



PyroCreator 4D Guide

This document will help you choose the archives needed to build your New Project. When you have completed these first steps you can begin the design of your show.

You can also download the complete Demonstration Project from our website.

www.pyrocreator.com/downloads.asp

It will be necessary to import it from the main menu of PyroCreator:

File / Import Project .zip ...

To choose the language (Spanish, English, French) go to the Start Menu window on your computer.



Choose Programs: InfinityVisions / PyroCreator4d / Language Selector



When you are ready to create a New Project, follow the instructions in this guide.

1. / Title of the Project

Click the ellipsis button and create or choose a folder in computer vote and a Name for the project.

- Project
- Author
- Description
- Project Name (Click "Select", and choose a file, name it and save)

2. / Music

Choose your music in .mp3 or .wav format. Click 'Select' and choose your music archive.

Music Name

3. / Library Effects (.lib)

You can choose the Library from the following application folder:

C: \ Program Files \ InfinityVisions \ PyroCreator4D Pro \ Resources \ Effects \ PD4D EffectsLibrary1.lib

Or C: \ Users \ "your user name" \ AppData \ Roaming \ ShowDirector

You can also download Additional Effect Libraries from our website

www.pyrocreator.com/downloads.asp

If you are a user of **Visual Show Director FXGenerator**, you can select your file **FXGenerator**

Optionally, you can select an **Effects Database (.efx)** with your own effects based on your inventory, your sizes, colors, etc. In this case it appears that the list of effects of your **effects** in the **Base** window "Effects." " Listing

It would be no possibility of a miniature by display, or change the settings, but it will be possible to add specific effects from the List view with the key Ctrl-E.

If you do not use your **own base effects**, sort of display and representation effects appear, and you can change the size and duration directly from the window "Effects."

- Name Effects Library (.lib)
- Name Effects Database (.efx)



4. / Model or Image for your shooting site

It is necessary to choose at least one **model** or **picture** for your **shooting site**.

You can choose according to the following **Photography**, .bmp or jpeg. Or you can choose a **3D model** in .3ds or as a **Google SketchUp** model (.skp). We recommend you to use .3ds models.

You can unload a SketchUp model and save it as version 6, or export to .3ds.

To find a **SketchUp** model in **Google 3D Warehouse**, click the icon.

If you choose an **aerial photograph** and want to use it as a reference field, select "**Use Image as ground**" option from the Wizard.

If you do not do this action, Photographs appear vertically in the background of your shot site.

Then determine temporarily and approximately a **ladder** for your shooting site. When your application loads the model, you need to perform a correct measurement and adjust the values if necessary to reflect the actual size of the model. In the SketchUp model you can already take a measurement.

- Model Name and Shooting Site
- To select...
- Use an Image as a floor
- Measurement of the firing site
- meters

Your **project is now built**. When you click on '**End**', **leave the time needed** for your project to load the files. Some complex models take a little time to be converted.

Once your project loaded, continue following the instructions below:

Use **Mouse** to spend on each **icon** to view the explanatory aids of each **tool**.



MEASUREMENT OF THE SHOOTING SITE (DETERMINATION OF A SCALE)

This is very important to establish a proportionality between the effects and the current size of the model or site.

Adjust the size of the site to a known size.

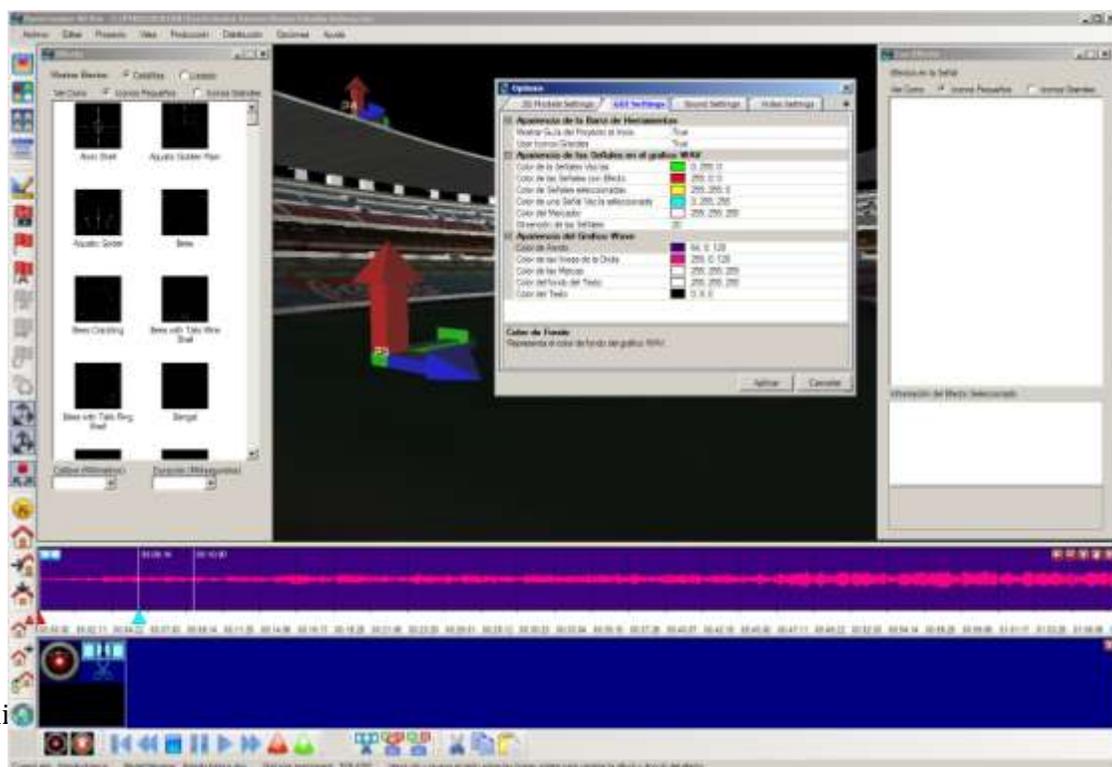
Click a chosen element to start the segment, then click on the end of the element to complete the segment.

Enter the **length of the segment** in meters. (1m = 3.28 feet)

You can **adjust the interface** according to your wishes in relation to the size of your screen for better visibility. You can move the **toolbars** and windows placed wherever is convenient.

With the **option** panel you can change the colors and sizes. This Panel has a tabbed window with all explanations of the options. The use is very simple.

Familiarize yourself with the user interface by moving the mouse over each **tool**. Note that each Tool has a label explaining its function. Once you have selected a tool, the following window shows you the additional instructions and descriptions.



Remember that when you have **taken any tool**, press the **"Esc"** on your keyboard and you can freely navigate around the site.

To make more room, close the **Storyboard panel** until you are ready to use **Tables**.

The **Views of the Site** or **model**, can be changed with the **predetermined tool**

Views:

Front View Left View and Top View.



To **Place the shooting positions**, it is best to use the **Top view**.



PLACE POSITIONS

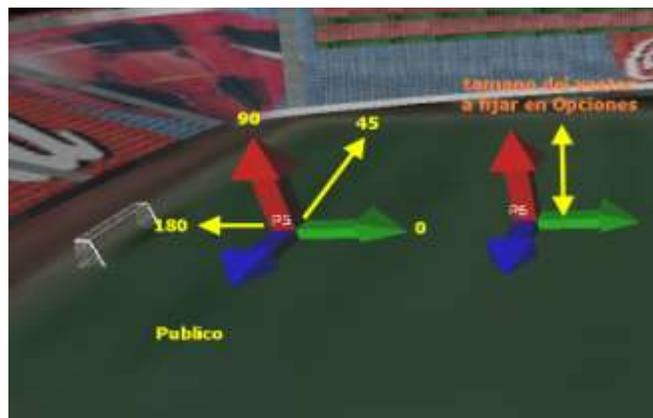
First **Place Position on the site** and change the name of Position if necessary. Select the **Position tool** icon and click on the location of the desired site. Make sure that the **red arrow** is pointing up.

This arrow indicates the **shooting direction**. Note that there is also the **Green and Blue Arrows**.

Green horizontal arrow indicates a default initial firing angle of '0 °'.

If you want to count the angles from the right to the left, compared to the audience's vision, you must point this arrow to the right.

Example:





RENAME POSITIONS

If you later want to **change the positions of the names**, use the **Rename Tool positions**.



SELECT POSITIONS

To work on **existing positions**, you must first select them. Select positions with the **Select tool positions**.

Draw a selection frame with the mouse around the desired position. When the Position is selected, you can see that the arrows are highlighted.

You can also **Select positions** with the **CTRL** key on your keyboard. Create a selection rectangle around the positions, while holding down the **CTRL** key.



UNIFORMIZE VECTORS

If you find a different orientation of the Green arrows, you can standardize their senses with the icon **Standardize Vectors**, they will be pointing in the same direction.



ROTATION POSITIONS

Select all the positions you want the same, and click the **Rotate tool Vectors**. This operation is necessary to rotate all the vectors at the same time in the same desired direction.

When you do this action, you can rotate according to the different vectors. X = 0 Tilt, Y = 90 Vertical, Z = 0 Orientation.



DISPLACEMENT POSITIONS

You can adjust the position of each **vector** with the **Move** tool **positions**, moving in the direction of the highlighted vector.



REMOVE POSITIONS

If you want to **delete a position**, select the position, then press the **Delete** hit your keyboard or the **Delete** icon **positions**.



VIEW VECTORS

To **Display Arrows, Positions**, or their **name**, click the **Vector tool**.



EFFECTS WINDOW WINDOW CUE + EFFECTS



To start creating your show, you must use Windows **Effects, Cues + Graphic Effects** and **Music**.

You can move and organize these windows as you wish.
You can also **show** or **hide** at will



MODEL LIST WINDOW

If you want to use **Several Models**, Open Window **List of Models** to add other models. Once the **New Model** is open, you can determine its position in the same way as explained above.



SITE NAVIGATION

To Navigate around the site, press **Esc** or select the **navigation tool** using the mouse and keyboard:

- Left Click / Left Arrow = Rotation
- Right Click / Right Arrow = Lateral Movement
- Wheel / Page Up-Down = Zoom



CAMERAS VIEWS

Before starting to **Mark Cues** and **Place Effects**, choose a **view** that lets you see fully all your shooting site and the effects in the sky.

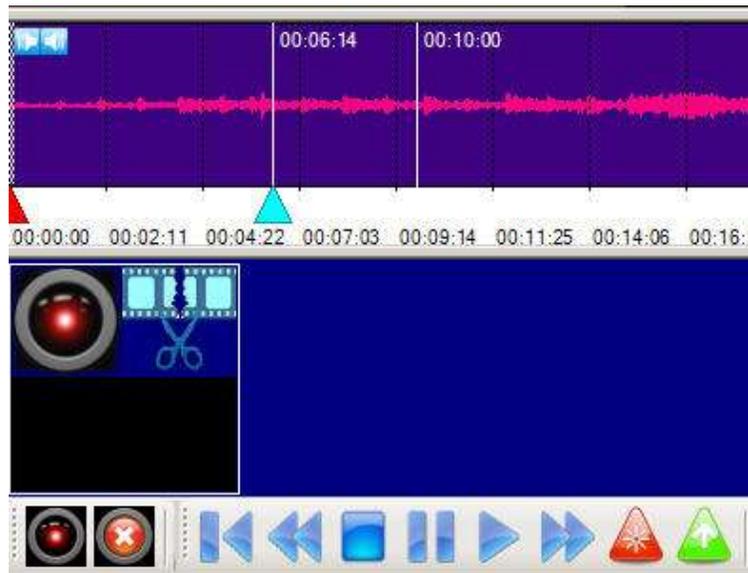
Selection of Cues. Select the first **cue** at the beginning of the music, and insert your **camera position**. This way, even if you move the camera around the blast site, you always come back to this **initial camera position**.

You can repeat this operation as many times as you want in any Cue from any angle. The Camera has a default transition time of 20000 milliseconds (2 seconds). You can choose to change this time for 1 second and the transition will then be instantaneous.



MUSIC NAVIGATION

You can **Zoom** inside the **Music Chart** with these tools or **Move** using the tool "hand".



MARK EMPTY CUES MARK CUES + EFFECTS

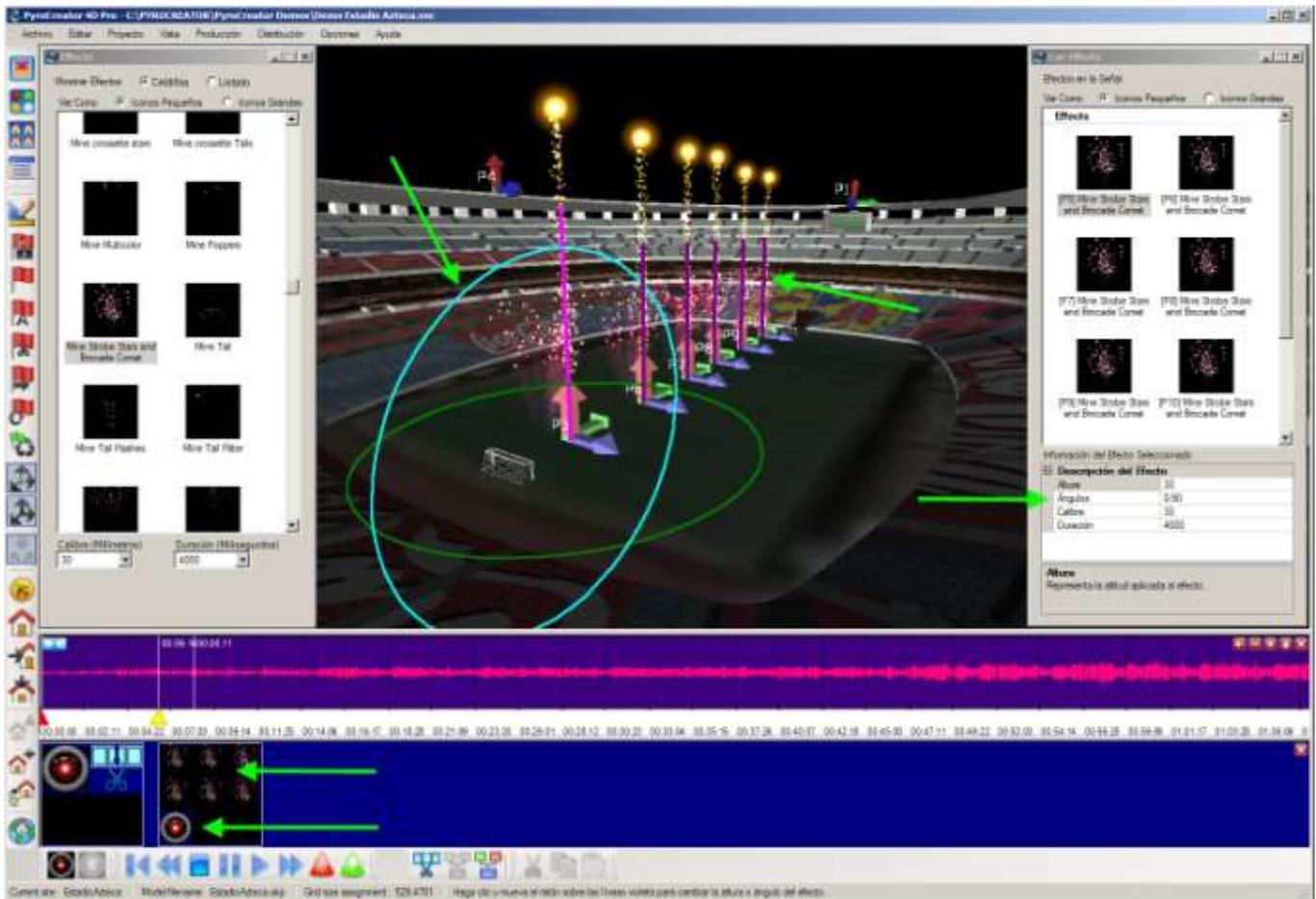


Live Music, Start and mark the empty Cues by clicking the **Music Chart**. You can **Mark Cues** with the tool **empty Cues Mark**, **Mark Cues** tool with **selected Effect** or the **Camera Position** tool.

To insert an effect in cues you must:

- **Select one or several Cues** (Shift and Ctrl to select several Cues) the selected cue will change color.
- **Select an Effect**
- **Select One or More Positions**

Testing the Effect, you can simply test each duplicate Effect clicking the **Effects Window**, if you have **pre-selected positions**, you will see the effects evolve from these **positions**. If you **have not selected position**, you will change the effect from the **shooting site** of the **center**.



EFFECTS PROPERTIES



In the **Library Window Effects**, select the size and desired terms. Test with a double click.

When you are satisfied with the caliber of the Effect and its duration ...

Slide the effect using the mouse from the **Window effects in positions**. Or **insert** the effect in positions using the tool **Mark Cue + Effect**.

The effects appear in the **panel Cue and Cue Window + Effects**.

Violets lines graphically illustrate **the firing angle**. You can **Change the Angle Mouse** in **Selecting the line** and circle by moving the bedchamber of the initial point. Or you can **change the angle** directly from the **window Angle**.

To **Hide Violets Lines**, simply **click** on the **white area** in **Chart Music** or the **Camera**.

You can **Change angles, heights, durations, each position**.

You can **insert a camera view** for every shot.

Note how the change is represented in the Chart by Green Arrows.

Move and adjust the location of **Cusa** by selecting and moving the **icon Cue with Mouse**.

CUT COPY PASTE



Once you have inserted more **Cues** and **Effects**, you can **copy** and **paste** one or more by selecting them with the **CTRL + Shift**.

Place the **cursor** on the location of the **Graphic Music** you want **Copy your selection** and **click**. Then click anywhere in the Graphic, new **Cues and Effects** appear where you have chosen ..

STORYBOARD PANEL



You can also **Create a table** with a selection of Cues + Effects to use it then. Tables are shown in **panel** And **Storyboard Sequences** are groups of **Cues, Effects and Templates**.

Later, or for a different show, you can directly **import tables** that were **Predefined and Registered**. In this case it is **Necessary** to use the same names for the positions.

Study the **panel Import** and see that you can **select all Cues**, or just the ones you want.



VIDEO PRODUCTION

Once your **show is finished** you can **create a Video**. The quality of the video will depend on the resolution and the "codec" used. We recommend Mpeg4.



VSD PLAYER

You can also **create VOD Player show** for use with your software, **VOD Player**, which you gives a premium similar to **PyroCreator** with full 3D navigation options and smaller image files than a conventional video file.

You can find **VOD Player** here: <http://www.pyrocreator.comr/vsdPlayer.asp>

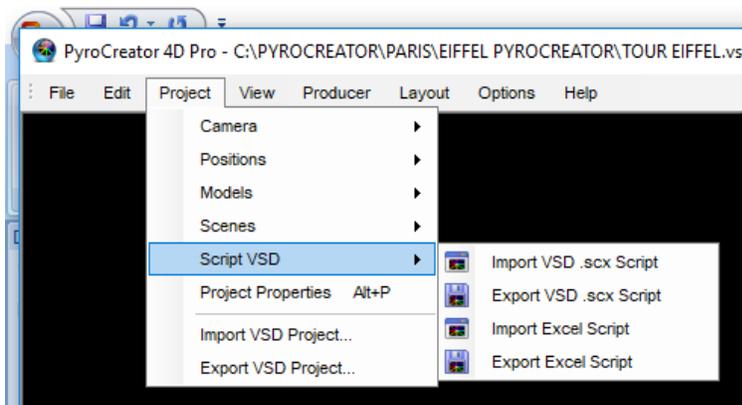


SCRIPT VIEW EDITING AND EXPORTING

You can see the script .scx por ShowDirector format and save as .scx or Excel .xls, by clicking the Script icon.

It is possible to edit with more features the script in ShowDirector or Excel and reimport it in the menu.

From the menu Project you can import and export scripts VSD.scx and Excel .xls.



That's all! You're ready to start! Remember to pay attention to the texts of panels dialog boxes and instructions for each tool. You will learn by yourself in no time.

For any questions do not hesitate to contact us. vsd@infinityvisions.com

Visit www.pyrocreator.com and www.infinityvisions.net for documentation and video tutorials.