



prezvision 2 plus Users Guide



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## 01.Features of prezvision

prezvision has original characteristics such as "3D space", "Objects ID" and "Slide ID". However, you can operate it without considering these concepts.

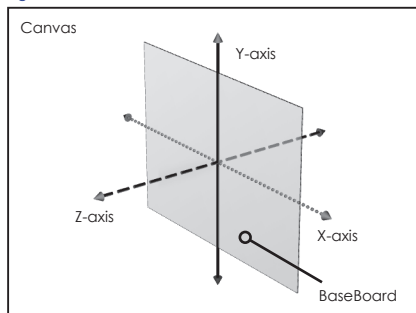
### 1.3D Space

prezvision 3D space is expressed with X(Left - Right), Y(Top - Bottom), and Z(Front - Back) coordinate axis.

#### Base Board

A virtual whiteboard is set up on the prezvision Canvas. This board is called "BaseBoard". The object's (Shape, Connector, and Grouping objects)position and angle on the Canvas are expressed based on this BaseBoard.(Fig-1)

Fig-1 Canvas and BaseBoard



### 2.ID

In prezvision, "ID" is given to each slide and each object, and the "ID" bears a key role. ID plays a different role for the slide and the object. In addition, you can edit "ID" in "Shape ID area". Seamless Transition can be configured by setting the ID.

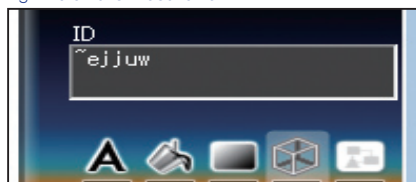
#### Object ID

ID is automatically allocated in the object on the Canvas, which is prefixed by a Tilde (~)symbol. (Fig-2)

When a text is inserted in the Shape, this text is allocated as ID. Up to 24 characters of the first line will be considered for this(regardless of whether one- byte or two-byte)

In this case, space and the tab included in the text are converted into underscore (\_) respectively.

Fig-2 Automatic Allocation of ID



## ID and Seamless Transition

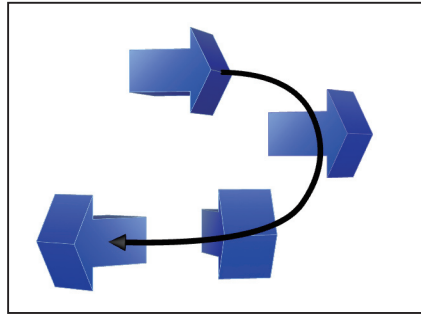
The object with same ID becomes the target of "Seamless Transition" between two slides. As a result, smooth animation is achieved at the slide show.(Fig-3)

It doesn't limit to 1-1 objects, and this is the same thing even if this is 1-two or more cases.

This is not limited to 1-1 objects, it also applies to 1-2 or more cases.

When the Object Grouping contains object with different size, angle, and position, etc., the transition is not normally done.

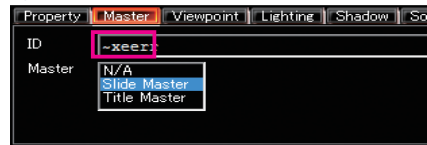
Fig-3 Seamless Transition



## Slide ID

prezvision slide has identification ID for the link. A unique ID is automatically allocated when a slide is created or duplicated. In (ID automatically) automatic allocated ID, and is prefixed by a Tilde (~).(Fig-4)

Fig-4 Slide ID



Moreover, ID is checked unique, and cannot input unique ID that not is though is revokable.

When the link is contained in the slide to which ID is changed, it is automatically reflected in the target Shape.

## Check on Unique when Insert Slide Set

When inserting a Slide Set, prezvision automatically check for unique ID, and allocate a unique ID for each slide.

## 02.Interface

### 1.Interface Layout

When prezvision is started, the Main Window is displayed. This chapter explains the name and the function of the Operation Interface.



## 2.Interface Function

### Menu

#### [File] menu

##### New

Create a new Slide Set.

##### Open

Open an existing slide set.

##### Save

Save the changes made in the current Slide Set.

##### Save As

Save the data to a different file format, location or filename.

##### Import Data

Import a Microsoft PowerPoint Slide to prezvision.

##### Export Data

Convert the Slide Set to a different format.

##### Slide-Set Setting

Setting a Slide set aspect ratio, horizontal angle of view and Baseboard size etc.

##### Print as PDF

Export the Slide Set in Adobe PDF format.

##### Exit

Quit the application.

#### [Edit] menu

##### Undo / Redo

\* Only applicable for Shapes and Viewpoint.

##### Cut

Cut Shapes or slides out to the clipboard.

##### Copy

Copy Shapes or slides out to clipboard.

##### Paste

Paste Shapes or slides from the clipboard.

##### Paste Properties

paste the copied properties to selected Shapes.

##### Delete

Delete the selected items.

##### Select All

Select all Shapes on a Canvas.

##### Deselect All

clear the selection

##### Find

Search for a text in multiple Slides.

##### Replace

Replace a text in multiple Slides.

##### Grouping

Group/Ungroup selected Shapes.

##### View point

Manipulate the viewpoint.

##### Lighting

Manipulate the lighting position.

##### Reset Angle

Reset the selected Shape's angle.

##### Divide By Lines

Divide a multiline text Shape into multiple Shapes.

##### Create LinkSlide

Create the cross-linked slides from the selected Shapes.

#### [View] menu

##### Normal

Returns to the slide edit mode.

##### Slide List

Browse all Slides.

##### Slideshow

Start a Slideshow from the selected slide.

##### Master

Edit the title master, or the slide master.

##### Grid and Guide

Setup grid, and guide.

#### [Insert] menu

##### New Slide

Create a new slide after the Selected slide.

##### Duplicate Slide

Duplicate the selected slide and insert just after the original.

##### Slide Set

Insert a Slide Set.

##### Picture

Images, or Videos on the Canvas.

##### Graph

Insert a graph from prezGraph.

##### Capture Device

An object that shows real time image (from the Capture Device) will be inserted on the Canvas.

##### 3D Model

Insert a 3D model on the Canvas.

## [Tool] menu

### Option

Set options.

Open the option dialog.

### [Slideshow] menu

#### Run

start the Slideshow.

#### Auto Run

start the auto play Slideshow.

## [Help] menu

### Tutorial

View the Tutorial.(PDF format)

### User's Guide

View the user's guide.(PDF format)

### Official Site

Open the prezvision official site.

### User Registration

Open the user registration page.

### Contact SoftAdvance

Make inquiries about prezvision.

### Version

Display the version information.

## Canvas

You can type a text, or layout Shapes on the Canvas to create a slide.



## Managing Slide Area

You can manage the edited slide on the Canvas.

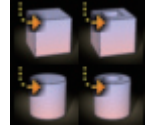
You can check the transition, without run slide show.

## Setting Shape Area

Select Shape or connector from each category, and arranges it on the Canvas with the click or the mouse drag. You can change selected Shape style on the Canvas. This is called "Shapeshift".



Shapeshift ON/OFF



Shapeshift mode

## Undo/Redo

You can undo or redo several actions about Shape and view point only.

The number of operations is different depending on the capacity of the memory and the kind of the operation.

**\*only applicable for Shapes and viewpoint.**

## Edit text

Put the Text box on the Canvas, and enters the text-entry mode. Moreover, you can arrange Text box and Shape on the Canvas. You can end by clicking this button in the Edit text mode.

## Operate Viewpoint

You can rotate the whole Canvas using the Canvas Viewpoint button rather than rotating the individual object. Each operation will be applied when dragging is finished.



Rotate



Move



Zoom

Adjust viewpoint of the Shape.



Front View



Rotate view around X-axis



Rotate view around Y-axis



Rotate the Canvas align to the front view of the selected object

7 view point operation button functions as a rotation button of the object while pushing the Shift key.

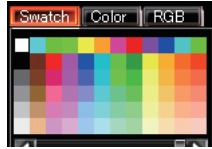
## Shape ID area

Shows Shape ID on this area.

Please refer to [01.Features prezzvision] for details concerning "ID".

## Setting Color area

Text, Shape, Connector, and Canvas color can be set by Swatch, Color and RGB.



## Color Preview

By clicking on the icon for each color setting is enabled.



Canvas Color  
Line Color  
Gradation Color  
Body Color  
Text Color

## Property area

If the Management Slide area is active, displays the slide properties and if the object is selected, will display the object properties.

### Slide Properties



### Object Properties (Shading)



## 3.Context Menu

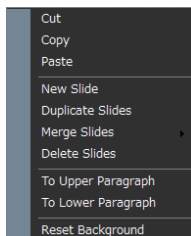
### Managing Slide area

#### Cut

Cut slides out to the clipboard.

#### Copy

Copy slides out to clipboard.



#### Paste

Paste slides from the clipboard.

#### New Slide

Create a new slide. New slide will be placed after the selected slide.

#### Duplicate Slides

Duplicate the selected slide and insert just after the original

#### Merge Slides

Merge selected slide with the slide cut/copied in the clipboard.

#### Delete Slides

Deletes the selected slide.

#### To Upper Paragraph

Select [To Upper Paragraph] from context menu or press Arrow key [Left].

#### To Lower Paragraph

Select [To Lower Paragraph] from context menu or press Arrow key [Right].

#### Reset Background

Return to default the background color of the Slide Set.

## Objects

### Cut

Cut a Shape out from the Canvas to the Clipboard.

### Copy

Copy a Shape from the Canvas to Clipboard.

### Paste

Paste Shapes from the clipboard.

### Edit Text

Input or edit the text to selected Shape.

### Grouping

Group /Ungroup selected Shapes.

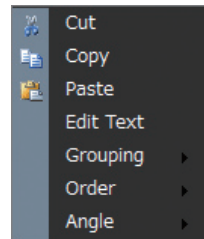
### Order

Move the selected object Z-axis to back and forth.

The distance is different in "Grid Interval" of [View] menu - [Grid and Guide].

### Angle

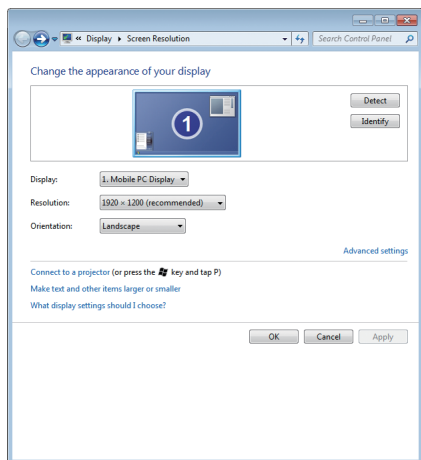
Reset the selected Shape angle.





## 03.Configuration

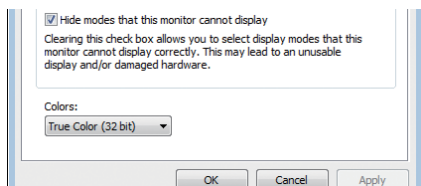
### 1.Setting Screen color and Resolution.



prezvision needs True Color(32bit) or higher and a Display Environment of XGA(1024x768) or higher.

Please refer to the following for the change in the color and the resolution.

1. please select [Adjust Screen Resolution] from Windows[Control Panel].
2. Set the resolution "1024x768pixels" or more.
3. Select [Advanced settings], and select [Monitor] tab.
4. Set the color "True Color(32bit)".



5. Please click [OK] button when the "system restart" dialog is displayed.

**\* It takes time to system restart by the spec, but just a minute.**

### 2.Option Settings

When you select [Option] from [Tool] menu, [Option] dialog box is displayed. Please change to the appropriate setting for your computer.



#### Edit Setting

##### Rendering Method

Select "GDI+" when your PC is Windows XP class or "Direct3D(High Quality)" when your PC is Windows Vista class.

##### Screen Aspect Ratio

4:3 or 16:9

##### Rendering Quality

When you set [Rendering Method] DropDown box to "Direct3D (High Quality)", you can select either "Quality Priority" or "Speed Priority" in the [Rendering Quality].

When your PC is standard, select "Speed Priority". When your PC is High Performance PC like a designer or expert PC class, select "Quality Priority".

##### Shadow Quality

When you PC is high performance, select "3D Shadow (Standard)" or "3D Shadow (High Quality)". Otherwise, select "None".

##### Font Quality

Select "Low Quality", "Standard Quality" or "High Quality" depending on your PC performance.

## Slide Show

### Rendering Method

Select "GDI+" when your PC is Windows XP class or "Direct3D(High Quality)" when your PC is Windows Vista class.

### Screen Resolution

Select "1024 x 768" or other based on your projector.

### Show Display

It shows Display setting.

### Rendering Quality

When you set Rendering Method Direct3D, you can select either "Quality Priority" or "Speed Priority". When your PC is standard, select "Speed Priority". When your PC is high performance PC like a designer expert PC class, select "Quality Priority".

### Shadow Quality

When you PC is high performance, select "3D shadow (Standard)" or "3D shadow (High Quality)". Otherwise, select "None".

### Font Quality

Select "Low Quality", "Standard Quality" or "High Quality" depending on your PC performance.

### Capture Device

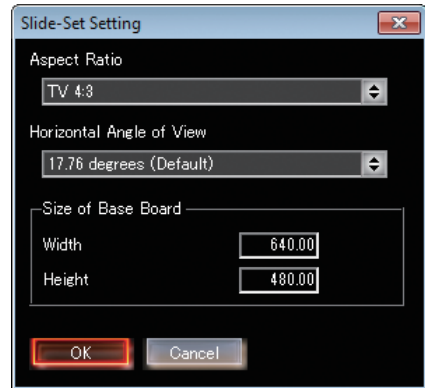
Select the capture device(USB camera etc.).

Please connect the capture device before the application starts.

The Shadow might not be displayed by the PC Environment. This problem is a graphic chips related issue and is not related to prezvision settings.

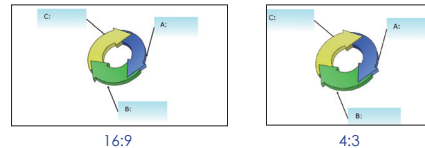
## 3.Slide-Set Setting

When select the [Slide-Set Setting] from [File] menu, the Dialog box is displayed.



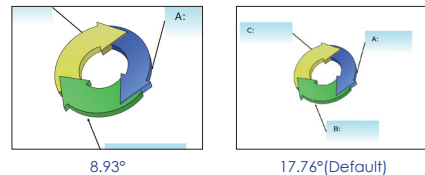
### Aspect Resio

Setting size of Base Board from the aspect ratio.



### Horizontal Angle of View

Set to 17.76° in default. The perspective is emphasized by broadening of the field angle.



### Seize of Base Voard

You can set the size of Base Board from entered value.

## 04.Text Input and Edit

### 1.Input and Edit Text

#### Creating Text Box

Double click on the Canvas, click "Edit Text" button, or right click on a Shape to create a text-box.

This text box (It is called "Shape" at the following) can be handled as well as Shape explains in the next chapter.

#### Input the Text

Double click on the Shape or click "Edit Text" button while a Shape is selected. You can enter a text in the Shape.

If you click outside the text box, click "Edit Text" button, or press "Esc" then you can leave the "Edit Text" mode.

#### Edit the Text

Double click the Shape that wants to correct text, select the Shape and [Edit Text] button, or right click on a Shape to create a text-box.

#### Indent

Press [Tab] at line head, or Click "Indent" button.

#### Outdent

Hold [Shift] and press [Tab] at line head, or Click "Outdent" button.

#### Tab

Press [Tab] at other line head.

#### Release

Press [Delete] or [BackSpace]

#### Text-alignment



Adjust the horizontal position.



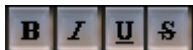
Adjust the vertical position.

### 2.Formatting

You can change the text format.

please select Shape that wants to change the setting and select [Format] tab from Property area.

#### Setting Font



Decorate character



Larger and Smaller

#### Font and Font-size



#### Regulated Format



The selected font will be the default font.

#### Indent, Outdent, and Tab

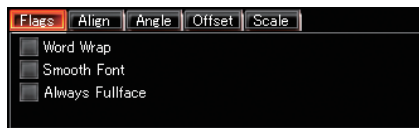


Outdent

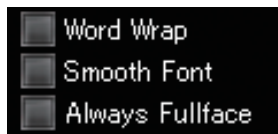
Indent

#### Detail Formatting

You can be setting detail format from [Flags] of [Format].



#### Flags



#### Word Wrap

Wrap a text automatically.

#### Smooth Font

Enhance the font quality.

#### Always Fullface

Even if a Shape rotates, the text will be displayed forward the front of the Canvas.

## Align

Adjust vertically-aligned , horizontally-aligned, and line space.



## Angle

Adjust a text-angle from [Angle] of [Format] tab.



## Offset

Adjust a text offset, keeping the text alignment from [Offset] of [Format] tab.



## Scale

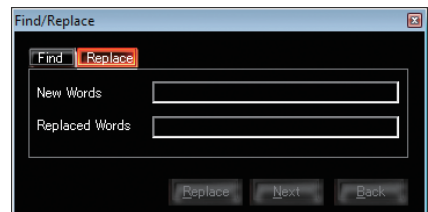
Adjust a text width and height, keeping the font size from [Scale] of [Format] tab.



## 3.Find/Replace

You can find/replace and substitute the text in the Shape on the Canvas.

Select [Find] or [Replace] from [Edit] menu.

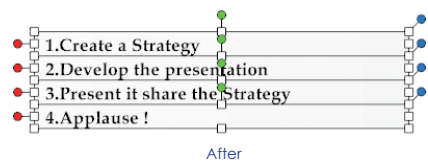
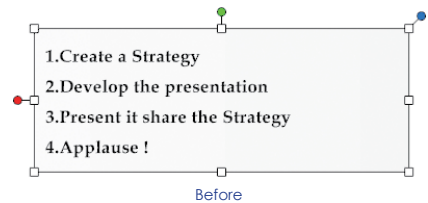


## 4.Dividing the Shape

You can divide multiple lines of text into individual text Shapes.

To do that, select a Text box and select [Divide by Lines] from the [Edit] menu.

The text will be divided into four separate text boxes.



## 05.Shape

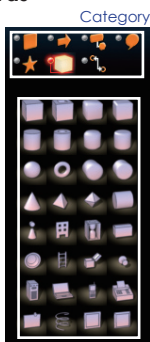
### 1.Put a Shape on the Canvas

The object you put on the Canvas is called "Shape" in prezvision.

To create a Shape, first select a category from the Category Selection in the Setting Shape area.

Then select a style from the Style Selection area and drag it to the Canvas.

Select a category and style ,and drag a Shape.



Category

Style

### 2.Text Input

You can enter a text to the Shape on the Canvas.

Double click on the Shape or click "Edit Text" button while a Shape is selected. You can enter a text in the Shape.

If you click outside the Shape, click "Edit Text" button, or press "Esc" then you can leave the "Edit Text" mode.

### 3.Shapeshift

Using the [Shapeshift ON/OFF] button, you can change a Shape style.

Click the [Shapeshift ON/OFF] button, or hold down the [Shift] key while selecting Shape Style using the left mouse button.



To end Shapeshift mode, click the [Shapeshift ON/OFF] button again.

The state of [Shapeshift ON/OFF] button is not related to Shapeshift that uses the [Shift] key.

### 4.Position and Modification Line

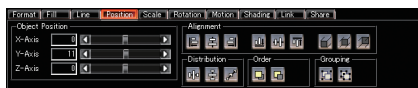
You can change the line width of the Shape.

Select a Shape, and change the line width from [Line] tab of Property area.



### Position

You can change the Shape position by dragging the Shape. You can be setting a detail from a [Position] tab in the Property area.



### Alignment

You can adjust the Shapes alignment in the specified axis.

Adjust the Shapes alignment based on Y-axis.



Adjust the Shapes alignment based on X-axis.



Adjust the Shapes alignment based on Z-axis.



### Distribution

You can adjust the Shapes distribution.

Adjust the Shapes distribution based on X, Y, and Z-axis.



### Order

Adjust the Shapes Z position.



You can be setting Move value that by one click from "Grid Interval" of [View] menu - [Grid and Guide].

### Grouping

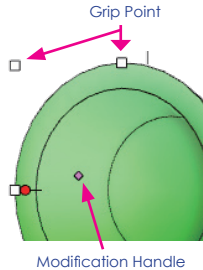
Group/ungroup selected Shapes.



### Resizing and Modifying Shape

When a Shape is selected, grip points are displayed outside of the Shape. You can change the Shape size by dragging this grip points. The modification direction is different according to the Shape angle.

Moreover, there is the Shape with Modification Handle according to Shape style. Modification Handle is displayed with the pink color grip point. You can do special modification other than width, height, and depth by drag the Modification Handle.



Shape modification can be set from the [Size] tab in the Property area.



Width Adjust the Shapes width.

Height Adjust the Shapes height.

Depth Adjust the Shapes Depth.

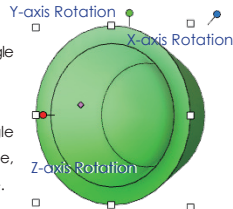
H1, V1 Adjust the Shapes modification.

H2, V2 For the Shape with two modification handle, adjust the Shapes modification.

## Angle

You can change Shape angle on the Canvas.

You can change the angle by dragging Grip point (Blue, Green, Red) of the outside.



You can set the angle from the [Angle] tab in the Property area.



## Rotation

Rotating the Shape based on each axis.

### Reset

Change the Shape view point based on Base Board.

### Manual Rotation

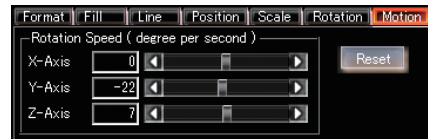
Shape rotation in the Slide show is enabled.

## Motion

Setting automatically rotating on the Slide.

Please set from the [Motion] tab of the Property area.

The autorotation is released by the rotation speed of the Shape growing by the distance of the slider of each axis (direction of the rotation), and clicking the reset button.



## 5.Shading

Setting Shade by the Shape unit.

(Direct3D mode only)

Setting from [Shading] tab in the Property area.



### Ambient

Setting the brightness degree in which the directional lighting not hit.

### Diffuse

Setting the reflectivity degree of the directional lighting. The influence of the direction of the directional lighting and the direction of the object grows by this value large.

### Specular

Setting degree of the specular reflection of the object surface.

It comes to be lustrous to the object by this value large.

### Gloss

Setting degree of the specular reflection light.

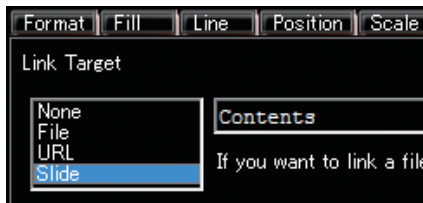
The specular effect narrows, and it is displayed to Sharp by this value large.

The max radiance value (Luster is excluded) is decided by ambient light + diffuse reflection.

## 6.Linked from the Shape

You can be setting the link from Shape, Files, and URL.

Please select the Shape that wants to set the link, and setting from [link] tab in the Property area.



### None

No setting the link.

### File

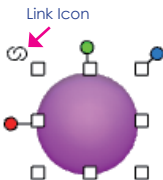
Enter the file pass, or to Shape drop-in the file from the Windows Explorer.

### URL

Enter the URL.

### Slide

Enter the Slide ID that want to link, or drop-in the slide.



## Integrate non-masters (Only master Shapes)

The property of all same ID Shapes is matched to the master.

## Share Flags (Only non-master Shapes)

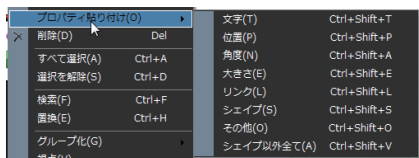
Setting sharing properties.

## 8. Paste Properties

You can paste the properties of copied Shape.

Right click on the selected Shapes, and select "Copy" from the context menu.

Select "Paste Properties" from [Edit] menu, after selecting the Shape.



## 9. Select Shapes

Selecting the Shape by clicking the Shape.

Hold down the [Shift] key while click the mouse button, you can select two or more Shapes.

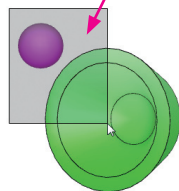
## Select with Drag

In prezvision, there is 2 selecting method of the Shapes.

Rubber Band

When you select 2 Shapes, both Shapes are selected with the drag on the Canvas.

But Only the globe will be selected by adding the [Ctrl] key.



## Usual Drag

The Shapes that touches Rubber Band even a little is selected.

## [Ctrl] key + Drag

The Shapes that has been installed in Rubber Band is selected.

## Selecting The Shape from now on without releasing the selection.

Add the [Shift] key to the operation.

## 7. Sharing Property.

Sharing the property of same ID Shapes. As a result, the property of the Shape scattered in different slide can be changed in bulk by the change of the property of one Shape.

Setting from [Share] tab in the Property area.



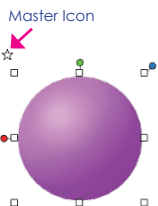
### Master

Setting to the master(parent) Shape.

### Property Integration

Inherit master props.  
(Only non-master Shapes)

The property of selected Shape is matched to master Shape.



## 06.Line and Connector

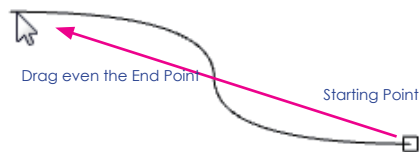
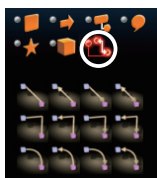
In prezvision, you can connect the Shapes using a connector. The connector that connects the Shapes mutually synchronizes with the movement of the Shape at the transition.

When making a flow chart, this connection becomes effective further.

Of course, you can put the connector on the Canvas, and it is possible to use it as an independent line.

### 1. Layout a Connector

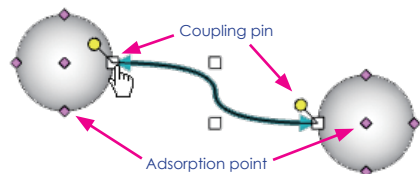
Select a style from "Connector" category of the Setting Shape area. Please begin (Starting Point) the drag on the Canvas. And, decide the End Point by the drag end.



### 2. Join Shape to Shape

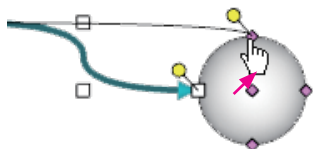
Join adsorption points of two Shapes on the Canvas by drag-and-drop.

Coupling pin appears on the connected objects.



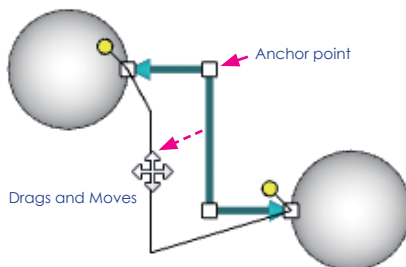
### Change the Adsorption point

You can change Adsorption point of the arranged Shape by dragging the starting point and end point. Connectors that do not unite with the Shapes either can be united here.



### Change Anchor point

When the kind of the connector arranged on the Canvas is "Elbow" and "Curved", the anchor point is displayed. You can change the Anchor point position by drag. Moreover, both anchor points move to drag the line between the point and the point at the same time.



\* The Anchor point of the connector doesn't move even if connected Shapes is moved.

Only connected starting point and End point synchronize and it moves.

### 3. Change The Connector Style

You can change detailed settings of connectors in the "Line" Tab



### 4. Connector Shapeshift

The connector can be Shapeshift as well as the Shapes. The Anchor point where "Elbow" and "curved" are moved is reset.

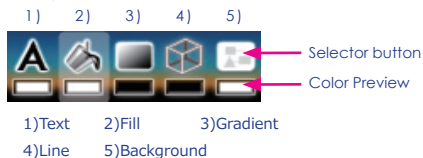


## 07.Color and Texture

### 1.Set a Color

You can change each object and color from the Setting Color area.

Change the target by the Selector button. You can change the color of Shape, Canvas, and etc.



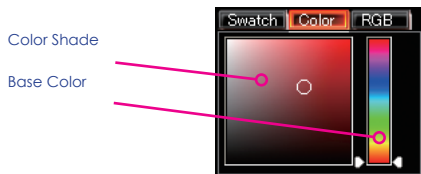
#### From Swatch

Setting a color by clicking the color palette. You can set opacity by moving the slider, when "Fill" or "Gradient" have been selected. Opacity grows by the movement of the slider to the right.



#### From Color

Select a base color by clicking the right palette, and set a color shade by clicking the left palette.



#### From RGB

Set a color by enter each value.

R : Red(0-255)  
G : Green(0-255)  
B : Blue(0-255)  
A : Opacity(0-255)  
H : Hue(0-360)  
S : Saturation(0-255)  
L : Luminance(0-255)



### Fill Type

You can change the type of fill from [Edit Property Area]. Select the [Fill] Tab.



- 1)No Fill
- 2)Fill
- 3)Gradation(Horizontal)
- 4)Gradation(Vertical)
- 5)Gradation(Upper Right)
- 6)Gradation(Upper Left)
- 7)Texture Mapping
- 8)Capture Device

### Gradation

The gradation effect can be reversed by placing a check in "Reversed" CheckBox when the [Fill] is set to the [Gradation].

### Texture Mapping

You can set a texture when [Fill] is set to [Texture Mapping].



Select a texture from the dialog box by clicking [Open] button.

The file format that can be handled is as follows.

JPG、BMP、GIF、PNG、WMF、EMF

Moreover, the movie of the following formats can be handling.

MOV、AVI、WMV

\* MOV is Supported formats by "QuickTimePlayer" only.

\* AVI and WMV are Supported formats by "Windows Media Player" only.

### Link File

If you check here, selecte File as link file \*1

### Play on Click (Video)

Set a Play/Stop by clicking the Shape at the slide show.

### Looped Play (Video)

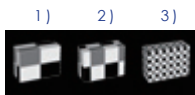
The video is repeatedly played.

### Insert Capture Device

Setting Capture Device from [Option] in the [Tool] menu dialog, after USB connection.

## 2.Texture Mapping Format

When [Texture Mapping] or [Capture device] are set to the [Fill], the mapping format can be set.



#### 1)Fit to Shape

Modificating and displaying the texture aspect ratio to the Shape.

#### 2)Sustain Aspect of Image<sup>\*2</sup>

It is maximizing displayed in the Shape with texture aspect ratio maintained.

#### 3)Original Image Scale<sup>\*2</sup>

Displaying with original size of the texture.

#### Smooth Filtering

Smoothing rough image when the expanding image.

#### Aliasing Free ("Direct3D" mode)

Cleaning up a visual striped pattern.

#### Tiling Display

The texture is spread and displayed.

\*1 When saving it, the texture is buried as "Packing data" in the file usually.

However, it takes care of as not the packing data when the check is put in here but link data.

The link data is treated as an external link file.

It becomes impossible to move or to delete the file, and to refer to the link data.

Moreover, the file that exceeds 4MB is automatically treated as external link data in prezvision.

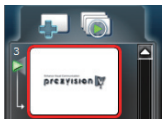
The purpose of this is to avoid the expansion of the file size when big movie is inserted.

\*2 The movie surrounding might be enlarged and be displayed according to the environment used. In that case, please use [Fit to Shape].

## 08.Slide Set

### 1. Managing Slide

You can manage the slides you created on the Canvas using the [Managing Slide area].



#### Updating Slide Thumbnails

To update the slide thumbnails in [Managing Slide area] Please click the slides you want to update.

#### Create a new slide

When creating new slides, The inserted slide will be added after the slide that is currently selected.



[New Slide] Button

Click on the [New Slide Button].

You can create a new slide using any of the following instruction:

- click on the [New Slide Button].
- you can also, right-click on the Slide Thumbnail, and select [Insert New Slide] from the context menu or select [New Slide] from [Insert] menu.

#### Duplicating Slide

You can make a duplicate copy of a slide quickly by right-clicking the slide thumbnail of the slide you want to replicate, then select [Duplicate Slides] from the context menu.

#### Rearranging the Slides

In the [Managing Slide area] (left side of the interface) You can Drag-and-drop the Thumbnail Slides, to rearrange.

#### Cut, copy and paste, and delete

##### Cut

Cut the selected slide, and then temporarily stored in the clipboard.

##### Copy

Copy the selected slide, and then temporarily stored in the clipboard.

##### Paste

Paste slides from the clipboard.

##### Delete Slide

You can delete a slide using any of the following instruction:

- you can right-click on the Slide Thumbnail you want to delete, then select [Delete Slide] from the context menu.

- you can also click on [Delete] from the [Edit] Menu, or press the [Delete] key from the keyboard

\* Please note that prezvision Undo/Redo function does not work on the operation regarding slides.

#### Merge Slides

You can merge a selected slide with another slide. In this case, the background of the selected slide will apply.

##### Merge with other Slide Sets

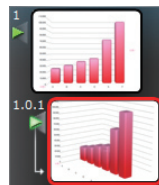
Right-click on the slide you want to merge with, in the context menu select [Merge Slides] -> then [from Slide Sets]

##### Merge with slides from the Clipboard

Copy or Cut a slide you want to merge with another slide. Right-click on the slide you want to merge with the slide stored in the Clipboard. Then select [Merge Slides] -> then [from Clipboard]

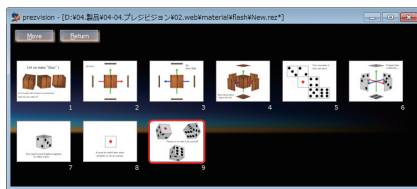
#### Paragraph

You can change paragraph by right-clicking on a Slide Thumbnail and select [To Upper Paragraph] or [To Lower Paragraph] from the context menu. You can also press left [←] or right [→] arrow key respectively.



#### Slide List

To view the slides in Slide List View, select [Slide List] from the [View] Menu.



##### Move

Select a Slide Thumbnail you want to go to. Then click on the [Move] button. You will then automatically exit the Slide List View and be move to the Normal View of the selected Slide Thumbnail. You may also double click on a Slide Thumbnail to move to a certain slide.

##### Return

To exit the Slide List View, click on the [Return] button, or click on the Close [x] button of the Slide List Window.

## 2.Slide Properties

The [property tab] of the slide appears in the [property area] when you click on a slide thumbnail in the [Managing Slide Area].



### Slide Properties

#### SlideShow

##### Duration

Set the time duration to view the selected slide during a slide presentation.

##### Move Next Slide Automatically

Put a check in this CheckBox to automatically advance to the next slide.

##### Hide during show or publishing

Exclude selected slide during a slide show and slide publishing.

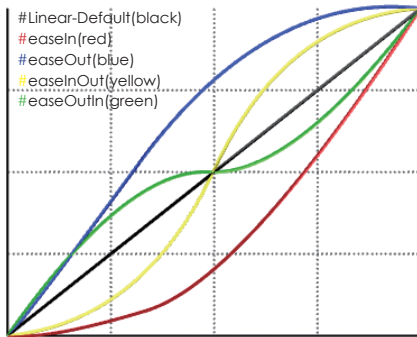
#### Transition

##### Duration

Set the transition time to move from the current selected slide to the next slide.

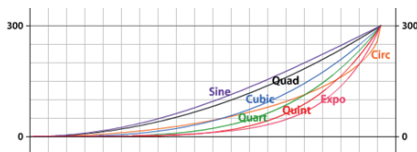
##### Pattern

Select the transition pattern.



#### Curve

Select a fine movement. The default "constant" does not appear when the pattern changes



\* Transition Length setting can be viewed during SlideShow. It also affect the video output.

#### Master



#### ID

You can view and edit the slide ID in this ID Text Field.

When you create a new slide, a new ID is automatically generated.

#### Master

Select the type of the master.

#### Viewpoint



#### Camera Position

You can set the camera position by specifying a value for X, Y and Z-axis.

#### Camera Angle

You can set the camera angle by specifying a value for X, Y and Z-axis.

#### Lighting



#### Enable Editing

Please check the [Editable] CheckBox to enable editing. If it is disabled, it will follow the Light Source viewpoint.

#### Light Position

set a value for the Light Position.

#### Light Angle

set a value for the Light Angle.

#### Shadow



#### Opacity

Adjust the depth of shadow.

\* When the display method of the [Shadow Quarity" is set to "None" in [Option], the effect doesn't become visible.

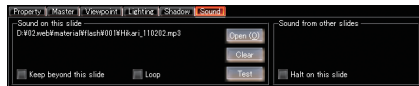
### 3. Insert a Sound File

You can insert a sound file to the selected slide. And you can play and listen to the sound file in the slide.

**\* Inserted sound file is only linked into the slide. It is not embedded.**

Sound Files that can be inserted are as follows:

WAV, MP3, AU, AIFF, M4A



#### Sound on this Slide

##### Open

Select a sound file from dialog box.

##### Clear

Clear the inserted sound file.

##### Test

Check the sound file, you will be able to listen to the sound file.

**\* This is different from the Windows Playback software**

##### Keep beyond this slide

Continue to play the sound file even after this slide's time frame.

**\* If you have a different sound file inserted in another slide, the sound file will stop from that slide**

##### Loop

to enable the sound file to continuously play from beginning everytime it ends.

**\* The sound stops when the reproduction ends even if there is a check in "Keep beyond this slide" when the check is not here.**

#### Sound from other slides

##### Halt on this slide

The reproduction of the sound inserted in other slides is compulsorily stopped.

**\* When the check is here, the sound from the slide that there is a check in [Keep beyond this slide] of [Sound on this Slide] stops.**

**\* When the slide moves between slides in which the same sound file is inserted, if the check is not put in here, Cue is not done, and the sound is reproduced continuously.**

**\* The inserted sound is not reflected in the movie output.**

### 4. Creating a New Slide Set

To create a new Slide Sets, select [New] in the application File Menu.

To start the application, [Start Menu]-[All Programs]-[SoftAdvance]-[prezvision] from [prezvision] or you can double-click a desktop shortcut to execute the application.

### 5. Open and Save a Slide Set

#### Open

To open a previously created Slide Sets, select [open] from the [File] menu, then select the Slide Sets you want to open. You can also Drag and Drop an 'rez' file into the Canvas and it will automatically be opened in the application.

#### Save

##### to Save a new Slide Set

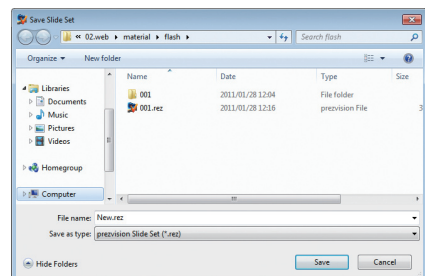
Select the [Save] from the [File] Menu. A dialog box will appear to let you enter a file name.

##### to Save changes made to an existing Slide Set

You can simply select the [Save] from the [File] Menu.

#### Save As

You save the changes into a new File Name using the same extension file (\*\*\*. rez) format. A dialog box will appear for you to select a location, enter a file name, and click on the [Save] button to apply the changes. When overwriting an existing file, in the [Save As] Dialog box, select the slide you want to overwrite then click [save] or you can just simply double-click on the Slide Set you want to overwrite and the [Save As] will be executed.



## About File Packing

All Video and Images in prezvision are embedded into the rez file. If the file size is 4MB or above, Image and video-files will not be packed in the prezvision file.

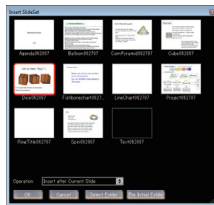
Interoperability(Data FileSize), Performance is determined by considering the input and output time. In addition, 4MB or less image and video files.

In the Shape Property, under the [Fill] tab:

[Link to File] in [texture mapping] can be checked, and this will exclude it from File Packing

## 6.Merge Slide Set

You can add another Slide Set from the current Slide Set you are working on by select [Slide Set] under the [Insert] menu. Select the Slide Set Insert Position from the Operation drop down list, then click the [OK] button



You can select a SlideSet to insert from the Dialog Box

### Operation

Select the insert method from the drop down list

#### Merge

The existing Slide Set will be merge with the Slide Set being inserted.

#### Replace All Slides

The slide will be replaced. Slide Set created will be lost.

#### Inserted before the current location

Insert a Slide Set Before the selected slide.in the [Slide Managing area]

#### Insert after current position

Insert a Slide Set After the selected slide.in the [Slide Managing area]

#### Select Folder

You can use your own Slide Sets by selecting a different folder

#### Default Folder

Displays the default prezvision Slide Set.

\* Please note that prezvision 2 Undo and Redo function does not work on the operation regarding slides.

## Inserting a Slide from Managing Slide area

You can insert a SlideSet in the Managing Slide area as well.

Right-click on a Slide Thumbnail. Then select [Merge Slides] -> [From Slide Set].

### From Slide Set

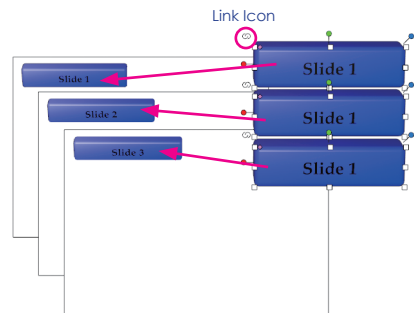
Right-click on the slide you want to merge with, in the context menu select [Merge Slides] -> then [from Slide Sets]

### From Clipboard

Copy or Cut a slide you want to merge with another slide. Right-click on the slide you want to merge with the slide stored in the Clipboard. Then select [Merge Slides] -> then [From Clipboard]

## 7.Creating a Link Slide

You can generate individual slides linked from each Shape on the Canvas. Select a Shape with text title, then select [Create LinkSlide] from the [Edit] menu. A slide is automatically created that is linked from the Shape. You can create more links and more slides will automatically generated. In each slide that was created, a text object is copied at the upper left corner of the Canvas. When you click the original text object in the slide show, You will jump to the generated slide where it is linked to.



## 8.Canvas

### Using Slide Master

You can use Master Slide to create the base of the Slide set design, layout and background.

Select "Master" from the [View] menu, You can edit the title master and the master slide.

#### Title Master

Represents the layout of the First Slide in the Presentation.

You can access Title master in the Slide Properties.

## Slide Master

Under the Slide Property, under the [Master] section of the [Master] Tab, please select "Slide Master".

## Change the Master

Select a master type from [Master] under the Slide Property.



## Go back to Edit Mode

To return to edit mode, Select [Edit] from [View] Menu.

## 9. Viewpoint Operation

### Save and Load a ViewPoint

You can save and load a viewpoint using select "Viewpoint" from [Edit] menu.

#### Save Temporary

Save the Canvas viewpoint.

#### Load Temporary

Load the temporary viewpoint.

### [Canvas Viewpoint] button

You can rotate the whole Canvas by dragging the [Canvas ViewPoint] buttons rather than rotating individual objects.



Rotate



Move



Zoom

Using the buttons below: Front View, Rotate view around X-axis, Rotate view around Y-axis, Show the front view of a selected object, you can rotate an object in different perspective. When you click on the [X-axis], [Y-axis] rotate button, each click will rotate 45 degrees to the direction of the arrow increments.



Front View



Rotate view around X-axis



Rotate view around Y-axis Y

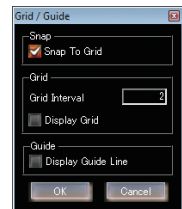


Rotate the Canvas align to the front view of the selected object

There are 7 buttons perspective, while holding down the [Shift] key you can and manipulating the button you can rotate the object in different perspective.

## 10. Grid and Guide

Click on [Grid and Guide] under [View] menu to view Grid and Guide in the Canvas



### Snap

#### Snap to Grid

Put a tick mark at "Snap To Grid" CheckBox to activate the snap feature.

### Grid

#### Grid Interval

Put a check on the [Display Grid] CheckBox to display or hide the Grid lines. You can also specify the pixel parameter.

### Guide

#### Displaying Guide

Check the [Display Guide Lines] CheckBox to show the Guide Lines.

## 09.Slide Show

You can create multiple slides with Transitions. In prezvision you can see it on screen in Horizontal and Vertical (X,Y) axis and Depth (z) axis in addition.

### 1.Run and End a Slide Show

#### Run a SlideShow

##### Start from the First Slide

Press [F5] , or select [Run] from [Slideshow] menu.

##### Start from the Selected Slide

Hold the [Shift] key down and press [F5] , click [Slideshow] button, or select [Slideshow] from [View] menu.



#### Auto Run

Select "Auto Run" from [SlideShow] menu.

Auto run the slideshow from the top slide, returning to the first slide from the last slide.

In the Auto Run mode, the running time depends on the slide properties.

#### End Slide Show

To quit during a slide show, right-click on any part of the screen then select [Exit] from the context Menu. Also, you can press [F5] key or [Esc] key in the keyboard to end the current slide show.

Previous Slide
Next Slide
Slide List
Exit

### 2.Operating in a Slide Show

#### Operating with the Keyboard

##### Go to previous slide

Arrow Key [Up], PageUp, BackSpace

##### Go to the next slide

Arrow Key [Down], PageDown, Enter, Space  
Left-click on the screen.

##### Go to the previous paragraph

Arrow Key [Left]

##### Go to the next paragraph

Arrow Key [Right]

##### Return to edit mode

[F5] key, [Esc] key

#### Operating from the context menu

The context menu will appear by right-clicking on any part of the screen during Slide Show.

##### Previous slide

Go back to the previous slide.

##### Next Slide

Move to the next slide.

##### Slide List

To view lists of the slides.

##### Exit

To exit the slide show and return to edit mode.

#### Changing Viewpoint

During a slide show, it is possible to change the viewpoint of the Canvas.

##### XY coordinate movement

Drag on the Mouse Wheel Button.

##### Z coordinate movement

[Shift] key + drag the Mouse Wheel Button.

##### Rotation

[Ctrl] key + drag the Mouse Wheel Button.

>> Also please see Keyboard Shortcuts. (p.032)

#### Rotating Shape

In edit mode, the properties of Shape Angle, select Manual Rotation

Action Shape you check the machine when the slide show Usudoraggu can be rotated. During the slide show The Shape of the rotation angle will be reflected in Edit mode.

#### link from your Shape

By clicking the link Shapes that are attached to phosphorus

Subject to network files, slides, URL to display Can be.

If you see a link to the file.

\* The slide show The exit and return to editing.

\* PowerPoint slides on the link to the outside is not available.

>> PowerPoint slide show on prezvision (P.026)



This [Link] is given to priority even if the movie is set by texture mapping, and "Play on Click" is made effective.

### 3. Pause and Play the Movie

The movie that [Play on Click] is checked in the Shape property repeats "Play" and "Stop" at the click.

Please check [Texture Mapping] and [Play on Click] in Shape Properties [Fill] tab.

The setting of the link is given to priority when the link is set to this Shape.

### 4. Slide List

To view the slides in Slide List View, select [Slide List] from the [View] Menu.

#### Move

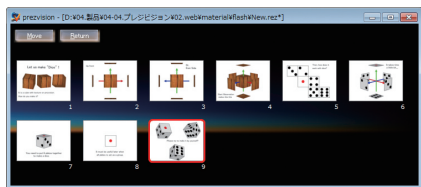
Select a Slide Thumbnail you want to go to. Then click on the [Move] button. You will then automatically exit the Slide List View and be move to the Normal View of the selected Slide Thumbnail. You may also double click on a Slide Thumbnail to move to a certain slide.

#### Return

To exit the Slide List View, click on the [Return] button, or click on the Close [x] button of the Slide List Window.

#### End Slide Show

Close [x] button to return to edit mode.

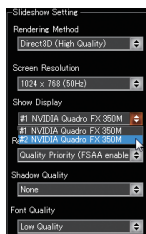


### 5. Multi-Display

prezvision corresponds to the multi-display, and enables presentation that uses two displays.

#### Configuration

Please change the display displaying ahead from [Option] of [Tool] menu. Please connect an external display before running prezvision. The reactivation of prezvision is needed when connecting it while running.



When an external display is recognized, "#1" and "#2" are displayed in "Show Display".

Please select "#2" to enable the multi display function.

#### Slide show at Multi-Display mode

As for the slide show at the Multi-Display mode and a single display, behavior is different.

##### Primary (PC Screen)

The slide list appears when you run a slide show slides.

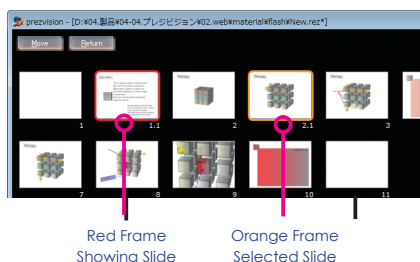
##### Secondary (External Display)

The slide show displays.

#### Slide List at Multi-Display mode

As for [Move] button at the Multi-Display mode and a single display, behavior is different.

When "Movement" button is clicked, the selected slide is displayed in secondary without ending the slide list.

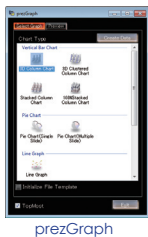


## 10.Link to Microsoft Office

"Link to the Microsoft Office" is feature in prezvision. "Link to PowerPoint" and "Create 3D Graph from Excel" are enables High-quality presentation.

## 1. Create 3D Graph

That can make 3D graph from Excel data. 3D graph on the Canvas can be handled as well as other Shapes.



When select "Graph" of "Insert" menu, the graph making wizard "prezGraph" runs.

You can also start prezGraph as a Stand-alone application.

Please select [prezGraph] in the prezvision installation folder.

\*In this section, we will use [Bar Chart 1] as an example for our discussion

TopMost

prezGraph is displayed on the foremost side while operating other applications.

[Exit] button

It returns to the operation screen of prezvision when start from prezvision.

## prezGraph

When prezGraph at the time of startup, [Select Graph] tab is selected first.

[Select Graph] button

### Chart Type

Select chart type.

**[Create Data] button**

The Excel sheet for the data input is displayed based on the selected graph.

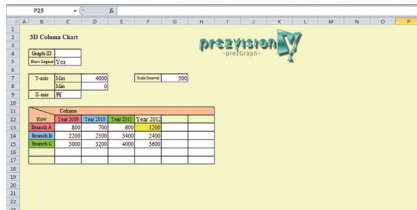
## Initialize File Template

When graph is inserted, the Excel file closes with the content maintained. The template file can be initialized by putting the check in here.

Select an arbitrary graph and clicking [Create Data] button.

## Create Data

Excel runs, and the input screen is displayed as shown in the figure below. At this time, prezGraph automatically changes to the [Preview] tab.



[Preview] tab

### Shape Type

Select the Shape type used the graph.

### Draw Border

Displaying the line.

[Preview] button

You can confirm the graph before graph inserts.



[1]-[4] button

You can change the viewpoint to preview.

\* After clicking the preview button, becomes effective.

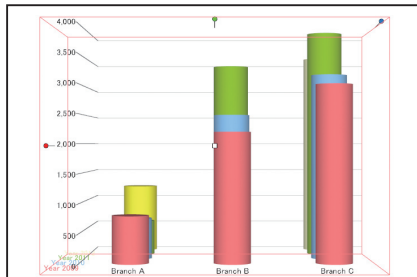
### Preview area

Displaying the preview.

### Graph Size

The graph size arranged in prezvision is set.

In default, it is automatically set by [Slide-set Setting] of prezvision.



Input data within the range in the figure below.

The data area can increase the Column and Row.

Column						
Row	Year 2009	Year 2010	Year 2011	Year 2012		
Branch A	800	700	600	1200		
Branch B	2200	2500	3400	2400		
Branch C	3000	3200	4000	3600		

Column							
Row	Year 2009	Year 2010	Year 2011	Year 2012	Year 2013	Year 2014	
Branch A	800	700	600	1200	1400	800	
Branch B	2200	2500	3400	2400	2200	2800	
Branch C	3000	3200	4000	3600	2800	3200	
Branch D	800	1000	2200	1800	1200	900	
Branch E	2800	3200	3000	3600	3800	3400	

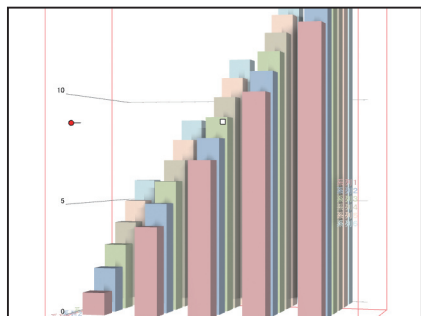
When you create data, please confirm by [Preview] button or Viewpoint [1] - [4] button of prezGraph, and click "Insert Graph" button.

At this time, you can change the graph size.

Graph Size

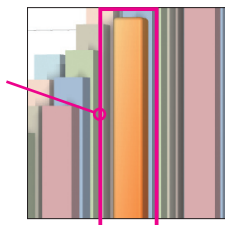
W 640 H 480 Dpt 400

3D graph is inserted in the Canvas of prezvision as shown in the figure below.



3D graph on the Canvas can be handled as well as other Shapes. Let's release Grouping, and change the Shape color etc.

The gradation of the orange was set, and the Shape style also changed.



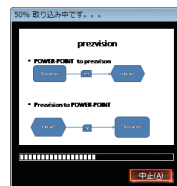
## 2.Import PowerPoint File

Convert PowerPoint files to a prezvision file.

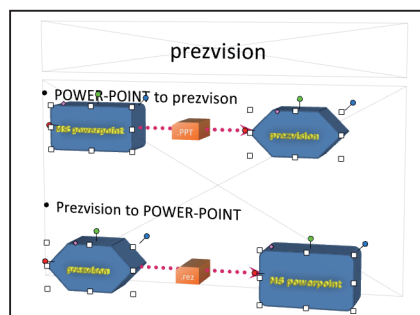
On the [File] menu, select [From PowerPoint] from [Import Data]

Please select a PowerPoint file then from the Import PowerPoint Dialog Box.

It will then start to import the PowerPoint file. As shown on the right, it will display the progress of the file import.



The imported file will then inherit the 3D and streamless transition feature of prezvision that would make your presentation more effective.

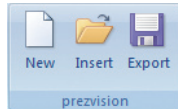


### 3.prezvision on PowerPoint

The prezvision slide show can be inserted in PowerPoint. A strong accent can be added by partially inserting the prezvision slide show in an existing file.

#### For PowerPoint 2007

[prezvision] is automatically added in PowerPoint2007 during installation. You can access [prezvision] under the [Add-In] Menu of PowerPoint2007.



#### New

Running prezvision , and create a rez file.

#### Insert

Insert an existing rez file to the slide of Powerpoint .

For PowerPoint2007, the first slide of prezvision is displayed.

For PowerPoint2003,the thumbnail is displayed.

#### Export

Changing and saving Powerpoint file to the rez file.

#### rez File Properties

Right-click on the thumbnail of the inserted rez files.

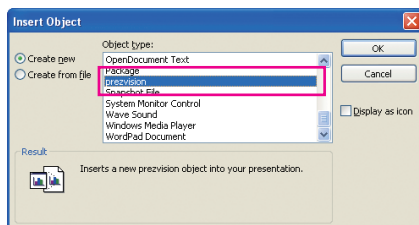
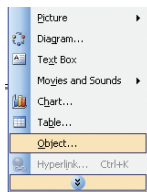
Select [Properties] from [.rez Control Object] .

You can control prezvision file property] on PowerPoint application.

#### For PowerPoint 2003

Select [Object] from PowerPoint [Insert] menu.

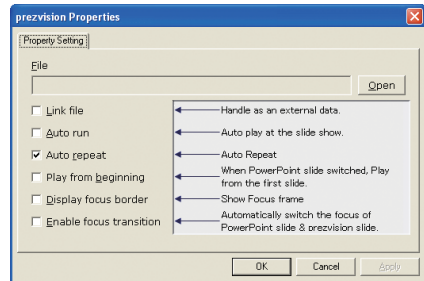
The dialog of the [Insertion Object] of the figure below is displayed. Please select "Rez".



Here, please do not put the check in "Display as Icon".

prezvision thumbnail will appear in the PowerPoint Slide.

Right click on the slide thumbnail, and in the context menu, select [Properties] from [Rez Control Object].



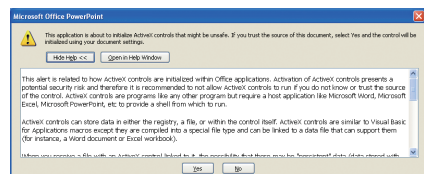
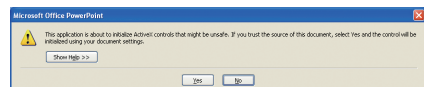
Click the [Open] button, then you would be able to browse and select a file.In PowerPoint2003 and 2007 you will be able to control the prezvision file properties.

Once you have selected a file, the [Open] button will disappear after that.

#### Security Warning

When you include PowerPoint files in your prezvision slides, you may get warnings in the figure below.

Please select [Yes]



#### Limitation during Slide Show

When prezvision file is being run in PowerPoint, below are the Limitations.

- + Import Display from Capture Device
- + When it is linked to a file, prezvision will then end the slide show. The link will then enable the program to launch.
- + URL link function
- + Slide List

\* In PowerPoint, when prezvision SlideShow are viewed, prezvision Option Settings are applied.

>> Option Setting (P.007)

## 11.Insert External Files

### 1.Insert Picture

You can insert an Image and movie files on the Canvas.  
Supported file formats as below.

#### Image

JPG, BMP, GIF, PNG, WMF, EMF

\* GIF files may include GIF animation.

#### Movie

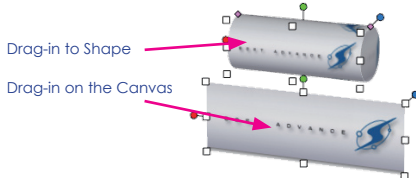
MOV, AVI, WMV

\* MOV is Supported formats by "QuickTimePlayer" only.

\* AVI and WMV are Supported formats by "Windows Media Player" only.

Select "From File" from "Picture" in the "Insert" menu.The selected file is arranged on the Canvas.

Insertion by the drag Inn from the Windows Explorer is also possible. When the image is inserted in the Canvas, it is arranged as new Shape.Moreover, it is displayed as a texture in the Shape when inserting it in placed the Shape.



### 2.Insert Image from Capture Device

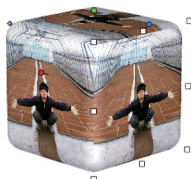
To insert an image on the Canvas from Captured Device connected in the computer: from the [Insert] Menu, select [Capture Device]

Inserted Image from Capture Device will be treated likeShape. The Capture Device can be set from the Property Area.

\* Please connect the Capture Device in the Computer before using starting-up prezvision.

\* Before using the device, please check the compatibility of the Capture Device in [DirectShow]

The Image from Capture Device is placed in the Canvas



### 3.Inserting 3D Shape model

To insert a 3D Shape Model in the Canvas:  
go to [Insert] menu then select [3D Shape Model].  
The inserted 3D Shape Model can be handled like Shape.  
The following File Format are supported in prezvision:

- + Metasequoia(MQO)file format
- + Alias FBXfile format

For more information regarding creating these types of files, please refer to the individual software documentations, websites and other resources.

#### Metasequoia(MQO) file format

prezvision supports MQO file ver 2.4 or lower.

The Properties below are supported in prezvision.

- + Texture Mapping and UV Coordinates Setting
- + smoothing and smoothing angle setting
- + Mirroring , all formats are supported in Control Surfaces

The following properties are not supported in prezvision:

- + Vertex Color
- + Metaballs
- + Solid of Revolution Setting
- + Shade Setting  
(It uniformly becomes Phong shading.)
- + Transparent Mapping Setting
- + Irregularities Mapping Setting

#### Alias FBX file format

prezvision is compatible with Maya, 3D Studio Max, XSI ,Lightwave output file with FBX file extension.Polygonal Geometry and UV coordinates are compatible with prezvision.

The following properties are not supported in prezvision.

- + Vertex Color
- + Shade Setting  
(It uniformly becomes Phong shading.)
- + Settings of mapping other than color mapping
- + Local Material
- + Animation Related Information
- + User normal
- + Surface and Layer Information
- + FBX binary embedded format
- + Format other than: Bmp,Jpeg,GIF,PNG,TIFF

## 12.Print (as PDF)

prezvision has a printing capability to convert slides into PDF Files on the File menu, click [Print as PDF].

### 1.Publish Setting

#### Publish Target

Set on the number of slides per page.

#### Publish Range

##### All Slides

Regardless and paragraphs, print(convert to PDF) the slides on all levels

##### Level 1-2 Slides

Print(convert to PDF) all slides, except Level3

##### Level 1 Slides only

Print(convert to PDF) only Level 1 slides

#### Header

Enter the text. to be displayed in the header area

#### Footer

Enter the text. to be displayed in the footer area

#### Base Quality

Select the PDF file quality.

#### Add a frame to each slide

Give the outside border of the slide.

#### Page Number

Add a page number

#### Date & Time

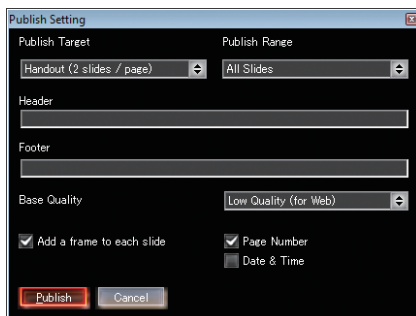
Put the date and time

#### [Publish] button.

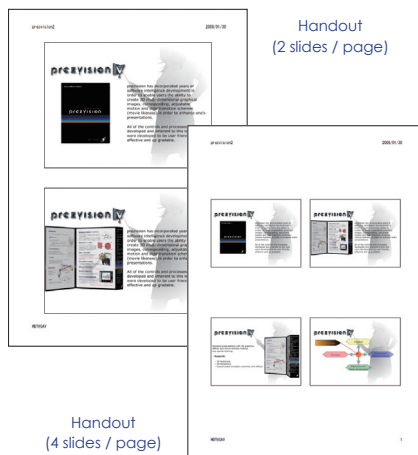
Convert slides into PDF base on the defined setting.

#### [Cancel] button

To cancel the settings and return to Slide Edit Mode



Example: Publish Target



## 13. Exporting to Other Format

Select [Export Data] from [File] menu, export the Slide Set to other format data.

### 1. As SnapShots

When the snap shot is selected, the output setting dialog like the figure below is displayed. The output is generated as image file (PNG Format)



#### Instant Setting

You can select a resolution from the settings provided in the drop down box.

#### Resolution setting

Specify resolution width and height

#### Image Setting

##### Compression quality

Sets the image quality.

#### Output Range

Paragraphs can be specified in the output range.

#### Estimated Cost

Displays the predicted export time.

\* Please use this for your reference.

### 2. As Image Sequence

When you select [as Image Sequence] from [Export Data]. The number of images depend on the slide properties. You convert the Slide Set into sequential image, and can output it.

In this case the "Duration of Transition" and "Duration of Slide Show" in the properties will be reflected.

numbered automatically as [File Name 000000],[File Name 000001] and so on.



#### Instant Setting

You can select the number of frames from the second set was prepared with the resolution.

#### Resolution setting

Set the resolution of any size.

#### Sequence Image Setting

##### Frame per Second

Affects the smoothness of the animation. Higher values will be smoother transition. This will also affect the number of files generated on output, since it is based on the number of frame.

##### Compression Quality

Sets the image quality. This would make the output file large if the quality of image is set on a finer quality.

#### Output Range

Paragraphs can be specified in the output range.

#### Estimated Cost

Displays the estimated time it takes to output.

\* Please use this for your reference.

### 3.As Movie

#### 1.As QuickTime

When selecting [QuickTime Movie] from [As Movie], the output setting dialog of the figure below is displayed.

\* QuickTime Player 7 or later is required



##### Insert Setting

You can select the number of frames from the second set was prepared with the resolution.

##### Resolution setting

Set the resolution of any size.

##### Video Settings

###### Frame per Second

Affects the smoothness of the animation. Higher values will be smoother transition. This will also affect the number of files generated on output, since it is based on the number of frame.

###### Compression quality

Sets the image quality. This would make the output file large if the quality of image is set on a finer quality.

##### Output Range

Paragraphs can be specified in the output range.

##### Estimated Cost

Displays the estimated time it takes to output.

\* Please use this for your reference.

#### 2.As Video For Windows

When selecting [Video For Windows] from [As Movie], the output setting dialog of the figure below is displayed.



##### Insert Setting

You can select the number of frames from the second set was prepared with the resolution.

##### Resolution setting

Set the resolution of any size.

##### Video Settings

###### Frame per Second

Affects the smoothness of the animation. Higher values will be smoother transition. This will also affect the number of files generated on output, since it is based on the number of frame.

##### Output Range

Paragraphs can be specified in the output range.

##### Estimated Cost

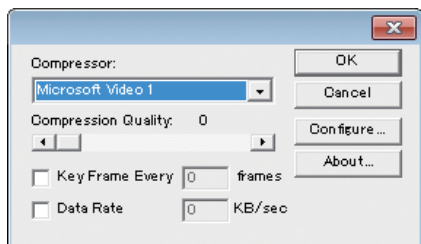
Displays the estimated time it takes to output.

\* Please use this for your reference.

\* If the out file exceeds 2GB, it is automatically split each into 2GB.



In the Output Setting dialog box, click the [OK] button and the dialog box below will then appear.

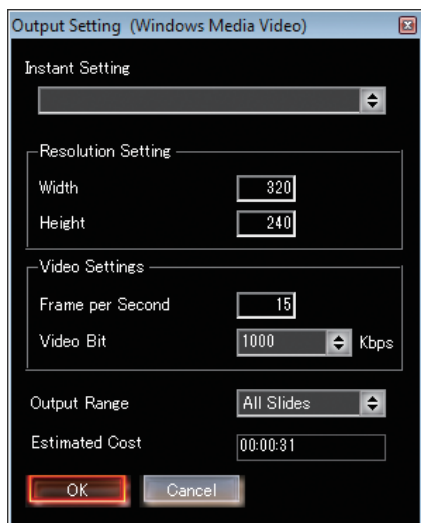


Set each item as needed then click the [OK] button compression program that can be selected (codec), will vary depending on your environment setting.

### 3.As Windows Media Video

When selecting [Windows Media Video] from [As Movie], the output setting dialog of the figure below is displayed.

\* Windows Media Player 9 or higher is required.



#### Insert Setting

You can select the number of frames from the second set was prepared with the resolution.

#### Resolution setting

Set the resolution of any size.

\* Please set the [width] value in a multiple of 4, and Multiple of 2 for the [height].

#### Video Settings

##### Frame per Second

Affects the smoothness of the animation. Higher values will be smoother transition. This will also affect the number of files generated on output, since it is based on the number of frame.

##### Video Bit

Set the quality of the output. The higher the value the better the quality, output time will take longer and Output file. Will be larger in capacity.

##### Output Range

Paragraphs can be specified in the output range.

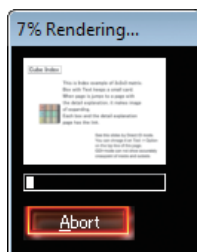
##### Estimated Cost

Displays the estimated time it takes to output.

\* Please use this for your reference.

After setting each item in the Setting Dialog Box, please click the [OK] Button. As shown on the right, the preview screen will be displayed as it generates the output.

The movie can be created on the web to be viewed by more audience.



\* The sound is not reflected in the movie output.

## 4.Export as 3D Shape

Slides can be converted into 3D Shapes file format.

File formats that can be handled are the following two

- + Metasequoia(MQO) file format
- + Alias FBX file format

For more information regarding creating these types of files, please refer to the individual software documentations, websites and other resources. Please note that the following properties cannot be converted.

- + Shape Edge
- + 3D model Shape from the import function
- + View and light source information

## Keyboard Shortcuts

In prezvision, you can make use of convenient Keyboard Shortcuts as follows.

### 1. Text Operation

#### Display the Find dialog box

[Ctrl] key + [F] key

#### Display the Replace dialog box

[Ctrl] key + [H] key

### 2. Objects Operation

#### Select All Objects

[Ctrl] key + [A] key

#### Clear All Selection

[Ctrl] key + [D] key

#### Copy

[Ctrl] key + [C] key

#### Cut

[Ctrl] key + [X] key

#### Paste

[Ctrl] key + [V] key

#### Moving Objects

##### Move the position X-axis

Arrow keys [Left], [Right]

##### Move the position Y-axis

Arrow keys [Up], [Down]

##### Move the position Z-axis

Mouse Wheel

[Shift] key + Arrow keys [Up], [Down]

#### Object rotation

##### X-axis Rotation

[Ctrl] key + Arrow keys [Up], [Down]

##### Y-axis Rotation

[Ctrl] key + Arrow keys [Left], [Right]

##### Z-axis Rotation

[Ctrl] key + [Shift] key + Arrow keys [Up], [Down]

#### Duplicating Objects

[Ctrl] key + drag

#### Changing the Shape of the object (Shapeshifting)

[Shift] key + select "Shape style"

### 3. Viewpoint Operation

#### Moving Viewpoint

##### X-axis Movement

[Alt] key + Arrow keys [Left], [Right]

##### Y-axis Movement

[Alt] key + Arrow keys [Up], [Down]

##### Z-axis Movement

[Alt] key + [Shift] key + Arrow keys [Up], [Down]

#### Rotating perspective

##### X-axis Rotation

[Alt] key + [Ctrl] key + Arrow keys [Up], [Down]

##### Y-axis Rotation

[Alt] key + [Ctrl] key + Arrow keys [Left], [Right]

##### Z-axis Rotation

[Alt] key + [Ctrl] key + [Shift] key + Arrow keys [Up], [Down]

#### Temporary Saving Viewpoint

[Ctrl] key + [1] - [3]

#### Temporary Loading Viewpoint

[1] - [3]

### 4. Luminous source Operation

#### Current Perspective

[F1] key

#### Oblique view from the top left of the current

[Shift] key + [F1] key

#### Temporary Loading Luminous source

[Ctrl] key + [Shift] key + [1] - [3]

#### Temporary Loading Luminous source

[Shift] key + [1] - [3]

### 5. Read and store a set of slides

#### Reading Slide Set

[Ctrl] key + [O] key

#### Save a Slides Set

[Ctrl] key + [S] key

## 6. Run Slideshow

### From the first slide

[F5] key

### From the selected slide

[Shift] key + [F5] key

## 7. Undo and Redo

### Undo

[Ctrl] key + [Z] keys

### Redo

[Ctrl] key + [Y] key

## 8. Managing Slide area

### Multiple slide selections

since the second slide [Shift] key + click

### Create a new slide

[Ctrl] key + [M] key

### Moving Paragraphs

Arrow Keys [Left], [Right]

## 9. Slideshows

### Slide Movement

Arrow Keys [Up], [Down]

### Slide Movement in relation with Paragraph

Arrow Keys [Left], [Right]

### Blackout function

[B] key

### White-Out function

[W] key

### End of Slide Show (Return to Edit mode)

[F5] key, [Esc] key

## 10. Others

### User Guide (PDF) view

[F1] key

※ Adobe Reader is required.

### Create a new Slide Set

[Ctrl] key + [N] key

### Print as PDF

[Ctrl] key + [P] key



**All supports provided by Web site**

**prezvision Web Site**

<http://www.prezvision.com/en/>

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