PyroCreator 4D Guide

This Guide will help you to choose the archives necessary to establish your New Project. When completed you can begin designing your show.

You can also download a completed Demo Project from our web site.
www.infinityvisions.com/pyrocreator4d/aztecas.zip
You will need to import it from the main menu on PyroCreator:
 File/Import Project .zip...

To Choose Language (Spanish or English) go to the Windows Start Menu 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./ Project Title

Click on the Select button and create or choose a folder in your computer and name for the project.

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

2./ Music

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

Name of Music

3./ Effects Library (.lib)

You can choose the Library that we provide in the following application folder:

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

You can also download additional Effects Libraries from our website
www.pyrocreator.com/downloads.asp

If you are currently a **Visual Show Director FXGenerator User**, you can Select your **FXGenerator File**
Optionally, you can Select an **Effects Manager (.efx)** of your own with your personalized effects based on your inventory, calibers, colors, etc. In this case only the list from your **Effects Manager** will appear in the Effects Window.
If you do not use your own **Effects Manager**, the pre set Library will appear, and you can change the Caliber and Duration directly from the Effects Window .

Name of Effects Library
Name of Effects Manager

4./ Model or Picture for your Stage

It is necessary to choose at least one **Model** or **Picture** for your **Stage**.
You can choose a **Photograph** in the following formats, .bmp or jpeg. Or you can choose a **3d Model** in 3d format or **Google Sketchup (.skp).** We Recommend using Sketchup Models.
To find models on **Sketchup in Google 3d Warehouse,** click on the icon .

If you choose an **aerial photograph** and want to use it as a flat terrain, Select the **"Use Image as Ground"** option from the Wizard.
If you do not do this, the Photograh will appear vertical like a background to the Stage.

Next, establish a temporary approximate **Stage Size** for your Stage. Once your application downloads the model, you will need to establish the correct measure and adjust as needed to reflect the actual size of the model

Name of Model and Stage
Select...
Use Image as Ground
Measure Stage
Meters   `

Your **Project is now Constructed**. When you click on '**Finish**', **allow sufficient time** for your Project to download the folders. Some complex Models take more time to convert.
Once your Project is downloaded, continue with the following Instructions:

Use the **Mouse** to roll over each **Icon** to see the explanations for each **Tool**

Measure Stage Size

This operation is very important as it establishes the proportions of the effects to the actual size of the model or scene.
Adjust the size of the Stage with a known dimension
Click on the beginning of the segment chosen, then Click on the end of the segment.
Write the **Segment Length** in meters. (1m=3.28 feet)

You can **adjust the interface** as you wish according to your screen size for maximum visibility. You can move the **Tool Bars** and place the windows to the sides or as you want.
With the **Option Panel** you can modify the colors and sizes. The Options Panel has a window below with explanations of all the options. It is very simple to use.

Familiarize yourself with the interface by moving the mouse over each **Tool**. Notice that each Tool has a label explaining its use. Once you have selected a Tool, the window below shows up with more instructions and descriptions.

Remember that **to leave from any Tool,** press the **"esc"** button on your keyboard and you can freely navigate around the stage.
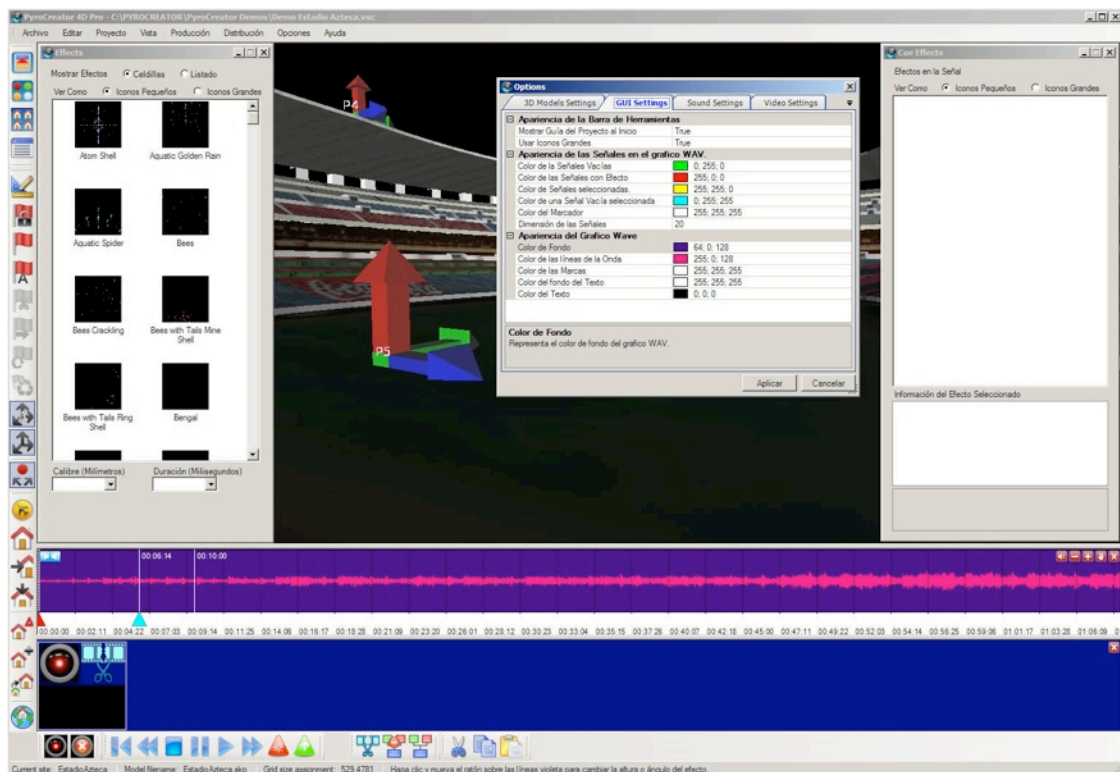
To gain more space, close the **Storyboard Panel** until you are ready to use the **Scenes.**

The **View from Stage** or **Model**, can be changed with the predetermined **Views Tools: Lateral, Frontal and Above .**

When **Placing Positions**, it is best to use the **View from Above**

Begin to **Place Positions on Stage** and change the Positions names if desired
Select the **Positions Tool** icon and click on the desired place on the stage.
Be certain that the **Red vector Arrow** is pointing Up. This arrow shows the direction of the **Shot.**
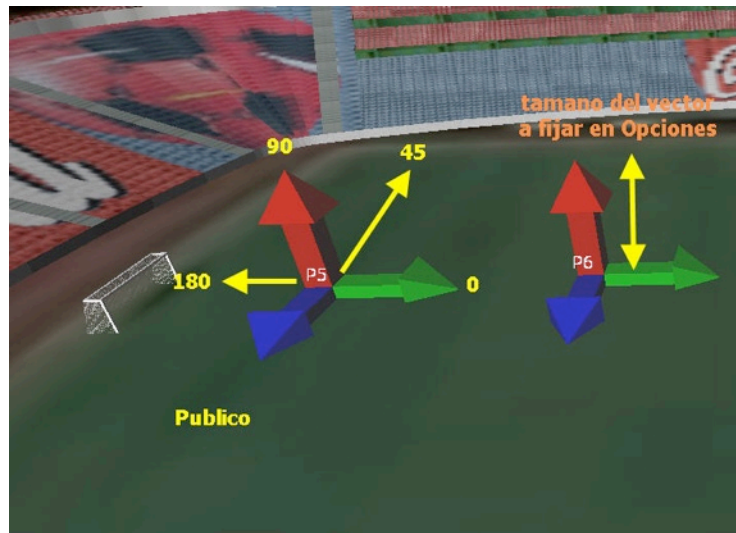Notice that there is also a **Green and Blue Arrow.**
The Horizontal **Green Arrow** corresponds to the initial angle Shot of '0'.
If you want to count the angles from right to left, from the audience view, you will need to point this Arrow to the Right.

Example:

If later on you want to **Change the Names** use the Tool **Rename Positions**

To **Operate on the Existing Positions** you need to Select them first.
Select the Positions with the **Positions Selection Tool**. Click on the zone outside of the Position and move the mouse, dragging a mark around all the positions you want to Select. When the Positions are Selected, you will see that the Arrows change to a lighter color.
You can also **Select Positions** with the   **CTR**L Button on your keyboard.
Drag a mark around all the Positions you want to Select, while holding down on the **CTRL** button

If you notice that the **Green Position Arrows** are pointing in different directions, you can even them out with the Button **Uniform Vectors**, so that they are all pointing in the same direction.
Select all of the Positions that you want Uniform, and click on the **Uniform Vectors** tool. This operation is necessary in order to be able to rotate all the vectors at the same time in the desired direction.

When Selected, you can establish a Rotation with the Shooting Vectors. X=0 Inclination, Y=90 Vertical, Z=0 Orientation

You can adjust the placement of each **Vector** with the **Move Positions** Tool , by moving them in the direction of the illuminated Vector.

If you want to **Eliminate a Position**, Select the Position, then press the **Delete Key** on your keyboard, or the **Cut Position** icon .

To **Hide** the **Vecto**r or the **Arrows** or their names, Click on the **Vectors Tool**.

To begin Designing your Show, you will use the **Effects Window, Cues Window, and Wave File**
You can move and organize these windows as you like within your application.

You can also **Hide** them and **Unhide** them as needed.

If you want to use **Multiple Models** , Open the **Models List Window** and from there you can add other Models . Once the **New Model** is open, you can place Positions in the same way as previously explained.

Before you begin to **Mark Cues** and **Place Effects**, choose a **View** that allows you to completely view the entire Stage and the Effects in the Air
To Navigate around the Stage, press **esc** or Select the **Navigation Tool** Using the Mouse or the Keyboard:
  • Left Mouse Button/Arrows=Rotation
  • Right Mouse Button/Arrows=Lateral Movement
 • Wheel/page Up-Down=Zoom

Select Cues. Select the first **Cue** at the Beginning of the Music, and Insert your **Camera Position** . In this way, even if you move the Camera scenes around, it will always go back to this initial **Camera Position.** You can **Repeat** this operation as often as you like in any **Cue** from any Camera perspective. The Camera has a default transition time of 20000
milli-seconds(2 seconds). You can choose to change
it to 1 second and the transition time will be instant.

You can **Zoom In** on the **Wave File** with these Tools and **Move** with these Tools

Play the Music, and Begin to Mark Blank Cues by clicking in the **Music Graphic File .** You can **Mark Cues with Blank Cues, Effects Selected, or With Camera.**
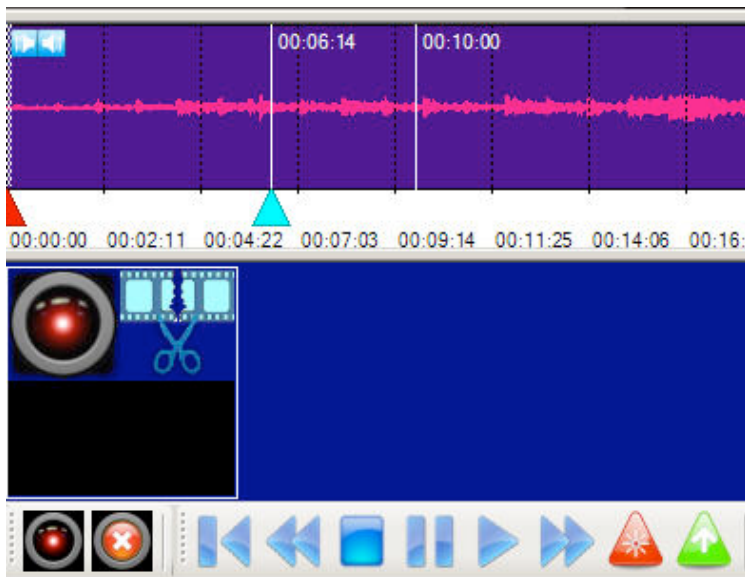
To Insert Effects in Cues you must:
• **Select One or Multiple Cues** (Shift and Ctrl to Select Multiple Cues) the Cue will change Color when Selected.
• **Select an Effect**
• **Select One or Multiple Positions**

Test Effects You can simply test each Effect by double clicking on the **Effect Window**
When testing Effects, if you have **preselected Positions,** you will view the Effects from that **Position**. If you have **not Selected Positions**, you will View the Effect from the **Center of the Stage.**

Effect Properties

In the Window **Library of Effects**, Select the desired Caliber and Duration. Test it with a double click

When you are certain of your Effect,Caliber and Duration…

Drag and Drop the **Effect** from the **Effects Window** into the **Positions**.
Or **Insert** the Effect into the Positions using the Tool **Mark Cue With Effect**.

The Effects will appear in the **Cues Panel** and the **Cue Effects Window**.
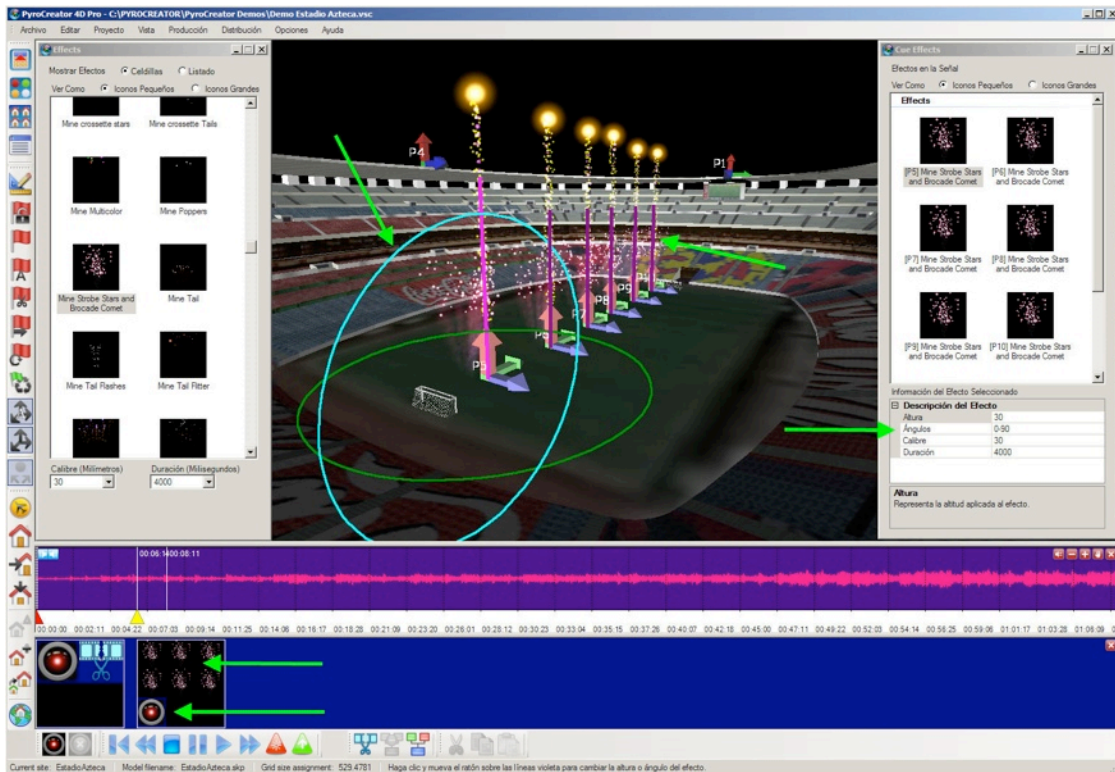
The **Violet Lines** indicate the **graphics** of the **Angle**. You can **Change the Angle** with the **Mouse** by **Selecting the Line** and moving around in circles. Or you can **Change the Angle** directly from the **Angle Window.**
To **Hide** the **Violet Line,** just **click** on the **White Zone** in the **Wave File** .
You can **Modify the Angles, Height, Duration, for Each Position.**
You can **Insert a Camera View f**or each Particular View.
Notice how the Changes are Shown in the Graphics by Green Arrows.

Move and Adjust **Cue Duration** by Selecting and moving the **Cue icon** with the **Mouse**.

Once you have Inserted Various **Cues** and **Effects**, you can **Copy** and **Paste** one or multiple by Selecting them with the **CTRL** and **Shift** keys.

Place the **Cursor** on the point in the **Wave** that you want to **Paste your Selection** and **Click.** Then click anywhere else in the Wave file, and the the **New Cues and Effects** will appear where you designated them.

You can also **Create a Scene** with a selection of Cues and Effects, to use in the future. The Scenes are included in the **Storyboard Panel** and are groups of **Sequences of Cues, Effects and Models.**

Later on, or for a different show, you can **Import Scenes** directly that are **Predefined and Saved**. In this case it is **Necessary** to use the same **Names for the Positions.**
Study the **Import Panel** and you will see that you can **Select all of the Cues**, or just those that you desire.

Once your **Show is Finished** you can **Create a Video.** The Quality of the Video will depend on the resolution and the 'codec' that you use. We recommend Mpeg4.

You can also **Create a VSD Player Show** to play by using our software,**VSD Player,** which gives you the best quality similar to **PyroCreator**, with complete 3D navigation options and a smaller file size than a video file.

You can find **VSD Player** here: http://www.infinityvisions.com/showdirector/vsdPlayer.asp

That's All! You are Ready to Go! . Don't forget to pay attention to the Text Boxes on the Instruction Panel and the Instructions in each Tool. You will learn on your own in a few hours.

For any questions, please do not hesitate to contact us.
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