



Working with the Title Crawl Filter

The Title Crawl filter enables you to easily animate a text page. The Title Crawl filter automatically keyframes the text page to roll or crawl across the screen. This filter automatically aligns and animates the text page so that you do not have to set keyframes in the timeline. You can also manually adjust the keyframes for precise control over the effect.

Creating a Title Animation

The basic steps for creating a title animation such as a credit roll are as follows:

1. Apply the Title Crawl filter. The Text window opens.
2. Create or import text in the Text window. You can type, import, and edit text, and control font, size, justification, color, opacity, spacing, shadows, and borders. The parameters in the Text window are applied on a character basis. For more information, see “Creating a Text Effect” on page 11.
3. Use the parameters in the Effect Controls window to apply an animation type to the text. See “Animating Text” on page 61 for more information.

Optimizing Workflow for Credit Rolls

When you work with large amounts of text, for example a long credit roll, you should consider the following workflow options.

- Create a text document in a word processor. This approach avoids tying up your system for long periods of time and reduces the risk of typographical errors. It is especially useful if the person responsible for the accuracy of the content is not the person who will create the roll. You can import a Simple Text or Rich Text document or you can simply cut and paste text. Then format the text in the Text window.
- Save the styles that you use for your credit roll in the Style Palette. Then you can quickly format long credit rolls.

Animating Text

The Effect Controls window contains parameters which control the movement of the text.



When the **Continuously Rasterize** checkbox is selected, the text is forced to recalculate based on Geometry parameter changes. While this is useful for specific types of effects, it is unnecessary for many effects and can slow performance - most noticeably when using sophisticated text styles. Select the Continuously Rasterize checkbox to improve image quality in the following situations.

- When the Scale parameters is set to scale the text much larger than 100% size.
- When using large negative Position Z values.
- When the Tumble or Spin parameters are set so that parts of the text appear very close to the viewer.
- When Rotating text with a bevel or emboss style and you want the highlight to recalculate accordingly.



When using the Continuously Rasterize option, set up the effect with the option disabled to improved preview performance. Then select the option as a final step to improve the render.



The **1:2:1 Deflicker** parameter does not apply when Continuously Rasterize is enabled. If you select 1:2:1 Deflicker (see below) and then enable the Continuously Rasterize checkbox, 1:2:1 Deflicker is disabled.

When the **Composite on Original checkbox** is selected, the filter composites the text over the source image, which remains visible behind the text. When this checkbox is deselected, the text composites over an alpha channel.

The **1:2:1 Deflicker checkbox** applies a vertical blur to the effect to help eliminate flickering and reduce jagged edges on moving graphics with hard edges. Select 1:2:1 Deflicker if **Animation Style** is set to **Roll**. Leave this option deselected if **Animation Style** is set to **Crawl**.

Opacity adjusts the opacity of the text. At a value of 0, text is completely transparent, and at a value of 100, text is completely opaque. Intermediate values produce varying degrees of transparency.

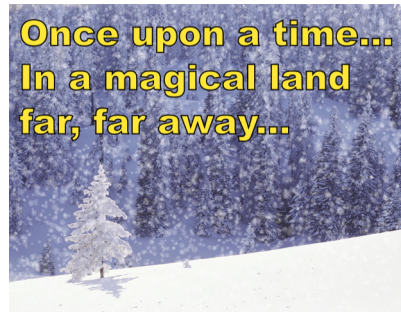
The **Animation Style menu** determines what type of animation is applied to the text. When Animation Style is set to **None**, the text is not animated. Each of remaining choices, **Roll** and **Crawl**, have their own controls which are described in detail in the following sections.

Roll moves the text up the screen. To create a roll, choose **Roll** from the **Animation Style menu**.

Text roll



Time 00:00:01:00



Time 00:00:02:00

Crawl moves all the text horizontally across the screen. To create a crawl, choose *Crawl* from the **Animation Style menu**.



When you create a title crawl make sure that Text Wrap is set to No Wrap (in the Text window's Page tab), and that no carriage returns were typed in the Text window. Otherwise, multiple lines will crawl across the screen.

Title crawl



Time 00:00:01:00



Time 00:00:02:00

Reverse Direction reverses the direction of the effect, moving the text from top to bottom instead of bottom to top if the Animation Style menu is set to Roll and from left to right instead of right to left if the Animation Style menu is set to Crawl.

Increase Speed (pix/sec) adjusts the speed at which the text rolls or crawls across the screen. Boris Title Toolkit automatically adjusts the Speed to fit the text to the duration of the effect. Select **Maintain Speed** to manually adjust the Speed. Speed has no affect if Maintain Speed is deselected.

Selecting the **Use Percent Completion checkbox** adjusts the timing of the effect. When **Animation Style** is set to *Roll* or *Crawl*, the speed is automatically adjusted to fit the text to the duration of the effect. Select **Use Percent Completion checkbox** to manually adjust the timing. Percent Completion has no affect if the Use Percent Completion checkbox is deselected. This is useful for pausing, but you have to manually keyframe the effect.

Mask Start and **Mask End** set the distance, in pixels, of masks at the top and bottom edges of the frame (if the Animation Style menu is set to Roll) which hide the text as it rolls. If the Animation Style menu is set to Crawl, this setting masks the left and right edges of the frame which hide the text as it crawls. For example, you may not want the text to be visible until it is inside the Title Safe area.



Blend Start and **Blend End** soften the edges of the mask, causing titles to “fade” into and out of the masked region. For example, you may want the text to fade in at the Title Safe area.

Text roll with blended mask



Page Header and **Page Footer** add space above and below the text if the Animation Style menu is set to Roll. If the Animation Style menu is set to Crawl, the space is added before and after the text. This value is expressed in pixels and is added to any Top and Bottom Margin settings created by the Page tab in the Text window.

The **Word Wrap** menu controls the position of the text when the text is wider than the screen.

- **No Override** uses the Text Wrap setting and Page Width that you set in the Text window. When you choose No Override, the Page Width and Justification menu settings in the Effect Controls window have no affect. For more information, see “Working with the Page Tab” on page 22.
- **Off** creates an unbroken line of text, allowing you to use the text as a continuous crawl. When you set the Word Wrap menu to Off, the Page Width that you set in the Text window is used. You can still use the **Justification** menu to override the Justification that you set in the Text window.
- **On** creates additional lines of text if the text exceeds the chosen **Page Width** value. As a word passes the limit of the Page Width, it moves to the next line. This option affects the **Justification** menu setting. For example, if you choose Left Justification with the **Word Wrap** menu set to **On**, the text is left justified within the specified Page Width. The Page Width and Justification menu settings override the settings set in the Text window. For more information on justification, see “Justifying Text” on page 18.

The **Enable Motion Blur** checkbox turns on Motion Blur. Deselect this option to turn it off.

The **MB Shutter Angle** parameter refers to the workings of a conventional film camera. Normally the shutter is open to 180°, meaning that the shutter is open for half of each frame. Increasing the angle will keep the shutter open longer, creating a wider blur. Decreasing the MB Shutter Angle produces a narrower blur.

The **MB Smoothness** menu determines how many times the effect samples between the time the “shutter” opens and closes in composing the render. Increasing the samples creates a smoother blur but increases render and preview times. The menu choices are Low, Medium, High and Highest. *Low* uses the fewest samples, while *Highest* uses the most.

Working with the Geometry Parameter Group

Position X/Y set the coordinates of the text's center point. You can adjust or animate these values to offset the text as it moves in or out. When **Animation Style** is set to *Roll*, Title Toolkit automatically sets keyframes for Position Y in to move the text up the screen. Adjust Position X/Y to offset the rolled titles to the left or right. When **Animation Style** is set to *Crawl*, keyframes are automatically set for Position X to move the text across the screen. Adjust Position X/Y to offset the crawled titles upward or downward.

Position Z adjusts the apparent depth of the text. Decreasing negative values move the text closer to the viewer, while increasing positive values move the text farther away. Very low Position Z values move the text behind the viewer, making it invisible.

Tumble, Spin, and Rotate move the text around the X, Y, and Z axis respectively. Tumble, Spin, and Rotate can animate over values greater than 360° to make the image complete more than one full revolution.



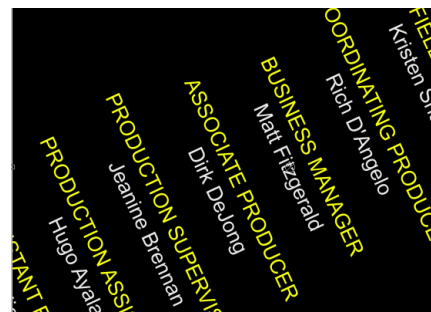
Title Roll



Tumble=-65 Degrees



Spin=65 Degrees



Rotate=65 Degrees

When the **Lock Pivot to Position** checkbox is selected, the text tumbles, spins, and rotates around its own center. If this option is deselected, you can set an external pivot point around which to tumble, spin, or rotate. **Pivot X/Y** and **Pivot Z** set the X, Y, and Z coordinates of the pivot point. If the Lock Pivot checkbox is selected, moving the pivot point has no affect.