Presenter Professional—The Desktop Production Studio And Sound Stage

Lights! Camera! Action! and Live 3D Sound!!!

Presenter Professional's Digital SoundStage™ offers a new concept in multimedia, game, video and film production: A 3D Digital Production Studio and Sound Stage. It is a place where you build and animate the virtual worlds of your dreams and imagination. It comes complete with a virtual stage, lighting, sound recording and camera equipment; a control room to preview sound, lighting and the action as seen through each camera as well as the final edited cut; an effects library where you can store and access movie clips and a variety of animation, shader, texture and sound effects; and the script that defines the action that occurs on the set. Presenter Professional provides the ability to do pre-production and production work for film, video, game, broadcast and multimedia title production. Whether preparing an animated ad, designing a game, producing a film, video, educational or multimedia presentation, simulating an accident scene, performing a medical reconstruction, or creating an architectural/engineering visualization, Presenter Professional offers you the sound, projection and animation capabilities that make this a true 3D, digital production studio and sound stage.

3D Sound - You Haven't Experienced Anything Like it Yet!

VIDI had a vision to revolutionize the way the computer is used in the creation of audiovisual presentations. We wanted to expand the range of desktop production capabilities so that they match the capabilities that film and video producers have for their on-location, sound stage and studio shoots; namely the ability to employ pre-production, production and post production visual and audio techniques to create a finished film or video. We felt that since the real world isn't silent, the virtual would shouldn't be silent either. To-date, desktop production of multimedia titles, games, film and video has primarily focused on using the computer for post-production processing of flat visuals and sound effects. The consequence of using 2-D multimedia tools to mix flat action with flat sound is a product that often leaves you with a result that's flat. The key to producing a dynamic visual and audio experience is the ability to mix 3D animation with real sound and live action.

Presenter Professional's ability to place 3D sound effects precisely within its Digital SoundStage environment adds to the depth, feel and richness to the multimedia, game, film and video production. The result is a 3-dimensional surround sound that envelopes the viewer, adding an extraordinary sense of realism to the visual experience created. Just as surround sound enhances the motion picture visual experience, 3D sound enhances the computer and video arcade game experience and the home and business interactive multimedia experience. Real sound is natural, alive and everywhere. To create a virtual world of live sound and action, VIDI developed the Digital SoundStage with 3D Sound, a revolution in digital pre-production and production.

The Presenter Professional Digital Sound, Animation and Effects Studio

Presenter Professional's Digital SoundStage is a virtual studio that provides you with the ability to set up a multimedia presentation, game sequences and broadcast video and film pre-visualization and production right on your desktop. It comes complete with a virtual stage, lighting, sound recording, slide and film projection and camera equipment. It includes a virtual control room to preview sound, lighting and the action as seen through each camera as well as the final edited cut. It provides an effects library where you can store and access movie clips and a variety of motion, shader, texture and sound effects and the script that defines the action that occurs on the set.

The Digital SoundStage Stage

Presenter Professional's Digital SoundStage provides a virtual stage where all characters, props and equipment are set up. The Top, Front and Right windows display the primary views of the stage. All positioning and re-sizing occurs on the stage. Each view can be re-sized, re-positioned and zoomed for close-ups. 3D animations and motion seen in the Control Room Camera can be previewed in each 2D view of the stage for additional visual feedback.

The Digital SoundStage Equipment Room

The Tool palette serves as the equipment facility. It is the source you go to set the stage with light, camera, microphone and projection equipment. It also includes the positioning and rotation tools to set up and manipulate the equipment and to position and re-size objects.

The Digital SoundStage Control Room

The Active Camera control screen, video and audio controls serve as the control room where you preview the stage setup, sound, lighting, audio and the action as seen through each camera as well as the final edited cut. The control screen lets you preview the positioning of cameras, spotlights and projectors as well as the composite cut made from all cameras used. The video controls allow you to play, step forward or back and loop the current camera, spotlight, or projector selected. The quality of the display can be changed here for faster or higher quality preview display.

The Digital SoundStage Effects Library

The Windows Attributes palette provides the resources of an effects library. It is the source for all the movie clips and the animation, shader, texture and sound effects. The animation effects portion contains the animation plug-in icons for effects such as Gravity and Collision. They are used to affect the objects they are applied to according to the basic laws

of physics. The shader portion contains the icons for the available RenderMan Shaders. These icons can be used to automatically apply Pixar's RenderMan shading effects. The textures portion contains the icons for the available PICT images, PICS animations and QuickTime movies. Textures are patterns, logos, images, or background scenes that can be applied to objects in your digital scene. The projection equipment can be used to project textures and movies onto objects in the digital scene. The sound portion contains the icons for the available sound effects to be applied to objects in your virtual world. These sounds can be used to create 3D stereo and Doppler sound effects as part of the production.

The Digital SoundStage Script

The Script includes all the components and actions used in creating an animated presentation on the Digital SoundStage. The objects list portion identifies the equipment and objects placed on the stage. The event-based timeline portion identifies the time and the object involved in an action event. Events are marked by colored balls and squares depending on the type of event that has occurred. Sounds can be automatically assigned to similar events across an objects timeline. Events can be cut, copied, and pasted within the object's timeline and across timelines.

Digital SoundStage Action

The Digital SoundStage offers natural motion effects that obey the laws of physics and special motion effects that can be applied to objects on the stage. Linear and angular motion occurs when the linear and angular position of objects is changed over time. Effects changes occur by varying object parameters over time. For example, you can change the blue sky color in your mapped background first to orange and then to black over time. This lets you automatically change the environment from day, to sunset and then to dark. The Velocity graphs allow you to vary the rate of not only motion, but all parameters according to pre-set and user-definable graphs. If applied to the change from orange to black, this would allow the change from sunset to dark to start slowly and end quickly.