



# ***Character Generator™ Manual***

GlobeCaster  
**STUDIO 8000.**

GlobeCaster  
**STUDIO 4000.**

**GLOBAL**  
**STREAMS™**

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Patents. Various technology in the GlobeCaster System is patented in the United States, including without limitation patent numbers 5,941,997, 5,978,876, 5,872,565. Other patents, in the United States and other countries, are pending.

Acknowledgments. The Software is based in part on the work of the Independent JPEG Group. Artbeats Software, Inc. provided visual imagery for the Fire, Arc, Bloom, Cityscape, Waterfall, Smoke, Tvwater, and FireStage effects.



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# CHARACTER GENERATOR MANUAL DOCUMENT OVERVIEW



CHAPTER 1





Chapter 1

## Document Overview

*This manual is an introduction and reference guide to the GlobeCaster Character Generator. It shows you some of the things that the GlobeCaster Character Generator is capable of doing and what its functions are. This manual gets you started using the GlobeCaster Character Generator quickly with introductory information and exercises. When you need detailed information about any of the GlobeCaster Character Generator functions, a comprehensive reference chapter is ready to help you figure things out. To help you become even more proficient with the GlobeCaster Character Generator, there is a chapter with tutorials to show you how to make some common effects.*

In this chapter you will find the following sections:

- Introduction..... 4
- Conventions..... 5

## **4** **Chapter 1**

### Introduction

This manual gives you an overview of what the GlobeCaster Character Generator is, and how to efficiently use it. It also shows what you see when you navigate through the GlobeCaster Character Generator interface.

Within these pages are instructions on how to use, create, and alter text, create lower thirds with graphics, create crawling text, and much more. All of the GlobeCaster Character Generator's, buttons, panels, and functions are covered here as well.

## Conventions

Before you get too far into the manual, take a moment to review some of the conventions that appear within this manual.

### General Conventions

The following formats are used to identify special instructions or important points in this manual.

1. (numbered)                      Indicates step-by-step instructions to follow.

**Bold Type**                              Indicates words you see on the screen, such as words you should type, buttons you should click, names of menus or windows, and file path names.

*Italic Type*                              Indicates emphasis of important points.

### Mouse Conventions

GlobeCaster is designed for use with a two-button mouse. The following table explains mouse commands used in this manual.

**Click**                                      Place the mouse pointer over an object. Press the *left* mouse button and immediately release.

**Click-and-drag**                      Place the mouse pointer over an object. Press the *left* mouse button. While holding the button down, move the mouse around. This is used mainly to draw boxes over objects to select them.

**Double-click**                              Place the mouse pointer over an object. Press the *left* mouse button twice quickly and immediately release.

**Drag-and-drop**                      Place the mouse pointer over an object. Press the *left* mouse button and hold it down. Drag (move) the object anywhere on your screen. When you release the mouse button, the object is dropped where the mouse pointer is aimed.

**Right-click**                              Place the mouse pointer over an object. Press the *right* mouse button and immediately release.

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# CHARACTER GENERATOR MANUAL QUICK START



CHAPTER 2



## Chapter 2

**Quick Start**

*What is the GlobeCaster Character Generator? Simply put, the GlobeCaster Character Generator is GlobeCaster's character generator that allows you to create, animate, and superimpose high resolution text onto live video, alone or in combination with any of GlobeCaster's special effects. While the GlobeCaster Character Generator's animation features are impressive, the GlobeCaster Character Generator work can be imported into the GlobeCaster Animator/Compositor where further animation can be added.*

*This quick start gives you a general overview of some of the GlobeCaster Character Generator's basic functions and features. For a more in-depth understanding, consult the reference information in the following chapter and in the tutorials chapter. Here are a few functions you'll learn in this chapter:*

- Entering text and moving it around ..... 11
- Editing fonts and altering their properties ..... 15
- Making a lower third overlay..... 21
- Making rolling credits, crawling and animated text ..... 24

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## Getting Started

Before beginning this quick start, make sure that you have a video source attached to GlobeCaster and displayed on your program monitor. Also, be sure to follow the quick starts in sequential order as they build upon one another.

Shown below is the main GlobeCaster Character Generator interface

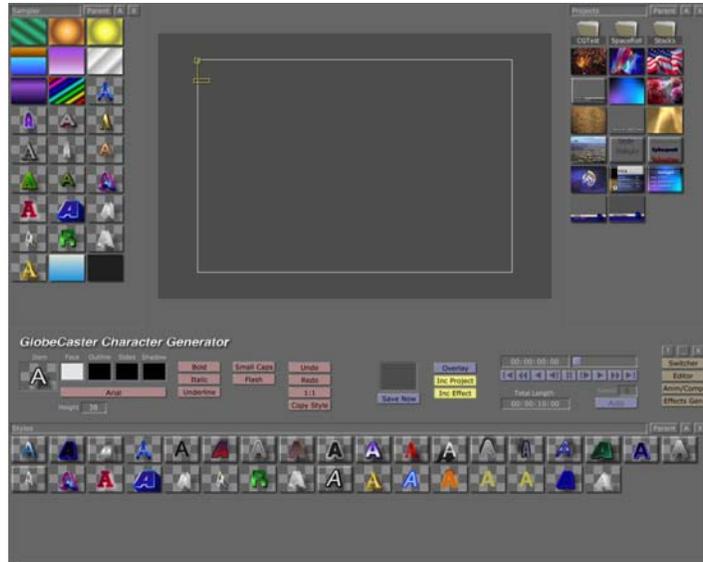
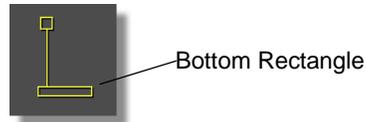


Figure 2.1: The GlobeCaster Character Generator Interface

## Entering Text

The little yellow L-shaped object on the GlobeCaster Character Generator workspace is the **L-cursor** (Figure 2.2). It is the tool used for text operations like a cursor in a word processing program. You use it to place, select, stretch, and move text. In this section you will learn how to enter text and move it around.



*Figure 2.2: The L-cursor*

To enter text:

1. Move the L-cursor to the bottom of the screen by clicking on the bottom rectangle of the L-Cursor and dragging.
2. Type your name.

It's that simple. The GlobeCaster Character Generator adds your text to the screen where you positioned the L-cursor. Once you've typed your name, it can be positioned anywhere on the workspace. The next exercise shows you how.

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### Moving Text Around

First, select the text you just typed:

1. Click-and-drag your mouse pointer from the left side of your name to the right side.

A yellow box appears around your name (Figure 2.3). This is called a bounding box.

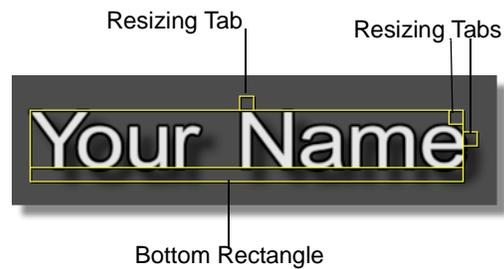


Figure 2.3: The Bounding Box

Next you'll move the text to the middle of the screen.

2. Grab the box by its bottom rectangle and drag it until the text is in the middle of the workspace.

The bounding box and bottom rectangle are how all text and other objects are moved around in the workspace.

## Text Over Video

Now you'll look at the text on top of some video.

1. Click the **Auto** button (Figure 2.4) on the GlobeCaster Character Generator toolbar.

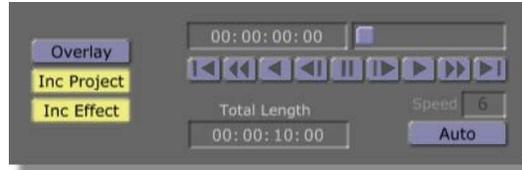


Figure 2.4: The Auto Button

**NOTE:** The **Auto** button behaves differently depending upon the type of project. If you are making a roll or crawl, you only have to click the auto button once to launch the effect. However, if you are making a still, an overlay or animated effect, you may have to click the button twice: once to launch the effect and once more to reset it (or vice versa depending on your previous actions).

You should see your name appear over your video source on the program monitor. The **Auto** button is used to output the workspace over the program output. If this button is grayed out, it means that **Auto Preview** is turned on in the **Page Properties** panel (See “Page Properties Panel” on page 51).

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### Modifying Text

Quite often, ordinary white text is just what you want to use, but not always. This exercise shows you how to alter various aspects of your text.

First, change the shape and size of your name. Start by resizing or stretching it:

1. Click on one of the three small tabs that appear at the top, the upper right corner, or the right side of the bounding box, and drag it to a new position.

Go ahead and play around with the shape and size. Just make sure the text ends up very large.

2. Click the **Auto** button to view it over video on your program monitor.

Here's how the resizing squares affect the text within the bounding box:

**To do this:**

Change the height

Change the width

Change width and height proportionally

To move the text around the workspace

**Drag this tab:**

Top

Right

Upper-right corner

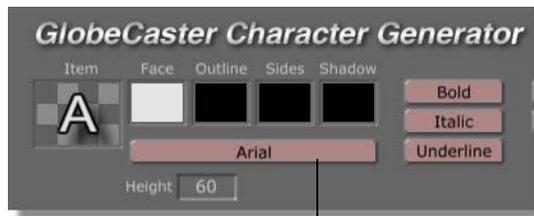
Bottom rectangle

## Editing Fonts

From the **Text Settings** panel (Figure 2.5), you can choose a font and size for your text stroke, or change the font and font size for a text stroke that was already created.

**NOTE:** Fonts are added in Windows by installing fonts in the winnt/fonts directory. See your Windows manual for more information on installing fonts in Windows.

Bring up this panel by clicking on the text type on the toolbar. The panel appears on the mid left of your interface.



Font Button

Figure 2.5: The Font Button

The **Font** menu appears (Figure 2.6).

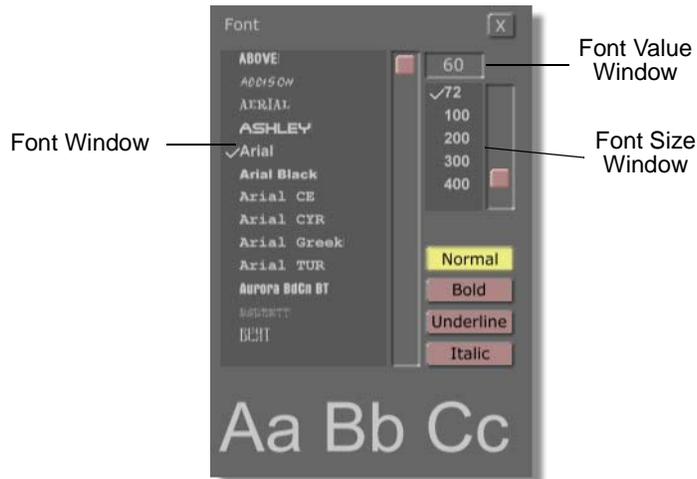


Figure 2.6: Font Menu (not all fonts shown)

The following list details how to use this panel:

- Font Window** Lists the available fonts. Apply a font to a text stroke by clicking on the name of a font. Right-clicking on a font name brings up a pop-up menu containing the font's full name.

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- Font Value Window** Displays the size of the font. Change this value by clicking on it, typing a new value, and pressing **Enter** on your keyboard, or by clicking on it and dragging up or down. The font size is also changed by clicking a preset value in the **Font Size** window.
- Font Size Window** This window displays the preset font sizes. Choose one of these font sizes by clicking on it.
- Normal** Keeps the text at its normal default settings, or reverts it to the default settings if changes were made. The default setting has not underline, and is not bold or italic.
- Bold** Makes the text bold.
- Underline** Puts an underline under the text.
- Italic** Makes the text italic.

3. Select a **Bank Gothic** font.
4. Locate this picon (Figure 2.7) in the `\GlobeCaster\bins\colors\gradients bin`.



Figure 2.7: Texture Picon

5. Drag-and-drop the picon on the **Face** picon (Figure 2.8) in the GlobeCaster Character Generator toolbar.

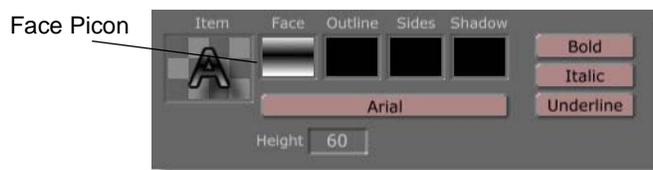


Figure 2.8: Face Picon

The texture of the picon is added to the face of your text. You don't have to stop there. Try changing the text outline in the next exercise.

1. Locate this picon in the `\GlobeCaster\bins\colors\gradients bin`.



Figure 2.9: Texture Picon

2. Drag and drop the picon over the box labeled **Outline** (Figure 2.10) on the GlobeCaster Character Generator toolbar.



Figure 2.10: The Outline Picon

**NOTE:** The **Auto** button behaves differently depending upon the type of project. If you are making a roll or crawl, you only have to click the auto button once to launch the effect. However, if you are making a still, an overlay or animated effect, you may have to click the button twice: once to launch the effect and once more to reset it (or vice versa depending on your previous actions).

Click **Auto** on the GlobeCaster Character Generator toolbar to view the font with its new **Face** and **Outline** over the video source.

You can also customize the sides and shadow in the same way.

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### Altering Text Properties

Sometimes text just doesn't look the way you want it to when it appears over video. When that's the case you can modify your text by manipulating its properties. Using your previous work, here are a couple of things you can do:

3. With your text selected by a bounding box, right click on the text and choose **Item Properties** from the **Item** pop-up menu that appears.

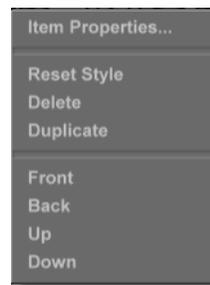


Figure 2.11: Item Pop-up Menu

The **Item Properties** panel appears (Figure 2.12).

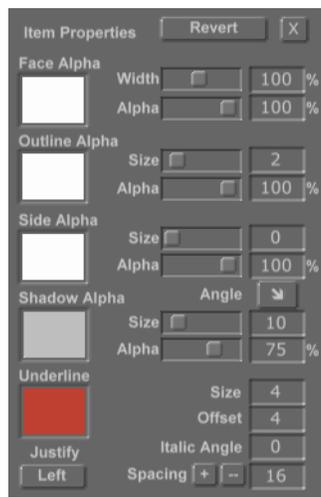


Figure 2.12: Item Properties Panel

4. To the right of the **Outline Alpha** box is a slider labeled **Alpha**. Drag the slider to the left until it reads **75**.

This increases the transparency of the selected text. Thus, more of the video underneath your text shows through.

While you're adjusting properties, try adjusting the **Shadow** of the text:

1. To the right of the **Shadow Alpha** box is another slider labeled **Alpha**. Drag the slider to the left until it reads **95**. This makes the shadow mostly opaque.

2. Drag the **Shadow Size** slider to the left to decrease the height of the shadow. Any number will do as long as you can see the difference.

The **Item Properties** panel gives you a lot of control over your fonts. Take some time to try the other controls to see how they work. It's important to point out here that if you try to change the color of the picons in this panel, you won't be able to because these picons are used to display transparency values. To change face, outline, side, and shadow colors, use the picons in the **Font and Style controls** (see "Font And Style Controls" on page 34).

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### Saving Your Type Style

Once you have created a type style that you like (that's the font, its size, and all of its color and transparency attributes), you can save it for future use. Simply drag the **Item Picon** from the GlobeCaster Character Generator toolbar into a bin (Figure 2.13):

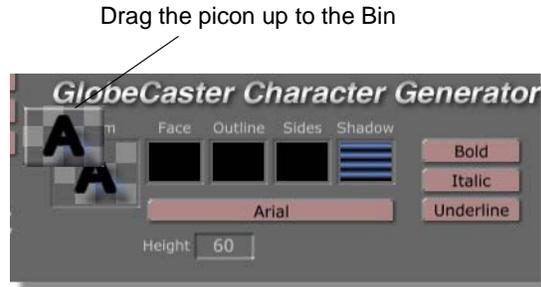


Figure 2.13: Saving a Type Style

That's all there is to it. Now, whenever you want to use this style again, just click on it in the bin, or you can drag-and-drop it onto any selected text.

## Making A Lower Third

The GlobeCaster Character Generator gives you the power to quickly and easily create lower third graphics, elements frequently used to identify a person or place. Sometimes they are created as an overlay, appearing on top of a video source. Other times, they are created as part of a graphics page, without live video. In this exercise you are going to make the latter, by adding a fixed background to the page.

Continue to use your name as the text. Make sure it is selected and surrounded by a bounding box.

The first step is to give your font face (fill) a new texture:

1. Locate this picon in the `\GlobeCaster\bins\colors\gradients` bin.



Figure 2.14: Texture Picon

2. Drag-and-drop the picon over the text that has been selected by a bounding box. The texture of the picon is applied to the selected text.
3. Locate this picon found in the `\GlobeCaster\bins\cg\tutorials\lowerthirdgraphics` bin.



Figure 2.15: Picon for a Lower Third

4. Double-click the picon to add it to the workspace. A gray bar appears across the workspace. This is your lower third background graphic.
5. Locate this picon in the `\GlobeCaster\bins\stills\textures` bin.



Figure 2.16: Picon for the Background

It's hard to tell what it looks like on this page, but in your picon bin it appears to be mostly blue in the center, purple in the lower left corner, black in the upper left and right corners, and light blue in the lower right corner.

6. Double-click the picon to make it the page background. It fills the workspace.

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You're almost done. All that's left is to align and resize the gray bar, and to align your text:

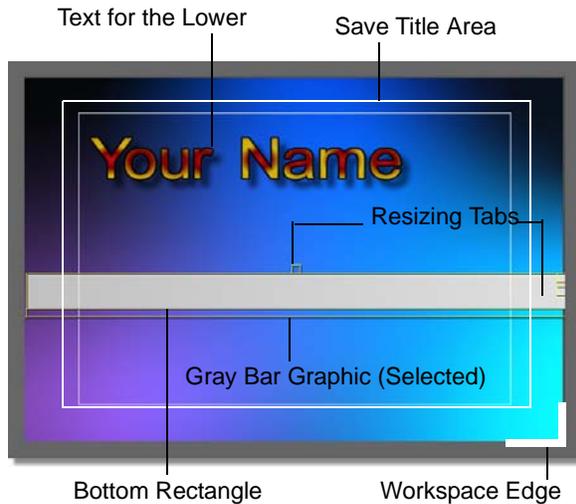


Figure 2.17: Gray Gradient Graphic in the Workspace

1. Select the gray bar graphic so that it is surrounded with a bounding box (previous figure), and drag it to the bottom of the workspace (Figure 2.18).

If the graphic doesn't stretch across the workspace from left to right, click-and-drag the right side resizing tab and stretch it until it does so. Use the bottom rectangle to correct alignment if necessary.



Figure 2.18: Completed Lower Third

2. The gray bar graphic is too thin for a proper lower third. Click-and-drag the top resizing tab upward until the graphic covers the lower third of the workspace (previous figure).

The lower third size is only a guideline. You can customize the dimensions to fit your equipment or artistic needs.

3. Select your name and drag it to the lower left corner of the safe title area (previous figure).

Voilà! You've just created one of the most useful graphic elements in all of video production in no time at all. Click **Auto** to see your lower third on the program monitor.

If you want to save your project, simply click the **Save Now** button. You can also save your work by dragging-and-dropping the **Current Page** picon to the bin of your choice. The GlobeCaster Character Generator automatically generates a file name for your project. You can rename your project by right-clicking on its picon in the bin and selecting **Rename** from the menu that appears.

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### Animating Text

Before you finish this quick start section, there's three more important the GlobeCaster Character Generator functions to demonstrate: rolling, crawling and animating text. Rolling text moves from top to bottom or bottom to top. Crawling text moves left to right or right to left across the screen. Animating text is a simple matter of applying some pre-defined effects, such as twisting.

#### Creating a Roll

The first thing to do is tidy up the GlobeCaster Character Generator workspace.

1. Move your mouse pointer just outside of the workspace in the gray border and right-click to access the **Workspace pop-up menu** (Figure 2.19).

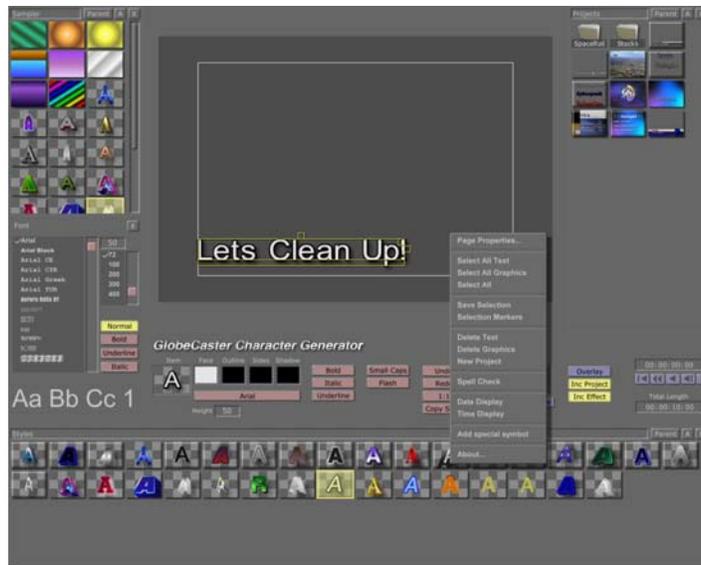


Figure 2.19: Workspace Pop-up Menu

2. Select **Delete Workspace** from the menu. This clears the workspace so you can start out fresh.
3. Type something in the workspace. We used Let's animate text (Figure 2.20).

4. Select your text. Click-and-drag a frame through all of the text to make sure it is selected and has a bounding box around it (Figure 2.20).

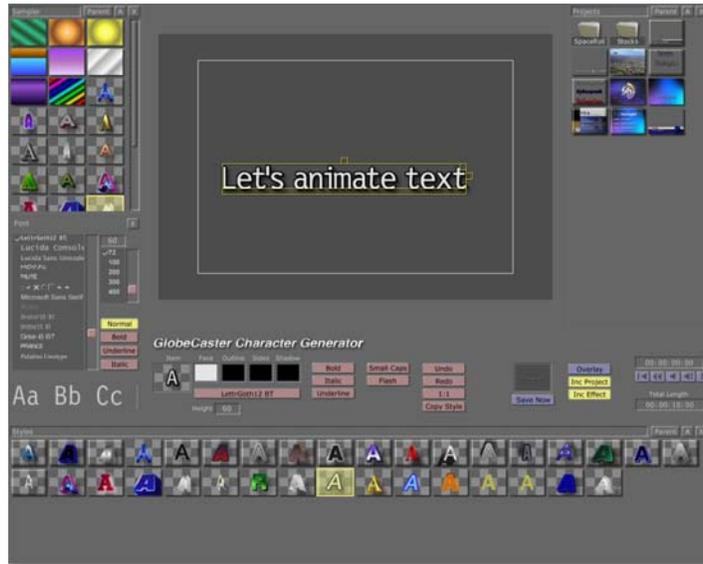


Figure 2.20: Selected Text

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- Click on the **Project Type** button (Figure 2.21) on the toolbar (it should currently read **Overlay**), and select **Roll** from the pop-up menu that appears.

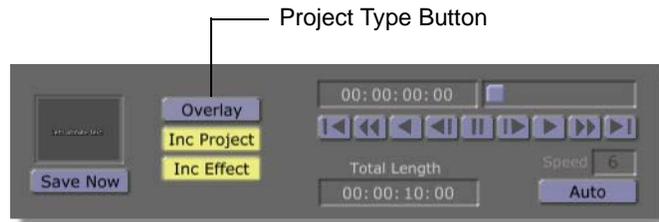


Figure 2.21: The Project Type Button

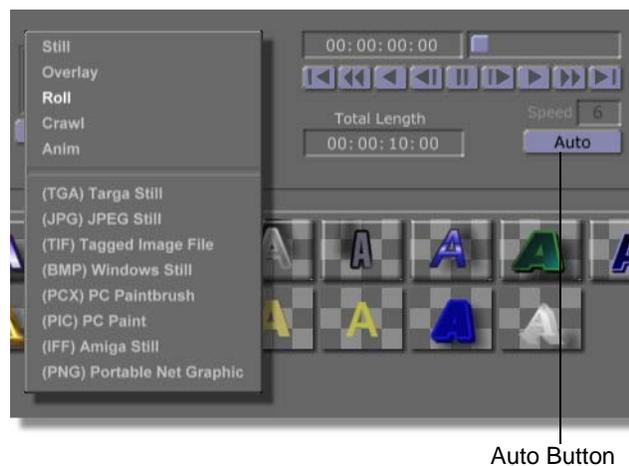


Figure 2.22: Project Type Pop-up Menu

- Click the **Auto** button (previous figure) and watch your program monitor. The text rolls from the bottom of the screen to the top. You can change the speed of the roll by entering in a new value in the **Speed** box (above the **Auto** button). To change the speed; click on the number, type in a new value and press **Enter** to set your change.

That's all there is to it. Now to make crawling text.

### Creating a Crawl

To perform a crawl, you'll have to change the project type one more time:

- Click on the **Project Type** button again and select **Crawl** from the pop-up menu. It should still be set to **Roll** from your last exercise unless you changed it.

**NOTE:** The **Auto** button behaves differently depending upon the type of project. If you are making a roll or crawl, you only have to click the auto button once to launch the effect. However, if you are making a still, an overlay or animated effect, you may have to click the button twice: once to launch the effect and once more to reset it (or vice versa depending on your previous actions).

2. Click **Auto**.

Your text moves horizontally across the screen.

### Animating Text

Animating text is a snap:

1. Click the **Project Type** button and select **Anim** from the menu.
2. With the text still selected by a bounding box, right-click on one of the letters.
3. Select **Twist** from the pop-up menu that appears (Figure 2.23).

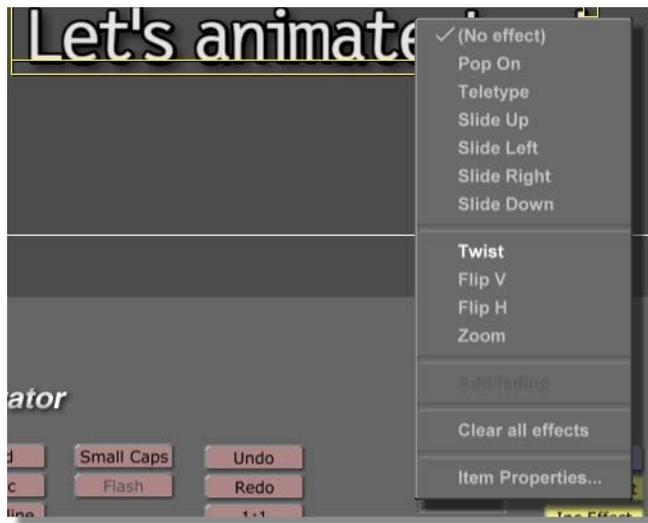


Figure 2.23: The Twist Effect in the Pop-up Menu

**NOTE:** The **Auto** button behaves differently depending upon the type of project. If you are making a roll or crawl, you only have to click the auto button once to launch the effect. However, if you are making a still, an overlay or animated effect, you may have to click the button twice: once to launch the effect and once more to reset it (or vice versa depending on your previous actions).

4. Click the **Auto** button.

Your text twists in from small to full size on your program monitor and ends relative to where the text was in your workspace. That is, if your text was placed in the center of your workspace, the effect appears in the center of your program monitor screen.

This concludes the *Quick Start* chapter of this manual. In this section you have learned to:

- Enter text
- Move text around
- Modify text
- Edit fonts and text properties
- Save type styles
- Make a lower third with a graphic
- Make text move with rolls, crawls, and animation

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That's a lot! Now you're ready to do some experimenting on your own or try out some tutorials in the Tutorial chapter (see "Tutorials" on page 75).

For detailed information on buttons, pop-up menus, or other controls, see "Reference" on page 31.

# CHARACTER GENERATOR MANUAL REFERENCE



CHAPTER 3



## Chapter 3

**Reference**

*This chapter provides reference information for the GlobeCaster Character Generator. The following sections describe interfaces, buttons, panels, and pop-up menus grouped by task.*

*The following topics are covered:*

- The GlobeCaster Character Generator Interface ..... 32
- Font and Style Controls ..... 34
- Edit Controls ..... 37
- Project Settings ..... 38
- Keyframe and Transport Controls ..... 43
- Workspace Tools ..... 47
- Page Pop-up Menu ..... 48
- Page Properties Panel ..... 51
- Item Pop-up Menu ..... 55
- Item Properties Panel ..... 57
- Spell Check Panel ..... 62
- Grid-Tab Setup Panel ..... 63
- Color Palette and Gradient Editor ..... 66

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### Learning the GlobeCaster Character Generator Interface

With the GlobeCaster Character Generator you can create title overlays, customized type styles, and rolling, crawling, and animated titles.

Figure 3.1 shows the GlobeCaster Character Generator interface

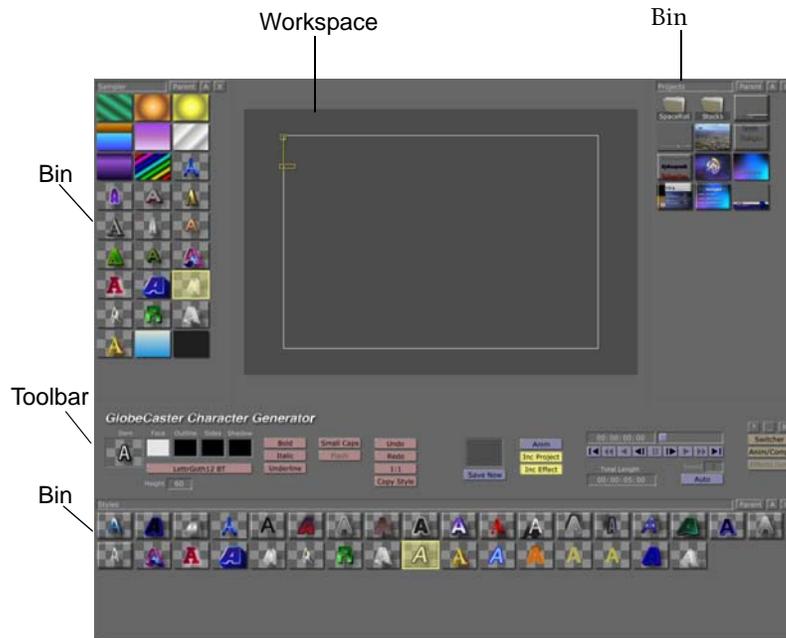


Figure 3.1: The GlobeCaster Character Generator Interface

The interface consists of three basic elements. These are the bins, the workspace, and the toolbar. You use all three of these to create, edit, animate, and save your effects.

**Bins** There are three bins open when you start up the GlobeCaster Character Generator. The **Sampler** on the left, **Projects** on the right, and **Styles** on the bottom. The **Sampler** bin has a few samples of fonts, textures and gradients. The **Projects** bin has a few completed and partially completed projects that you can customize for your own needs. The **Style** bin has a collection of font styles ready for your use.

For more information on how to navigate through bins, see the *GlobeCaster User Guide*.

**Mouse Functions** Drag-and-drop functions are different than double-clicking. Both actions load picons into the workspace, but the results can be different. Use drag-and-drop to apply a fill color or texture to a selected item. Use double-clicking to load a picon from a bin into the workspace.

For instance, you can load a picon of an object into the workspace by dragging-and-dropping it there. If the workspace is empty, it appears in its original state. However, if it is dragged and dropped onto an object already in the workspace, the GlobeCaster Character Generator applies the picon as a fill or texture to the object. Double-clicking always loads the picon in its original state.

**The Workspace**

This is the dark gray area in the middle of the upper half of the interface. In the workspace there is a white rectangle. This is the **Safe Title Area**. Anything within the safe title area will appear on your TV screen.

**Character Generator Toolbar**

The toolbar stretches across the interface. This is where you find most of the buttons you'll be working with. You can also access most panels from here as well.

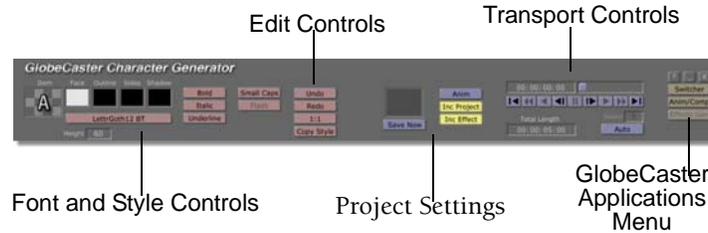


Figure 3.2: The GlobeCaster Character Generator Toolbar

Like other applications, the buttons in the toolbar are grouped by function and are color coded for easy recognition.

- The **Font and Style controls** are used for creating and manipulating text effects.
- The **Edit controls** are used to edit your project.
- The **Project Settings** allow you to define the type of project you want to make.
- The **Transport controls** are used to scrub through your animations.
- The **Application buttons** are used to leave the GlobeCaster Character Generator and start up another program.

Each of these sections is covered in detail in this chapter.

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### Font And Style Controls

Use the font and style controls (Figure 3.3) to:

- Select and load fonts
- Customize font attributes such as color, texture, transparency, shadow, and outline values
- Select font size and apply common text formatting such as underlining
- Save font styles for later use



Figure 3.3: Font and Style Controls

The controls are a combination of picons and buttons. Here's a list of what they are and what they do:

**Item Picon** Displays the overall style of the text or item in current use (previous figure). By dragging this picon into a bin, the style can be saved. Right-clicking on this picon brings up the **Item Pop-up Menu** (see “Item Pop-Up Menu” on page 55).

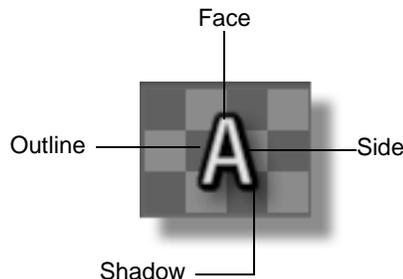


Figure 3.4: Item Picon

**Item pop-up menu** The **Item** pop-up menu gives you access to the **Item Properties panel** (see “Item Properties Panel” on page 57), lets you delete, reset the style to default (the font the GlobeCaster Character Generator uses when it starts up), duplicate, and control layer location (up, down, front, back).

- Face Picon** Represents the fill color of the text (previous figure, **Font** and **Style** controls). You can change the fill color by dragging-and-dropping colors, textures or gradients from any of the bins onto this picon.
- Right-clicking on the picon brings up the **Color Palette panel**, which you can use to change fill colors, make and apply custom coloring, or make and apply gradients (see “Color Palette And Gradient Editor” on page 66).
- Outline Picon** Represents the border color around the edges of the face (previous figure, **Font** and **Style** controls). Right-clicking on this picon brings up the **Color Palette Panel** (see “Color Palette And Gradient Editor” on page 66).
- Sides Picon** Represents the side color of text when the text is given a 3D extrusion (previous figure, **Font** and **Style** controls). Right-clicking on this picon brings up the **Color Palette Panel** (see “Color Palette And Gradient Editor” on page 66).
- Shadow Picon** Represents text shadow color (previous figure, **Font** and **Style** controls). Right-clicking on this picon brings up the **Color Palette Panel** (see “Color Palette And Gradient Editor” on page 66).
- Font Button** Indicates the font loaded (Figure 3.5). Clicking this button activates a menu mid left of the interface of all the fonts loaded in the system. GlobeCaster uses True Type fonts.



Figure 3.5: The Font Button

To apply or change text font, first select the text then change it using the font button pop-up menu.

- Height** Shows the pixel height of the text (Figure 3.6). Maximum height is 999. You can adjust pixel height by either clicking on the number and typing in a new value, or by clicking on the number and dragging upward or downward to increase or lower the value.



Figure 3.6: Height Indicator

- Bold** Applies a boldface to selected text, if available.

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- Italic**                    Slants the letters. The exact slant of the letters can be modified in the **Item Properties panel** (see “Item Properties Panel” on page 57).
  
- Underline**               Underlines the selected text. The color and thickness of the underline can be adjusted in the **Item Properties panel** (see “Item Properties Panel” on page 57).
  
- Small Caps**             Applies small capitalization to selected text. Small Caps make good lower case letters for fonts that are all uppercase.
  
- Flash**                     Applies a flashing effect to selected text. You do not see the text flash in the workspace. You must press the **Auto** button to view the effect on your program monitor. Flash rate can be changed in the **Page Properties panel** (see “Page Properties Panel” on page 51).

## Edit Controls

The edit controls are four general purpose buttons that allow you to perform common editing functions.



Figure 3.7: Edit Controls

The following table lists the buttons and describes their functions.

<b>Undo</b>	Reverses the last action you performed. Can be applied multiple times.
<b>Redo</b>	Reverses an <b>Undo</b> action. Can be applied multiple times.
<b>1:1</b>	For use with graphics. Clicking this button causes a selected graphic to resize to fill the entire workspace.
<b>Copy Style</b>	<p>Allows you to pick up the style from selected text for use in new or existing text.</p> <p>To copy a style, select the text with the style you want to copy with a bounding box and then click <b>Copy Style</b>. Any new text you type uses the copied style.</p> <p>Once you click the <b>Copy Style</b> button, the <b>Item Picon</b> displays that style. To apply the copied style to existing text, first drag-and-drop the Item picon into a bin to save it. You can then click-and-drag the saved picon onto any selected text to apply the style. You can also select the text and press the <b>F4</b> key, this will copy the style.</p>

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### Project Settings

Project Settings have four buttons. They are used to define the type of project you are making and how it is saved.

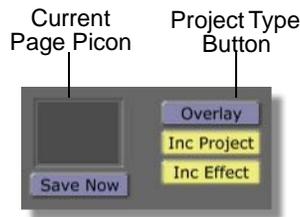


Figure 3.8: Project Settings

The following table lists the edit controls and describes their functions.

<b>Current Page Picon</b>	Represents the workspace. Drag-and-drop this picon into a bin to save your work. Right-clicking here brings up the <b>Page pop-up menu</b> (see “Page Pop-Up Menu” on page 48) which gives you access to the <b>Page Properties</b> panel (see “Page Properties Panel” on page 51). It also provides you with selection, save, and delete options, spell checking, special symbols, and date and time display options.
<b>Save Now</b>	After saving your work by dragging the <b>Current Page</b> picon into a bin, you can update the saved file with any changes you’ve made since then by clicking the <b>Save Now</b> button.

**Project Type  
Button**

Displays and assigns the type of format selected. There are five GlobeCaster formats and eight common graphics formats to choose from (Figure 3.9).

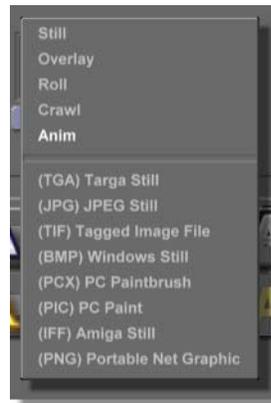


Figure 3.9: **Project Type Pop-Up Menu**

The default is **Overlay**, which is a GlobeCaster format. When you save your project, GlobeCaster saves it in the format displayed on the button face. You do not have the option to “Save As” in a particular format such as **jpg** or **gif**. Therefore, you need to select your format before choosing to save.

The other GlobeCaster formats are **Stills**, **Rolls**, **Crawls**, and **Animation (Anim)**.

**Stills** are graphic images like bitmaps or Jpegs, but in GlobeCaster format.

**Roll Button**

**Rolls** move text or objects up or down the screen vertically. When **Roll** is selected, a small arrow button appears (Figure 3.10). The arrow indicates the direction of the roll. Clicking the **Arrow** button changes the direction.

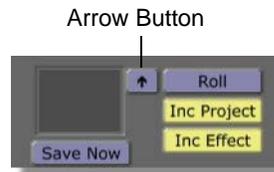


Figure 3.10: The Arrow Button for Rolls

**Crawls** move text or objects left or right horizontally across the screen. When **Crawl** is selected, a small arrow button appears (Figure 3.11). The arrow indicates the direction of the crawl. Clicking the **Arrow** button changes the direction.

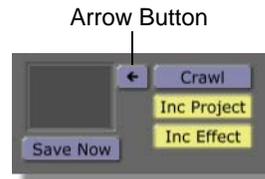


Figure 3.11: The Arrow Button for Crawls

Animation lets you select from a list of 6 pre-defined animation effects. You can choose from Pop On, Twist, Flip Vertically, Flip Horizontally, Zoom, and Add Fading.

To apply an effect:

Select **Anim** from the **Project Type** pop-up menu.

Select the text or object you wish to apply the effect to by placing a bounding box around it.

**Animation Type  
Pop-Up Menu**

Right-click on the selected object or text.

Select the animation type of your choice from the pop-up menu that appears (Figure 3.12).



Figure 3.12: Animation Type Pop-up Menu

The GlobeCaster Character Generator **Stills** and **Overlays** have a **.tfs** filename extension. The GlobeCaster Character Generator **Rolls**, **Crawls**, and **Animations** have a **.tfx** filename extension.

**Inc Project  
(Include  
Project)**

Saves the instructions (information) that makes up an effect (how it works and what it does). An effect is a roll, crawl, or animation. When the button is turned on, it means these instructions are saved. However, you do not actually save a *finished* effect. You just save the instructions that tell the GlobeCaster Character Generator what your effect does. This means you can edit the effect at a later date. If you turn this button off, the GlobeCaster Character Generator saves the finished effect without saving the instructions. If you opt to turn this button off when you save, you cannot alter the saved effect later.

The advantage to saving just the project and not the entire effect is hard drive space. The instructions to create an effect take up less room than a completed the GlobeCaster Character Generator effect.

**Inc Effect**  
**(Include Effect)**

Saves the actual effect. Turning this button on tells the GlobeCaster Character Generator to save a complete effect. Completed effects can be large (compared to the set of instructions that tells the GlobeCaster Character Generator what the thing does), and take up a lot of room on your hard drive.

If you turn this button off, the GlobeCaster Character Generator automatically activates **Inc Project**. This only saves the instructions that make up the effect. There is one big advantage to this. If you are running out of time, turning off **Inc Effect** makes it possible to save your work without having to process the animation instructions. This means you'll have to complete the effect later in order to use it.

## Keyframe And Transport Controls

The Keyframe and Transport Controls (Figure 3.13) allow you to move through the timeline, scrubbing through your effect (a roll, crawl, or animation).

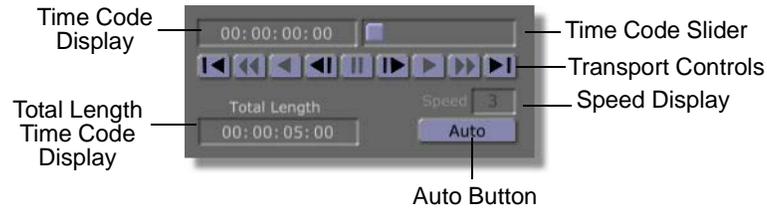


Figure 3.13: Transport Controls

The following table explains how these controls function:

<b>Time Code Display</b>	Displays the time code of the frame you are on in an effect. You can move around to different frames in your title effect by clicking in the window and changing the number to the frame you want to view. Then press <b>Enter</b> on your keyboard. Time code is in standard SMPTE format ( <b>HH:MM:SS:FF</b> ).
<b>Time Code Slider</b>	Click-and-drag the <b>Time Code Slider</b> to shuttle through the animation sequence. As you drag, the numbers in the Time Code Display change to let you know which frame you are on.
<b>Total Length Time Code Display</b>	Shows the length of time the effect will take to move across the screen. This is modified by adjusting the <b>Speed Display</b> .
<b>Speed Display</b>	Refers to how fast a crawl or a roll will move across the screen. The actual time it will take appears in the <b>Total Length</b> window.  The speed can be changed by clicking in the <b>Speed Display</b> , typing in a new value, and hitting <b>Enter</b> . You can also change the speed by clicking in the <b>Speed Display</b> and dragging up or down to change the values.  The Speed has a maximum rating of <b>8</b> , and a minimum of <b>1</b> .

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### Auto Button

Used to output the workspace over the program output. If this button is grayed out, it means that **Auto Preview** is turned on in the **Page Properties panel** (see “Page Properties Panel” on page 51).

The **Auto** button behaves differently depending upon the type of project. If you are making a roll or crawl, you only have to click the auto button once to launch the effect. However, if you are making a still, an overlay or animated effect, you may have to click the button twice: once to launch the effect and once more to reset it (or vice versa depending on your previous actions).

### Transport Controls

These buttons provide you with complete control over the timeline. The buttons, in order from left to right, are:

#### First Frame

Skips to the first frame of the timeline.



#### Rewind

Not enabled in the GlobeCaster Character Generator.



#### Reverse Play

Not enabled in the GlobeCaster Character Generator.



#### Back 1 Frame

Moves back one line of text.



#### Stop

Not enabled in the GlobeCaster Character Generator.



#### Forward 1 Frame

Moves forward one line of text.



**Play**



Not enabled in the GlobeCaster Character Generator.

**Fast Forward**



Not enabled in the GlobeCaster Character Generator.

**Last Frame**



Goes to the last line of text.

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## The GlobeCaster Character Generator Workspace

The Workspace is the area that you use to do your work (Figure 3.14). It represents what goes out “over the air.”



Figure 3.14: The GlobeCaster Character Generator Workspace

The thin white line forming a box in the workspace represents the **Safe Title Area**. This is the area that is visible on all television sets (by NTSC standards). Anything appearing outside of this box may not appear on some television screens. Not all televisions display an entire video signal. This box can be turned off or on in the **Page Properties panel** (see “Page Properties Panel” on page 51).

When working with crawls and rolls, scroll bars are available at the bottom or right side of the workspace. Drag on these to move the workspace up, down, left, or right.

Right-clicking on an item in the workspace brings up the **Item pop-up menu** (see “Item Pop-Up Menu” on page 55), which gives you access to the **Item Properties panel** (see “Item Properties Panel” on page 57). It also lets you delete, reset the style to default (the font style the GlobeCaster Character Generator starts up with), duplicate, and control layer location (up, down, front, back).

Right-clicking in an empty area of the workspace brings up the **Page pop-up menu** (see “Page Pop-Up Menu” on page 48), which gives you access to the **Page Properties panel** (see “Page Properties Panel” on page 51). It also gives you selection, save, and delete options, spell checking, special symbols, and date and time display options.

The L-shaped figure in the upper left corner (previous figure) is the L-cursor. It is used to enter and select text.

## Workspace Tools

There are two tools used in the workspace: the L-cursor and the bounding box. The L-cursor is the GlobeCaster Character Generator version of a text cursor like those found in word processing programs. It shows you where text is entered, allows you to move text anywhere in the workspace, and it allows you to change font height.

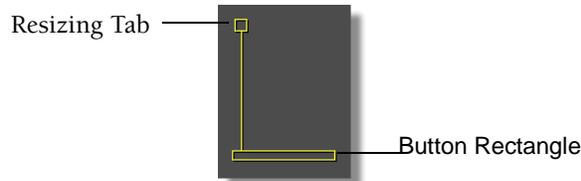


Figure 3.15: The L-cursor

The L-cursor is moved by clicking on the **Bottom Rectangle** and dragging it wherever you want. Font height is changed by clicking on a **Resizing Tab** and dragging it up or down (previous figure).

The **Bounding Box** is used to edit text. To edit text, first select it by clicking and dragging your mouse cursor across the characters you wish to edit. The GlobeCaster Character Generator generates a bounding box around the characters (Figure 3.16) letting you know they have been selected. Characters within the bounding box can be moved like the L-cursor using the bottom rectangle and resized using the resizing tabs. The top resizing tab controls vertical height. The right resizing tab controls horizontal width. The upper-right resizing tab resizes height and width proportionally.

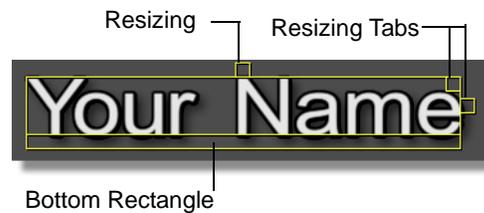


Figure 3.16: The Bounding Box

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### Page Pop-Up Menu

The **Page** Pop-up Menu is used to access several utility features that make your work a little easier, such as the **Page Properties Panel** (see “Page Properties Panel” on page 51). It also gives you tools for text/graphics selection, selection markers, text/graphics deletion, spell check, date and time display, and special symbols.

The **Page** Pop-up Menu (Figure 3.17) is accessed by right-clicking the **Current Page Picon** or right-clicking on any empty area of the workspace.

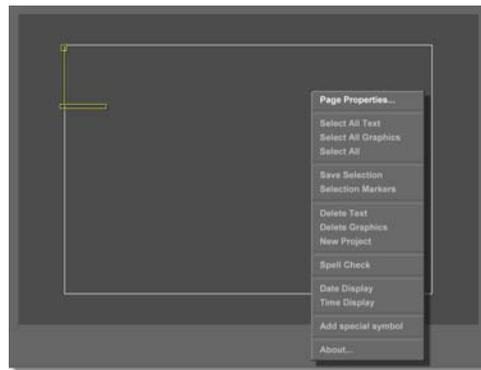


Figure 3.17: Page Pop-Up Menu

The following table explains all of the menu options:

<b>Page Properties</b>	Displays the <b>Page Properties</b> Panel (see “Page Properties Panel” on page 51), which is used to set preferences for your workspace, such as auto preview, turning on or off Safe Action and Safe Title boxes, tab and grid setup, flash rate, justification, and font spacing.
<b>Select All Text</b>	Selects all text in the workspace.
<b>Select All Graphics</b>	Selects all graphics in the workspace.
<b>Select All</b>	Selects everything—text and graphics.
<b>Save Selection</b>	This gives you the power to save any piece of your work as an independent item in a bin. Select what you want to save by dragging a bounding box around it, and click <b>Save Selection</b> . The GlobeCaster Character Generator will automatically put it into the Projects bin for you.

**Selection Markers** Places red markers (boxes) around items within the bounding box. These help you identify what you actually select when items overlap one another.

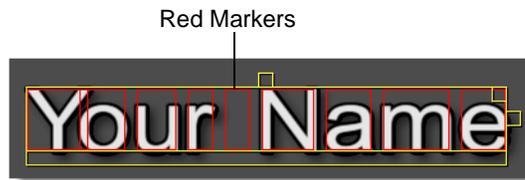


Figure 3.18: Selection Markers

**Delete Text** Deletes all the text in the workspace, but leaves any graphics.

**Delete Graphics** Deletes the graphics and leaves the text.

**Delete Workspace** Removes all elements from the workspace.

**Spell Check** Performs a spell check and opens the **Spell Check Properties** panel (see “Spell Check Properties Panel” on page 62).

**Date Display** Puts today’s date onto the workspace in the current style selected. As long as you are working on your project, the GlobeCaster Character Generator automatically updates the date for you. Once the project is done, the date stays fixed until the project is opened again in the GlobeCaster Character Generator.

**Time Display** Brings a time display onto the workspace using the current style. The time stays current as long as the GlobeCaster Character Generator application stays open. This is a handy way to time stamp your projects, because the time display freezes when you save and exit the GlobeCaster Character Generator.

**Add Special Symbol**

Displays a panel of commonly used special symbols. Clicking on a symbol enters it into the workspace.



*Figure 3.19: Special Symbols Panel*

**About**

Shows the version number of the GlobeCaster Character Generator software, along with information about GlobalStreams, Inc.

## Page Properties Panel

This panel is used to set preferences for your workspace such as auto preview, turning on or off safe action and safe area markers, tab and grid setup, flash rate, justification, and font spacing.

The **Page Properties** panel is accessed by right-clicking in the workspace or by right-clicking on the **Current Page** picon and selecting **Page Properties**.

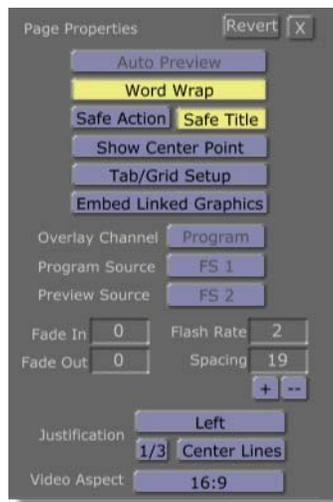


Figure 3.20: Page Properties Panel

The following table lists and explains all of the functions in this panel:

<b>Auto Preview</b>	Automatically puts text directly onto the program video as you type (overlays only). While this button is on, the <b>Auto</b> button in the toolbar is ghosted out.
<b>Word Wrap</b>	Keeps text from spilling past the edges of the safe title area and starts it on a new line.
<b>Safe Action</b>	Displays the safe action box, which shows where it is safe to put graphics. Graphics placed outside this area may not be visible on some televisions.
<b>Safe Title</b>	Displays the safe title box which shows where it is safe to put text. It serves the same type of function as the Safe Action display, but the standards for text are tighter than those for graphics.
<b>Show Center Point</b>	Displays a cross-hair marker in the center of the workspace.
<b>Grid-Tab Setup</b>	Displays the <b>Grid Tab Setup</b> Panel (see “Grid-Tab Setup Panel” on page 63).

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**Embed Linked Graphics** When selected, embeds the graphic and will reduce the dependencies on any external files.

**Overlay Channel** This button acts like a mini-switcher and sets the output channel. You have two selections: program or preview.

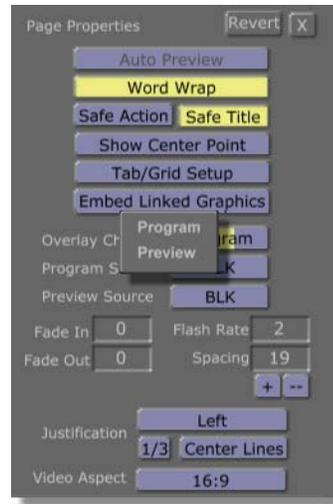


Figure 3.21: Channel Overlay Pop-Up Menu

**Program Source** This button acts like a mini-switcher and lets you select the source for the program channel.

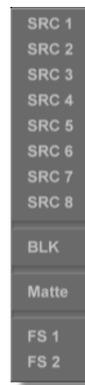


Figure 3.22: Program Source Pop-Up Menu

**Preview Source** This button acts like a mini-switcher and lets you select the source for the preview channel. It uses the same pop-up menu that the **Program Source** button does.

<b>Fade In</b>	Displays the number of frames the project takes to fade in. This number establishes the default fade rate when the project is run in the GlobeCaster Switcher.
<b>Fade Out</b>	Displays the number of frames the project takes to fade out. This number establishes the default fade rate when the project is run in GlobeCaster Switcher.
<b>Flash Rate</b>	<p>Sets the flash rate for the <b>Flash</b> button on the toolbar. The number represents the number of frames the item is on (visible), and the number of frames the item is off (invisible).</p> <p>The Flash rate can be set between 10 and 999.</p> <p><i>Example:</i> The NTSC frame rate is 30 frames per second. If you set the flash rate at 30, the item would be visible for 1 second and then invisible for 1 second.</p>
<b>Spacing</b>	Adjusts the vertical spacing between lines of text. The setting uses an arbitrary measurement that ranges between -64 and +64. Figure 3.23 illustrates how different line spacing looks in the workspace.



Figure 3.23: Line Spacing Examples

To change line spacing, change the value by clicking on the number and dragging up or down, or by typing in a new value. Press **Enter** for the GlobeCaster Character Generator to accept the new value.

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- Justification** Sets the justification for the entire workspace. Options are **Left**, **Center**, **Right** or **None** (See “Justify” on page 61).
- 1/3** Aligns text in the lower third of the screen for use as a lower third overlay.
- Center Lines** Centers text vertically in the workspace (Figure 3.24). Behaves like center justification, but vertically centered from top to bottom.

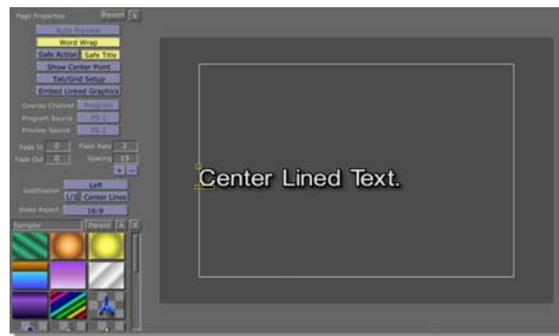


Figure 3.24: Center Lined Text

- Video Aspect** Drop-down menu that toggles the workspace from 4:3 mode to 16:9 mode.



Figure 3.25: Selecting A Different Video Aspect

The following figure depicts the workspace in 16:9 mode.



Figure 3.26: 16:9 Mode

## Item Pop-Up Menu

The **Item** pop-up menu is used to access the **Items Properties Panel**, reset styles, delete or duplicate items, and control object layering. The **Item** pop-up menu can be accessed by right-clicking on an item in the workspace. However, for any of the menu options to have an effect, an item must first be selected with a bounding box (see “Workspace Tools” on page 47).



Figure 3.27: Item Pop-Up Menu

The following table explains each of the Item pop-up menu options and how to use them:

<b>Item Properties</b>	Opens the <b>Item Properties Panel</b> , which is used to modify an item’s properties such as width and alpha values for the face, outline, sides, and shadowing. (See “Item Properties Panel” on page 57).
<b>Reset Style</b>	Resets the text style of selected text to the default (the style displayed by the Item Picon when the GlobeCaster Character Generator is launched).
<b>Delete</b>	Deletes the selected item.

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- Duplicate** Makes a copy of the selected object directly over the original. There are three ways to select the duplicate and pull it away from the original.
- First, if you duplicate just one object or item, simply select it by clicking on it and then dragging it away by its bottom rectangle.
- The second method is used when you duplicate a word. To select the whole word, double-click on one of the letters to select them all and then drag the word away by its bottom rectangle.
- The last method is used when you duplicate a sentence. To select all of the words, triple-click on one of the letters. The sentence is selected with a bounding box. You can drag the duplicate sentence away by its bottom rectangle.
- Front** Brings the selected item to the front, so it is on top of all other items.
- Back** Pushes the selected item to the back, so it is underneath all other items.
- Up** Pulls the item forward one layer.
- Down** Pushes the selected item back one layer.

## Item Properties Panel

The **Item Properties** panel (Figure 3.28) is used to modify an item's properties, such as width and transparency (alpha) values for the face, outline, sides, and shadowing. An item can be text or a graphic element and must be selected before it can be modified. For text, this panel is also used to change underlining and italics values.

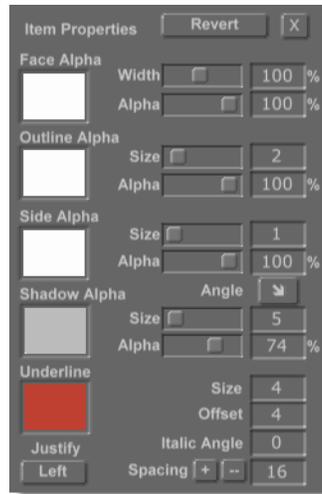


Figure 3.28: *Item Properties Panel*

The following table lists and explains the components of the **Item Properties** Panel.

<b>Revert</b>	Reverts to the original settings loaded when the panel was opened.
<b>X Button</b>	Closes the <b>Item Properties</b> panel.

<b>Face Alpha Picon</b>	<p>Displays the effect of the <b>Alpha</b> properties for the face of the item. A black picon represents complete transparency (clear), while a white picon represents 100% opacity (solid). Shades of gray represent values in between. Alpha properties are adjusted using the <b>Face Alpha</b> Slider or by clicking on the number and typing a new value. You can also drag-and-drop a picture or texture picon onto the <b>Face Alpha</b> Picon. It then assigns alpha properties based on shades of light and dark from the picture (or texture) dropped onto it.</p> <p>Right-clicking on the picon displays an <b>Alpha Properties</b> button. Clicking on this button displays the <b>Color Palette Panel</b>, which is used for changing colors and making gradients (see “Color Palette And Gradient Editor” on page 66).</p>
<b>Face Width Slider</b>	<p>Adjusts the width of the characters. 100% uses the default width of the characters. This value can be adjusted between 10% and 200%.</p>
<b>Face Alpha Slider</b>	<p>Adjusts the opacity of the main part (fill) of the text. 100% is complete opacity (solid), while 0% is transparent. The <b>Face Alpha</b> Picon displays the results of the slider settings.</p>
<b>Outline Alpha Picon</b>	<p>Displays the effect of the alpha properties for the outline of the item. A black picon represents complete transparency (clear), while a white picon represents 100% opacity (solid). Shades of gray represent values in between. You can also drag-and-drop a picture or texture picon onto the <b>Outline Alpha</b> Picon. It then assigns alpha properties based on shades of light and dark from the picture (or texture) dropped onto it.</p> <p>Right-clicking on the picon displays an <b>Alpha Properties</b> button. Clicking on this button displays the <b>Color Palette Panel</b>, which is used for changing colors and making gradients (see “Color Palette And Gradient Editor” on page 66).</p>
<b>Outline Size Slider</b>	<p>Adjusts the size of the border of the item. The size of the border can be between 0 and 20 pixels.</p>
<b>Outline Alpha Slider</b>	<p>Adjusts the opacity of the outline of the item. 100% is complete opacity (solid), while 0% is transparent. The <b>Outline Alpha</b> picon displays the results of the slider settings.</p>

- Side Alpha Picon** Displays the effect of the alpha properties for the 3D sides of an item. An all black picon represents complete transparency (clear), while an all white picon represents 100% opacity (solid). Shades of gray represent values in between. You can also drag-and-drop a picture or texture picon onto the Side Alpha Picon. It then assigns alpha properties based on shades of light and dark from the picture (or texture) dropped onto it.
- Right-clicking on the picon displays an **Alpha Properties** button. Clicking on this button displays the **Color Palette Panel**, which is used for changing colors and making gradients (see “Color Palette And Gradient Editor” on page 66).
- Side Size Slider** Adjusts the 3D depth of the item. The sides can be between 0 and 64 pixels.
- Side Alpha Slider** Adjusts the opacity of the sides of the item. 100% is complete opacity (solid). Zero percent is transparent.
- Shadow Alpha Picon** Displays the relative value of the alpha properties for the shadow of an item. An all black picon represents complete transparency (or clear), while an all white picon represents 100% opacity (solid). Shades of gray represent values in between. You can also drag-and-drop a picture or texture picon onto the **Shadow Alpha Picon**. It then assigns alpha properties based on shades of light and dark from the picture (or texture) dropped onto it.
- Right-clicking on the picon displays an **Alpha Properties** button. Clicking on this button displays the **Color Palette Panel**, which is used for changing colors and making gradients (see “Color Palette And Gradient Editor” on page 66).

**Shadow  
Angle  
Button**

The arrow in this button shows which direction the Shadow and the Side of the item will fall. Click the button to choose a direction from a list of pre-defined angles. Figure 3.29 shows two examples of shadow and side angles. The insets show what the angle button looks like for each.

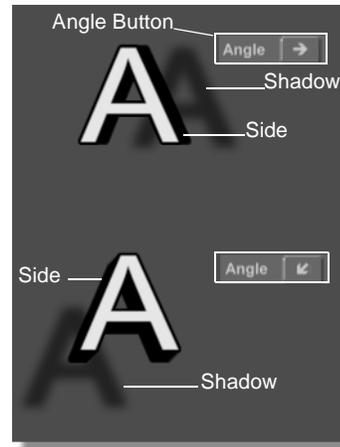


Figure 3.29: Font Shadows and Side Angles

**Shadow Size  
Slider**

Adjusts the distance from the original item where the shadow falls. Can be adjusted between 0 and 99 pixels.

**Shadow  
Alpha  
Slider**

Adjusts the opacity of the shadow. 100% is complete opacity (solid).

**Underline  
Picon**

Represents the color of the underline. This color can be changed by dragging a color picon from a bin on to this picon, or by right clicking on the picon and using the **Color Palette Panel**, which is used for changing colors and making gradients (see “Color Palette And Gradient Editor” on page 66).

**Size**

Adjusts the thickness of the underline. The underline can be from 1 to 50 pixels thick.

Thickness is changed by clicking on the number and typing a new value, or clicking on the number and dragging up or down to change the value. Press **Enter** to set your changes.

- Offset** Moves the underline up or down relative to the text baseline. The bigger the offset, the further away from the text the underline is. The offset has a range of -128 to 128 pixels.
- The offset is changed by clicking on the number and typing a new value, or clicking on the number and dragging up or down to change the value. Press **Enter** to set your changes.
- Italic Angle** Adjusts the slant of the lettering. When the Italic button on the toolbar is clicked, text is slanted to +11 degrees (the default). The angle can be adjusted between -45 degrees and +45 degrees.
- The angle is changed by clicking on the number and typing a new value, or clicking on the number and dragging up or down to change the value. Press **Enter** to set your changes.
- Justify** Horizontally aligns the selected text to **Left**, **Center**, **Right**, or **None**. To set justification for the entire workspace, see the **Page Properties Panel** reference section (See “Justification” on page 54).
- Spacing** Increases or decreases the amount of spacing between letters. Click the **Increase Button** button to increase the space.
- Click the **Decrease Button** button to decrease the space. The range is -50 to 100.

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### Spell Check Properties Panel

By selecting **Spell Check** from the **Page** pop-up menu (See “Page Pop-Up Menu” on page 48), you can quickly check your spelling.

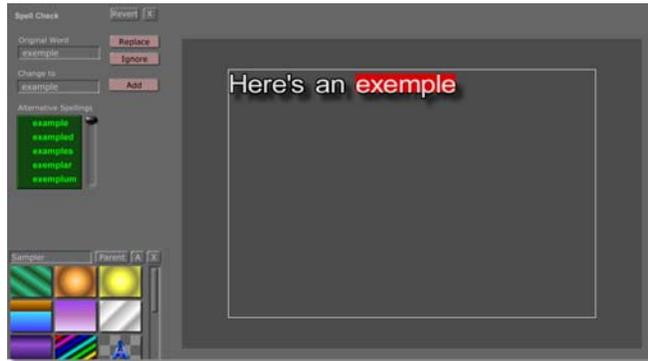


Figure 3.30: Spell Check Panel

The following table describes and explains the functions in the **Spell Check** panel.

<b>Original Word</b>	Lists the misspelled word that the spell checker found.
<b>Change To</b>	Gives the closest possible replacement to the misspelled word.
<b>Replace</b>	Replaces the original word with the word in the <b>Change To</b> window.
<b>Ignore</b>	Ignores the misspelled word and moves on.
<b>Add</b>	Adds the misspelled word to the GlobeCaster Character Generator's dictionary.
<b>Alternative Spellings</b>	Lists other possible replacements to the misspelled word. Simply click on any word in this box to place it in the <b>Change To</b> window. Use the slider to scroll.

## Grid-Tab Setup Panel

The **Grid-Tab Setup** panel is used to set the values for workspace tabs and for grid lines. The following section describes and explains the functions of this panel.

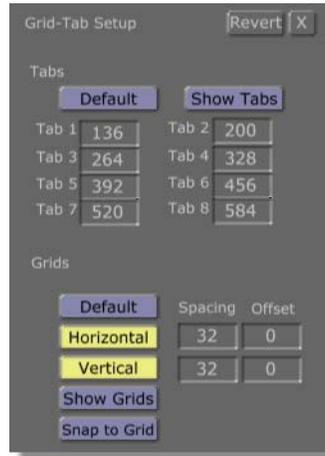


Figure 3.31: Grid-Tab Panel

The GlobeCaster Character Generator has eight tabs across the Workspace. The numerical values listed here denote how many pixels from the left edge the tab is set.

- Default (tabs)** Resets the tabs to their default state.
- Show Tabs** Displays the location of each tab as a white vertical line on the workspace.

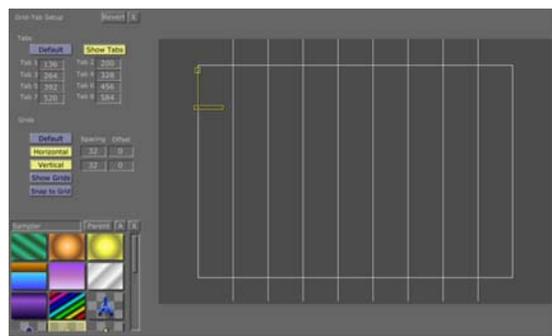


Figure 3.32: Show Tabs Turned On

- Default (grids)** Resets the grid pattern to its default setting.

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### Horizontal

Selects horizontal grid lines to be displayed when the **Show Grids** button is on.

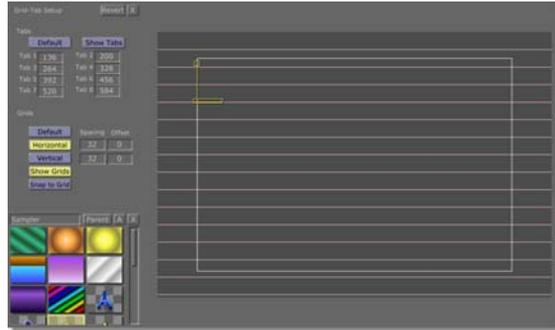


Figure 3.33: Horizontal Grid Lines On

### Vertical

Selects vertical grid lines to be displayed when the **Show Grids** button is on.

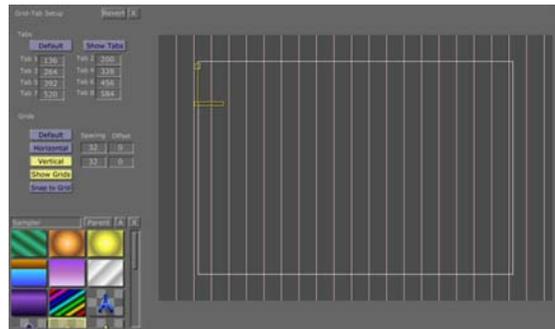


Figure 3.34: Vertical Grid Lines On

### Spacing

The distance (in pixels) between each grid line. This can be adjusted by typing in a new numerical value. Press **Enter** to set your changes.

### Offset

The horizontal and vertical offset show how far the grid is offset from the upper left corner.

**Show Grids** Makes the selected grid lines visible in the workspace.

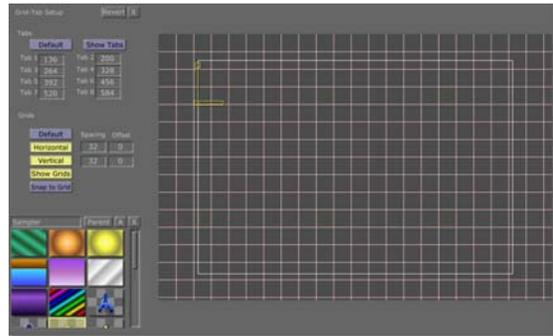


Figure 3.35: Show Grids On

**Snap To Grid** Snaps new and moved objects to grid lines.

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### Color Palette And Gradient Editor

The **Color Palette and Gradient Editor** is used to create and edit gradients and colors for many different purposes. You can access this panel by right-clicking on any of the **Face**, **Outline**, **Sides**, or **Shadow** picons in the **Font** and **Style** Controls in the toolbar (see “Font And Style Controls” on page 34). Right-clicking any of the picons in the **Item Properties** panel also displays this panel (See “Item Properties Panel” on page 57.)

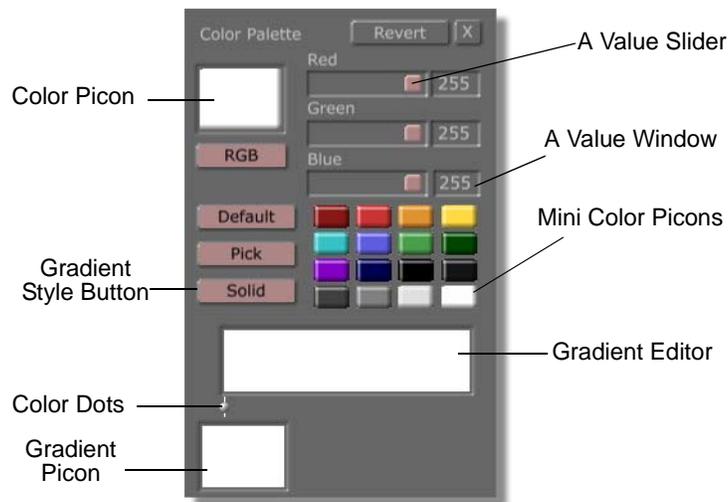


Figure 3.36: The Color Palette and Gradient Editor

The following table details the functions of this panel.

<b>Revert</b>	Reverts to the original settings present when you opened the panel.
<b>X Button</b>	Closes the panel.
<b>Color Picon</b>	Represents the current color. When you click one of the mini color picons, that color loads here. You can then drag the value sliders to change the color. You can also drag this picon onto one of the mini color picons to place it there for later use. You can drag-and-drop the picon into the <b>Gradient Editor</b> to use the color in a gradient. Dropping the picon into a bin saves it.
<b>RGB/HSV</b>	Allows you to choose which format you want to use to change a color. Click on the button and select <b>RGB</b> or <b>HSV</b> from the pop-up menu. <b>RGB</b> is the three additive primary colors used to construct video images ( <b>R</b> ed, <b>G</b> reen, <b>B</b> lue). <b>HSV</b> is the three properties of color ( <b>H</b> ue, <b>S</b> aturation, <b>V</b> alue). You can get almost any color by changing these values.

<b>Value Sliders</b>	Allow you to change the values of the color loaded into the Color picon. If you select <b>RGB</b> from the <b>RGB/HSV</b> button, the sliders adjust the red, green, and blue values to pick the color you want. If you select <b>HSV</b> , then the sliders adjust the hue, saturation, and value.
<b>Value Windows</b>	Allow you to change the values of the color loaded into the <b>Color</b> picon, just like the value sliders. Click in the window. Type in the value that you want. Press <b>Enter</b> on your keyboard to set the change.
<b>Default</b>	Resets the mini color picons to default colors. If you click this, you lose any custom colors you have loaded into the mini color picons unless you saved them to a bin.
<b>Pick</b>	Lets you select any color on your computer screen. Click on the button. Holding the mouse button down, drag the mouse pointer around the monitor. As you do so, the color that is directly under the mouse pointer appears in the <b>Color</b> picon, the <b>Gradient Editor</b> , and the <b>Gradient</b> picon. Release the mouse button to select a color.
<b>Gradient Style</b>	Selects the shape or style for the gradient. The current style is displayed on the button face. The default style is <b>Solid</b> . Click on the button. The <b>Gradient Styles</b> pop-up menu appears and offers several gradient styles to choose from (see “Gradient Styles Pop-Up Menu” on page 69 for details).
<b>Mini Color Picons</b>	<p>A set of small picons that serves as a palette of pre-made or custom colors. You can drag-and-drop them into the Color picon to load them for editing. You can also drag-and-drop the Color picon into one of these mini-picons to save colors you create for later use. You can also save them by dropping them into a bin. Finally, you can drag-and-drop any of the mini color picons into the Gradient Editor to make gradients.</p> <p>If at any time you want to clear out saved mini-picons, click the <b>Default</b> button. The mini-picons restore to default colors (<i>all</i> custom colors are deleted unless saved to a bin).</p>

- Gradient Editor** A small workspace where you create gradients to use as textures for objects. You can drag-and-drop **Mini Color** picons or **Color** picons into any spot on the editor to add the color to the gradient. The color appears in the editor, and a dot (the color dot) appears below the color. The GlobeCaster Character Generator then creates a gradient transition from one color to another.
- The first color you drop into the editor appears on the far right side. A transition is then created between the color on the far left and this new color. Any other colors you drop into the editor appear where your mouse pointer is aimed.
- After you create a gradient, drag-and-drop the **Gradient** picon onto an object in the workspace to apply the style.
- Color Dots** Represent the position of a color in the **Gradient Editor**. You can click-and-drag the dots to position them within the editor to change the appearance of the gradient. (The only dots you cannot move are the one on the far left and the one on the far right. These have fixed positions.)
- You can change the color of any dot. Click on a dot (the bar behind it turns white) to select it. Next, click on a Mini Color picon or Color picon of the color you want. The selected dot changes to that color.
- You can delete a dot by right-clicking on it. Select **Delete** from the pop-up button that appears. The left-most color dot cannot be deleted. You can change it to another color.
- Gradient Picon** A picon of your finished gradient. As you work on your gradient, the picon updates and changes to reflect your work. You can save your work by dragging-and-dropping this picon into a bin.
- Angle/Size** This slider and window adjust the angle or size (depending on which Gradient Style you are using) of the gradient. It appears only when you begin using a gradient that allows you to adjust either the angle or size. Changes using this slider/window appear in the **Gradient** picon automatically.
- You can drag on the slider to adjust this value. You can also click on the window, and type in the value you want. Press **Enter** on your keyboard to set the change. (For more information see the following section).

**Gradient Styles  
Pop-Up Menu**

Choosing one of the eight gradient styles from the **Gradient Styles** pop-up menu (Figure 3.37) determines the direction of the gradient and how the colors of a gradient blend together. The **Gradient Styles** pop-up menu is brought up by clicking the **Gradient Styles** button in the **Color Palette**. After you create a gradient, drag-and-drop the **Gradient** picon onto an object in the workspace to apply the style.



Figure 3.37: Gradient Styles Pop-Up Menu

The following section explains each gradient style. Each gradient style has a figure to show what that gradient looks like in the gradient editor. The gradient used is a ROY G BIV transition (Red, Orange, Yellow, Green, Blue, Indigo, Violet). The gradient may not represent its true appearance in some of the figures because of the gray scale imaging used in this manual.

Here are the gradient styles:

**Solid** Applies a solid color to the selected object (Figure 3.38). If you've created a gradient, selecting **Solid** removes all the colors from the editor, leaving only the left most color.



Figure 3.38: A Solid Gradient in the Editor

**70**  **Chapter 3****Linear**

Applies a linear blend to the selected object. A linear blend is a gradient that progresses from one color to another in a linear fashion. Figure 3.39 shows the **Gradient Editor** with a linear gradient loaded.

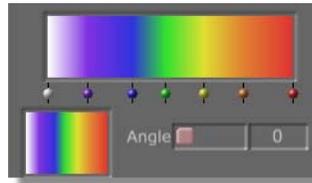


Figure 3.39: A Linear Gradient in the Editor

Change the angle of the blend by clicking-and-dragging the slider (Figure 3.40). You can also change the angle by clicking on the window to the right, and typing a new value. The angle value represents the angle's measurement in degrees. You can adjust the angle between 0 and 359 degrees.

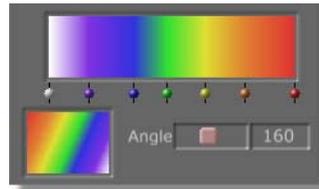


Figure 3.40: A Linear Gradient with Altered Angle in the Editor

**4 Corner**

Creates a gradient that blends in from each corner of an object (Figure 3.41).

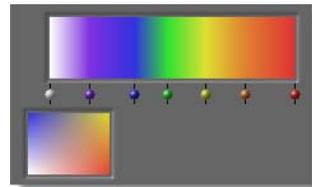


Figure 3.41: 4 Corner Gradient in the Editor

**Circular** Creates a circular blend (Figure 3.42).

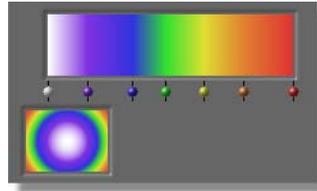


Figure 3.42: A Circular Gradient in the Editor

You can set the center of the circular gradient by right-clicking in the **Gradient** picon. The point where you clicked becomes the center.

**Bevel Box** Adds a beveled edge to a selected object (Figure 3.43).

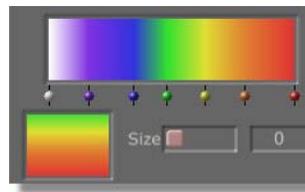


Figure 3.43: The Bevel Box Gradient in the Editor

Change the size of the bevel by clicking-and-dragging the slider. The bevel's size can also be changed by clicking on the numeric value and typing a new value. The higher the value, the larger the bevel. The highest setting is **359**.

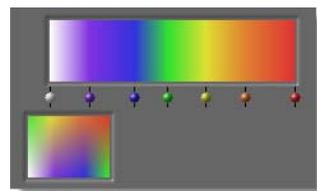
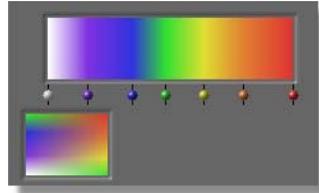


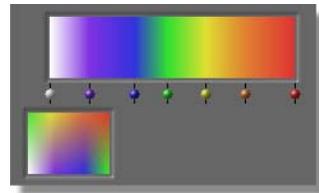
Figure 3.44: Bevel Box Gradient with Altered Size in the Editor

**Horizontal** Creates a blend that looks similar to a disco lighting effect (Figure 3.45). Moving a color dot right or left in the gradient editor moves the color up or down in the object.



*Figure 3.45: The Horizontal Gradient in the Editor*

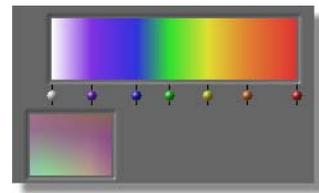
**Vertical** Creates a blend that looks similar to a disco lighting effect (Figure 3.46). Moving a color dot right or left in the gradient editor moves the color right or left in the object.



*Figure 3.46: The Vertical Gradient in the Editor*

Moving a color dot right or left in the gradient editor moves the color right or left in the object.

**4 Side** Creates a subtle blended gradient (Figure 3.47).



*Figure 3.47: The 4 Side Gradient in the Editor*

# CHARACTER GENERATOR MANUAL TUTORIALS



CHAPTER 4



Chapter 4  
**Tutorials**

*This chapter provides you with four tutorials that teach you how to use the GlobeCaster Character Generator's powerful features by making some common title effects. The tutorials will teach you how to do the following:*

- How to Make a Basic Title Overlay ..... 76
- How to Make a Lower Third With Graphics ..... 91

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## How to Make a Basic Title Overlay

This tutorial shows you how to make a basic title overlay consisting of a main header and a slogan. It is intended to familiarize you with the GlobeCaster Character Generator basics. For this example you will be using a fictitious business name called K-LOUD, an imaginary radio station.

**Getting Started**

Before getting into the procedures for making this overlay, make sure you do the following:

- The GlobeCaster Character Generator is open and ready to go by starting up the program.
- The GlobeCaster Character Generator workspace is cleared.

You can do this by right-clicking on any empty spot in the workspace and selecting **Delete Workspace** from the **Workspace** pop-up menu that appears.

**Entering Text**

The first step in creating your overlay is to enter and format the text of the radio station. Follow these steps:

1. Type **K-LOUD**.

The text appears in its default size of 38. The next step is to make it larger. To do this you'll have to select your text (next step).

2. Left-click and drag your pointer across K-LOUD. This puts a box around the text indicating that it has been selected. This box is called a bounding box.



Figure 4.1: Bounding Box Around Selected Text

Other ways to select text:

- Double-clicking on a letter in the word selects the whole word.
- Triple clicking on a letter of a word selects the entire line of text containing that letter.

- You can use **Select All Text** from the **Workspace** pop-up menu.

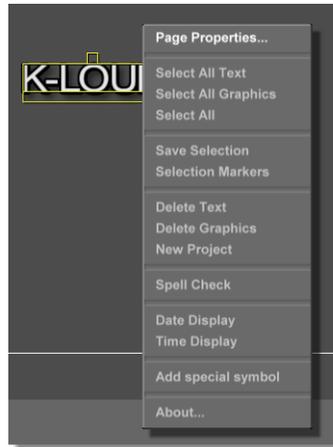


Figure 4.2: Workspace Pop-Up Menu

- Click-and-drag the upper right resizing tab in the bounding box outward. This makes the text larger.

Other ways to change the text size:

- Click in the font **Height** box beneath the **font** button, and type a new size, or
- Click in the text **Height** box and drag up or down with your mouse pointer (Figure 4.3).



Figure 4.3: Dragging Up in the Height Box

### Changing Font Values

Once you've adjusted the size of the text to your liking, try changing the font style:

- Make sure your text is still selected.

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- Click the **Font** button and select **Futura Xblk Bt** from the menu that appears (Figure 4.4).

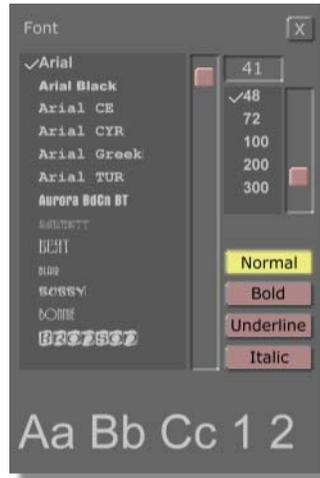


Figure 4.4: Font Menu

Next, try changing the text kerning values. Kerning is the space allocated to one or both sides of a letter. The next step shows you how its done.

- Press the **Ctrl** key on your keyboard while using your **right** or **left** arrow keys to widen or reduce the kerning.

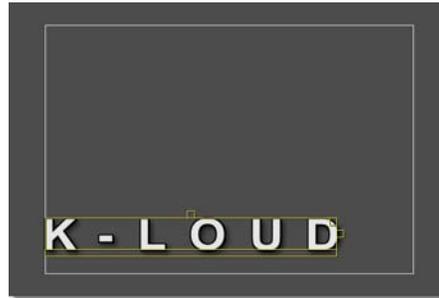


Figure 4.5: Kerned Text (Space Between Letters Increased)

### Adding Images To Text

The GlobeCaster Character Generator is very powerful in the way it can modify fonts. One way is to apply a graphic image. Here's how:

- Locate this picon in the `\GlobeCaster\bins\stills\natural` bin. The picon is an image of white fluffy clouds against a blue sky.



Figure 4.6: Fluffy Clouds Picon

2. Drag the picon of the fluffy clouds from the bin straight onto the selected call letters. This fills the text with clouds as the picon acts like a fill tool.

You can also achieve the same effect by dragging-and-dropping a picon onto the **Face** picon in the toolbar. Picons can include formats such as **.jpg**, **.bmp**, or **.tga**.



Figure 4.7: Fluffy Clouds Applied to K-LOUD

### Adjusting Item Properties

**NOTE:** Color and textures are set using the **Face**, **Outline**, **Sides**, and **Shadow** picons in the toolbar.

Another powerful way to customize your fonts is by adding or changing their values with the use of the **Item Properties Panel**. Some of the values you can edit are:

- Transparency (alpha values)
- Face, outline, sides, and shadow size
- Size and shadow angle
- Underline color, size and offset
- Justification
- Italic angle
- Line spacing

For more detailed information about the **Item Properties** panel, see “Item Properties Panel” on page 57.

In this exercise you are going to alter K-LOUD using the **Item Properties** panel:

1. Make sure **K-LOUD** is still selected with a bounding box.

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- Right-click on the selected text and choose **Item Properties** from the pop-up menu. The **Items Properties panel** appears (Figure 4.8).

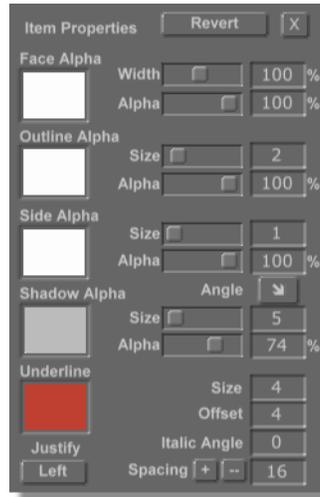


Figure 4.8: Item Properties Panel (Does Not Show Settings for Following Steps)

- Drag the **Alpha** slider for **Outline Alpha** left, all the way to **0%**.

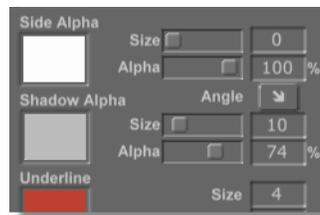
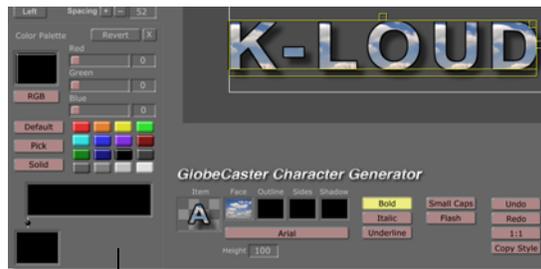


Figure 4.9: The Side Alpha and Size Sliders

- Move the **Side Alpha Size** slider to **5** (previous figure).

- On the toolbar, right-click on the **Sides** picon, then right-click it again to bring up the **Color Palette** panel (Figure 4.10).



Color Palette

Figure 4.10: Selecting the Blue Mini-Picon From the Color Palette

- Click the dark blue mini-picon. This turns the sides of the text blue.  
Before moving on to the next part you need to add some more text and change the font:
  - Click your cursor in the bottom left corner of the safe title area (indicated by the thin white lined square)
  - Type **Cleaning Up Your Airwaves** (Figure 4.11).



Figure 4.11: Text Formatted with the New Font

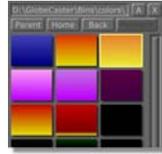
- Select the slogan and make sure it is surrounded with a bounding box (previous figure).
- Click the **Font** button on the toolbar and select **Futura XblkCn Bt** from the pop-up font menu that appears.
- Close any open properties panels in the upper-left corner of the screen.

## Gradients

Another way to change how your text looks is with gradients. This exercise shows you how.

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1. Locate the following picon in the `\GlobeCaster\bins\colors\gradients` bin.



*Figure 4.12: Orange-to-Yellow Gradient Picon*

It's hard to tell what it looks like here, but in your bin it is an orange-to-yellow gradient picon.

2. Drag-and-drop this picon onto the **Face** picon in the toolbar.
3. Right-click on the **Face** picon to display the **Color Palette** panel.

4. In the **Color Palette** panel, left-click the **Gradient Style** button that now reads **Vertical**. Choose the **Circular** option in the **Gradient Style** menu.

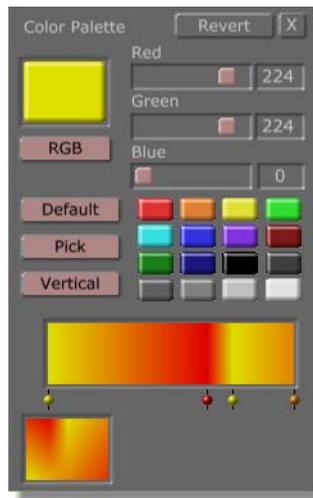


Figure 4.13: Gradient Style Button (White Arrow) on the Color Palette

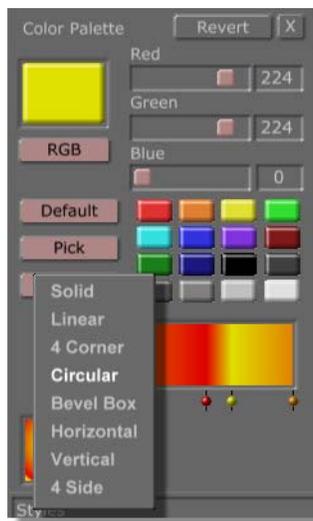


Figure 4.14: Gradient Style Pop-up Menu

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At the bottom of the **Color Properties** panel is the **Gradient Editor** (Figure 4.15).

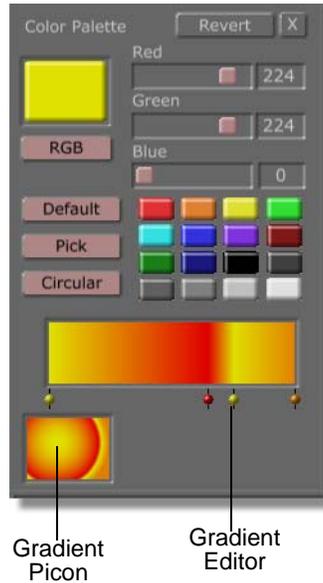


Figure 4.15: Gradient Editor, Picon and Color Dots

Under the **Gradient Editor** are color dots controlling each color of the gradient. Do the following:

- Drag each of these dots over to the right. This makes your text appear more yellow.
  - Click-and-drag the yellow mini-picon into the gradient bar near the left side. This makes your text appear brighter. Move the color dot back and forth until you get the brightest color.
  - Close the **Color Palette** panel when you're done.
5. Locate the following picon in the `\GlobeCaster\bins\cg\sampler` bin. It is a gradient picon with diagonal multi-colored bars on it.



Figure 4.16: Diagonal Lines Picon

**NOTE:** When the Color Palette panel is open in the GlobeCaster Character Generator, the size of the panel pushes the GlobeCaster Character Generator toolbar to the right. This hides the **GlobeCaster Applications** menu. So, if you want to close the GlobeCaster Character Generator or switch to another application, you must first close the Color Palette panel.

6. Drag-and-drop this picon onto the **Outline** picon in the toolbar (Figure 4.17).



Figure 4.17: Picon Dropped Onto the Outline Picon

7. Right-click on the slogan and select **Item Properties** from the pop-up menu.
8. In the **Item Properties** panel, move the **Outline Alpha** slider to the left until it reads **40%** (Figure 4.18).
  - You can also enter numbers directly into the value field by left-clicking on the number and typing a new value.

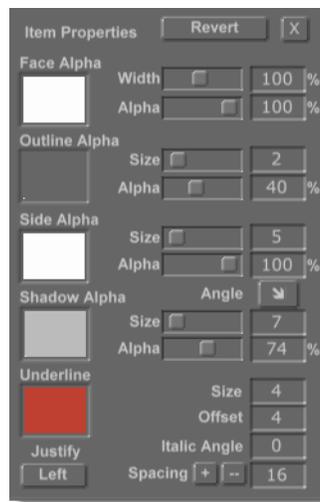


Figure 4.18: Modifications Made in the Item Properties Panel

9. Adjust the **Side Size** slider until it reads **1** (previous figure).
  - Left-clicking to the right or left of a slider bar will adjust it one tick in the direction of the mouse.
10. Set **Shadow Size** to **7** (previous figure).
11. Set the **Shadow Alpha** to **60%** (previous figure).

### Copying A Style

Suppose you made a font style that you really like and want to apply it to other text in the workspace. The **Copy Style** button gives you the ability to do that. Here's how:

1. With a bounding box surrounding the slogan, press the **Copy Style** button on the tool bar.

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- Left-click on the last letter of the slogan so that the **L-cursor** lines up to the right of it (Figure 4.19).



Figure 4.19: L-cursor on the Right

- Press **Enter** on your keyboard to insert a carriage return.
  - After a carriage return the L-cursor may not return to full center. However, when you begin typing it will align itself according to the style you just copied.
- Type **105.5 FM**. It appears in the same style as the line above it.
- Select the new text with a bounding box.
- Click the **Italic** button on the toolbar. The text is italicized.
- Select the call letters **K-LOUD** with a bounding box.
- Click the **Italic** button again. The text is italicized.

You now have all of your text for your overlay, and all of it is customized just the way you want it. The next step is to align it so it looks balanced and appealing. It's really easy to do. The next exercise shows you how.



Figure 4.20: Overlay Almost Ready, But Out of Alignment

### Justification

Time to fine-tune our work by justifying the text to the horizontal center:

- Right-click in the workspace area and choose **Select All** from the pop-up menu that appears.

2. Right-click on the text and choose **Item Properties**. In the **Item Properties** panel, press the button labeled **Justify** and select **Center** from the pop-up menu that appears.

### Saving A Type Style

Once you have taken the time and effort to customize text, chances are you'll want to use that style again sometime. You can if you save it. Here's how:

1. Select a line of text with the style you want to save. Make sure it's surrounded by a bounding box. The type style appears in the **Item** picon at the far-left end of the toolbar.



Figure 4.21: The Item Picon

2. Click-and-drag the **Item Picon** into a bin of your choice.

Now the Style is saved. Whenever you want to type with it, just click on the picon. It loads into your **Item** picon in the toolbar automatically.

### Background Graphic

To finish this project up, put a still in the workspace to serve as a background:

1. Locate the following picon in the `\GlobeCaster\bins\stills\manmade` bin. It is a still of a smoggy city-scape.



Figure 4.22: Smoggy City Picon

2. Drag the picon for the still into a blank area of the workspace.



Figure 4.23: The Completed Project

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### Saving a Project

There are a few different ways you can save this project. Two of the most common, **Stills** and **Overlays**, are explained here.

If the project is saved as a **Still**, it can be loaded quickly into the GlobeCaster Switcher (or any other GlobeCaster application) as a framestore. You save the text and graphics as a single component. The still can also be saved as an external format such as Jpeg or Bitmaps for use in other applications.

If the project is to be saved as an **Overlay**, you remove the graphic background and save only the text. The advantage of this is that the text can be loaded into the GlobeCaster Switcher to sit over any video source that may be running.

To save the project as a still:

1. Click the **Project Type** button and select **Still** from the pop-up menu that appears.



Figure 4.24: Project Type Button (White Arrow)

2. Drag-and-drop the **Current Page** picon (Figure 4.25) into a bin of your choice.

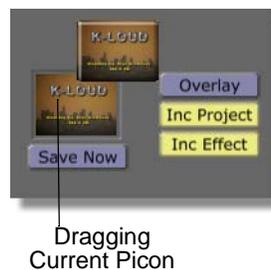


Figure 4.25: Dragging the Current Page Picon

This saves the project as a still, but doesn't effect the project in the workspace, you can still save it as an overlay if you want. The next section explains how.

To save as an overlay:

1. Right-click the **Current Page** picon and choose **Delete Graphics** from the pop-up menu. This is done because the text is to be used as an overlay to sit

over video. If the graphic was saved with the text, it would block out the entire area and nothing could be seen.



Figure 4.26: Deleting Graphics from the Workspace

2. Click the **Project Type** button and select **Overlay** from the pop-up menu that appears.

3. Click-and-drag the **Current Page** picon into a bin to save it.

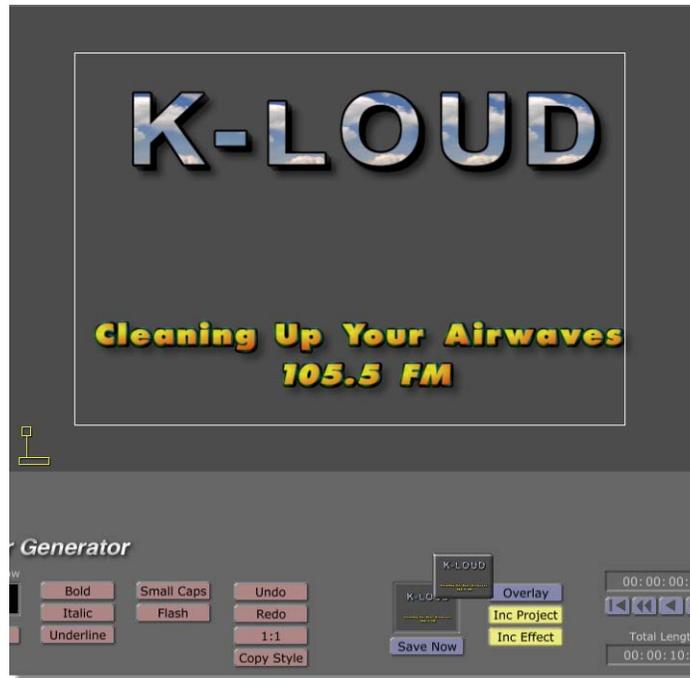


Figure 4.27: Dragging the Current Page Picon to a Bin

Now you have a still and an overlay to test out in the GlobeCaster Switcher! Using these same principles you now have the ability to make a wide range of stills and overlays to use in your video work.

## How to Make A Lower Third With Graphics

This project is designed to show you how to create an on-screen graphic that shows a person's name and title just like the ones seen on talk shows or the evening news. This is commonly referred to as a **Lower Third** because it uses the lower third portion of the TV screen.

For this project, imagine that George Washington is a special guest on a news show like *Nightline*, and you want a graphic to use while he is speaking that gives his name and says something about him.

**Set-Up** To begin, set the workspace up:

1. Clean the workspace by right-clicking in the **Current Page** picon and choosing **Delete Workspace** from the pop-up menu that appears.
2. Right-click on the **Item** picon and select **Reset Style**. This clears any previous styles you may have been working with.

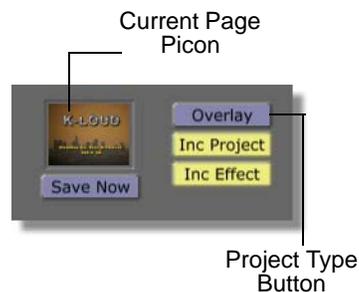


Figure 4.28: The Current Page Picon and the Project Type Button

3. Set the project type to **Overlay**.
4. Right-click on the **Face** picon and select **Color Properties** from the pop-up menu that appears.

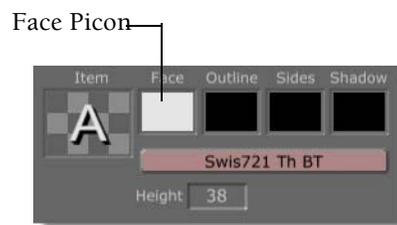


Figure 4.29: The Face Picon

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- Click on the **white** mini-picon in the **Color Palette** panel that appears. The **Gradient Editor** turns to a solid white color.

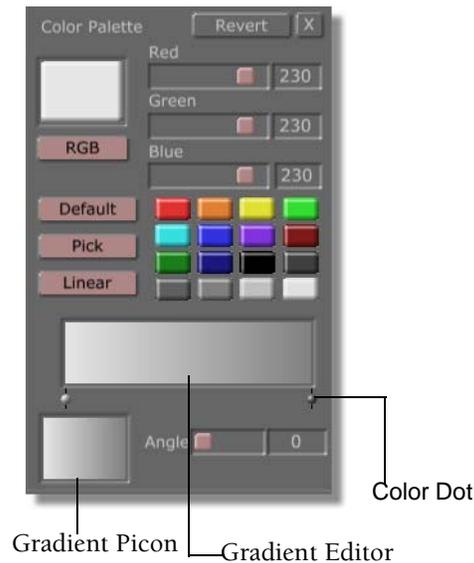


Figure 4.30: Color Palette Panel

- Drag the **medium gray** mini-picon onto the right side of the **Gradient Editor**. A dark colored dot appears at the right end of the **Gradient Editor** (previous figure).
- Adjust the angle of the gradient to **270** (previous figure).
- Drag the **Gradient** picon into the workspace and drop it. This fills the entire screen with your gradient.

**NOTE:** You should note that the workspace is the program video of your GlobeCaster. It is always a good idea to use a video monitor to preview your work ahead of time. Sometimes a project will look exactly as you want it to on your computer's RGB monitor, only to look different on a composite video monitor. To turn off this feature, deselect the **Auto Preview** button in the **Page Properties Panel** (see "Page Properties Panel" on page 51).

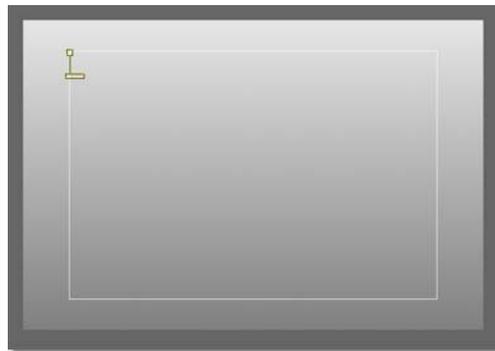


Figure 4.31: End Result After Dropping the Gradient Picon Into The Workspace

9. Select the gradient by dragging your cursor across the workspace. Notice the tab at the top of the bounding box (previous figure). Drag down on this tab to resize the gradient into a bar (Figure 4.32).
10. Drag the bar to the top of the lower 3rd portion of the screen (Figure 4.32).



Figure 4.32: Positioning the Gradient Bar

11. Because you might want to use this bar in the future, it's a good idea to save it:



Figure 4.33: Current Page Picon

With the bar still selected, right-click on the **Current Page** picon and select **Save Selection** from the pop-up menu that appears. The GlobeCaster Character Generator saves the bar in the **\GlobeCaster\bins\cg\projects** bin automatically. Even though it was made in the GlobeCaster Character

Generator and saved in the project bin, this object can also be used in GlobeCaster's Animator/Compositor.



Figure 4.34: Applying a New Font to George's Name

### Adding the Text

Adding George's name and giving it a distinctive look is next:

1. Move the L-cursor over the bar and type **George Washington** (previous figure).
2. Select the all of the text with a bounding box (previous figure).
3. Click the **Font** button and select **Bank Gothic Md BT** from the pop-up menu that appears (previous figure).

### Changing Font Properties

Once you have the font changed, you can make further alterations to give it just the right look:

1. Right-click on the **Item** picon on the toolbar to display the **Item Properties Panel** (following figures).



Figure 4.35: The Item Picon

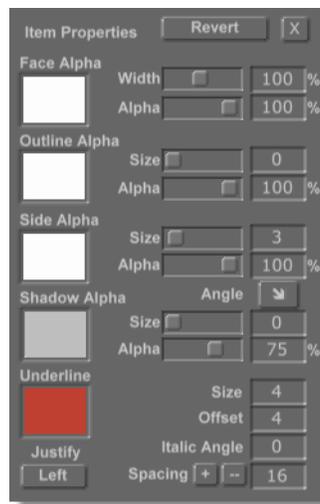


Figure 4.36: Item Properties Panel

2. Set **Outline Size** to **0** (previous figure).
3. Adjust the **Side Size** to **3** (previous figure).
4. Set the **Shadow Size** to **0** (previous figure). Leave the **Item Properties** panel up for the time being while you work the next few steps.



Face Picon

Figure 4.37: Face Picon

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5. Right-click on the **Face** picon and select **Color Properties**. This is so you can change the font face color. The **Color Palette** appears.
6. Change the color of the font **Face** to **black** by clicking the black mini-picon in the **Color Palette**.



Figure 4.38: Color Palette

7. Adjust the size of the text using a bounding box and resizing tabs to fit the text to the bar (Figure 4.39). Click-and-drag the upper right resizing tab in or out to make the text smaller or larger.

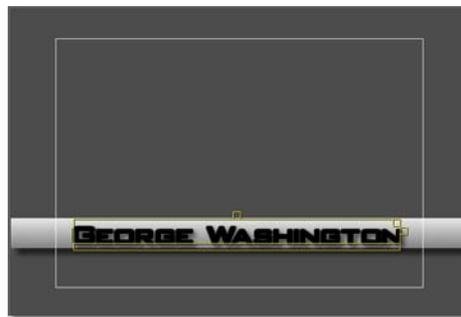


Figure 4.39: George's Name Scaled Down

- While the **Color Properties Panel** is still open, use the mini-picons to change the color of the font sides. Drag-and-drop a medium gray mini-picon onto the **Sides** picon in the toolbar.

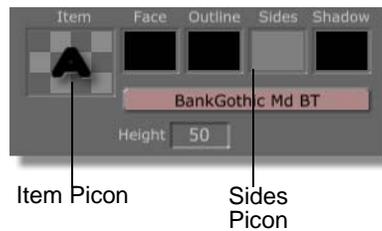


Figure 4.40: Item and Sides Picons

- If you are happy with the type style, it's a good idea to save it in case you want to use it again in other projects. To save the style, click-and-drag the **Item** picon (previous photo) from the toolbar into a bin.

Watch any talk show, and you'll see that all of the graphics have the same consistent style. By saving the type style, you won't have to re-invent it from scratch each time. This way, you can build a consistent look for your show.

### **Making The Transparent Bar**

Another bar is needed for the graphics. This time it needs to be semitransparent.

- Deselect your text by left-clicking anywhere in the workspace that's blank.
- Open the **Color Palette** by right-clicking on the **Face** picon.

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- Click on the dark blue mini-picon to change the color in the **Gradient Editor** to blue (Figure 4.41).

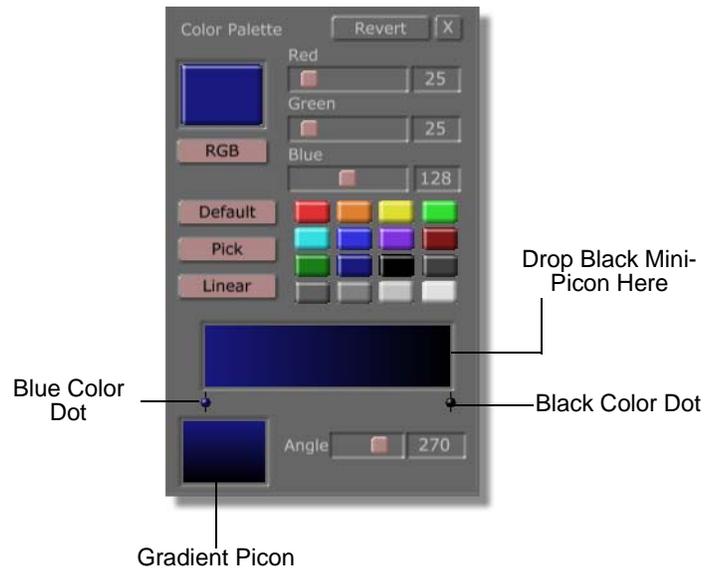


Figure 4.41: Color Palette Settings for the Transparent Bar

- Drag-and-drop the black mini-picon from the **Color Palette** onto the right side of the **Gradient Editor** (previous figure). Be sure you don't have anything selected in a bounding box, as it will modify the face values.
- Set the angle of the gradient to **270** (previous figure).
- Click-and-drag the **Gradient** picon (previous figure) from the **Color Palette** to an empty spot in the workspace. Close the **Color Palette**.
- Select the new gradient in the workspace by clicking-and-dragging across it just as you did when making the previous bar. Make sure the gradient is surrounded with a bounding box.

8. Use the top tab of the bounding box to resize the gradient down to a bar (Figure 4.42). The bar should take up the rest of the safe title area under the first bar.



Glue Bar Gradient and it's Bounding Box

Figure 4.42: Blue Bar Added Below the Gray Bar

9. Right-click on the blue bar and choose **Item Properties**.
10. Change the **Face Alpha** value to **75%**.
11. Right-click on the blue bar again and choose **Back** to send this gradient to the back layer.

#### **Adding A Horizontal Bar**

This graphic needs a horizontal bar between the white and blue boxes. A thick red bar is aesthetic as well as practical to separate the two gradients. To do this you'll use a thin red box to use as your bar. The following procedures closely resemble the ones you just performed.

1. Deselect your gradient by left-clicking anywhere in the workspace that's blank.
2. Open the **Color Palette** again by right-clicking on the **Face** picon.
3. Click on the red mini-picon to change the color in the **Gradient Editor** to red.
4. Drag-and-drop the black mini-picon from the **Color Palette** onto the right side of the **Gradient Editor**. Be sure you don't have anything selected in a bounding box, as it will modify the face values.
5. Set the angle of the gradient to **270**.

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- Click-and-drag the **Gradient** picon from the **Color Palette** to an empty spot in the workspace.



Figure 4.43: Workspace Filled With the Red-to-Black Gradient

- Select the new gradient in the workspace by clicking-and-dragging across it just as you did when making the previous bar. Make sure the gradient is surrounded by a bounding box (previous figure).
- Use the top tab of the bounding box to resize this new gradient. This one should be very thin. To keep the box from getting lost in the graphics at the bottom of the screen, you probably want to size it halfway down, move it to the top of the workspace, and finish resizing it there.



Figure 4.44: The Red Gradient Resized and In Place

- Close the **Color Palette**.

Most of the work on the horizontal bar is done, but there are a few last minute tasks to complete before the bar is truly finished:

- Right-click on the red bar and choose **Item Properties**.
- Verify the **Face Alpha** setting is at **100%**.
- Right-click on the red bar and choose **Front** from the pop-up menu that appears.
- Place the red bar along the dividing line between the blue and white boxes (previous figure).

### Adding the Graphic

5. While the bar is still selected, hold the **Shift** key down and use the **up/ down arrow** keys to nudge the border bar into position.

Pictures and other graphic images add value to your projects. In this next part you add a globe to your lower third and learn how easy it is to incorporate stills with your projects.

1. From the `\GlobeCaster\bins\cg\tutorials\lowerthirdgraphic` bin, drag the **Globe\_Object** picon (Figure 4.45) onto the workspace.



Figure 4.45: The Globe Picon in the Bin

2. Position the Globe in the lower right corner, next to George's name (Figure 4.46). Make sure it is within the safe title area (the white box).

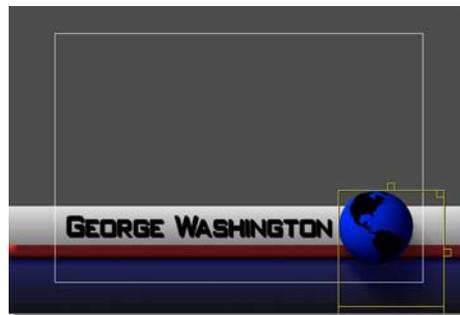


Figure 4.46: Positioning the Globe

### Adding George's Title

Looks good! Now it is time to add George's title. Titles usually reflect what the person's field of expertise is, in relationship to the topic of the show. Since you are doing a show on world heroes, refer to George as an **American Hero**. You want to use the same style text as before, but with a few modifications.

1. Click on the **Style** picon you saved earlier (in your bin) for a consistent look.
2. Right-click on the **Face** picon and choose **Color Properties**.

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3. Click on the white mini-picon to change the **Face** of the font to a solid white. Make sure nothing is selected by a bounding box.
4. Move the **L-Cursor** over part of the blue bar, making sure it is still within the safe title area.
5. Type **American Hero**.
6. Select the new line of text with a bounding box.
7. Use the top-right tab to scale the text down a bit.
8. With the text still selected, drag the **Item** picon from the toolbar into a bin to save this style.



Figure 4.47: American Hero in Place

### Saving The Project

All that's left to do is to save your project.

1. Make sure the **Inc (include) Project** and **Inc Effect** buttons are both turned on.

Since this overlay could be used again (with very minor modifications) for other guests, make sure the **Include Project** button is turned on. Otherwise, you would save a non-modifiable overlay. For more information on this button, See "Inc Project" on page 41..

The **Include Effect** button saves the GlobeCaster Switcher **DSK** effect. The **Include Effect** button can be turned off if you want to save a work-in-progress and want to be sure no one tries to run a half-done overlay over the air. For more information on this button, See "Inc Effect" on page 42..

2. Drag the **Current Page** picon into a bin of your choice.

Once the picon appears in your bin, it is saved and ready for use.

For more tutorials using the GlobeCaster Character Generator, see the *GlobeCaster Tutorials Manual*.

# CHARACTER GENERATOR MANUAL APPENDICES





## Appendix I

**Keyboard Commands**

Keyboard commands are an excellent way to navigate through applications, and perform functions with near light-speed swiftness. This appendix provides you with a list of keyboard commands for the GlobeCaster Character Generator:

<b>F1</b>	Help
<b>F2</b>	Reset font style.
<b>F3</b>	Copy style from cursor location or selection.
<b>F4</b>	Paste style to cursor location or selection.
<b>F5</b>	Toggle line justification (left, center, right).
<b>F6</b>	Toggle page justification (left, center, right).
<b>F7</b>	Insert box. Inserts a box using attributes from the Item picon in the toolbar. The box is the size of a lower third graphic and fits within the safe title area.
<b>F12</b>	Render page to GlobeCaster program output.
<b>Ctrl+A</b>	Select all objects.
<b>Ctrl+C</b>	Copy selected item.
<b>Ctrl+X</b>	Cut selected item.
<b>Ctrl+V</b>	Paste most recently copied or cut item from the clipboard.
<b>Ctrl+B</b>	Toggle bold text
<b>Ctrl+I</b>	Toggle italic text
<b>Ctrl+U</b>	Toggle underline state
<b>Ctrl+Z</b>	Undo function.
<b>Ctrl+Y</b>	Redo function.
<b>Shift+up arrow</b>	Move selected item or cursor up one pixel.

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<b>Shift+down arrow</b>	Move selected item or cursor down one pixel.
<b>Shift+left arrow</b>	Move selected item or cursor left one pixel.
<b>Shift+right arrow</b>	Move selected item or cursor right one pixel.
<b>Ctrl+left arrow</b>	Decrease space between characters on current line.
<b>Ctrl+right arrow</b>	Increase space between characters on current line.
<b>Alt+S</b>	Launch Switcher Application (exit)
<b>Alt+Shift+S</b>	Launch Switcher Application (minimize)
<b>Alt+P</b>	Launch Editor Application (exit)
<b>Alt+Shift+P</b>	Launch Editor Application (minimize)
<b>Alt+A</b>	Launch Animator/Compositor Application (exit)
<b>Alt+Shift+A</b>	Launch Animator/Compositor Application (minimize)
<b>Alt+E</b>	Launch Effects Generator Application (exit)
<b>Alt+Shift+E</b>	Launch Effects Generator Application (minimize)

Appendix II

## **Frequently Asked Questions**

**How can you import text from any Windows application? What applications can you do that from?**

Microsoft Word Documents (\*.doc) are the best choice right now. GlobeCaster also supports pure .txt files. Drag the whole file and drop it on the GlobeCaster Character Generator's workspace.

**Does it keep the format you have: fonts, styles, sizes, etc.?**

No. Set up those at the same time or after you import the text.

**What kind of fonts does the GlobeCaster Character Generator, GlobeCaster's character generator, support? How many fonts are shipped with the GlobeCaster?**

GlobeCaster supports all standard TrueType fonts. Over 90 fonts from the industry-leading BitStream broadcast font library are included. Each font can be scaled to sizes ranging from 5 scan lines to 400 scan lines.



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FCC Notice



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