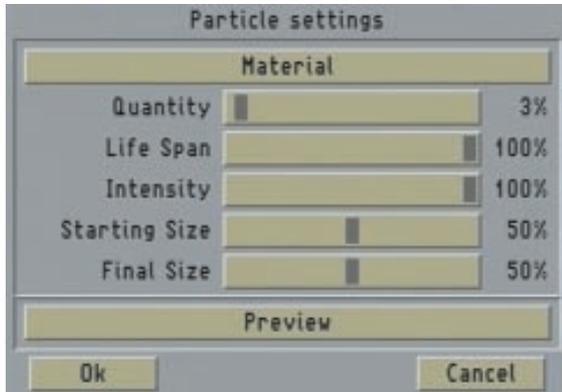
2.4 Menus

The menus contain a whole range of different settings that you might find a little confusing at first. However, if you turn your attention to one setting after the other, you will soon start understanding their various functions and can then even create complex combinations yourself. We recommend that you start off by using predefined settings from the archive. To learn how to use individual options, you should set as many of the other options as possible to 0 to avoid confusion. With a little experience you can then create complex effects yourself. These can then be

saved in the archive and used again whenever you want. Note: Please read through our practical tutorials on this topic.

3. The individual effect options

3.1 Particle



Material

This button opens the "Select Pattern" window. You will find suitable particles listed under the "Particle Magic" product. There are 81 multicolored and 11 monochromatic particles that can be selected (though you can apply any color tone you want to the latter).



Images from other products are hardly ever suitable but the specialists amongst us can certainly try them out to create unusual results. If large numbers of particles overlay one another in an effect, they will become very bright and generally almost white. The original color will usually only be retained at the edges where the particles are less dense.

Quantity

This is where you can select the quantity of

particles. Since the actual number depends very strongly on the type of effect, the setting is only defined in percent. The higher the value the larger the number of particles. A large number of particles will require more time for calculation (sometimes considerably more time), so you should hardly ever use values above 30%. The particles are often very close together, which means you will not be able to work out their actual number.

Life Span

The life span, i.e. the time during which the individual particles remain visible, can be adjusted using this value. This setting is also defined by percentages.

Intensity

This is where you can set (in percent) how intense you want the individual particles to appear. This setting can roughly be compared with the alpha value that is used in other areas of the **Casablanca**. The lower the intensity, the more transparent the particles.

Starting Size

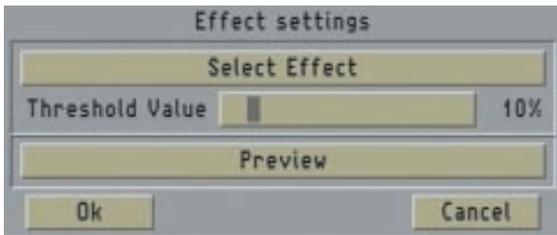
This value defines the size of the particle when it is formed. As the particle develops, its size changes until it reaches its final size as defined by "Final Size".

Final Size

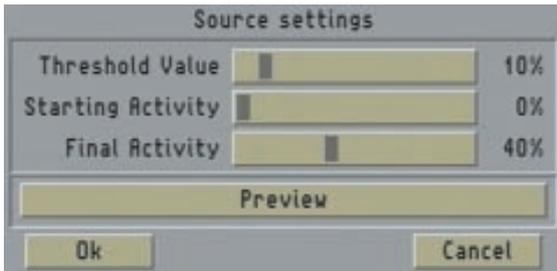
The size of the individual particles will approach this value near the end of the effect's duration. The relationship of "Starting Size" to "Final Size" and the selected lifespan will determine whether the particles increase or decrease in size or remain constant for the duration of the effect.

3.2 Source / Effect

This menu is different for all four effects. In the case of "PM Fly Away" and "PM Transition," you will see the "Effect" button which you can use to open the "Effect Settings" window.



The "**PM Static**" and "**PM Draw**" effects, however, have a "**Source**" button which opens the "**Source Settings**" window.



PM Draw

If you click on the "**Source**" button, the "**Select Draw**" window opens in which you can define the source position of the particles.

Pressing the "**Select Mask**" button enables you to select a mask from the "**Image Pool**." Other products provide masks besides **Particle Magic** (e.g. **Video SpiceRack**, **Liquid Images**, etc.). The masks are black and white images that have different gradient levels. Please also take note of the "**Mode**" option (to differentiate between the positive and negative settings) in the mask selection.

The "**Start Position**" slider sets the brightness value in the mask at which the particles should appear. Lower values will cause the particles to appear in darker picture areas, and higher values in brighter picture areas. Please note that in some masks the particles might under certain circumstances appear in the non-visible areas of the screen right at the very edge if settings close to 0% or 100% are selected.

You can use the "**Tolerance**" button to add a range to the starting position. At 0%, the particles will only appear precisely at the set starting

position (brightness). High tolerance values will cause the particles to appear in a broader region of the mask.

The "**Starting Activity**" function defines how far advanced the activity of the particles is at the beginning of the effect.

At 0%, the particles are just starting to form at their origins and have not yet begun spreading across the screen. The distribution then takes place gradually.

At 100%, the effect is fully developed right from the very start as if the particles had always been moving.

The same applies to "**Final Activity**." At 100%, the particles continue moving without stopping until the end of the effect is reached. At 0%, particle formation stops before the end of the effect is reached and the remaining particles move slowly out of the picture until they are no longer visible. Depending on the various other settings options, you should often select - particularly for Final Activity - intermediate values between 0% and 100%.

PM Transition

You can directly access the selection window for the image pool ("**Select Effect**") by clicking on the "**Effect**" button. You can select any mask you like in the selection window. We suggest you try experimenting with some of the masks supplied by other software packages, such as "**Video SpiceRack**."

PM Static

The "**Source**" of the particles is selected in the same way as for "**PM Draw**."

The "**Threshold value**" (in percent) defines the brightness value in the right-hand scene above which the particles will form.

The "**Starting Activity**" and "**Final Activity**" settings have the same effect as in the "**PM Draw**" effect.

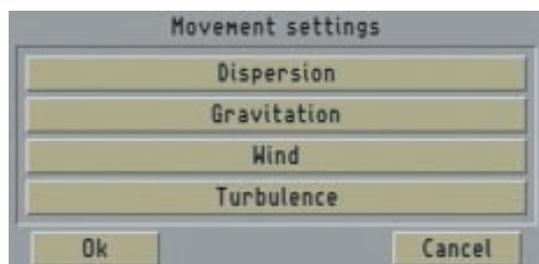
PM Fly Away

In the "**Effect Settings**" window you will see the "**Select Effect**" button, which you can use to open the window of the same name. You can select a mask in this window to define the effect that's superimposed on the right-hand scene.

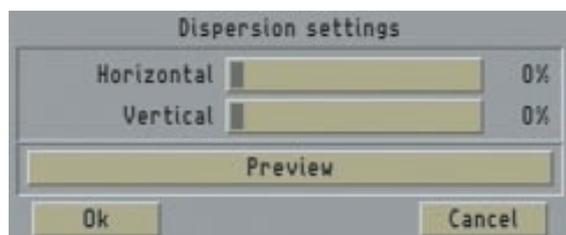
The "**Threshold Value**" button defines the brightness value in the right-hand scene (in percent) above which the effect takes effect.

3.3 Movement

The "**Movement Settings**" window is accessed using the "**Movement**" button and has the same function for all four effects.



Dispersion

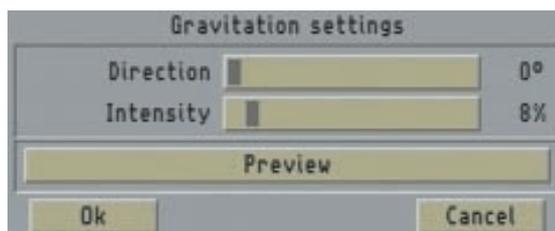


If no "**Dispersion**" is selected (i.e. both slider controls are set to 0%), the direction in which the particles move after they form is only governed by the "**Wind**" and "**Gravitation**" settings.

The dispersion setting can be used to give each particle an additional randomly selected starting direction at the point of particle formation (and only at that point). The "**Horizontal**" and "**Vertical**" dispersion strength can be set separately.

You can therefore use it in conjunction with "**Gravitation**" and/or "**Wind**" to create very complex movements.

Gravitation



The "**Direction**" button that you see allows you to select an angle of up to 360° (0° = top, 90° = right, 180° = bottom and 270° = left). You can of course also use any values that lie between these values.

The default value for gravitation is 180° (downwards) but you can just as easily use other directions for creating special effects.

Gravitation generally produces an accelerated particle movement (i.e. the longer they exist the faster they get). You can use the "**Intensity**" button to set how strong the acceleration due to gravity should be.

Wind



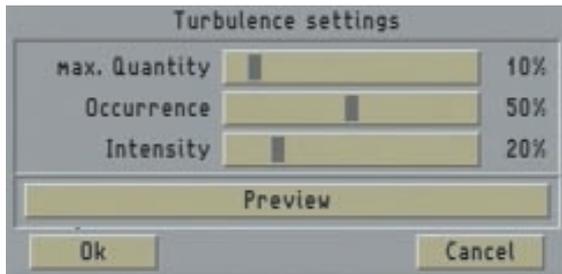
In the same way as for "**Gravitation**," you can set the "**Direction**" and "**Intensity**" of the wind. If, of course, you set a wind strength of 0%, the "**Direction**" setting will be irrelevant.

Wind generally blows horizontally, i.e. around 90° or 270°. However, you can of course also set other directions to create special effects. In the case of flames, for instance, a direction of 0° is useful for simulating the upwards draft caused by the heat.

In contrast to "**Gravitation**," the "**Wind**" setting makes the particles move at a constant speed.

For linear movements you should either select the same direction for "**Wind**" and "**Gravitation**" or set the intensity of one of these motion types to 0%.

Turbulence



The motion of the particles can be "loosened up" by introducing many small waves of turbulence. You can use the "**Max. Quantity**" button to set (in percentages) how much turbulence is visible at the one time (currently a maximum of 40 can be displayed).

However, since the turbulence forms and disappears at random, you will often see only some of it at any one time. This depends on the probability value that is entered for the "**Occurrence**" of turbulence. At 100% all of the set turbulence is active at the once. Lower values will reduce the number accordingly. At 0% there is no turbulence at all, and the other slider controls no longer have an effect.

You can use the "**Intensity**" slider control to select how strong you want the turbulence to be. If only a small amount of turbulence is active, this setting will produce an effect that looks more like horizontal or "sideways" gusts of wind (the turbulence generally will only take effect in a horizontal direction). Only when the whole screen is filled with particles will you clearly see the large variety and complexity of the movements.

4. Tutorials

This chapter contains tutorials for all four effects. The tutorials are subdivided into separate lessons so you can easily see how the various settings take effect step-by-step.

4.1 PM Draw Tutorial

Lesson 1

For this tutorial, you'll need a scene that's approximately 5 seconds long. Insert it into the storyboard and open the Image-processing Effects screen.

In this screen, select the **PM Draw** effect and insert it. Next, select "**Archive**" in the effect options, click on "**Load**" and select the "**Lesson 1-**" entry (first entry in the list) and confirm your selection with "**Ok**".

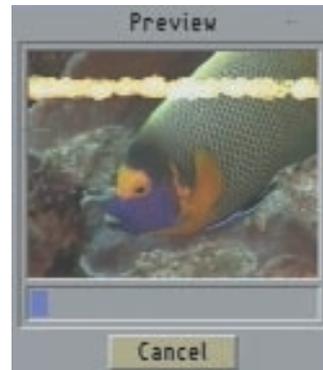


You can view the effect by pressing the "**Preview**" button in the Image-Processing Effects screen. In the center of the picture you will see an orange/white dot moving slightly. This is the source of the particles.

Now you can select a different mask. Click on the "**Source**" effect option. A window appears in which you can click on the "**Select Mask**" button. The "**Circle**" mask is highlighted initially. Now select the "**Vertical**" mask (two masks further left in the list) and close the window with "**Ok**" to return to the "**Source Settings**" window.

Adjust the "**Starting Position**" slider control to 85% and take a look at the preview by clicking on

the lower button in this window. You'll notice that the particles are no longer generated at a single point in the center of the picture but in a horizontal strip in the upper screen area.



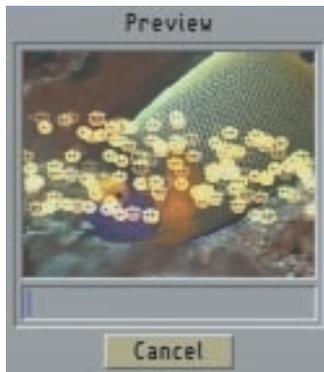
As we already described in chapter 3.2 "**Source / Effect**", the source of the particle is defined by the mask and the "**Starting Position**". The "**Starting Position**" defines the brightness value in the mask at which you want the particles to form - the higher the percentage, the greater the brightness value (0% = black, 100% = white).

You can use the "**Starting Position**" control to set the color nuance that is decisive for this particle origin. Set a value of 50% here and take a look at the preview. You will notice that the particles no longer form at the upper edge of the screen but around the middle of the picture.



After all, the mask that is set ("**Vertical**") has a color curve that goes from bottom to top, from black to white. Relative to this, a "**Starting Position**" of 0% is at the very bottom and 100% is at the very top. Any values between these two settings are therefore positioned within the picture accordingly.

If you want to adjust the width of the line of origin, you should use the "**Tolerance**" slider control. You can use it to set a starting position plus/minus a particular tolerance. Adjust the slider control from the configured 0% to 20%. The preview now no longer displays the particles in a line but in a broader area.



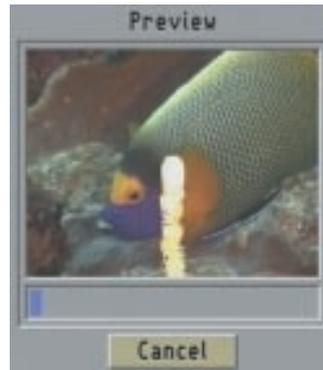
Go ahead and try out a few more settings and masks for the "**Starting Position**" and "**Tolerance**" options so you can get an idea of the range of options provided by **Particle Magic**.

Note: The particles only appear in the center of the picture (when using our predefined settings) because the mask is a circle that's white in its center. Since the "**Starting Position**" is set to 100%, the particles only appear within the white center of the circle.)

Finally, load the "**-Lesson 1-**" archive again and then move on to the next lesson.

Lesson 2

Using "**-Lesson 1-**" as your starting point, select the "**Movement**" effect option. In the window that appears, press the "**Gravitation**" button. The direction is displayed as an angle between 0-359° (0° points upwards, and increasing values change the direction clockwise). Select 180° as the direction. This value corresponds to down, which is the normal direction for gravity (as we know it!). Now set the "**Intensity**" to 5%. Next, confirm the "**Preview**" and you'll see that the particles form in the middle and sink slowly to the bottom - thus creating a gravitational effect.



Try playing around a little with the "**Direction**" and "**Intensity**" values and note the results. You can now save your project under the name "**-Lesson 2-**". To do so, click on Save in the "**Archive**" and enter the new name. Finally, confirm your work by pressing "**Ok**".

Lesson 3

Select the "**Movement**" option once again, but this time click on the "**Wind**" button. Set the "**Direction**" to 90° and the "**Intensity**" to 10%. In the preview you'll see that the falling particles are now steered towards the right and indicate a slight curve.



Lesson 4

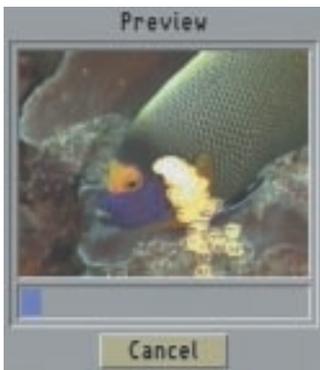
Since such a steadily blowing wind looks pretty unrealistic, you can now liven things up a little!

To do so, go into the "**Movement**" window (which should still be open) and click on the "**Turbulence**" option to open the "**Turbulence Settings**" window. Start by making small adjustments to the settings to that you can easily

appreciate how the adjustments influence the effect. Set the "**Max. Quantity**" to 10%, the "**Occurrence**" to 5% and the "**Intensity**" to 20%. Instead of indicating an even curve (as we did before), the particles are now livened up due to a change in direction. If you now increase the "**Max. Quantity**" or "**Intensity**" settings, the movement of the particles becomes much more intense. These settings modify the otherwise smooth particle trajectory to make it look as though the particles are being disturbed by sideways gusts of wind.

Lesson 5

Using the settings in Lesson 4 as your starting point, the particle motion forms a line. This shape can be modified using the "**Dispersion**" function in the "**Movement**" Settings window (the basic operation of this function has already been described in chapter 3.3). In this tutorial, set the "**Horizontal**" option to 12% and leave the "**Vertical**" option at 0%. The preview will now display the particle motion, though this time the movement of the particles no longer appears as a line but rather is dispersed.



Changing the "**Dispersion**" for the vertical setting would in this case have little effect since the movement of the particles vertically is already being influenced by the "**Gravitation**" setting.

Lesson 6

The effect that you've generated is fully developed when it starts. You can change this appearance, however, by clicking on the "**Source**" effect option. Next, adjust the "**Starting Activity**" from

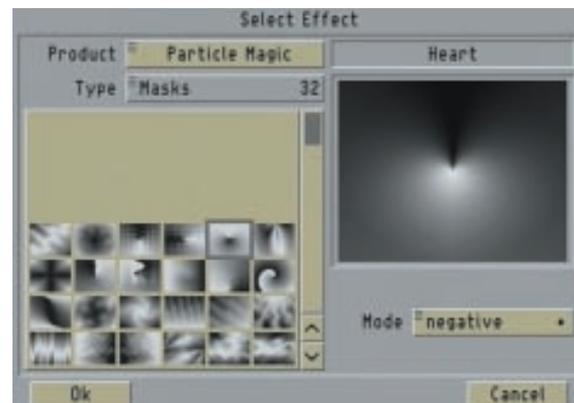
its current setting of 100% down to 0%. The effect will now take time to fully develop after it starts. Since the effect first has to develop, you might have to adjust the current settings in the case of shorter effect times so that you are able to see the effect's full sequence of movements. After all, an effect that first has to develop during a short effect time will appear much different than one which is fully active right from the very beginning.

4.2 PM Transition Tutorial

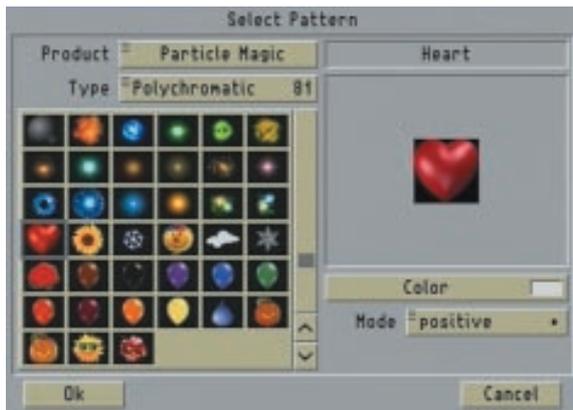
You can use this effect to create a transition from one scene to another. Insert two scenes with a length of 10 seconds each into the storyboard, open the Transition Effects screen and insert the **PM Transition** effect. Now use the xs control to set a transition duration of 3 seconds.

Lesson 1

Load the "**-Lesson 1-**" entry from the archive and view the result using the preview function in the Transition Effects screen. Now simply adjust the effect by clicking on the "**Effect**" option and, in the window that then appears, selecting for instance the "**Heart**" (first row, fifth effect from the left) in "**Negative**" mode.



You can now also adjust the particles to suit your selected effect. Click on the "**Particle**" effect option and then on "**Material**" and select, for instance, the red "**Heart**" (fourth row from the bottom, on the very left).



You can now view the new resulting effect or the preview. Why not try a few different settings and see how they change the appearance.

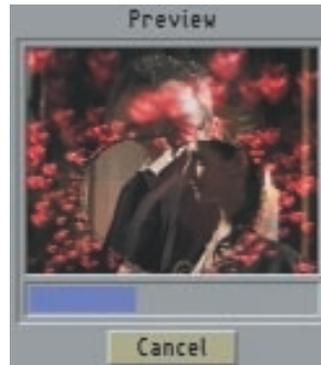
Lesson 2

To change the effect some more, open the "**Particle Settings**" screen. To do so, click on "**Particle**" in the effects options.

You should keep the particle "**Quantity**" as small as possible so that the effect does not appear too overloaded. Select, for instance, the 5% setting. The "**Life Span**" of the particles is probably still set to 100% depending on whether you have already changed the settings earlier or not. If set to this value, the last particles will remain until the last frame of the transition.

A "**Life Span**" of 100% sometimes has a somewhat different effect in the case of other effects. A setting of 100% does not mean that the particles will survive until the end of the effect. If you want the last particles to disappear gently, you can set the "**Life Span**" to 95%.

If you reduce the "**Starting Size**" of the particles, for instance, to 10% and increase the "**Final Size**" to 100%, the particles will form small and will continue to grow until the end of their lifespan.



Lesson 3

You can also use the settings in Lessons 2 and 4 in the "**PM Draw**" tutorial exercise for this effect.

4.3 PM Static Tutorial

For this tutorial, you will first need to create a suitable scene. Create, for instance, a 10-second empty black scene. Place this scene into the storyboard and insert the "**Pages**" effect from the titling screen.

Write a brief snippet of text (without a shadow or border) in large white letters on a page and place the text in the center of the picture. Make the system calculate this title and create a scene using it.

(Note: If you own a **Casablanca Avio** without the **Avio Pro-Package**, you can simply create this scene by recording onto your video recorder and then back again. Instead of using a few lines of text, you can use a normal video scene or an empty scene with a mask. The important thing to bear in mind here is that you must ensure the scene contains a light area on a dark background.)

Lesson 1

In this tutorial, you'll superimpose a title onto a scene and then animate it.

Place a scene of at least 10 seconds in length in the storyboard followed by the text scene that you have already created.

Now open the Transition Effects screen, insert the

"PM Static" effect and set the maximum effect length.



Next, load "-Lesson 1-" from the archive. You will not yet see an effect in the preview, since you first have to make some changes to the settings. Set the "Threshold Value" in the "Source" effect option to 10%.

The preview now displays your text as moving particles over the video scene.

Lesson 2

The text does not yet look quite as good as we would want it. The particles are too big and the text is not that easy to read.



To make it easier to read, you can reduce the size of the particles and increase their number. Click on the "Particle" effect option to open the "Particle Settings" window. Set the "Starting Size" to 10% and the "Final Size" to 30%. The text is now easier to read but can be optimized if

you increase the „Quantity“ of particles (e.g. to 35%).



Lesson 3

Click on the "Source" effect option and take a look at the preview from this screen. You'll notice that the text appears suddenly and then disappears just as abruptly. To prevent this from happening, set the "Starting Activity" in this window to 0% and the "Final Activity" to 40%. In the preview the text now appears more slowly and fades out gently.

Lesson 4

Now you can introduce a little movement to the text. To do so, click on the "Movement" effect option (you'll already be familiar with the settings here since they're the same as the settings in the previous tutorials). Under "Gravitation", set the "Intensity" to 8% and leave the "Direction" at 0°. You'll notice that the gravitational effect now moves upwards within the preview.

Now we want the rising suns to appear to be blown by the wind. To do so, open the "Wind" menu in the "Movement settings" and set the "Direction" value to 270° (the wind blows from right to left) and the "Intensity" to 10%.

You can then adjust the "Turbulence". As an initial test, set the "Max. Quantity" to 10%, the "Occurrence" to 50% and the "Intensity" to 20%. You'll notice in the preview that the rising particles are now even more animated.

Once you've found the right values to create the effect that you want, you can move on to the final setting in this tutorial.

To do so, click on the "**Particle**" effect option and activate the "**Material**" button to open the Particle Settings window, then select a balloon (e.g. the red one, which is in second row from the bottom, on the far left).

You should now also set the "**Final Size**" of the particles to 60% so that the balloons appear more clearly.

4.4 PM Fly Away Tutorial

You'll need to make a scene for this tutorial too. Create a 10-second empty black scene and place it in the storyboard. From the Titling screen, insert the "**Pages**" effect. Again, write a brief bit of text (without a shadow or border) in large white letters on a page and place it in the center of the picture. Let the title render and then create a scene with it.

(If you own a **Casablanca Avio** without the **Avio Pro-Package**, you can create this scene by first recording onto your video recorder and then back again.)

Lesson 1

In this tutorial, you'll superimpose a title onto a scene and then make it fade out.

Place a scene of at least 10 seconds in length in the storyboard, followed by the text scene that you've already created with the "**Scene**" function. Now open the Transition Effects screen and use the "**PM Fly Away**" effect with the maximum effect length.

Load "**Lesson 1**" from the archive. You won't see any change in the preview since you need to first make some changes to the settings. Set the "**Threshold Value**" in the "**Effect**" option to 10%. You might still be able to make out some black areas around the edges of the letters due to this setting (you'll see this most clearly in the single-frame preview). If this is the case, increase the

threshold value to optimize the appearance of the text.

In the preview you now see your title dissolving in a circular motion from the outside to the inside. At the edges of the text you will notice that the particles are displayed as suns again.



Due to the configured lifespan, the particles remain visible until the very last frame of the transition. To change this, click on the "**Particle**" effect option and set "**Life Span**" to, say, 80%. You will see in the preview that the particles begin dissolving towards the end of the effect thus creating a soft transition.

You can now try out some other particles to familiarize yourself with **Particle Magic**. To do so, click on the "**Particle**" effect option and then on "**Material**" from where you can select other particles.

You can also select various mask effects. Click on "**Effect**" and, in the subsequently appearing window, click on "**Select effect**" to select a new mask. Note: You also have the option of playing the masks in either "**Negative Mode**" or Mirrored.

Lesson 2

Now that you've selected the particles and the effect, you can begin modifying the particle movements. To do so, proceed as described in lessons 2 to 4 in the first tutorial (the **PM Draw Tutorial**).



033-06/02