Logicmaker

User’s Guide

alpha

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Table of Contents

1 Introduction

Logicmaker is Vizrt’s new tool for creating Transition Logic scenes.

This Document

This document describes the installation and use of Logicmaker.

Related Documents

- *Viz Artist User’s Guide*

This section contains information on the following topics:

1.1 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback, please click the **Send us your thoughts** button in the upper right corner of the Logicmaker application.

1.2 Customer Support Requests

This product is only available as an Alpha Preview for use by alpha testers. We are eager to hear your experiences with the product, but do not currently offer any Service Agreement for this product.

2 About Logicmaker

The Logicmaker web application aids in the creation of Transition Logic scenes. A companion to Viz Artist, it typically runs on a second screen on a machine with Viz Artist installed. Together, the Viz Artist and Logicmaker user interfaces (UI) perform as a single application, with users carrying out editing operations between both UIs. This means that edits made to scenes in Logicmaker will automatically show in Viz Artist, and vice versa.

Main Features

- Create and modify Transition Logic scenes
- A simplified work flow for Transition Logic editing operations

Typical Workflow

- Logicmaker works together with Viz Artist to simplify the creation of Transition Logic scenes. Toggle layers and transition states (key elements in Transition Logic scenes) are easily created Logicmaker, while graphics and geometrics are added to scenes in Viz Artist.

Known Limitations

- Logicmaker is currently under active development. It is only available as an Alpha preview and thus not feature complete.
- Some operations are not automatically synchronized between Logicmaker and Viz Artist. For example, layers deleted from Logicmaker will not automatically be removed from the scene tree list in Viz Artist. Click ‘Rebuild tree’ in Viz Artist to update the tree. Alternatively, click the browser refresh button to show certain changes made in Viz Artist in Logicmaker.

3 Installation

This chapter contains the following sections:

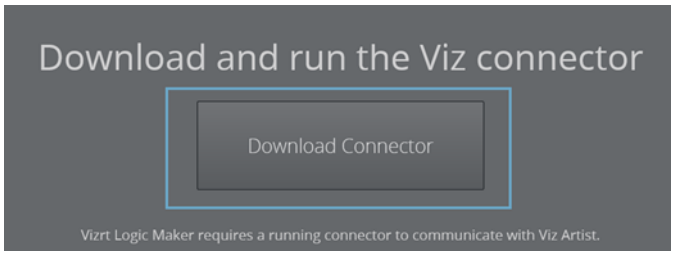
3.1 Requirements

- **User Account**: A user account with permissions to install services on your own computer.
- **Hardware Requirements**: No special hardware requirements.
- **Network Requirements**: No special network requirements.
- **Companion software**: Viz Artist 3.8 or later

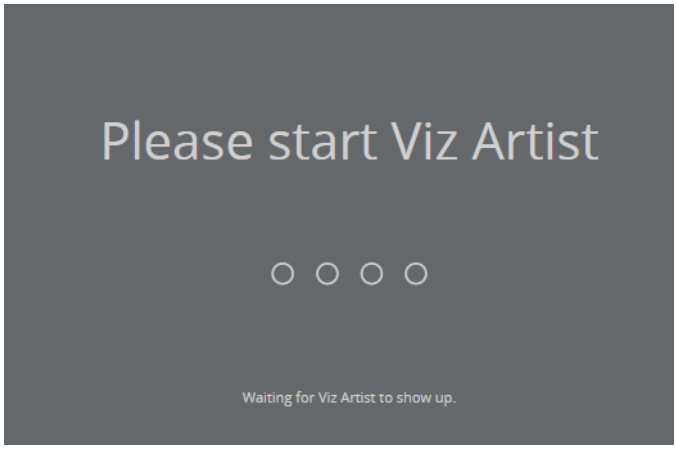
3.2 Installing Logicmaker

Follow these steps to install Logicmaker:

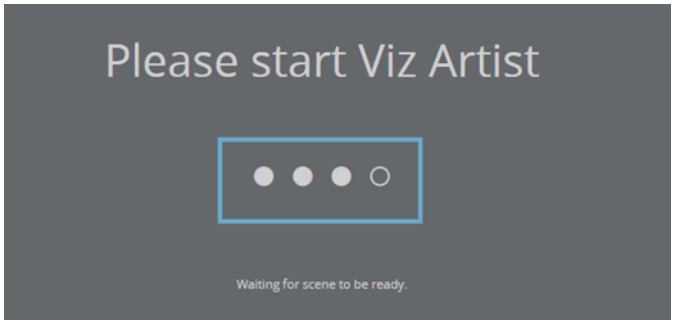
1. Visit http://logic.cloud.vizrt.comin a web browser
2. Connect Logicmaker to Viz Artist by downloading and running the Viz connector



3. Give permission to run the program, if prompted
4. An on-screen instruction will appear requesting to start Viz Artist



5. Start Viz Artist. The dots of the readiness indicator will flash to show the progress of the connection.



6. The Logicmaker UI will load in the browser after Viz Artist opens. Now either open an existing Transition Logic master scene in Artist, or click the **+** icon in Logicmaker's Layers panel to create a new Transition Logic master scene.

Tip: Logicmaker works best on a two-monitor set-up where the Logicmaker web application runs in a browser on one monitor and Viz Artist runs on the other monitor.

3.3 Getting started with Logicmaker

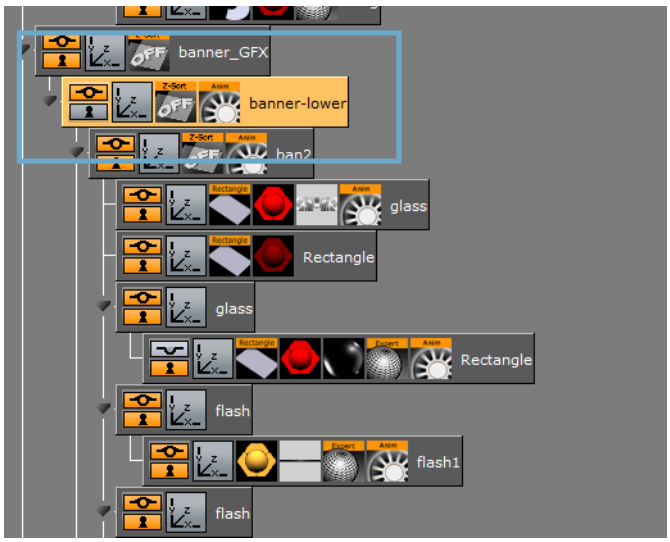
Start using Logicmaker either by:

1. Opening an existing transition logic scene in Viz Artist
2. Adding states and layers directly in Logicmaker

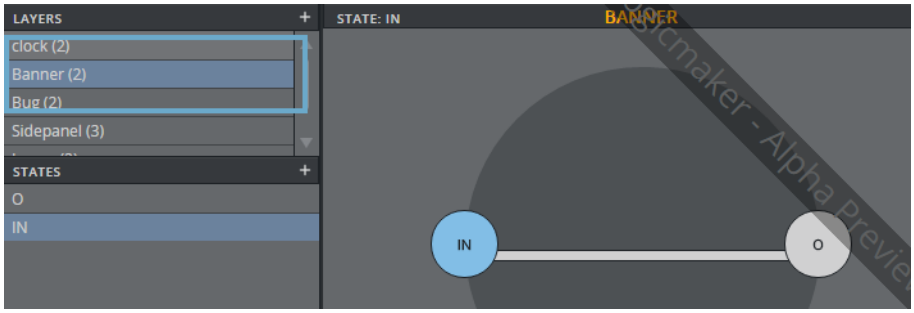
3.3.1 Opening an existing transition logic scene in Viz Artist

A Transition Logic master scene loaded in Viz Artist automatically appears in Logicmaker. The layers and states of the scene will appear in the respective Logicmaker panels.

A transition logic scene loaded in Artist, with the banner layer highlighted:



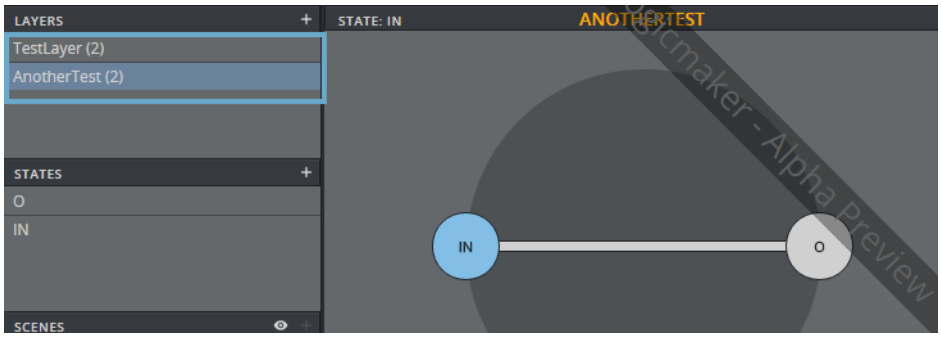
The same scene as it appears in Logicmaker. The banner layer appears in the Layers List together with other scene layers:



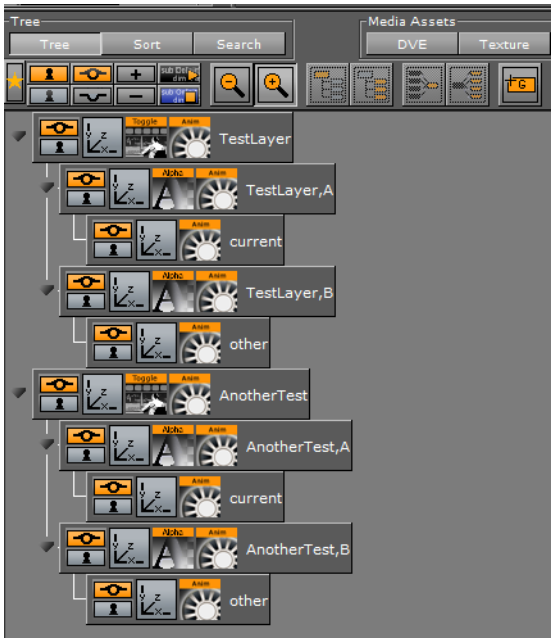
3.3.2 Adding states and layers directly in Logicmaker

Layers and States can be added (see Adding a Layer in the User Interface chapter) in Logicmaker in the Layers List and States List, respectively. These actions will create a TL scene that can then be saved in Viz Artist.

A transition logic scene created in Logicmaker:

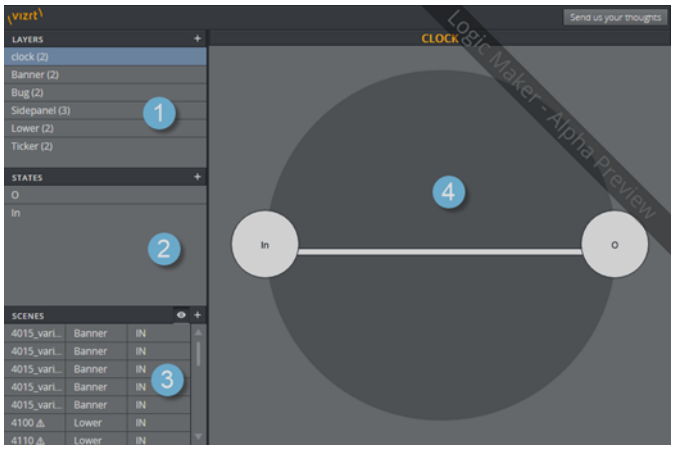


The same scene as it appears in Viz Artist's Scene Tree:



Click **SAVE** at the bottom of the Scene Tree area to save a new transition logic master scene.

4 User Interface



The graphical user interface of Logicmaker consists of four main areas:

1. The The Layers List, located at the top left corner of the side panel
2. The The States List, located in the middle of the side panel
3. The The Scenes List, located at the bottom of the side panel
4. The State Graph containing the State Nodes, located to the right of the side panel

4.1 The Layers List

The Layers List shows the transition toggle layers associated with a scene in the Viz Artist editor. This section contains instructions on the following:

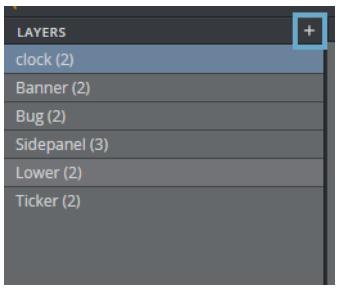
- Adding a Layer
- Deleting a Layer
- Renaming a Layer

Note: Toggle Layers are placeholders in Viz Artist containing toggle plugins that are used to load scene content in the form of geometry objects. Click here to read more about Toggle Layers in the Viz Artist User’s Guide.

4.1.1 Adding a Layer

To add a transition toggle layer to the current scene in the Viz Artist editor interface implement the step below. This will make the scene a transition logic master scene if it is not already one.

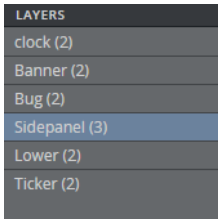
1. Click the PLUS SIGN (+) in the top right corner of the Layers List panel.



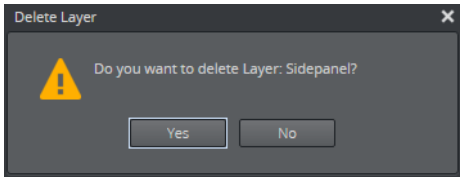
4.1.2 Deleting a Layer

Remove a transition toggle layer from the current scene in the Viz Artist editor. If the last transition toggle layer is removed from a scene, the scene will no longer be a transition logic master scene.

1. Select a layer from Layers List



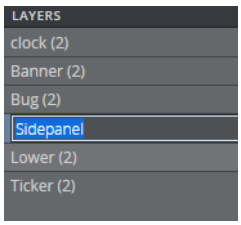
2. Press DELETE
3. Click **Yes** to confirm the deletion.



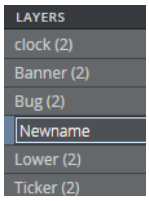
4.1.3 Renaming a Layer

Rename a transition toggle layer.

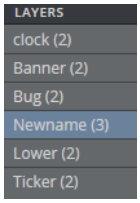
1. Double-click a layer from the Layers List



2. Type in the new layer name



3. Press RETURN



4.2 The States List

The states list shows the states associated with a scene in the Viz Artist editor. This section contains instructions on the following:

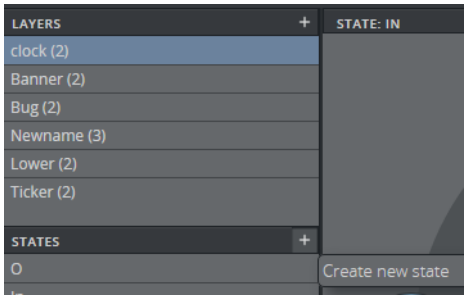
1. Adding a State
2. Renaming a State
3. Deleting a State
4. Jump to a State

Tip: States refer to points in a scene, for example start, pause or end points. Typically, a scene will have two states: an Out (O) state, where a toggle layer is no longer visible on the screen; and an In (I) state, where the toggle layer is visible on-screen. Click here to read more about states in the Viz Artist User's Guide.

4.2.1 Adding a State

Add a state to the set of states supported by a transition toggle layer.

1. Select a layer in the Layers List
2. Click the PLUS SIGN (+) in the States List.

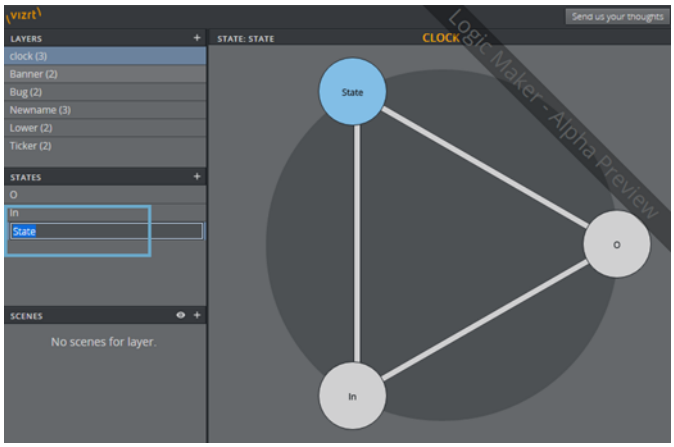


4.2.2 Renaming a State

There are two ways to rename a layer state: editing directly in the States List or editing the states nodes in the State Graph.

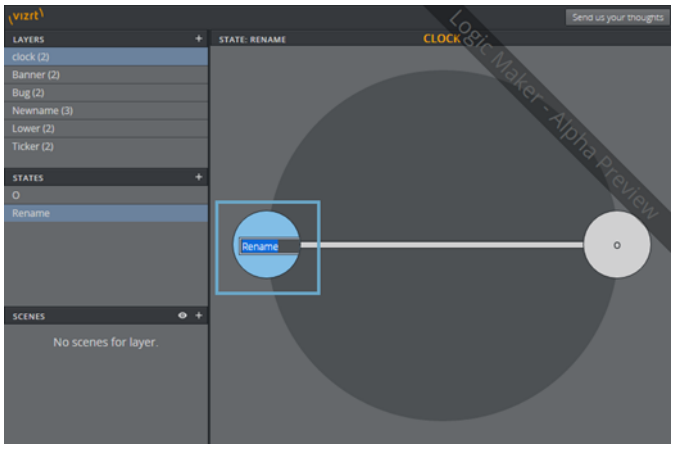
Rename a layer state in the State List

1. Select a layer in the Layers List
2. Double-click the state from the States List
3. Enter the new state name
4. Press RETURN.



Rename a layer state in the State Graph

1. After selecting a layer in the Layers List double-click a state node in the State Graph
2. Enter the new state name and press RETURN.

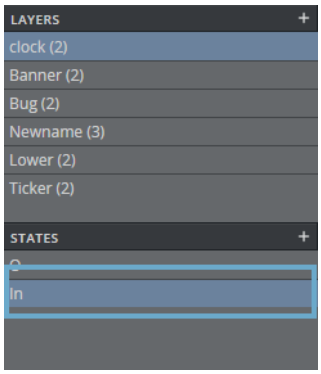


4.2.3 Deleting a State

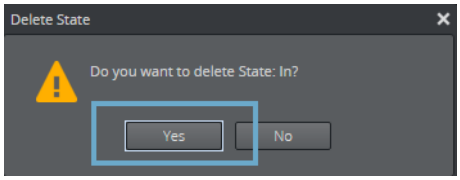
Delete a layer state

1. Select a layer in the Layers List

2. Select a state in the States List



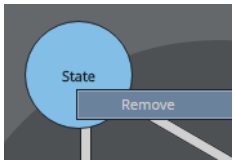
3. Press DELETE
4. Click **Yes** to confirm the deletion.



Note: Click **No** to cancel the deletion of a state.

Delete a layer state from the State Graph

1. Right-click a state node
2. Click **Remove**

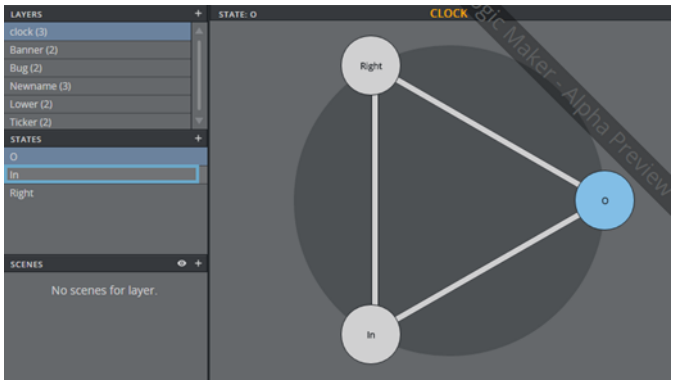


4.2.4 Jump to a State

There are two ways to jump to a state: in the States List or the State Graph. This will show a specific state in Viz Artist's render output. Each method also has the option to animate the state jump, as explained below.

Jump to a State in the State List

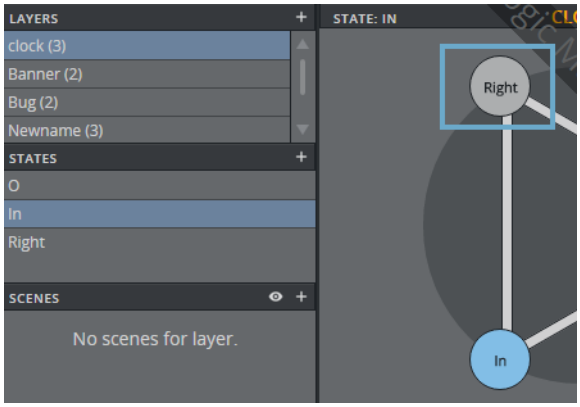
1. Click the desired state in the State List.



Tip: To animate the state jump, hold down SHIFT and click the left mouse button when pointing to a new state in the State List.

Animate a State Jump in the State Graph

1. Click the desired state in the State Graph to animate the state jump.



Tip: To jump to a new state without animation, hold down SHIFT and click the left mouse button when pointing to a new state in the State Graph.

4.3 The Scenes List

The Scenes List displays a list of object scenes related to a master scene. Object scenes saved in the same parent directory as a loaded master scene can also be listed here.

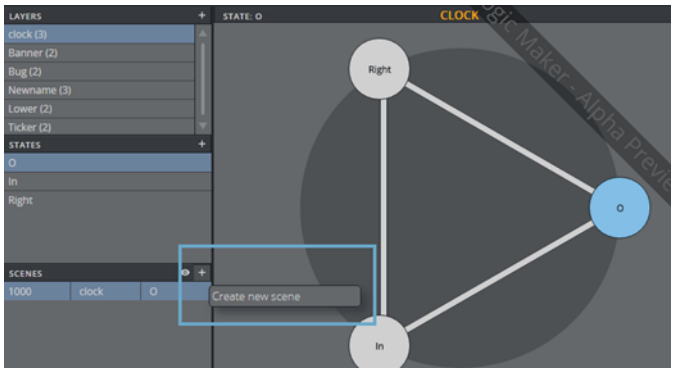
This section contains instructions on the following:

1. Adding an Object Scene
2. Loading and Animating a Front Scene
3. Renaming an object scene
4. Show/hide Scenes

4.3.1 Adding an Object Scene

Create a new object scene targeting a specific layer and state.

1. Select a layer in the Layers List
2. Select a state in the States List
3. Click the PLUS SIGN (+) in the Scenes List.



4.3.2 Loading and Animating a Object Scene

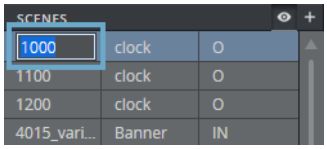
Load and animate a object scene.

1. Click a scene in the Scenes List.

4.3.3 Renaming an Object Scene

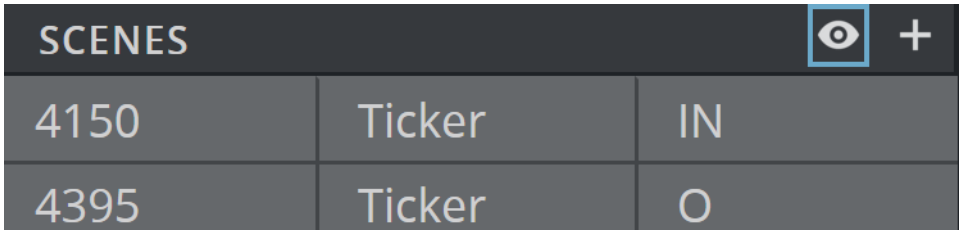
Rename an object scene.

1. Double-click a object scene in the Scenes List
2. Enter the new name of the scene
3. Press RETURN.



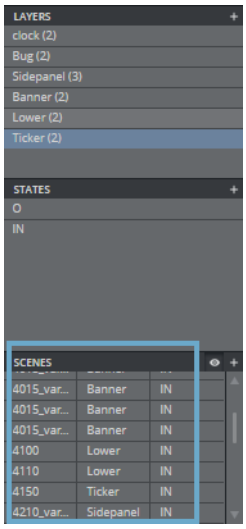
4.3.4 Show/hide Scenes

Determine which scenes are listed in the Scene List with the show/hide scene icon, an eye-shaped button that appears in the right corner of the Scenes List panel. The show/hide icon controls whether all the scenes in the same folder as the loaded scene appear in the list.



Showing all scenes

By default, only scenes related to the currently-selected Layer on the loaded master scene are visible. However, when the show/hide scene icon is pressed and active, all scenes in the same scene folder as the loaded master scene are shown.



A warning symbol next to a scene name denotes scenes that are unrelated to the currently-loaded background scene. Scenes with this warning were created while a different master scene was loaded. Though they are not associated with any of the current layers, they appear here because all scenes are listed when the scene filter is active.