FotoMagico Help

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What is FotoMagico?

FotoMagico is an application for creating and presenting live multimedia slideshows. The primary goal is to present your pictures with the best possible image quality that your display device offers. Typical display devices are your computer's screen, a TV set, or projector.

Aside from high image quality, the focus lies on easy and powerful authoring of your presentation. FotoMagico provides a simple, yet elegant and intuitive user interface. Using FotoMagico, you can:

- Create stunning slideshow presentations.

- Use photos from an iPhoto, Aperture, or Adobe Lightroom library or any folder on a local drive.

- Zoom, move, and rotate the images to highlight the most important areas of your photos.

- Animate your photos using 'Pan & Zoom'. This type of animation is also known as the Ken Burns effect.

- Add video to your slideshow. All file formats that can be read and played by QuickTime are supported by FotoMagico.

- Add titles to your slideshow to create a compelling narrative.

- Use music and sound effects from your iTunes library to create an appropriate atmosphere for your slideshow.

- Record narration directly in FotoMagico while your slideshow is playing.

- Precisely control timing and other details of your slideshow.

- Control your slideshows interactively during playback.

- Remote control your slideshow with an iPhone or the remote control that shipped with your Mac.

- Share your slideshows with others in a variety of formats.

If you want to share your finished slideshows with other people who do not have FotoMagico installed on their computer, you have a host of options that let you do just that, e.g. creating a standalone player, creating a DVD, or publishing your slideshow to YouTube. Please refer to Sharing Slideshows for more information.

🎞️ New in FotoMagico 4.0?

Timeline

adds a Timeline view to the existing Storyboard view. While Storyboard view is more suited to add and arrange slides, the Timeline view is better when you need to fine-tune the timing of your slideshow.
For more information, see Working with the Storyboard/Timeline and Adjusting Timing in the Timeline.

Audio Waveforms and Audio Markers

Syncing audio with the audio in your slideshow has become much easier with the addition of the audio waveform display. Authoring of audio markers, a feature that has existed for a long time in FotoMagico has also become much easier to use, now that editing them has been moved to the Timeline.
For more information, see Adjusting Timing in the Timeline.

Multiple Layers

Multiple layers of images, movies, or titles now lets you create effects that weren't possible before. Each layer can be animated independently. For example: image slides with multiple titles which are faded and animated independently, picture-in-picture effects, movies on top of image layers, or pseudo 3D effects.
For more information, see Working with Layers.

Collapsible Tracks

The Storyboard/Timeline lets you collapse audio or visual (images, titles, movies) tracks to save vertical screen real-estate, which is especially convenient for small Notebook screens. When visual tracks are collapsed, you can hover the mouse over a collapsed stack of slides, to automatically expand that stack. This is a quick and convenient way to see all layers, while still conserving vertical screen real-estate.
For more information, see Working with the Storyboard/Timeline.

Inline Authoring Help

Both the Storyboard and the Timeline offer inline help by displaying popover alerts for common authoring errors. These alerts also offer simple one-click solutions to these problems.
For more information, see Working with the Storyboard/Timeline.

Custom Audio Fade-ins and Fade-outs

In previous version of Fotomagico audio fades were dependant on the chosen visual transition between slides. The new version gives you the option to change fade-ins or fade-outs by dragging the left or right edges of audio in the Timeline view to change fade-in or fade-out offsets, in addition to adjusting volume.
For more information, see Adjusting Timing in the Timeline.

Many User Interface Improvements

Fotomagico 4 offers many small improvements to the user interface, including an improved menu layout. This should help to make your authoring workflow more productive.

Introducing the User Interface

The user interface in a FotoMagico document window is divided into four main areas:

1. Storyboard & Timeline

Arrange slides in this area to tell your story. Add slides and audio by dragging images, movies, or audio files from the Sidebar or a Finder folder to the Storyboard. Drag and drop slides to re-arrange the sequence. Switch to the Timeline view to fine-tune the timing by adjusting the duration of slides or transitions. Use the audio waveform or audio markers in the Timeline view to precisely sync the transitions to your audio.

2. Stage

When a single slide is selected in the Storyboard or Timeline, the Stage displays the layers of the selected slide. Here the layers can be positioned, zoomed, and rotated. If animation is enabled for this slide, the layers are displayed twice: the start of the animation is displayed on the left side, and the finish of the animation is displayed on the right side of the Stage.

3. Sidebar

The Sidebar holds the Image, Movie, and Audio browsers, as well as the Options Inspector. The Image Browser provides convenient access to your iPhoto, Aperture, and Lightroom libraries. The Movie Browser provides access to movies and video clips from various sources on your computer. The Audio Browser provides access to the songs in your iTunes Library and sound effects from iLife applications. The Options Inspector contains the options that allow you to control various aspects of the slides that are selected in the Storyboard/Timeline.

4. Toolbar

The toolbar contains buttons for commonly used features. On the left side are the *Storyboard, Timeline, Blank Slide*, and *Add Title* tools. In the middle are the *Playback* and *Share* buttons (which include the *Jump to Beginning*, *Play/Share*, and *Jump to End* buttons). On the right side are the buttons

Other Windows and Menus

There are other parts of the user interface that are important at various stages of the slideshow authoring process:

- **Preferences** – Parameters that apply to FotoMagico as a whole are controlled in the Preferences window. Open the window by selecting Preferences... from the FotoMagico menu.

- **Slideshow Settings** – Parameters that apply to a slideshow as a whole (for example: stage size, background color and a watermark image) are controlled in the Slideshow Settings sheet. Open the sheet by selecting Settings... from the Slideshow menu.

- **Instant Slideshow Assistant** – If you want to create a nice slideshow without a lot of effort, create a new document, add some images, a song, and then choose Instant Slideshow... from the Slideshow menu. Select from a few options and then let the assistant create a simple slideshow – which you can customize later if desired.

- **Share Assistant** – The Share Assistants helps you share your finished slideshow with others in a variety of formats. Select an option from the Share menu or click the *Play Fullscreen/Share* button.

- **Info Panel** – The Info Panel displays information about an image, movie, or audio file that is selected in the Sidebar, Storyboard or Timeline. Open the Info Panel by selecting Get Info from the File menu.

FotoMagico Terminology

- **Slideshow** – Your entire project, which is made up of images, movies, titles, transitions and audio. Your end product.

- **Slide** – A container that holds visual items (images, movies or titles).

- **Visual item** – A visual item can be an image, a movie, or a title.

- **Frame** – Visual items are displayed in the Storyboard/Timeline with a frame. When selected, the frame highlights blue.

- **Thumbnail** – A reduced-size of an image, movie, or title to help recognize the visual item.

- **Transition** – The effect applied between two consecutive slides. There are many types of transition effects. The most common ones are Dissolve, Fade, and Cut.

- **Transition Interval** – The Timeline depicts the transition interval as a stairstep shape. Drag the lower-left edge to change the slide duration of the previous slide. Drag the upper-right edge to change the transition duration itself.

- **Image item** – A single-still image you add to a slide.

- **Title item** – A text element you add to a slide.

- **Movie item** – A Quicktime movie you add to a slide.

- **Audio item** – A song or other audio file that is added to the slideshow.

- **Audio track** – An entire track of audio, which includes music, audio effects, and voice-over or narration.

- **Playhead** – The thin vertical line with the blue triangle at the top that you drag horizontally in the Storyboard or Timeline to move to a location.

- **Geometry** – The parameters (position, zoom and rotation) of a visual item that determine where it shows up on the Stage. The geometry applies to both the start and finish of a visual item.

- **Animation** – Moving from the start geometry to the finish geometry of a visual item creates an animation. In the Stage, the start of the animation displays on the left side, and the finish of the animation displays on the right side.

- **Jog wheel** – The wheels that display when a slide is selected to adjust the Zoom and Rotation of the selected visual item.

- **Timescale slider** – (Timeline view only) Allows you to drag the slider to increase and decrease the horizontal scale of the Timeline.

- **Audio marker** – Thin red lines that display in the audio waveform (of the Timeline) or in the toolbar (of the Storyboard) that are manually added to indicate a location in the audio. Right-click or double click on the marker to display audio marker information.

- **Fade-in** – A gradual increase in volume at the beginning of an audio item.

- **Fade-out** – A gradual decrease in volume at the end of an audio item.

- **Duration** – The total time of a slide or how long the animation of the slide takes.

🎞 Getting Started

This section explains how to create your first slideshow. Let's assume you created an album called "My Slideshow" in iPhoto, which contains all the images you intend to use in your slideshow.

> ⓘ The following steps also apply if you prefer to use Aperture or Lightroom instead of iPhoto as your image library.

1. Launch FotoMagico

An empty document appears, or if you didn't set the Preferences to create an empty document upon launch, you need to create one in the following step.

2. Create a new document

Choose New from the File menu or press the ⌘ N keys.

3. Select a desired display device

An assistant appears which lets you select the desired display device. For example, a computer screen, a television, or a projector. In this tutorial, select *Monitor* and the *Display of this Macintosh* radio button. Then click the   Choose   button.

4. Show the Image Browser

The *Stage* and the *Storyboard* are both empty. If the *Sidebar* does not display the *Image Browser*, then press the ⌘ 1 keys to display the *Image Browser*. The table (or popup menu) at the top of the *Image Browser* lists the iPhoto library and all iPhoto albums. Select the album called 'My Slideshow' from this table (or popup menu). The *Image browser* displays all images in this album.

> ⓘ If you have a lot of albums in your image library, this popup can quickly grow too long to be useful. In this case it is easier to drag the divider below the popup downwards, so that the popup changes to a scrollable list view.

5. Drag images from the Image Browser to the Storyboard

Click in the *Image browser* to select a single image or press the ⌘ A keys to select all images. Then drag the images to the *Storyboard* at the bottom of the window.
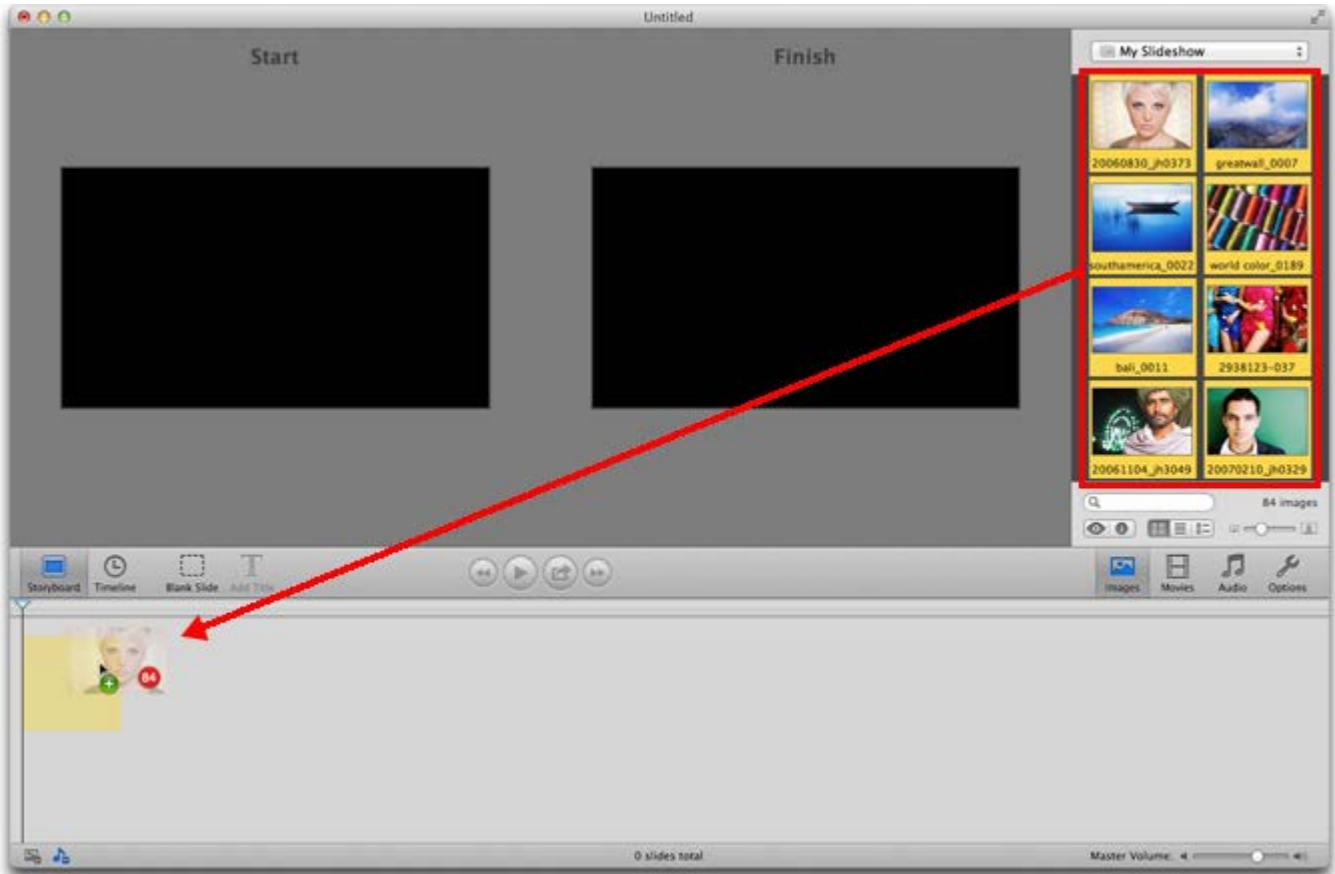
6. Add Audio

Click the *Audio* button in the Toolbar to reveal the *Audio Browser*. Select a song from your iTunes music library and drag it below the first slide in the Storyboard. Please note the yellow highlight, which indicates the range of slides that the song will occupy.
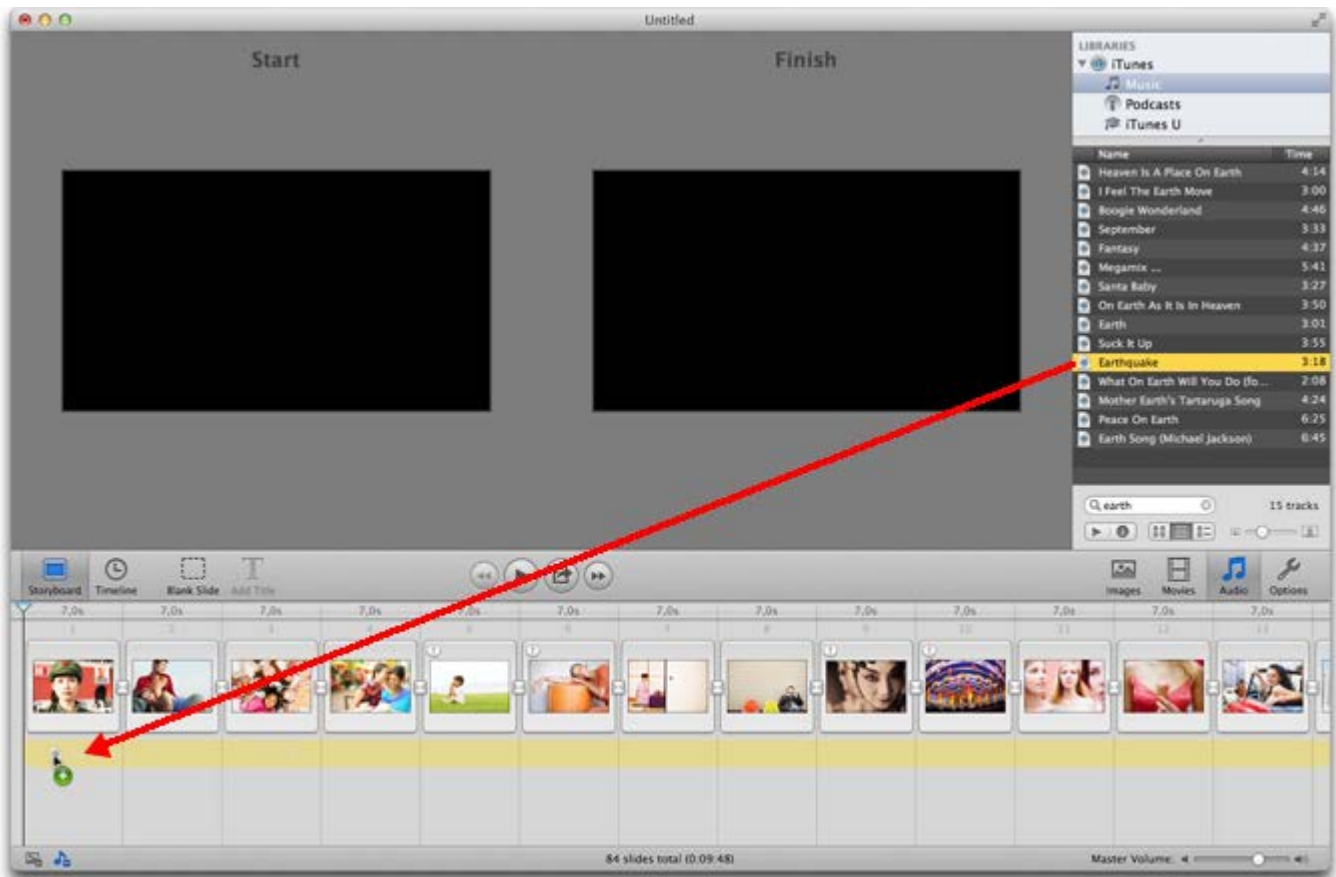
7. Preview the Slideshow

Click the Play Preview button (Spacebar key) or select Play Preview from the Slideshow menu. The Play
Preview button changes to a Pause button and a Stop Playback button appears. To exit preview, click
the Stop Playback button.

8. Setup Instant Slideshow

Press ⌘   * to open the Instant Slideshow assistant from the Slideshow menu. Instant Slideshow
applies default settings, including transitions and animation, to your slideshow. Leave everything at the
default settings and click the   OK   button. Then press the Play button to preview your slideshow.

9. Save the slideshow

Save by pressing ⌘   S or choose Save from the File menu.

10. Play the slideshow full-screen

Click the Play/Share button, then choose Play Fullscreen or select Play Fullscreen from the Slideshow
menu. If you have more than one display connected to your Macintosh, a window appears to let you
choose the display that should be used for the presentation.

While the slideshow is playing you can stop it at any time by pressing the Esc or by
pressing ⌘   . keys.

11. Add a Blank slide

A blank slide is helpful when you want to add an introductory title to your slideshow. Drag the Playhead to the beginning of your slideshow (or press the Jump to Beginning button) and click the Blank Slide button. An outline of a slide appears in the Storyboard and black appears in the Stage.
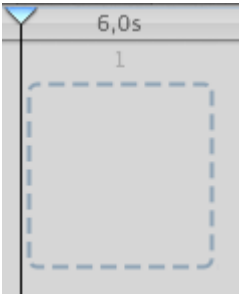
12. Add a title

To add a title to the beginning of your slideshow, click the blank slide you just added, then click the Add Title button. A grey outlined box appears in the Storyboard over the blank slide and in the Stage area. Click the Title and enter new title text. Use the Format menu options to change the color, font, and size of your title.

You can add blank slides and titles anywhere in your slideshow.

13. Switch to Timeline view

Click the Timeline button. The Storyboard view switches to the Timeline view. Timeline view allows you to fine-tune the duration of each of these images or movies, and the duration of the transitions directly in the Timeline.

You can use the Timescale slider to enlarge or decrease the size of the Timeline. This allows you to see more or less of the slides in the Timeline.
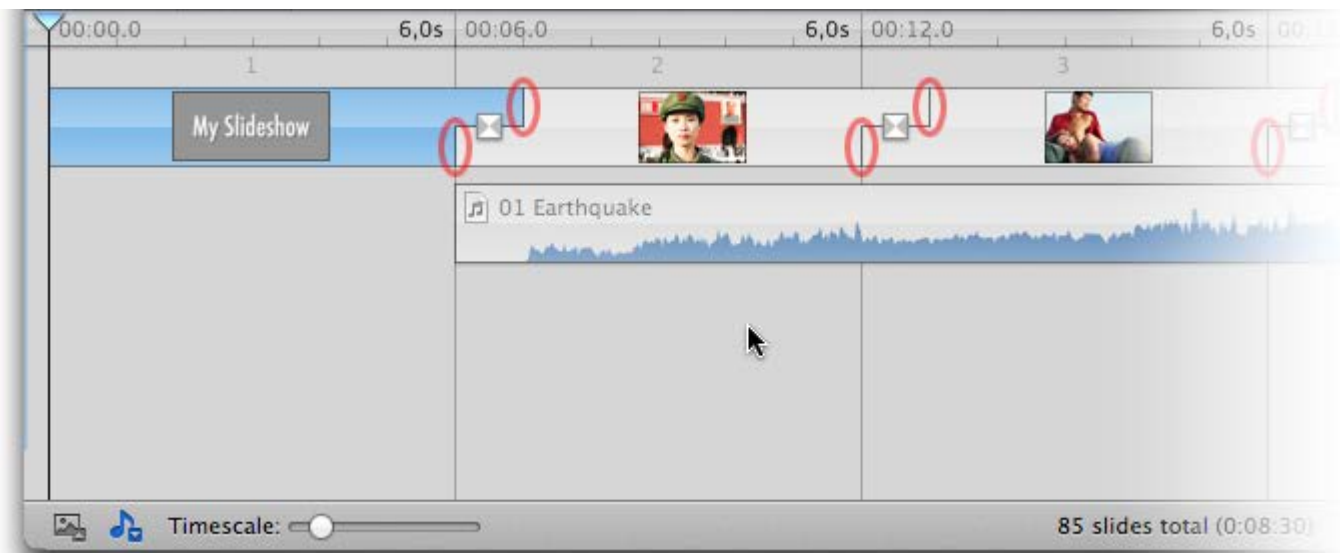
14. Fine-tuning the Timing

In the Timeline, click on the vertical edges of each slide (circled in red) and drag horizontally to adjust the slide duration or the transition duration. Experiment a while with this technique. Press the *Preview* button to play the slideshow again.

15. Save the Slideshow again

🎬 Working with the Storyboard/Timeline

At the bottom of a FotoMagico document window you can see the Storyboard or the Timeline. The Storyboard and Timeline are views into your slideshow data. They allow you to create and edit your slideshow. You can use both views to perform most of the same functions, however, some tasks are easier to achieve in one view than the other. You can only display one view at a time. Use the Storyboard button or the Timeline button to toggle between the two views. You can also toggle between the two views by choosing the appropriate menu commands from the View menu.

The Storyboard is generally used for adding and rearranging slides (image, movies, titles) or audio. The Timeline on the other hand is helpful for fine-tuning the duration of slides and transitions, and editing audio items by using the audio waveform feature.

In addition, you can perform most of the same actions by clicking somewhere in the Storyboard or Timeline, selecting from the Main menu, or working in the Options Inspector; but often they are easier to achieve by clicking directly in the Storyboard/Timeline. If you want to change parameters for a multiple selection however, then you must use the Options Inspector.

When to Use Storyboard View

- Storyboard view is very useful to help start your slideshow by dragging images from the Image Browser to the Storyboard, and for rearranging slides by dragging them within the Storyboard.

- Slides display as the same size square frame (which always takes up the same amount of space, regardless of the duration). You can see a larger number of slides at the same time, so you get a better overview. This is useful when adding new slides or rearranging slides via drag & drop.

- Thumbnails of images, movies, and titles are larger, making it easier to recognize each thumbnail image.

When to Use Timeline View

- Timeline view allows you to be more precise and is best for fine-tuning slides and transition durations.

- You can see fewer slides, but you can see more properties for each item in the Timeline.

- The Timeline view depicts slides as rectangular bars with the width being proportional to the duration. The transition interval, where both the incoming and outgoing slides overlap, is drawn as a "stairstep" shape. Dragging the lower left edge of this interval allows you to change the slide duration, while dragging the upper right edge allows you to change the transition duration.

- The Timeline view also provides an audio waveform display which allows you to locate an exact position in a song.

- Audio markers are used to synchronize slide transitions with the beat of the music by placing a marker at an exact location in the audio. Using audio markers along with the audio waveform helps to visually place the marker on the beat of the music. Audio markers display as a vertical red line on top of the waveform. (For this release, audio markers have been moved from the Audio options to the Timeline.)
  For more information, see Audio Markers.

- Dragging the left or right edges of an audio item in the Timeline, changes the fade-in or fade-out offsets. Dragging the yellow dots of the volume envelope (only visible when audio is selected) changes fade-in/out durations. Dragging the horizontal part of the volume envelope changes volume.

Drag & Drop in the Storyboard/Timeline

Dragging slides into the Storyboard behaves differently, depending on whether you drag a single item or drag multiple items. A yellow highlight indicates where the dragged items will end up when being dropped. When dragging multiple items, only an insertion between existing slides is possible. When dragging a single item, then adding a new layer to an existing slide, or replacing the media file of an existing layer is also possible.

Inline Authoring Help in Storyboard/Timeline

Virtually all icons that appear on various items in the Storyboard/Timeline can be clicked to reveal a popover that communicates a notice or some kind of issue. The popover explains the situation and offers buttons with potential solutions.
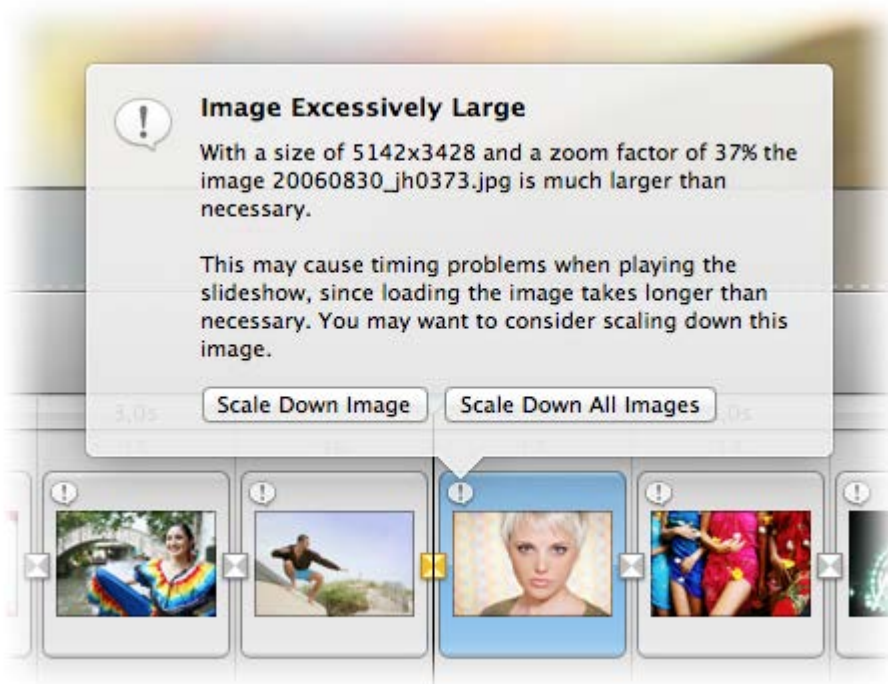
About Tracks in Storyboard/Timeline

Using multiple tracks requires more vertical space in the Storyboard/Timeline, which might present a problem on smaller screens (for example, on a MacBook). For this reason, you can expand and collapse the visual and audio tracks. Click the Visual or Audio track icon in the lower left corner of the window (below the Storyboard/Timeline) to expand or collapse the tracks.

Blue indicates the track is expanded, grey indicates the track is collapsed. The same commands are also available in the View menu. When visual tracks are collapsed, the layers are displayed as a stack of frames, which auto-expand when hovering over the stack.

Adjusting Timing in the Timeline

This section describes how to adjust slide durations, audio fade-ins/fade-outs, audio volume and sync images to audio.

Adjusting Duration Manually

The Timeline view displays slides as a rectangular bar the width being proportional to the slide duration. The longer the duration, the wider the rectangular bar. Where a slide overlaps with the next slide, a "stair step" shape is displayed. This stair step is called a Transition Interval. The middle of the Transition Interval displays as an icon that indicates the type of transition. When you drag the lower half of the vertical edge (A), you adjust the duration of the slide. When you drag the upper half of the vertical edge (B), you adjust the transition duration.
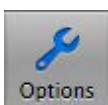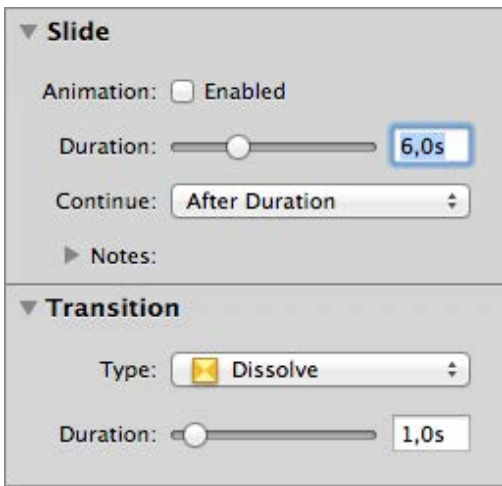

To adjust durations in the Timeline:

1. Select a slide in the Timeline.

2. Use the Timescale slider to enlarge the slide in the Timeline. This will help to precisely click and drag the edges of the slide to adjust the duration.

3. To see the duration change in real-time, click the Options button in the toolbar to open the Options Inspector.

4. To adjust the duration of the transition, click the upper half edge (B) and drag to the left or right. The cursor changes to a directional arrow as you drag, and the width of the transition interval changes. In the Options Inspector, the transition duration changes as you drag to the left and right.

5. To adjust the duration of the slide, click the lower half edge (A), and drag to the left or right. The cursor changes to a directional arrow as you drag and the width of the slide changes. In the Options Inspector, the slide duration changes as you drag to the left and right.

Working with Audio in the Timeline

The Timeline displays audio waveforms, which helps to visually sync your slideshow with your audio. In addition, you can precisely and easily sync audio by using audio markers directly in the Timeline.

You can change audio fade-ins or fade-outs by dragging the left or right edges of audio in the Timeline view to change the fade-in or fade-out offsets, change the length of the audio item, and adjust the volume.

By default, the audio fade-ins and fade-outs are determined automatically – depending on the chosen visual transition between slides. To use custom fade-ins or fade-outs, either drag the left or right edges of the audio, or deselect the Automatic checkbox in the Audio Options Inspector and use the offset and duration sliders.

The following example shows the Timeline view displaying an audio waveform in a music track with red vertical lines indicating audio markers, and some voiceover (with waveforms) in the narration track selected with the volume envelope displayed (yellow line with the dots).
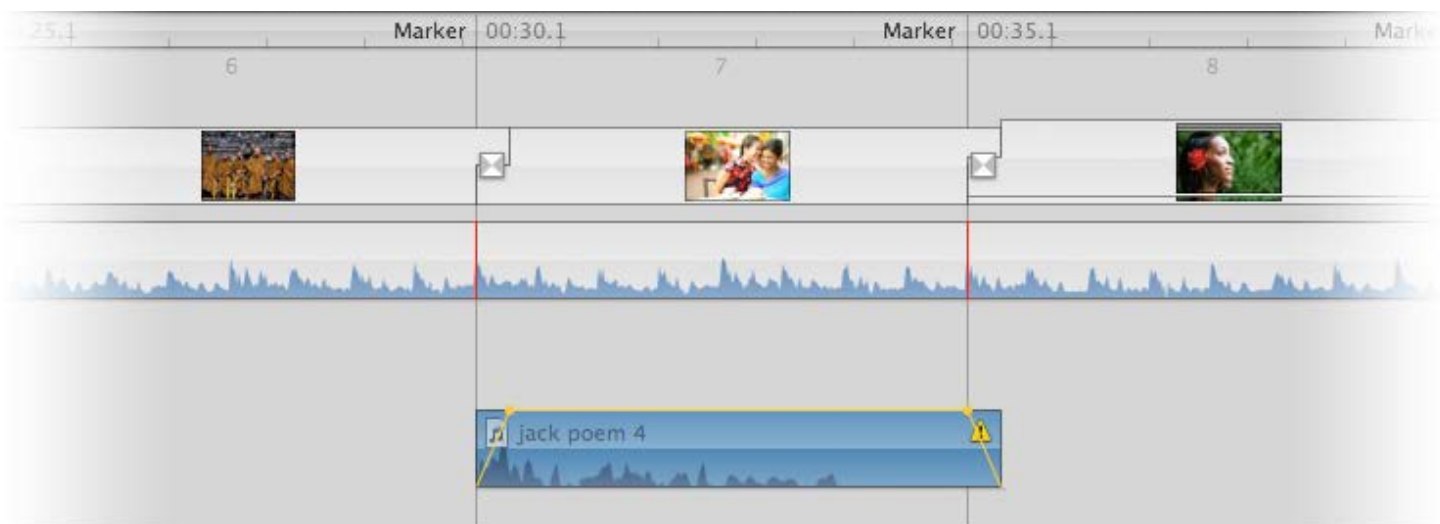
To adjust the audio fade-in and fade-out and adjusting volume:

1. In the Timeline view, select an audio item. The audio item highlights in blue and a yellow line with two dots at each end appears.

2. Click the Options button to show the Audio Options in the sidebar.

3. You can uncheck Automatic next to the Fadein and Fadeout options, or as you drag the yellow dots in the Timeline, the Automatic option is turned off. This allows you to manually adjust the offset and the duration of the audio fade-in or fade-out with the sliders.

> 💡 If you want to go back to the default settings anytime, check the Automatic option again.

4. To adjust the fade-in duration, click and drag the left yellow dot horizontally. To adjust the fade-out duration, click and drag the right yellow dot horizontally.

5. To adjust the audio volume, click and drag the yellow horizontal line up or down. Dragging up increases the volume, dragging down decreases the volume.

Syncing with the Audio Waveform and Adding Audio Markers

The audio waveform in the Timeline view displays a sample plot of the volume (amplitude) of an audio file. Waveforms display for all audio tracks (music, effects, narration) in the Timeline.

This visual representation of the audio waveform allows you to locate certain points of a song (effect or narration) by identifying big amplitudes (louder sounds) or low amplitudes (softer sounds). You can then match slide durations to beats in the audio. For example, you might want to start a title at a certain point when the audio increases in volume. The waveform helps you to visually pinpoint the exact location. As you locate and sync these locations in the waveform, you can add an audio marker to indicate a specific location.

You can add an audio marker by right-clicking in the waveform and selecting Audio Marker > Add from the context menu or by pressing the M key in the Timeline while the slideshow is playing. An audio marker in the Timeline is indicated by a thin red vertical line.
For more information see Audio Markers.

To sync your audio:

1. With audio and images loaded in your slideshow, click the Timeline button.
   The audio waveform displays in the audio tracks. If you don't see all the tracks of audio displayed, click the Audio tracks icon at the bottom of the Timeline or press Ctrl A . a blue icon indicates that the tracks are expanded, a grey icon indicates that the tracks are collapsed.

2. Select a single audio item (by clicking on it), and then click the Preview button in the toolbar to start playing the slideshow.

3. While the slideshow is playing, press the M key with the beat of the music.
   Each time you press the M key, an audio marker is created at the current time. A red vertical line appears as an audio marker. The slide's Continue type is automatically set to "At Audio Marker."

4. Stop playback of the slideshow by clicking the Stop button in the toolbar.

5. Click on an audio marker (red line) and drag it left or right to move it to the desired location, if it was not precise enough before.

6. Double-click an audio marker (red line) to display an information popover.
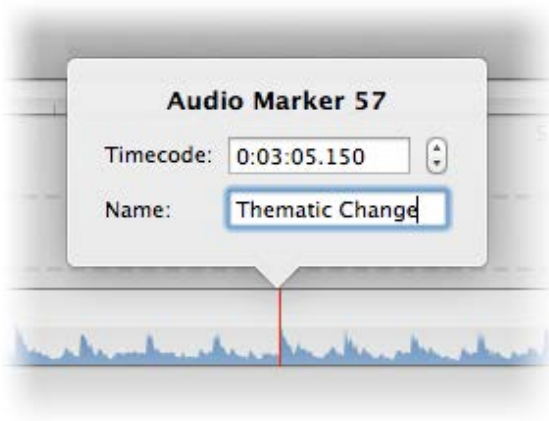
7. Enter a name for the audio marker.
   You can also adjust the timecode if needed, by clicking the up and down arrows in the Audio Marker window. Click outside the popover to close it.

8. Add additional audio markers by right-clicking in the waveform and selecting Audio Marker > Add from the context menu.

Audio Markers

Audio markers are used to synchronize slide transitions with the beat of the music or with certain parts of recorded narration. Authoring of audio markers has been moved from the Audio Options Inspector to the Timeline view. Creating and editing audio markers requires the following steps:

- Select a single audio item in the Timeline and preview your slideshow. When you want a transition to occur, press the M key. This adds a new audio marker. The marker is displayed as a red line in the audio waveform.

- Another method to add an audio marker is to select a single audio item, then click and drag the playhead to scrub through the slideshow. When the playhead is at the desired location over the audio waveform, press the M key to add an audio marker, which appears as a red line.

- Alternatively you can right-click on a location in the audio waveform and select Audiomarker > Add from the context menu (if you are not currently previewing the slideshow).

- To remove an audio marker, right-click an audio marker in the Timeline and select Audiomarker > Delete from the context menu.

- Once you are done setting all your audio markers drag the playhead to the beginning and play again to review the markers. The LCD view will flash in red when an audio marke5 is passed.

- If an audio marker is not set correctly, you can adjust its position by dragging it to the correct location in the waveform or by editing its timecode. Double-click a red line in the Timeline to open a popover and edit the timecode.

- Markers can also be given a name. Double-click a red line in the Timeline to open a popover and simply type the name in the popover. The name is for reference only and does not have any influence on playback.

- Once you are satisfied with the audio markers, go to the Slide Options Inspector and set the Continue Type of the slides above the audio item to *Continue at Audio Marker*.

> ⚠️ With audio markers you can synchronize slide transitions with the beat of your music. If audio markers are placed fairly close together, exact timing cannot be guaranteed. FotoMagico needs to load media files for the next slide before it can proceed to this slide. If an audio marker was missed in the process, the transition to the next slide will occur when another audio marker is passed.

> ❗ This limitation only applies to a live presentation. When exporting your slideshow to a QuickTime movie, the exact timing is always respected.

Working with the Stage

The Stage takes up the largest part of the document window. It displays the visual items (layers) of the currently selected slide. A visual item may be an image, a movie, or a title. These visual items can be sized and positioned on the Stage.

The Stage displays directly above the Storyboard/Timeline view. When a single slide is selected in the Storyboard/ Timeline, the slide is displayed on the Stage. If Animation is turned in for this slide, then the Stage displays two parts, the left side displays the start of an animation and the right side displays the end or finish of the animation. All layers contained in a single slide are displayed on the Stage.

Within the Stage, you can move, zoom and rotate each individual layer of a slide. There are several different methods you can use to manipulate and edit your slide. You can click and drag a layer, use the jog wheels, or edit the zoom and rotation values numerically. For more detailed information, see The Stage in the Reference section.


To drop and edit an image in the Stage:

1. Select a single slide in the Storyboard/Timeline

2. Drag a *single* image from the Image Browser or from the Finder.

3. Drop the image in the Stage. A new image layer is added to the slide. A white outline indicates the image layer is selected.

4. Click on the new layer and move the image to any location in the Stage. A hand cursor is visible while you are doing this. Moving the image in the Start window affects the start of the animation and moving the image in the Finish window, affects the end of the animation.

   > TIP: When dragging layers, you can use the snap to stage boundaries (green guidelines), or edges of other layers (yellow guidelines). Click the Control key to temporarily disable snapping.

5. To zoom or enlarge the layer, click the image to select it and then drag a corner of the selected white outline, or Option+click and drag the mouse up and down. You can also use the Zoom jog wheel to enlarge your image or enter a percentage in the Zoom text box.

6. To rotate the layer, click the image to select it and then drag the sides of the selected white outline (a rotate cursor appears), or Command+click and drag clockwise or counter-clockwise. You can also use the Rotate jog wheels to rotate your image or enter a degree value in the Rotation text
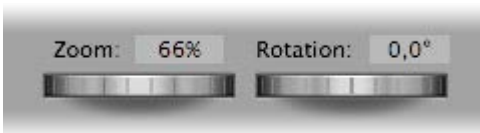
7. Continue to add additional layers to the slide by dragging to the Stage again. A slide can have up to six layers.

Working with Layers

Layers are a way to add multiple images, movies, or titles to a slide. For example: you can have a slide with one image and multiple titles, a picture-in-picture slide, or a slide with a movie on top of an image. There are numerous creative ways to use layers. Each layer can be animated and faded independently. A slide can have a total of six layers, regardless of the layer type (image, movie, or title).

If the visual tracks in the Storyboard/Timeline are collapsed, the layers of each slide are displayed as a stack of frames, keeping everything neat and organized. When you mouse-over the stack, the layers (images, movies and titles) associated with that slide autoexpand so you can see each frame (and its thumbnail).
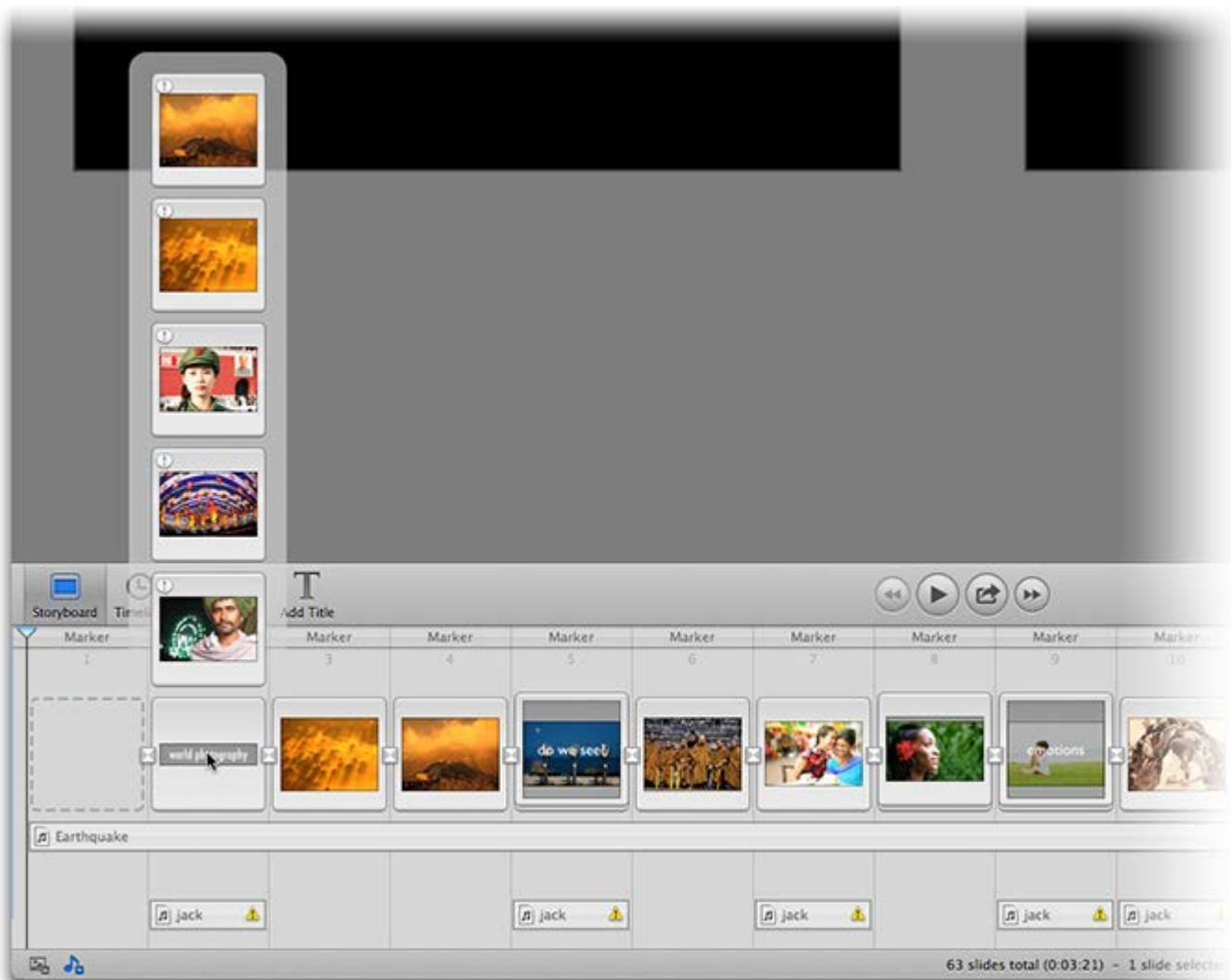
When visual tracks are expanded, you can always see all layers, but the Storyboard/Timeline requires more vertical space, while the Stage will be given less vertical space. You can always toggle this setting, depending on whether you are currently focusing on the Storyboard or the Stage.
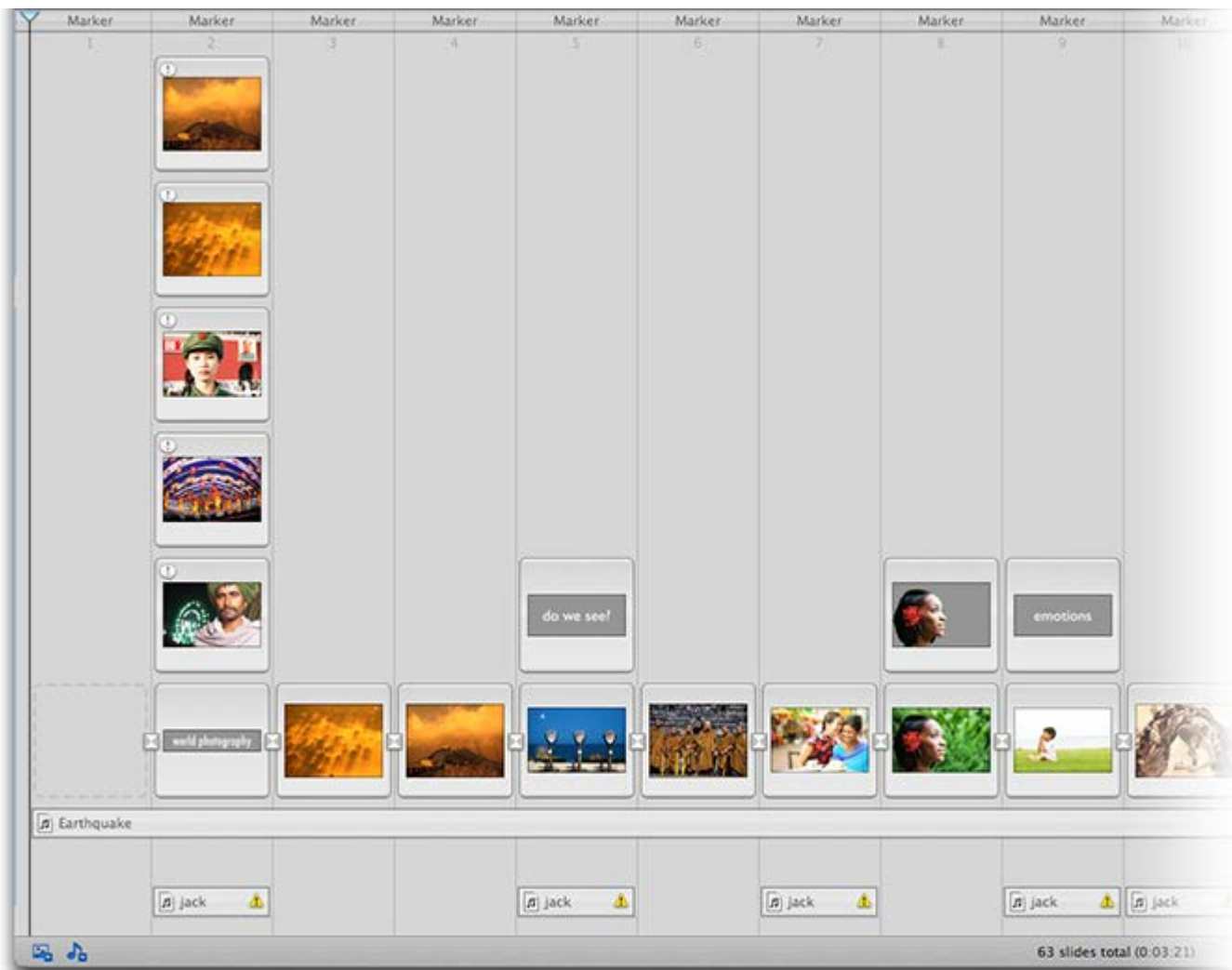
Adding Layers to an Existing Slide

You can add up to six layers to an existing slide. A layer can contain an image, a movie, or a title. You can do this in the Stage or in the Storyboard/Timeline.

When using the Stage, make sure that only the slide you are adding to is selected in the Storyboard. Its layers are displayed in the Stage. Drag a single image or movie onto the Stage to add the layer.

When dragging a single image or movie to the Storyboard, a yellow highlight indicates where the new layer will be added.

To add an image layer:

1. Drag a single image from the Image Browser or from the Finder.

2. Drop the image in the Stage or in the Storyboard. When dropping in the Storyboard, a yellow highlight indicates where the image will be added. Make sure to drop it above an existing layer. The newly added layer is automatically selected.

3. You can then move, zoom, or rotate the new image layer in the Stage to achieve your desired effect.

To add a movie layer:

1. Drag a single movie from the Movie Browser or from the Finder.

2. Drop the movie in the Stage or in the Storyboard. When dropping in Storyboard, a yellow highlight

indicates where the movie will be added. Make sure to drop it above an existing layer. The newly added layer is automatically selected.

3. You can then move, zoom, or rotate the new movie layer to achieve your desired effect.

To add a title layer:

1. Click the Add Title button in the toolbar.

2. A new title layer appears in the Stage, ready to edit.

3. With text already selected, enter your title text.

4. When done, press the Enter key or click outside the title layer.

5. You can then move, zoom, or rotate the new title layer to achieve your desired effect.

🖼️ Working with Chapters

If your slideshow is very long, chapters can help to structure your slideshow into logical parts. Chapters offer several benefits during authoring and playback, they include:

- Chapters can be collapsed or expanded in the Storyboard. Collapsing chapters that you are not currently working on saves a lot of horizontal space and thus less horizontal scrolling is required.

- Chapters can have custom background colors. Color coding your chapters help with quick navigation as you are working on large projects. Instead of looking for particular thumbnails as you are scrolling through your Storyboard, simply look for the correct chapter background color. You can assign colors based on the status of the chapters: Red for needs work, Yellow for minor tweaks, and Green for done.

- Chapters can have a custom hotkey, which can be used for navigating during authoring and playback.

- During playback you can jump to the start of the previous or next chapter. If assigned custom hotkeys to your chapters, you can also jump to any chapter during playback.

To create a chapter:

1. To create a new chapter, move the Playhead in the Storyboard or Timeline to the first slide of the intended new chapter.

2. Select Chapter > Add from the Slideshow menu or Control+click in the Storyboard to display the context menu. A new chapter is added next to the playhead and the default name is selected so that you can enter a custom name for the new chapter.

3. Press ↵ when you are finished typing the name.

4. Select Chapter > Options... from the Slideshow menu or from the context menu to open a popover that lets you edit additional chapter parameters like background color and a hotkey.
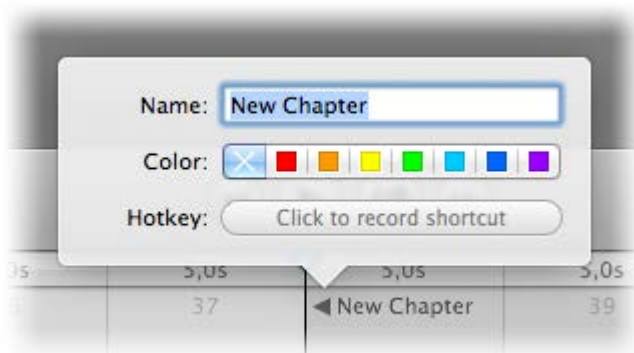

To delete a chapter:

1. To delete an existing chapter, move the Playhead in the Storyboard or Timeline to the first slide of the chapter.

2. Select Chapter > Delete from the Slideshow menu or Control+click in the Storyboard to display the context menu.

To collapse and expand chapters:

You can collapse a chapter, to take up less horizontal space and thus a lot less scrolling is required to move around in your slideshow. You can also expand a chapter that you are currently working on, to easily focus on a specific chapter.

1. To collapse a chapter, click on the small triangle next to the chapter name. If you press the ⌥ key and click on the small triangle all chapters will collapse.
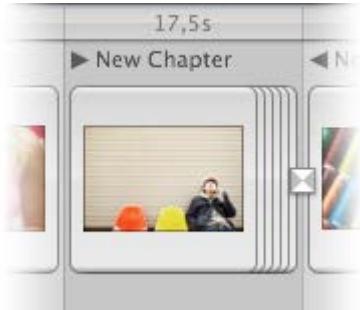
2. To expand the chapter, click on the small triangle again. If you press the ⌥ key and click on the small triangle all chapters will expand.

3. To expand or collapse a chapter you could also select Collapse Chapter from the View menu or Expand Chapter , if the selected chapter is collapsed. To collapse or expand all chapters use Collapse All Chapter or Expand All Chapter from the View menu.

To move from chapter to chapter:

1. To move the Playhead from one chapter to the next, press the ⌥ key + the → or ← arrow key.

2. If you assigned a hotkey to chapters, you can also move from one chapter to the next by pressing the hotkey.

To assign a color to a chapter:

1. Move the Playhead in the Storyboard or Timeline to the first slide of the chapter.

2. Select Chapter > Options... from the Slideshow menu or Control+click from the context menu. A popover opens that lets you edit additional chapter parameters.

3. Click a color to assign to the chapter. The color is displayed in the slide background.

4. To remove the color, click the X.

Creating a Template Slideshow

Templates are an easy way to quickly create new slideshows that don't need a whole lot of changes. By using an existing slideshow, you can easily save the slideshow under a new filename and simply replace the images of existing slides to create a new slideshow based on the old one. For example, you can create a Wedding Template or a Senior Portrait Template, which already contains all slides, titles, and music. When you get the job to produce another wedding slideshow, just use this template and replace the existing images with the new ones.

You can replace images in the Stage, as well as in the Storyboard and Timeline view. Since the thumbnails are quite small in Timeline view, working in in the Storyboard or Stage is usually easier.

To create a template:

1. Open an existing slideshow document.

2. Select Save As… from the File menu. The Save As dialog opens.

3. Enter a new filename for your slideshow, then click Save.

4. To replace an image, drag the new image from the Image Browser or Finder and drop it onto the thumbnail in the Storyboard. You can also drop the image directly onto a layer in the Stage while pressing the Option key. The image you want to replace highlights in yellow.

5. You can replace the movie file of an existing movie layer in the same way.

6. To replace audio, drag an audio file from the Audio Browser or the Finder onto an existing audio item in the Storyboard. When it highlights yellow, drop the file.

> To make replacing in the Stage even simpler, right-click on a layer in the Stage and select File > Is Placeholder from the context menu. Once a layer is a placeholder, pressing the **Option** key is no longer necessary for replacing. This should be done in the original slideshow before it was saved under a different filename.

Playing Slideshows

There are two options for playing a slideshow: previewing in the document window and playing in full-screen mode. If you have multiple displays connected to your computer, or if you have a projector connected to your Mac, you can choose any of those displays or the projector for a full-screen presentation.

> When playing your slideshow, FotoMagico tries to respect the timing you specified during authoring. However, if slide durations are fairly short, and the image files are large, your computer may not be able to load the image files quickly enough to keep up with the fast pace you specified.

> In this case you can either slow down the pace by making the slide durations a bit longer, or you can scale down your image files, so that loading doesn't take as long.

Previewing in the Window

To preview part of your slideshow, click on the Preview button in the toolbar (filled triangle), choose Play from the Slideshow menu, or press the Spacebar key.

If you want to stop the preview, click the Play button again, or choose Stop from the Slideshow menu, or press the Esc or the ⌘   . keys.

Playing in Fullscreen Mode

To play the slideshow, first click on the Rewind button to move the playhead to the beginning of the slideshow, then click on the Play Fullscreen/Share button in the toolbar, then choose Play Fullscreen... or choose Play Fullscreen... from the Slideshow menu.

If there is more than one display device available (e.g. a projector connected to your MacBook Pro), a sheet will appear which lets you select which display should be used for full-screen playback. This sheet looks similar to the Displays pane in the System Preferences.

If you want to stop the slideshow, press the Esc or the ⌘   . keys or click the Menu button on the Apple remote control.

Using the Teleprompter

The teleprompter helps you with live narration of your slideshow while presenting it in front of an audience. It displays the slide notes in a scrolling list on the second screen while presenting the slideshow itself on another screen or projector.

The teleprompter requires that at least two displays are connected to your Mac. One of these may also be a projector. Since the teleprompter will be displayed in the document window, it will only be visible if you move the document window to the screen which will not be used for the full-screen presentation. For example, if you have a projector connected to your MacBook Pro, move the document window to the internal display, and use the projector for the full-screen presentation.

Choose Play Fullscreen from the Slideshow menu and in the sheet that appears select the presentation screen and 'Use Teleprompter' from the Options popup menu. Playback will start after the teleprompter has been prepared.

On the left side, the teleprompter displays the current slide, its duration, and a small progress bar which gives you an idea how long the current slide is still going to be visible. This is helpful to pace your live narration. The right side displays a scrolling list of slide notes, which remind you of what to talk about during the slideshow. The notes for the current slide are displayed in bright white, while notes for upcoming slides are displayed in a dimmed dark gray.

> ⚠ Preparing the teleprompter may take a while for very long slideshows. Playback will start after the preparation has completed.

> 💡 Some Macs may not be powerful enough to display both the full-screen playback and the teleprompter at the same time, without some stuttering occurring in the animation of the images. In this case you may need to refrain from using the teleprompter.

Interactive Control

Slideshows can be controlled interactively while playing. This interactive control is available when previewing in a window, playing full-screen, using a standalone player or a screensaver. Playback can be controlled interactively with the keyboard, the Apple remote control, or mouse clicks:

- **Pause/play slideshow** – Press the Spacebar key to pause the slideshow or the Play/Pause button on the Apple remote control.

- **Jump forward/backward** – Press the → key or the Forward button on the Apple remote control to advance to the next slide. Press the ← key or Backward button on the Apple remote control to go back to the preceding slide.

- **Volume Control** – Use the scroll wheel of your mouse or Apple Remote volume keys to control the master volume. Lower the volume while you are speaking live and increase it when the music is more important.

- **Continue at mouse click** – If your slideshow contains slides with Continue at mouse click, the slideshow will pause at the end of these slides. Once you click the mouse button, the slideshow will advance to the next slide.

- **Stop slideshow** – Press the Esc or ⌘ . keys to stop the presentation at any time. Image and audio will fade out before the slideshow stops.

Presenting with the iPhone Remote Application

FotoMagico now supports remote controlling of full-screen presentations with an iPhone app which is available separately at the iTunes App Store. Find out more about the FotoMagico Remote app and where to purchase it at www.boinx.com/fotomagico/iphone/ .
For help on using the iPhone Remote Control, visit www.boinx.com/fotomagico/support/iphone/.

Sharing Slideshows

After you have created and played a slideshow in Boinx FotoMagico, you may want to share your slideshow with others who do not have FotoMagico or even a Mac computer. FotoMagico offers a variety of options to share your slideshows. You can choose these options from the Share menu or from the Play Fullscreen/Share button:

	Standalone Player	Creates a stand-alone player application that can be played on any Mac running Mac OS X Leopard or later. As a player contains high resolution images and can be controlled interactively, it is the best way to share a slideshow with anybody using a Mac.
	YouTube	Creates a video suitable for uploading to YouTube. After the video has been rendered and compressed, it will be automatically uploaded to your YouTube account.
	iPhone/iPod	Creates a movie that uses the full capabilities of your iPhone/iPod. You can choose the iPhone/iPod model and FotoMagico will use the best possible settings that are compatible with your selection and the corresponding recommendations of Apple. You could also add your movie to iTunes for syncing.
	iPad	Creates a movie that uses the full capabilities of your iPad. You can choose the iPad model and FotoMagico will use the best possible settings that are compatible with your selection and the corresponding recommendations of Apple. You could also add your movie to iTunes for syncing.
	Apple TV	Creates a movie that uses the full capabilities of your Apple TV. You can choose the Apple TV model and FotoMagico will use the best possible settings that are compatible with your selection and the corresponding recommendations of Apple. You could also add your movie to iTunes for syncing.
	DVD	This plug-in helps you to create a movie that can then be burned to a DVD using a third-party application such as iDVD or Roxio Toast Titanium. Due to the limitations of the NTSC and PAL video standards the result will not look as good as the original slideshow, but can be played on any DVD player connected to a TV or projector.
	QuickTime Movie	The QuickTime plug-in gives you access to all the tedious compression settings of QuickTime. Here you can really fine tune all aspects and even create preset settings for future use.

Image Quality and Distribution Reach

Some of the choices listed above provide excellent image quality, but a limited distribution reach, while other choices reach a wider audience, but with reduced image quality. Keep this tradeoff in mind when

choosing how to share your slideshow.

Standalone players, screen savers, and presenting from within FotoMagico provide the best possible image quality, but require an Mac model to present the slideshow. Burning the slideshow to a DVD lets anybody with a consumer DVD player view the slideshow, but image quality is reduced due to technical limitations of the video format. Exporting a movie for handheld devices like an iPod, iPhone or iPad will let you watch a slideshow on the go, but image quality is limited by the LCD screen. Exporting your slideshow for the web lets anybody watch your slideshow, but image quality is limited by bandwidth limits of typical internet connections.

How to Share Your Slideshow

Select how you want to share your slideshow from the Share menu or click the Play Fullscreen/Share button (some selections are only available when pressing the Option / Alt key) to open an assistant, that will guide you through the process of sharing your slideshow. Click on the Continue button after entering the necessary information in each page of the assistant.

Standalone players always retain 100% quality because they use the FotoMagico slideshow playback engine. For this reason they are the preferred choice to share a slideshow at full quality. All other choices export your slideshow to an intermediate format (usually a QuickTime movie), which results in some image quality loss.

> (!) For some choices (e.g. DVD) the quality will always be the same, but in other cases (e.g QuickTime) the quality can vary greatly, depending on the output size, frame rate, and compression options that are chosen.

The following pages will explain some common sharing options in more detail:

- Creating a Standalone Player

- Creating for YouTube

- Creating a DVD

- Creating a Custom QuickTime Movie

Creating a Standalone Player

Once your slideshow is finished you may want to share it with other people who do not have FotoMagico installed on their computer. Creating a standalone player is the best option, because it displays the slideshow with the original FotoMagico playback engine, thus retaining the full quality of your slideshow.

Select Standalone Player... from the Share menu or click the Play Fullscreen/Share button. Click on the Continue button and the assistant will guide you through the necessary steps to create a standalone player.

> Standalone players are compatible with Intel Mac models running Mac OS X 10.6 (Snow Leopard) or newer, which have a reasonably modern graphics card. Any Mac that is able to run FotoMagico can also run a standalone player.

> If your slideshow has missing images or audio files, you will first see a page that lists the missing files. If you used protected audio files (songs purchased from the iTunes Music Store), these will also be listed.

> The use of DRM Protected audio is not recommended as it limits the distribution of the player to 5 different computers, which need to be authorized to play the audio. For this reason it makes more sense to use unprotected audio.

Step 1 of 4: Provide Info

On the first page of the assistant you can enter information about the author of the slideshow, copyright info, a web page URL, and a contact email. This information can either be displayed after the player stops playing the slideshow.

Step 2 of 4: Select Options

Select expiration options. A player can be set to expire after playing the slideshow a certain number of times, or after a certain date.

Step 3 of 4: Choose Destination

Specify where the standalone player should be saved. FotoMagico will suggest a reasonable filename and destination folder. Accept the defaults or enter a new filename and destination folder. Please make sure to select a folder on a volume that has enough free disk space. Also make sure to only select a folder for which you have write permissions.

> If you choose a folder which does not have the correct permissions or if the volume does not have enough free disk space, then an alert will be displayed at the bottom of the assistant and the Start button will be disabled. In this case you need to choose a different folder or different volume.

> If none of your volumes have enough free disk space, you need to attach another external hard disk or free up some space on your internal hard disk by deleting things you do not need anymore.

Step 4 of 4: Exporting

Click the Start button. The player will be created in the destination folder you specified in the previous step. The assistant will close automatically.

Creating a YouTube Video

Once your slideshow is finished you may want to share it with others as a YouTube video. In order to do this, you will need a YouTube account. If you do not have a YouTube account, you need to set one up on YouTube.

Select YouTube... from the Share menu or click the Play Fullscreen/Share button. Click on the Continue button and the assistant will guide you through the necessary steps to create a YouTube video.

> If your slideshow has missing images or audio files, you will first see a page that lists the missing files. If you used DRM protected audio files (songs purchased from the iTunes Music Store), these will also be listed.

Step 1 of 5: Select Options

Select the video resolution (SD 480p, HD 720p, or HD 1080p).

Step 2 of 5: Choose Destination

Specify where your YouTube video should be saved. FotoMagico will suggest a reasonable filename and destination folder. Accept the defaults or enter a new filename and destination folder, then click the Choose... button. Please make sure to select a folder on a volume that has enough free disk space. Also make sure to only select a folder for which you have write permissions.
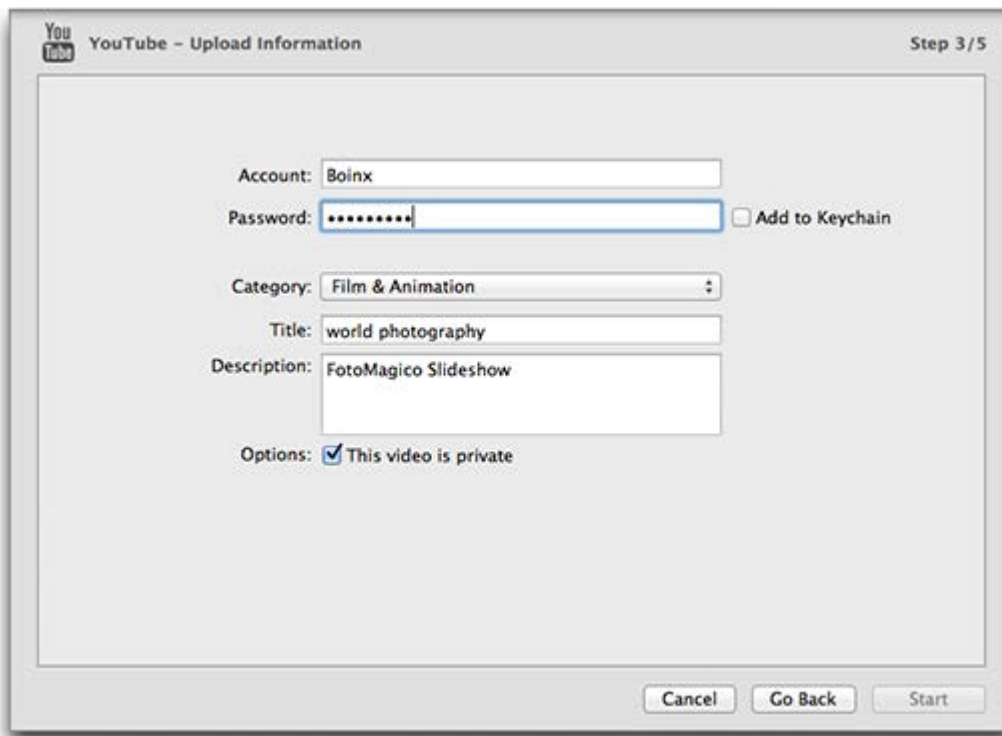
> If you choose a folder which does not have the correct permissions or if the volume does not have enough free disk space, then an alert will be displayed at the bottom of the assistant and the Start button will be disabled. In this case you need to choose a different folder or different volume.

> If none of your volumes have enough free disk space, you need to attach another external hard disk or free up some space on your internal hard disk by deleting stuff you do not need anymore.

Step 3 of 5: Upload Information

Enter your YouTube account information and password. Select what type of slideshow (video) you are uploading from the Category popup, enter the title and a brief description of the slideshow and select if the slideshow (video) is private.

Step 4 of 5: Exporting

Click the Start button. The video will be rendered and saved in the destination folder you specified in the previous step and then uploaded to YouTube.

Step 5 of 5: Finish Up

Your video may not be available immediately for viewing, because YouTube still needs some time to process the video. Please be patient. You can also select to embed your YouTube video in your own web page by clicking the Generate HTML button. Click Finish to close the assistant.

🎞 Creating a DVD

Many users wish to present slideshows in the comfort of their living room, using their TV set and DVD player. While this does no justice to the quality of FotoMagico slideshows, FotoMagico helps you create a DVD of your slideshow. FotoMagico does not burn a DVD directly. Instead it creates a QuickTime movie file and relies on third party software like Apple iDVD or Roxio Toast Titanium to burn the DVD.

Preparing Your Slideshow

Television sets come in two different shapes: traditional TVs with 4:3 aspect ratio and widescreen TVs with 16:9 aspect ratio. To make sure that your slideshow looks good on a wide range modern TV, we recommend that you create your slideshow with a 16:9 aspect ratio. The HDTV (1080) choice when creating a new slideshow document is the best choice for this, because it creates a high resolution 16:9 slideshow.

If you already have an existing slideshow with a different aspect ratio you may want to go to the slideshow settings and change the Stage Size by selecting Settings... from the Slideshow menu.
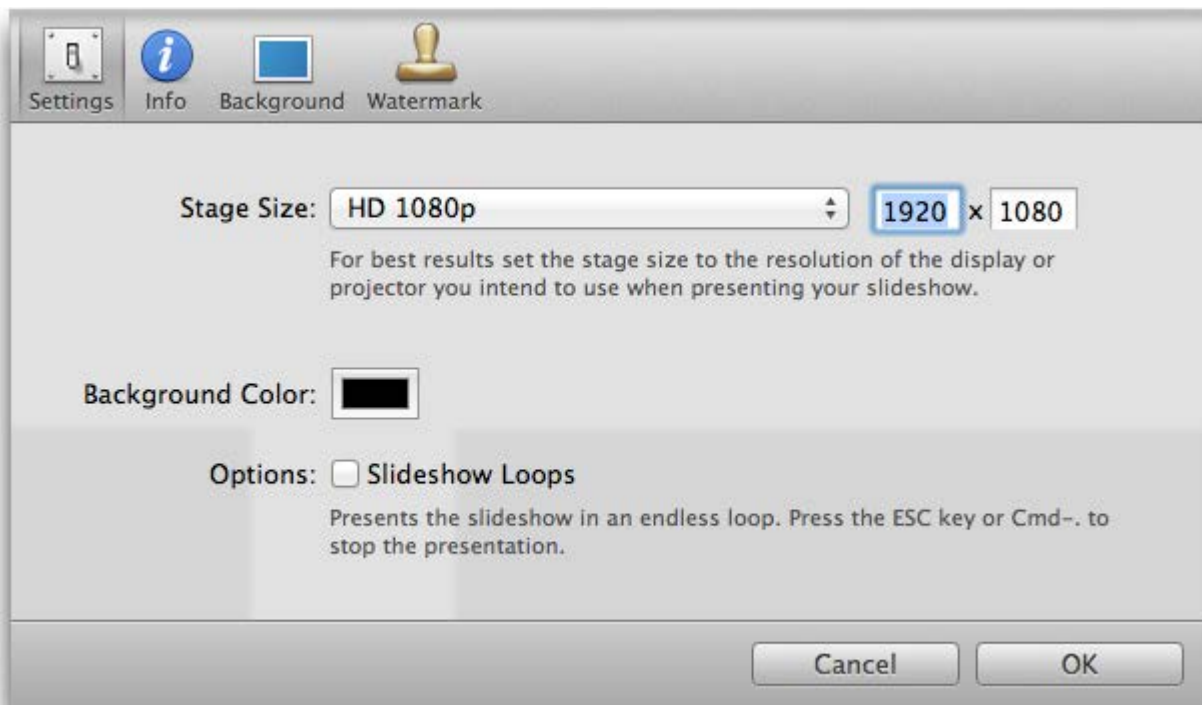
Slideshows that do not have the correct aspect ratio can be made to match the aspect ratio of your TV screen. There are two different choices: Letterboxing and cropping.

Cropping cuts away part of the image to make it match your TV. Letter boxing adds black bars at the top and bottom of the image. Pillar boxing is a rare case: it adds black bars to the left and right of the image and only happens if you present a 4:3 slideshow on a widescreen television.

Exporting Your Slideshow

Select the DVD... option from the Share menu. An assistant will appear that guides you through steps necessary to create a DVD.

> (!) If your slideshow has missing images or audio files, you will first see a page that lists the missing files. If you used protected audio files (songs purchased from the iTunes Music Store), these will also be listed.

> 💡 DRM protected audio files cannot be used. We recommend that you burn those songs to an Audio CD in iTunes and reimport them back into iTunes. This strips the DRM protection from the audio files and will lead to minor loss of audio quality, but the resulting audio files can be used without any restrictions. Please refer to the iTunes Help for details on burning Audio CDs and importing songs.

Step 1 of 4: Select Options

Select the application which should be used to burn the DVD (Apple iDVD or Roxio Toast Titanium), the video standard (NTSC or PAL), and the aspect ratio (4:3 or 16:9). The 16:9 choice is only available if the stage size of your slideshow is 16:9 or wider.
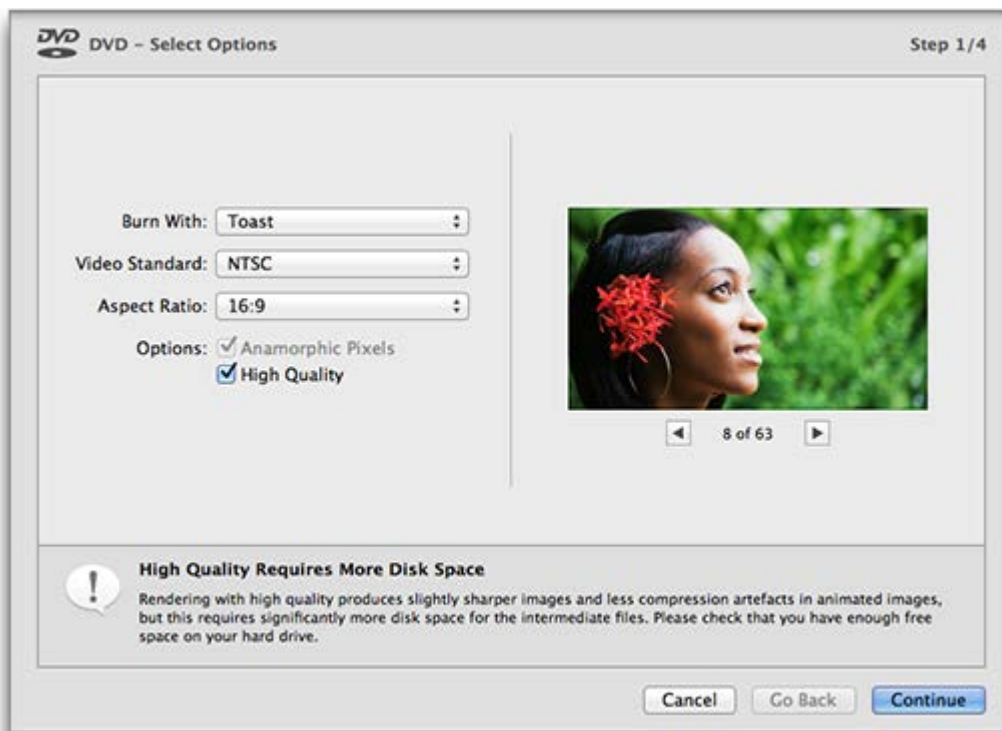
> ⚠️ If the aspect ratio of your slideshow and the aspect ratio does not match, then a yellow warning will be displayed at the bottom of the page. In this case you need to decide whether the slideshow should be letter boxed or cropped to match the aspect ratio of the DVD.

> (!) Letter boxing will add black bars at the top and the bottom of the image, while cropping will cut away parts of the image to make it match the aspect ratio of the DVD.

> (!) Anamorphic Pixels (non-square pixels) is an option to improve output quality, but is only useful for some DVD burning applications. High quality also improves output quality but takes a lot more space on your disk and requires a longer time to render.

The preview on the right side will show you what to expect from each choice. Use the left and right arrow buttons below the preview to step through each slide of the slideshow.

Step 2 of 4: Choose Destination

Specify where the intermediate QuickTime file should be saved. This QuickTime file will be used as input for iDVD or Toast Titanium.

FotoMagico will suggest a reasonable filename and destination folder. If you want, you can change the filename or destination folder. Please make sure to select a folder on a volume that has enough free disk space. Also make sure to only select a folder for which you have write permissions.
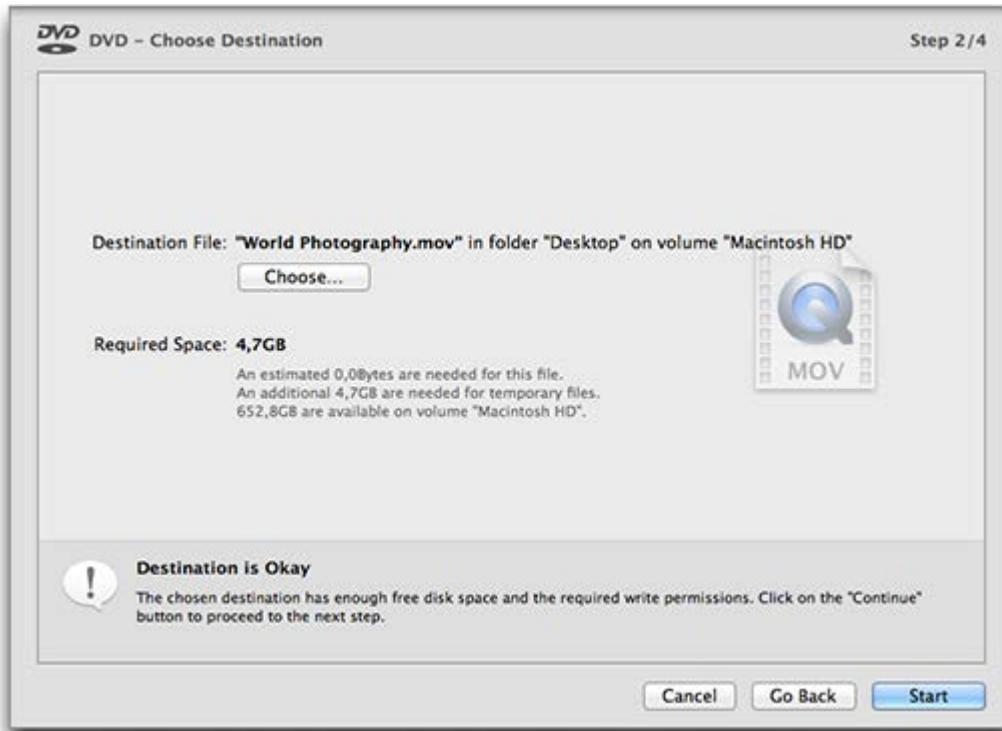
Please note that the required disk space is also displayed. This required space is the sum of the estimated size of the final output file and the size of temporary files.

> 🛑 If you choose a folder which does not have the correct permissions or if the volume does not have enough free disk space, then an alert will be displayed at the bottom of the assistant and the Start button will be disabled. In this case you need to choose a different folder or different volume.

> 💡 If none of your volumes have enough free disk space, you need to attach another external hard disk or free up some space on your internal hard disk by deleting stuff you do not need anymore.

Step 3 of 4: Exporting

Once you click the Start button the exporting will begin. Exporting is usually done in 4 steps: Preparing, rendering video, rendering audio, and compressing video. A progress bar for each step is displayed at the bottom of the assistant. Depending on the duration of your slideshow this can take quite a bit of time.

Step 4 of 4: Finish Up

The slideshow has been exported to a DV file and saved in the folder that you specified earlier. Now this DV file will be opened in the DVD burning application that you selected before (iDVD or Toast Titanium).

From here on, you leave FotoMagico and continue your work with the DVD burning application. For details on working with the DVD burning application refer to the iDVD or Toast Titanium help pages.

> 💡 Should automatic opening of the QuickTime file in the DVD burning application fail for any reason, then launch the DVD burning application manually, and then drag the QuickTime file from the Finder to the DVD burning application.

> ⚠️ Please note that Boinx Software will not be able to offer support for Apple iDVD or Roxio Toast Titanium. Should you have problems using these applications, please contact Apple or Roxio customer support.

🎬 Creating a Custom QuickTime Movie

Should none of the other sharing options be sufficient for your needs, you may want to consider exporting your slideshow to a custom QuickTime movie. Please note, that this is not for the faint of heart, as quite a bit of QuickTime knowledge may be required to obtain good results.

Hold the Option key and select QuickTime Movie... from the Share menu. An assistant appears that guides you through steps necessary to create a QuickTime movie.

> ! If your slideshow has missing images or audio files, you will first see a page that lists the missing files. If you used protected audio files (songs purchased from the iTunes Music Store), these will also be listed.

> 💡 The use of DRM protected audio is not recommended as it cannot be exported to QuickTime movies. We recommend that you burn protected songs to an Audio CD in iTunes and re-import them back into iTunes. This strips the DRM protection from the audio files and will lead to minor loss of audio quality, but the resulting audio files can be used without any restrictions. Please refer to the iTunes Help for details on burning Audio CDs and importing songs.

Step 1 of 4: Select Options

Select the size, pixel aspect ratio, frame rate, and the compression options of the exported movie.

If you only specify the width or the height for the QuickTime movie, the missing value will be calculated automatically. If you specify both the width and height, then this size will be used, even if the aspect ratio does not match the aspect ratio of your slideshow. In this case you will get radio buttons that let you choose whether you want to letterbox or crop your slideshow to make it match your export movie size.

If you specify both width and height, you also get the option to enter a custom pixel aspect ratio, which may be necessary if your exported movie is indented for video output, which often requires non-square pixels.

Frame rates between 1 fps and 60 fps are supported. The *Motion Blur* checkbox will be enabled for lower frame rate. Using motion blur helps avoid low frame rate artifacts, but rendering times are significantly increased.

Click Customize... to change the QuickTime compression settings. There are numerous QuickTime codecs to choose from and each is slightly different, so an explanation in these help pages is not possible. Please note that some prior knowledge with QuickTime compression settings is required to achieve good results!

> 💡 Once you find good settings that lead to acceptable results you may want to save them for later access. Choose the Save Preset... command from the Settings popup. Specify a name for the preset file. Then, you can recall these settings by simply selecting the name of the preset from the Settings popup.

> ⚠️ Boinx Software Support can help you with specific questions about how to use FotoMagico, but due to limited resources will not be able to help with general questions about QuickTime compression settings. You may want to contact Apple Support in this case.

Step 2 of 4: Choose Destination

filename, but you can also specify your name and location. Please make sure to select a folder that has enough free disk space and write permissions.

> ⛔ If you choose a folder which does not have the correct permissions or if the volume does not haveenough free disk space, then an alert will be displayed at the bottom of the assistant and the Start button will be disabled. In this case you need to choose a different folder or different volume.

> 💡 If none of your volumes have enough free disk space, you need to attach another external hard disk or free up some space on your internal hard disk by deleting stuff you do not need anymore.

Step 3 of 4: Exporting

Once you click the Start button the exporting will begin. Exporting is usually done in 4 steps: Preparing, rendering video, rendering audio, and compressing video. A progress bar for each step is displayed at the bottom of the assistant. Depending on the duration of your slideshow this can take quite a bit of time.

Step 4 of 4: Finish Up

The slideshow has been exported to a QuickTime movie. You may now further process it in QuickTime Player or other video editing applications like iMovie or Final Cut Pro. Click the Open in QuickTime Player button to open the movie or click the Reveal in Finder button to locate the file.

> 💡 Provided that you used the correct settings, you can also create a DVD with iDVD, Toast Titanium, or DVD Studio Pro. Simply drag the exported movie file to your DVD authoring application of choice and proceed from there.

FotoMagico Preferences

This is where you apply settings that affect the application's behavior globally. To open the preferences pane, select Preferences from the `FotoMagico` menu or press `⌘` `;` . Preferences are grouped into five different areas, each of which is represented by a tab in the preferences window:

General

- **Create new document at application launch** – when checked, this will create an empty document after launching the application.

- **Show assistant when creating new document** – opens an assistant that guides you through the process of setting up a document.

- **External editors** – lets you choose applications for editing images, movies, and audio files.

- **Number of undo steps** – enter the number of undo steps you can perform, default is 10.

Libraries

- **Media libraries** – lets you choose whether iPhoto, Aperture, Lightroom, iTunes and Flickr libraries should be loaded. Excluding some libraries reduces the memory footprint and loading times.

- **Browser appearance** – determines how image and movie thumbnails are being displayed in the Image Browser and Movie Browser. Choose whether thumbnails should be displayed with a border, shadow, and name. The background color for the Image browser can also be selected.

Authoring

The When inserting images section determines which default animation is applied to images that are added to a slideshow.

- **Apply automatic animation** – When checked a slow animation with alternating zoom in and zoom out is applied to inserted slides.

- **Keep landscape images completely visible** – When checked a small zoom level is applied, so that horizontal images are completely visible on the stage. If unchecked, a higher zoom level makes sure that the image covers the stage and no background is visible.

- **Keep portrait images completely visible** – When checked a small zoom level is applied, so that vertical images are completely visible on the stage. If unchecked, a higher zoom level makes sure that the image covers the stage and no background is visible.

> 💡 If you want more control over the animation, then use the `Instant Slideshow...` assistant from the `Slideshow` menu, or change the settings in the Options Inspector at a later time.

- The *When adding audio* section determines if newly added audio is initially linked to slides. The audio can either stay where it is, or it can move along with the slides above it as you rearrange slides. This behavior can be decided for each audio item and can be changed in the Audio Options Inspector later.

- **Always link audio to slides** – When checked, the audio will always stay with the slides when you move them.

- **Never link audio to slides** – When checked, the audio will stay where it is. If you move slides, the audio will not move.

- **Let Fotomagico choose (depending on situation)** – When checked, FotoMagico will decide if the audio should be linked if dropped below the existing slides, or unlinked if dropped into an empty section in the Storyboard/Timeline.

Playing

Options that apply when playing your slideshow:

- **Spacebar preview behaviour** – Defines whether pressing the Spacebar key to preview a slideshow starts/stops playback, or whether it starts/pauses playback.

- **De-interlace** – When checked video files are displayed with a de-interlacing algorithm. This leads to much nicer video playback, but this option requires more processing power. If video playback stutters on your computer, you may want to turn off this feature.

- **iPhone Remote** – When enabled the iPhone remote application for FotoMagico (separately available on the iTunes app store) can be used for interactively controlling a live presentation. Enter a PIN code to protect your Macintosh from unauthorized access to FotoMagico.

Software Update

Determines whether and how often FotoMagico will look for updates. In addition to that, you always click the Check Now to find out whether a new version is available. You can also decide to send us information about your system configuration, which allows us to improve support for future releases.

- **Never** – Never look for new versions of FotoMagico.

- **Monthly** – Check monthly whether a new version is available.

- **Weekly** – Check weekly whether a new version is available.

- **Daily** – Check daily whether a new version is available.

Slideshow Settings

The settings control important aspects of your slideshow, like the stage size and background color. To open the settings sheet, select Settings... from the Slideshow menu.

Settings

- **Stage Size** – The stage size determines the aspect ratio of your slideshow. For best results, choose a stage size that matches the resolution of your intended display device, like a Cinema Display or a Full HD projector. If your slideshow is likely to be presented on a variety of different displays, then select the largest display you are targeting.

> The stage size can be changed for an existing slideshow. Please note that aspect ratio changes can have unexpected results for slides with pan & zoom animation. In this case please inspect all slides to make sure everything still looks as intended.

- **Background Color** – Choose any background color for your slideshow. The background color is visible when images are zoomed smaller than the stage size. It is also visible on blank slides and on title slides.

> Transparent background colors are currently not supported.

- **Slideshow Loops** – When this checkbox is selected, the slideshow will play endlessly until the Esc key is pressed. This mode is useful for kiosks or product demos.

Info

Enter slideshow specific information like title, subtitle and description, as well as personal information like author, organization, copyright, and contact URL in these fields.

Background

Allows you to select a background image for your slideshow. This image is only visible if your slide images do not cover the entire stage. The background image is not animated.

- **Image** – Displays the selected image.

- **Choose** – Click this button to open a file panel and select an image file.

- **Remove** – Click this button to remove the background image.

Watermark

A watermark (foreground image) is superimposed on every single slide in your slideshow. You can freely position and zoom your watermark on the stage, but this position cannot change over time, i.e. it cannot be animated.

A logo or copyright message can be superimposed over your slideshow to create branding for your work.

- **Choose** – Click this button open a file panel and select an image file.

- **Remove** – Click this button to remove the superimposed watermark.

- **Opacity** – Drag this slider to make the watermark partly transparent

Storyboard & Timeline

The Storyboard and Timeline view at the bottom of the document window is the main area for authoring your slideshow. The Storyboard and Timeline view have a header, one or more visual tracks, and up to 3 audio tracks.

They both allow you to create and edit your slideshow. You can use both views to perform most of the same functions, however, some tasks are easier to achieve in one view than the other. You can only display one view at a time. Use the Storyboard button or the Timeline button to toggle between the two views.

The Storyboard is generally used for adding and rearranging slides. Whereas the Timeline is helpful for fine-tuning the duration of slides and transitions, and editing audio.

For information on the differences between the Storyboard and Timeline, see Working with the Storyboard/Timeline.

- The visual track contains the slides. Each slide can hold up to 6 layers (images, movies, or titles). The layers are displayed as frames that are stacked vertically. A blank slide is displayed as an empty dashed outline.

- The music track holds audio files. Music can span multiple slides.

- The sound effects track usually holds short audio clips that provide ambience for a single slide, but may also span multiple slides.

- The narration track holds recorded narration for the slideshow. It can span multiple slides if the narration was recorded in one session, or can be broken up into several different audio files that span fewer slides.

- You can expand and collapse the visual and audio tracks. Collapsing reduces the required vertical space, which is helpful on smaller notebook displays. When visual tracks are collapsed, the layers are displayed as a stack of frames, which auto-expand when you mouseover the stack.

- Chapters can help structure your slideshow into logical parts. Each chapter would contain a group of slides and audio items. Chapters can be color-coded for easy identification as you are quickly scroll through your slideshow.

Dragging to the Storyboard or Timeline

Dragging files from the Finder or from the media browsers in the Sidebar adds new elements to the slideshow. The yellow highlight on the background indicates where the new items will be inserted or added.

- **Image Files** – Inserts new slides with the images at the dropped position.

- **Movie Files** – Inserts new slides with the movies at the dropped position.

- **RTF Text Files** – Titles are added to existing slides at the dropped position.

- **Audio Files** – Audio items will be added starting at the dropped position and will span as many slides as necessary to cover the length of the audio files. If necessary, empty slides will be added at the end of the slideshow. You can shorten an audio item by dragging its right edge to span fewer slides.

You can drag an audio file to the Storyboard or Timeline, and then add the images later. This

workflow is useful for authors who want to start out with pre-composed music and then add appropriate images after. In previous versions of FotoMagico you always had to start by adding images first, and then add the music.

Arranging Content

Telling a story is all about arranging your images in a good sequence. To rearrange the content you can:

- Select images, movies, titles, or audio items by clicking on them. When selected, they highlight in blue.

- Make a multiple selection by clicking on the background and drag a rectangle across multiple items.

- Make a multiple selection by clicking on the first item, then press the Up Arrow key and click on the last item.

- Extend the selection by pressing the ⌘ key and clicking on another item.

> ! It is possible to make non-consecutive selections. This helps with rearranging your content, as well as with editing options of multiple items at once.

- Drag selected items to a new location.

> ! The dragged items will be inserted in a consecutive fashion when dragging a non-consecutive selection to a new location in the Storyboard or Timeline.

- Delete selected items by pressing the ⌫ backspace key or by choosing the Delete item from the Edit menu.

- Change the range of slides an audio item spans, by dragging the left or right edge of this audio item.

- Double-clicking an item reveals the *Options Inspector* so you can edit parameters for the selected items.

The Header

The header displays the following information above each slide:

- If a slide is set to continue after its duration, the header displays the slide duration. Double-click the duration to edit the duration for a single slide.

- If a slide is set to continue at a mouse click, the header displays Click.

- If a slide is set to continue at an audio marker, the header displays Marker.

- Right-click, or Control+click on the text in the header to change the continue type for a slide.

- If the chosen slide duration or transition duration yields problematic timing, a yellow warning icon is displayed. Click on this icon to show a popover that explains the situation and what to do about it.

> 💡 The new warning for problematic timing helps you to author slideshows that are guaranteed to be playable on a wide variety of Macintosh computers. Try to follow the suggestions in the explanatory popovers.

The Playhead

The playhead indicates where new slides will be inserted and where playback will start:

- Move the playhead by clicking on the blue triangle and dragging it to a new position.

- Move the playhead by one slide by pressing the left or right arrow keys.

- Move the playhead to the beginning of the previous or next chapter by pressing the Option key and left or right arrow keys.

- Press the Spacebar key to preview the slideshow starting at the current playhead position.

Multiple Audio Tracks

FotoMagico supports three dedicated audio tracks: Music, Sound Effects, and Narration.

- Use the button below the Storyboard/Timeline to expand or collapse the audio tracks. This helps to save some vertical screen real estate on small notebook screens. Blue indicates the track is expanded. Grey indicates the track is collapsed.

- Select Audio>Mute Track from the Slideshow menu to mute the music track, effects track or narration track. This mutes all audio in the track. A red x appears when audio is muted. This can be useful during the authoring process when you want to concentrate on a single audio track and not be distracted by other audio. To unmute the track, select the same menu item again.

- Select Insert > Record Narration... from the Slideshow menu to record audio directly to the Narration track. A panel appears that lets you record the audio. Refer to Record Narration for more details.

Contextual Menus

A right-click or Control+click on an item reveals a contextual menu. The commands in this contextual menu depends on which kind of item you click.

Clicking on a visual item:

Menu	Submenu	Description
Animation	Enabled	Enables or disables the animation for the selected slide.
	Reverse	Exchanges the start and finish state of the selected slide, thereby reversing the animation.
	Randomize	Sets a random animation for the selected visual item.
	Zoom In	Creates a zoom in animation for the selected visual item.
	Zoom Out	Creates a zoom out animation for the selected visual item.
	Pan	Pans across a panorama image or a vertical image.
Zoom	Fill Stage Completely	Fills the Stage with the selected item, so that no part of the Stage background is visible.
	Show Whole Image	Displays the entire image. If the aspect ratio of the image differs from the Stage aspect ratio, then some of the Stage background will be visible.

	Show at 100%	Displays the selected image at 100%.
Layer	Send to Front	Sends the selected layer to the front.
	Send Forward	Sends the selected image forward.
	Send Backward	Sends the selected image backwards.
	Send to Back	Sends the selected layer to the back.
File	Get Info	Opens or closes the Get Info panel for this item.
	Quick Look	Opens or closes the Quick Look panel for this item.
	Replace Media File	Lets you choose a different media file (image, movie, or text) for this item. All other parameters will be kept intact. If you choose an image or movie file with different dimensions, you will have to make some additional modifications to restore the previous appearance.
	Is Placeholder	In a template slideshow some images can be marked as placeholders. These placeholder images are easier to replace via drag and drop. Refer to the chapter Creating a Template Slideshow for more information.
Chapter	Add/Delete	Adds or deletes a chapter at the current playhead position.
	Collapse/Expand	Expands or collapses an existing chapter. Refer to Working with Chapters for more information.
	Options...	Opens the options balloon for a chapter. Refer to Working with Chapters for more information.
Cut		Cuts the selected item.
Copy		Copies the selected item to the clipboard, so that it can be pasted into the slideshow somewhere else.
Paste		Pastes the copied items at the current playhead position.
Delete		Deletes the selected item.

Clicking on a selected audio track:

Menu	Submenu	Description
Animation	Enabled	Enables or disables the animation for the selected slide.
	Reverse	Exchanges the start and finish state of the selected slide, thereby reversing the animation.
	Randomize	Sets a random animation for the selected visual item.
	Zoom In	Creates a zoom in animation for the selected visual item.
	Zoom Out	Creates a zoom out animation for the selected visual item.
	Pan	Pans across a panorama image or a vertical image.
Zoom	Fill Stage Completely	Fills the Stage with the selected item, so that no part of the Stage background is visible.

	Show Whole Image	Displays the entire image. If the aspect ratio of the image differs from the Stage aspect ratio, then some of the Stage background will be visible.
	Show at 100%	Displays the selected image at 100%.
Layer	Send to Front	Sends the selected layer to the front.
	Send Forward	Sends the selected image forward.
	Send Backward	Sends the selected image backwards.
	Send to Back	Sends the selected layer to the back.
File	Get Info	Opens or closes the Get Info panel for this item.
	Quick Look	Opens or closes the Quick Look panel for this item.
	Replace Media File	Lets you replace the audio file, while retaining all other parameters associated with this item. Please note that any existing audio markers may not be meaningful anymore and may have to be changed.
Paste		Pastes the previously copied audio item to the position of the playhead.
Delete		Deletes the selected audio item.

Clicking on the background of the Timeline or Storyboard:

Menu	Submenu	Description
Chapter	Add/Delete	Adds a new chapter at the current playhead position.
	Collapse/Expand	Collapses or expands the selected chapter.
	Options...	Opens a chapter popover which allows you to enter a new chapter name, select a chapter color, and create a hotkey.
Insert Blank Slide		Inserts a blank slide at the current playhead position. Useful for adding titles.
Expand/Collapse Visual Tracks		When expanded all visual tracks are displayed without overlap so that each item is visible. When collapsed all visual tracks are stacked on top of each other, saving vertical space.
Expand/Collapse Audio Tracks		When expanded all audio tracks are displayed without overlap so that each track is visible. When collapsed all audio tracks are stacked on top of each other, saving vertical space.

The Stage

The Stage displays the layers of the currently selected slide. The layers can be freely sized, positioned, and rotated on the Stage. In addition to the slide layers, there may also be an optional background layer and an optional foreground layer (watermark). Both can be set in Settings... in the Slideshow menu.

If animation is enabled for a slide, the stage is displayed twice. The start of the animation is displayed on the left side, and the finish of the animation is displayed on the right side. That way you can quickly drag around the layers to create the desired animation effect.

Dragging to the Stage

Dragging files from the Finder or from the media browser in the Sidebar adds new layers to the currently selected slide:

- **Image File** – Adds a new image layer to the currently selected slide. If the Option key is pressed, the layer below the mouse highlights in yellow, and its image file will be replaced instead when you drop it.

- **Movie File** – Adds a new movie layer to the currently selected slide. If the Option key is pressed, the layer below the mouse highlights in yellow, and its movie file will be replaced instead when you drop it.

- **RTF Text File** – Adds a new title layer to the currently selected slide. If the Option key is pressed, the layer below the mouse highlights in yellow, and its title will be replaced instead when you drop it.

Positioning Visual Items

You can position, zoom, and rotate items on the stage in several different ways:

- Click on an image, movie, or title layer to select it. The item displays a thin white outline and four resizing handles at the corners to indicate that it is selected. This item will also be selected in the Storyboard or Timeline.

- Drag the layer around on the Stage to position it.

- Click on one of the resizing handles at the corners and drag to resize the layer.

- Use the jog wheels at the bottom of the stage to change the zoom or rotation of the selected layer.

- Optionally, you can also enter the zoom and rotation value numerically in the text fields above the jog wheels.

- Press the ⌥ key and click on a layer and drag up/down to change the zoom value.

- Press the ⌘ key and click on a layer and drag around the center to rotate it.

- Click just outside a layer's boundary and drag to rotate the layer.
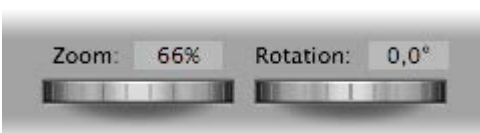
Guidelines

As image, movie, or title layers are positioned, zoomed, or rotated on the Stage, guidelines will appear to help you align the items. By default items snap to these guidelines:

- Green guidelines help to snap to the center or the edges of the Stage.

- Yellow guidelines help to align an image, movie, or title with itself – on the other side of the stage. This is helpful when creating certain animation effects, e.g. a completely horizontal pan across an image, without any vertical motion and no zooming effect.

- Press the `Control` key to suppress automatic snapping to the guidelines.

> Use the yellow guidelines to create perfectly horizontal or vertical panning animations.

Contextual Menus

Right-click or `Control` +click on an item reveals a contextual menu. The commands in this contextual menu depends on whether an image, a movie, or title was clicked:

Clicking on a slide or title in the Stage:

Menu	Submenu	Description
Animation	Enabled	Enables or disables the animation for the current slide.
	Reverse	Exchanges the start and finish state of the selected layer, thereby reversing the animation.
	Randomize	Sets a random animation for the selected layer.
	Zoom In	Creates a zoom in animation for the selected layer.
	Zoom Out	Creates a zoom out animation for the selected layer.
	Pan	Pans across a panorama image or a vertical image.
Zoom	Fill Stage Completely	Fills the Stage with the selected layer, so that no part of the Stage background is visible.
	Show Whole Image	Displays the entire layer. If the aspect ratio of the layer differs from the Stage aspect ratio, then some of the Stage background will be visible.
	Show at 100%	Displays the selected image at 100%.
Layer	Send to Front	Sends the selected layer to the front.
	Send Forward	Sends the selected image forward.
	Send Backward	Sends the selected image backward.
	Send to Back	Sends the selected layer to the back.
File	Get Info	Shows the Info panel for the selected image or movie.
	Quick Look	Opens the Quick Look panel which displays the selected image or movie.
	Is Placeholder	Lets you choose a different image or movie file for the selected layer. All other parameters will be kept intact. If you choose an image or movie file with different dimensions, you will have to make some

	additional modifications to restore the previous appearance.
Cut	Cuts the selected layer.
Copy	Copies the selected layer to the clipboard.
Paste	Pastes the previously copied layer on top of existing layers.
Delete	Deletes the selected layer.
Copy Geometry	Copies all geometry parameters (position, zoom, rotation) of the selected layer to the clipboard.
Paste Geometry	After changing the selection, the geometry parameters can be pasted onto another layer. That way layers can be precisely aligned within a single slide or across multiple slides.
Copy Animation	Copies all animation parameters of the selected layer to the clipboard, so that they can be pasted to other layers.
Paste Animation	After changing the selection, pastes previously copied animation parameters onto the selected layer. That way animation effects can be transferred between slides.

Clicking in Stage background:

Menu	Submenu	Description
Show Action Safe Area		Displays a dashed rectangle indicating the area of the stage that is 'safe' for displaying action (animation).
Show Title Safe Area		Displays a dashed rectangle indicating the area of the stage that is 'safe' for placing titles.

Image Browser

The *Image Browser* lets you browse and select images from various sources, like iPhoto, Aperture, Adobe Lightroom, or any Finder folder containing image files. Choose an image source in the popup or table view at the top of the Image Browser, then select some images and drag them to the *Storyboard/Timeline* or Stage to add them to your slideshow.

Click the *Images* icon in the Toolbar. The table at the top lists your iPhoto, Aperture, Adobe Lightroom, or any Finder folder containing image files.

- Drag the divider between the Image browser view to collapse the image source table to a popup menu, which maximizes the space available for the image browser.

- Right-click on the table background to show a context menu with the Add Folder.. . command. Select it to add any Finder folder that contains image files to the Image Browser. Optionally you can also drag a folder from the Finder to the table.

- Right-click on a folder that you added before and select Remove Folder from the context menu to remove the folder. Please note that this will not delete the folder and the images it contains from your hard disk.

> 💡 iPhoto albums are a great way to organize images you might want to use for a slideshow. Choose the album from the table (or popup menu), then select all images in the browser and drag them to the Storyboard or Timeline.

Live Searching

If you want to search for specific images, type a word into the search field below the Image browser. Searching works best if your image files have been given a caption in iPhoto or Aperture, which is more descriptive than the filenames assigned by your digital camera.

Get Info

Click on the small Get Info button or choose Get Info from the context menu in the browser to get information about a selected image.

Quick Look

Select an image and press the Quick Look button or press ⌘ Y or choose the Quick Look command from the context menu in the browser to open the Quick Look panel. You can then quickly preview images stepping through them with the arrow keys. Press the Quick Look button or ⌘ Y again to close the Quick Look panel.
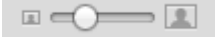
Browser View Types

and list).

Icon Size

Drag the Icon Size slider to enlarge or decrease the size of the image icons displayed in the browser.
This slider is not available in List view.

Movie Browser

The *Movie Browser* lets you browse and select movies from various sources, like iMovie, or any Finder folder containing QuickTime movie files. Choose a movie source in the popup or table view at the top of the Movie browser, then select a movie and drag it to the *Storyboard/Timeline* or *Stage* to add them to your slideshow.

Click the *Movies* icon in the *Toolbar*. The table at the top lists your Movie, or any Finder folder containing Quicktime movie files.

- Drag the divider between the Movie browser view to collapse the movie source table to a popup menu, which maximizes the space available for the movie browser.

- Right–click on the table background to show a context menu with the ⸢Add Folder...⸥ command. Select it to add any Finder folder that contain movie files to the Movie browser. Optionally, you can also drag a folder from the Finder to the table.

- Right–click on a folder that you added and select Remove Folder from the context menu to remove the folder. Please note that this will not delete the folder and the images it contains from your hard disk.

- Use the slider below the Movie browser to control the size of the thumbnails.

Live Searching

If you want to search for specific movies, type a filename into the search field below the Movie browser.

Get Info

Click on the small Get Info button or choose Get Info from the context menu in the browser to get information about a selected movie.

Quick Look & Previewing Movies

Select a movie and press the Quick Look button or press ⸢⌘⸥ ⸢Y⸥ or choose the Quick Look command from the context menu in the browser to open the Quick Look panel. The movie automatically starts playing. Press the Quick Look button or ⸢⌘⸥ ⸢Y⸥ again to close the Quick Look panel.
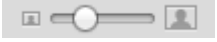
Browser View Types

Select to display the movies in your browser in icon, list, or combo view (a combination of both icon and list).

Icon Size

Drag the Icon Size slider to enlarge or decrease the size of the movie icons displayed in the browser.
This slider is not available in List view.

🎵 Audio Browser

The *Audio Browser* lets you browse the songs from your iTunes music library, audio files from iLife Sound Effects, and audio files from any Finder folder you choose to add. Drag songs from the Audio Browser to the audio track of the *Storyboard/Timeline* to add them to your slideshow.

> (!) DRM protected audio files that were purchased at the iTunes Music Store can be used in your slideshow for live presentations (provided that your computer is authorized to play those audio files). However, Apple prohibits exporting these songs to QuickTime movies. For this reason, those songs will be removed when sharing a slideshow as QuickTime movie, including DVD or YouTube.

Click the *Audio* icon in the *Toolbar*. The popup menu at the top lists your iTunes music library and all iTunes playlists.

- If you drag the divider below this popup down, the popup changes to a scrollable list, which can be more convenient, if the popup grows too long to be usable.

- Select a playlist from the popup or scrollable list to display its songs in the table below.

- To reveal additional columns in the Audio browser, drag the divider between the Stage and the Sidebar to make the sidebar wider. The additional columns will automatically appear as enough horizontal space becomes available.

- Resize table columns by clicking and dragging column header separators.

- Click in the header of a table column to sort the list by that column.

Live Searching

Use the search field to search your iTunes Library for a particular song. Enter a part of the song title, the name of an artist or album. The table will list only those songs matching the search term.

Get Info

Select an audio file from the list and click the Get Info button to display the Audio Info panel.

Previewing Audio

When you play audio by double-clicking an audio file or selecting an audio file and pressing the Play button an LCD display appears below the Audio Browser which allows you to preview audio files.

- Double-click on a song to start playback. When a song is playing, clicking on a different audio file is enough to play a different song.

- Click on the Play button to start playing the song. The Play button highlights blue.

- Click on the Play button again to stop playing the song.

Click and drag the diamond shaped playhead to scrub through the song.

- Click the time display to cycle through elapsed (default), remaining and total playing time.

Browser View Types

Select to display the audio files in your browser in icon, list, or combo view (a combination of both icon and list).

Icon Size

Drag the Icon Size slider to enlarge or decrease the size of the audio icons displayed in the browser. This slider is not available in List view.

🎞️ Slide Options

The *Options Inspector* lets you change settings of selected slides in the *Storyboard/Timeline*. The Inspector is context sensitive, only those settings applicable to the selected items are shown. You can make changes to multiple slides at once by selecting several slides in the *Storyboard/Timeline* before adjusting settings in the Slides Options Inspector.

The Slides Options Inspector opens automatically when you double-click a slide in the Storyboard/Timeline.
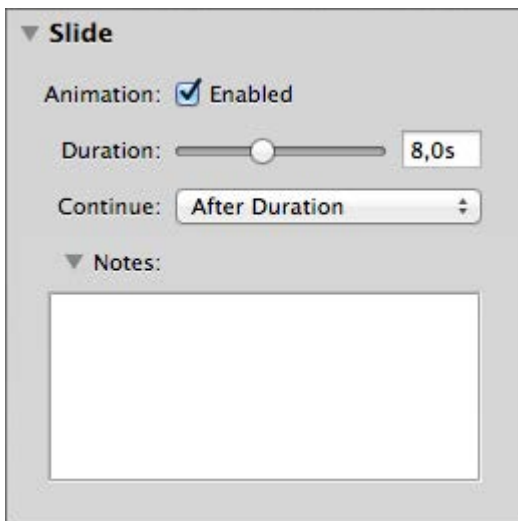
Animation

Enabling animation will apply a pan & zoom effect (also known as Ken Burns effect) to all layers (images, movies, or titles) of a slide. Animation can be turned on with the Enabled checkbox in the Slide options, or menu commands available in the Slideshow > Animation menu and various context menus. The Stage will then display the selected slide twice: the start position of the animation on the left side, and the finish position of the animation on the right side. FotoMagico will render the motion between those two positions in real- time.

- Use the mouse or jog wheels in the Stage to apply desired position, zoom level and rotation settings of your image for both the start and finish state of the animation.

- The Image Options, Movie Options, and Title Options contain a control for fine-tuning the timing of the animation. Refer to Fine Tuning Animation for more details.

Duration

The duration determines how long the animation of a slide takes. If the Continue type is set to After Duration, then it also determines how long the slide is shown before the slideshow advances to the next slide.

Drag the duration slider from 0s to 60s. You can also enter a duration longer than 60s by typing the value into the text field next to the slider.

⚠️ The image duration cannot be shorter than the transition duration of the preceding slide. If you need a shorter image duration for a given slide, you need to decrease the amount of time for the transition of the preceding slide.

get preloaded quickly enough. In this case, the slideshow will advance to the next slide as soon as the media files of this slide have been loaded into video memory. The amount of time that is necessary to preload the media files can vary, depending on the speed of your computer.

Continue

The *Continue type* determines how and when the slideshow advances to the next slide. There are several options:

- **After Duration** – The slide will be shown for the specified duration before advancing to the next slide. Set the slide duration with the Duration slider or by entering numeric values in the text field.

- **At Mouse Click** – The slideshow will pause at the end of this slide until you press the mouse button to continue. Even though the slideshow is paused while waiting for the mouse click, audio continues to play in the background. In this case you may want the audio loop endlessly.

- **At Audio Marker** – The slideshow advances to the next slide as soon as an audio marker in the currently playing audio item is passed.

> When selected, these options also display in the header of the Storyboard/Timeline above each slide as the duration time, Click or Marker

> If you choose continue At Audio Marker, make sure the audio item contains enough audio markers, or your slideshow might get stuck. Read more about audio markers in Adjusting Timing in the Timeline.

Notes

Use the text field to enter teleprompter notes for the selected slide. These notes will be displayed in the teleprompter or on the iPhone remote app during a live presentation.
For more information, see Using the Teleprompter.

> Using teleprompter notes helps you to remember your live narration during the slideshow.

You can also use the notes field to enter notes or text to yourself about the slides during authoring. For example, 'replace this image with an updated photo.'

Transition Options

The *Options Inspector* lets you select type, duration, and other parameters for the transition between slides. To change the transition for multiple slides at once, select the slides in the *Storyboard/Timeline* and choose the desired transition type in the Transition Options Inspector.

The Transition Options Inspector opens automatically when you double-click a transition in the Storyboard/Timeline.
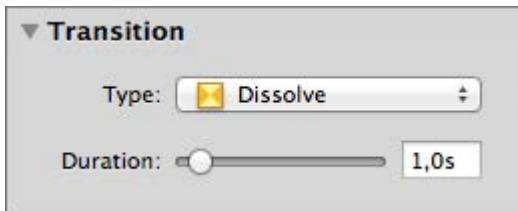
Type

Choose from a list of several transition categories. Many transitions can be customized with sub options.

> The transition type affects both image and audio. For example, if you use a dissolve transition, and below that transition are two consecutive audio items in the Storyboard/Timeline, those audio items will be crossfaded. The table below lists each transition type and how it affects image and audio.

Duration

Drag the Duration slider to set the time that the transition will take to complete. Changing the transition duration does not change the total duration of the slideshow. In Timeline view, you can see the width of the transition interval updating in real-time.

> The transition duration cannot be longer than the slide duration. If you want a longer transition duration, you also need to increase the slide duration. Please pay attention to yellow warning triangles in the Storyboard/Timeline and click on them to read the explanation why some duration combinations are problematic.

Other Options

Depending on the type of transition, you may get options like direction, softness, amount, or 3D. Use these options to further customize your transition.

Icon	Transition	Image Effect	Audio Effect
	Cut	Simply cuts from the outgoing slide to the incoming one. No additional parameters.	Cut
	Fade	Fades out the outgoing slide and fades in the incoming slide.	Fade-out, Fade- in
	Dissolve	Cross dissolves from the outgoing slide to the incoming slide.	Crossfade

	Linear Wipe	Creates a wipe effect between the outgoing and incoming slide. Parameters are softness (0%–100%) and angle (0°–360°). Softness 0% creates hard edges, while 100% produces a soft edged effect that almost looks like a dissolve.	Crossfade
	Circular Wipe	Creates a round wipe effect between the outgoing and incoming slide. Parameters are softness (0%–100%) and direction, which can be inward or outward.	Crossfade
	Angular Wipe	Creates a 'clock-like' wipe effect between the outgoing and incoming slide. There is one additional parameter: direction, which can be left (counterclockwise) or right (clockwise).	Crossfade
	Slide	Slides the incoming slide over the outgoing one. You can choose the direction of the slide effect in 90° increments (up, down, right, left).	Crossfade
	Push	The incoming slide pushes the outgoing slide out of sight. You can choose the direction of the slide effect in 90° increments (up, down, right, left). The 3D option first pushes the image away before moving it over.	Crossfade
	Twirl	Creates an effect similar to flushing the outgoing slide down the toilet. There is one additional parameter: direction, which can be left (counterclockwise) or right (clockwise).	Fade-out, Fade- in
	Flip	3D effect that flips over the outgoing slide to reveal the incoming slide on the backside.	Fade-out, Fade- in
	Blinds	Transitions from the outgoing to the incoming slides with a venetian blinds effect. You can choose the direction in 90° increments (up, down, right, left).	Crossfade
	Cube	The images of the outgoing and incoming slides are displayed on the faces of a cube. The transition rotates the cube, so that the current slide is moved out of sight, while the next slide is moved into sight. You can choose the direction of the slide effect in 90° increments (up, down, right, left).	Crossfade
	Shuffle	Moves the incoming slide from the back to the front, thus covering the outgoing slide.	Crossfade
	Topple	Similar to flipping a rolodex card. The outgoing slide falls down, revealing the incoming slide.	Crossfade
	Thumb Through	Moves the incoming slide from the back to the front, thus covering the outgoing slide. Similar to thumbing through a stack of photos.	Crossfade
	Zoom	Zooms from the current slide to the next slide. Parameters are zoom factor (2x–1000x) and zoom direction, which can be in or out.	Crossfade
	Aperture	Simulates a camera lens aperture (iris) effect. A short duration of 0.5 to 1s work well for this transition.	Fade-out, Fade- in
	Flash	Simulates a camera flash effect by overexposing images. A short duration of 0.5s works best for this transition.	Fade-out, Fade- in
	Pixelate	Makes the outgoing slide more pixelated while making the incoming slide less pixelated.	Crossfade
		Simulates the effect of a collapsing picture of a broken old	

|			
	Broken TV	television. Works best with a duration of 3s and a blank slide afterwards.	Fade-out, Fade- in
?	Random	Allows FotoMagico to randomly select transitions. A sheet appears which allows you to deselect those transitions that you do not want chosen as random transitions.	

🎞️ Image Options

The *Options Inspector* lets you change settings of selected images in the *Storyboard/Timeline*. You can make changes to multiple images at once by selecting several images in the *Storyboard/Timeline* before adjusting settings in the *Image Options Inspector*.

The Image Options Inspector opens automatically when you double-click an image in the Storyboard/Timeline.
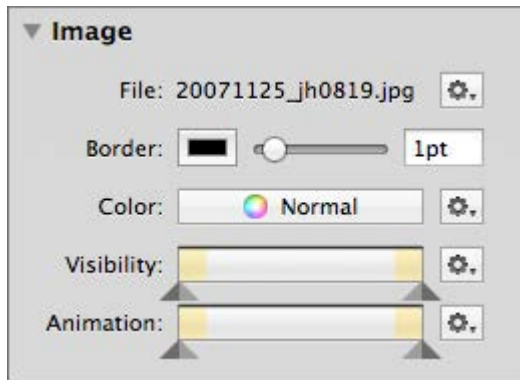
File

When a single image is selected, the filename of the image will be displayed here. If you want to replace the image, while keeping all other parameters (animation, color, etc.), select the Replace File... command from the popup menu next to the filename. You can also select to Reveal the image in the Finder, or Get Info on the image.

> ⚠️ When you replace an image in a slide, you will probably have to adjust the position and zoom factors for the new image.

Border

Use this feature to add a border to the selected images. Use the slider or enter a point size to set the width of the border. Click on the color swatch to choose the border color.

Color

Use this feature to apply non-destructive color correction to the selected images. Color correction can be used to modify the color tint, saturation, and gamma (lightness) of an image.

Click the Custom color button to open a popover. In the Color palette wheel, click and drag the black circle to the preferred color, and use the saturation and lightness (gamma) sliders to adjust these parameters. The image in the Stage adjusts automatically as you make changes.
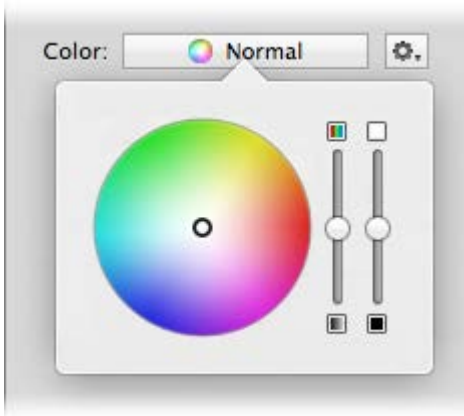
In the popup menu you can select to copy and paste the selected color correction from one slide to another, or reset to go back to the original color in the image.

> ⓘ The effects of the color correction are visible live in the Stage and Storyboard/Timeline. If you have multiple slides selected, the Stage is empty and you can see only see teh effects in the Storyboard/Timeline.

> 💡 If you have several images of matching color tint, but a few stick out with a different tint, you can select these images and adjust their tint to match the other images.

> 💡 To create a black & white version of an image simply reduce the saturation to 0%.

Visibility

Use the Visibility controls if you don't want an image layer to be visible during the whole duration of a slide. Drag in the darker triangles (located on the outside) to restrict visibility to a certain range. Drag the lighter triangles (located on the inside) (creating a ramp in the curve) to fade-in and fade-out the image layer. The yellow sections in the bar represent the incoming and outgoing transition intervals.

> 💡 The popup menu to the right contains several useful presets: Reset, Fade In, Fade Out, Fade In/Out.

Animation

When animation is enabled in the Slide Options Inspector, you can use the Animation controls to fine tune animation timing. The darker triangles (located on the outside) determine when an animations begins and ends. The lighter triangles (located on the inside) adjust the fade-in and fade-out of the animation. Refer to Fine tuning Animation for more details.

🎬 Movie Options

The *Movie Options* Inspector lets you change settings of selected movies in the *Storyboard/Timeline*. You can make changes to multiple movies at once by selecting several movies in the *Storyboard/Timeline* before adjusting settings in the *Movie Options Inspector*.

The Movie Options Inspector opens automatically when you double-click a movie in the Storyboard/Timeline.
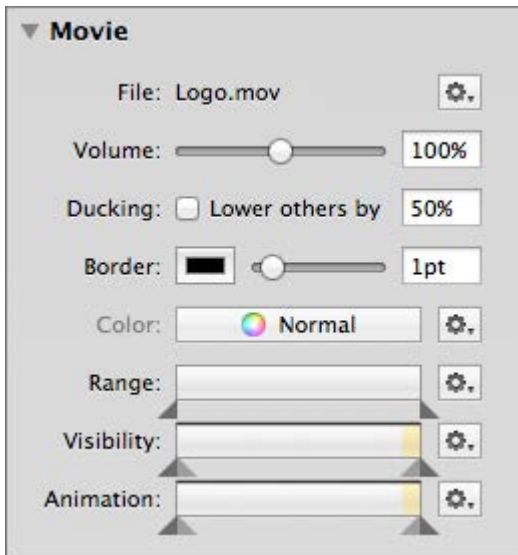
File

When a single movie is selected, the filename of the movie will be displayed here. If you want to replace the movie while keeping all other parameters, select the Replace File.. . command from the popup menu next to the filename. You can also select to Reveal the movie file in the Finder, or Get Info on the movie.

Volume

Controls how loud the audio of the movie is playing. Set it to 0% if you want the movie to be completely silent, because you have a song in the audio track instead. Drag the volume slider or enter a percentage in the text box.

Ducking

When Ducking is enabled, then the volume of other audio tracks is lowered by the specified percentage while the movie is playing. This is useful to lower the volume of a song in the music track, so that live sound from the movie can be heard more clearly.

> 💡 Specifying a ducking factor of 100% means that other audio tracks are completely muted while the movie is playing.

Border

Use this feature to add a border to the movie of the selected slides. This allows you to select a border color from the Color palette and drag the slider or enter a point size to enlarge or decrease the width of the border.

Use this feature to apply non-destructive color correction to the movies of selected slides. Color correction can be used to modify the color tint, saturation, and lightness (gamma) of a movie.

Click the Custom color button to open a popover. In the Color palette wheel, click and drag the black circle to the preferred color, and use the saturation and lightness (gamma) sliders to adjust these parameters. The movie in the Stage adjusts automatically as you make changes.
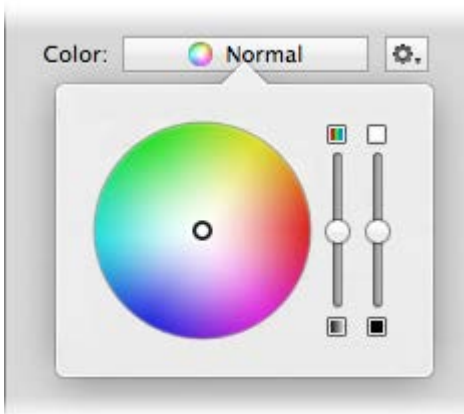
In the popup menu you can select to copy and paste the chosen color correction from one movie to another, or reset to go back to the original color in the movie.

> The effects of the color correction are visible live in the *Stage* and *Storyboard/Timeline*. If you have multiple slides selected, the *Stage* does not display a movie, so the effects are only visible in the *Storyboard/Timeline*.

> If you have several movies of matching color tint, but a few stick out with a different tint, you can select these movies and adjust their tint to match the other movies.

> To create a black & white version of a movie simply reduce the saturation to 0%.

Range

Set in and out points to restrict the portion of the movie to be played. This is done by dragging the Range triangles inward. Only the light portion of the bar (between the triangles) will be played. The movie file itself will not be modified, so all changes can be undone at any time. The movie in the Stage adjusts automatically as you make changes, displaying the in point on the left side and the out point on the right side.

> For more precise control over in and out points, you can enter an exact in point or out point. From the popup menu select Finetune In Point or Finetune Out Point or double-click on the in point or out point triangle to open a popover to enter an exact timecode.

Visibility

Use the *Visibility* controls if you don't want a movie layer to be visible during the whole duration of a slide. Drag in the darker triangles (located on the outside) to restrict visibility to a certain range. Drag the lighter triangles (located on the inside) (creating a ramp in the curve) to fade-in and fade-out the movie layer. The yellow sections in the bar represent the incoming and outgoing transition intervals.

The popup menu to the right contains several useful presets: Reset, Fade In, Fade Out, Fade In/Out.

Animation

When animation is enabled in the Slide Options Inspector, you can use the Animation controls to fine tune animation timing. The darker triangles (located on the outside) determine when an animations begins and ends. The lighter triangles (located on the inside) adjust the fade-in and fade-out of the animation. Refer to Fine Tuning Animation for more details.

🎬 Audio Options

The *Audio Options Inspector* lets you change settings of selected audio in the *Storyboard/Timeline*. You can make changes to multiple audio items at once by selecting several items in the *Storyboard/Timeline* before adjusting settings in the *Audio Options Inspector*.

The Audio Options Inspector opens automatically when you double-click and audio item in the Storyboard/Timeline.
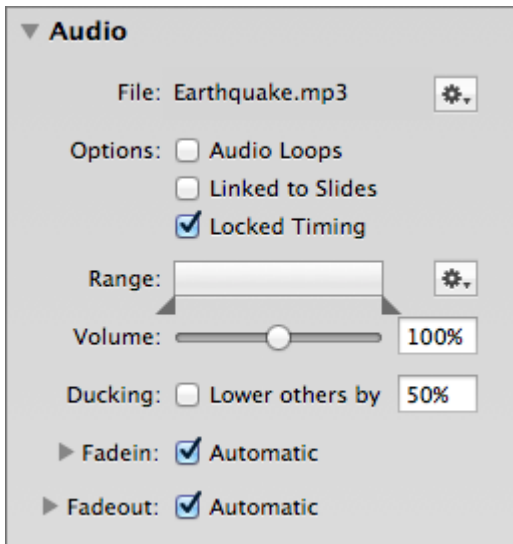
File

When a single audio file is selected, the filename will be displayed here. If you want to replace the audio file while keeping all other parameters, select the Replace File… command from the popup menu next to the filename. You can also select to Show the audio file in the Finder, or Get Info on the audio.

Audio Loops

If the audio is not long enough for the slides it spans, then selecting Audio Loops makes sure that the audio is repeated while those slides are visible.

> 💡 This may be useful for interactive presentations when you don't know how long it will take to present a sequence of slides.

> ⓘ It may not be appropriate for narration or music that has been carefully synced to the slides with audio markers.

Linked to Slides

Audio can behave in two different ways when slides are being rearranged. The audio can either stay where it is, or it can move along with the slides above it as they are rearranged. This behavior can be decided for each audio item separately and can be controlled by selecting the Linked to Slides option or by using the command Link Audio to Slides in the context menu of the audio item.

The Authoring pane in the Preferences window has a section that lets you select whether newly added audio should be linked, unlinked, or whether FotoMagico should choose intelligently (depending on the situation). In this third case, audio will be linked if dropped below existing slides in the Music or Narration tracks, or unlinked if dropped into an empty section of the Storyboard.

You may want to link audio to slides when you have completed a chapter in your slideshow with carefully synced audio. If you then add or delete slides before that chapter, the audio moves along with the slides and everything stays in sync.

In other cases, you may elect to not link the audio. This may be the case for background (ambient) sound where exact synchronization is not needed, or while you are still working on a chapter. Unlinked audio always stays in the same spot, regardless of how the slides above it are being rearranged.

Locked Timing

When Locked Timing is enabled audio is paused when the slideshow is paused. Audio also jumps to the appropriate position if the slideshow jumps back to the previous slide or skips ahead to the next slide. In other words, with locked timing, audio always stays in sync with the visuals.

This is especially useful for those parts of the slideshow that have been carefully synced with the audio – e.g. for music that contains audio markers, or recorded narration.

It may not be appropriate for sound effects that merely provide an ambience for a slide.

Range

Set in and out points to restrict the portion of the audio to be played. This is done by dragging the Range triangles inward. Only the light portion of the bar (between the triangles) will be played. The audio file itself will not be modified, so all changes can be undone at any time. The audio waveform in the Timeline adjusts automatically as you make changes.

For more precise control over in and out points, you can enter an exact in point or out point. From the popup menu, select Finetune In Point or Finetune Out Point or double-click on the in point or out point triangles to open a popover to enter an exact timecode or use the jog wheel.

In the Timeline, you can also press the Option key while clicking and dragging in the waveform to set the in point. This is helpful when there is silence in the beginning of your audio and you want to skip over the silence.

Volume

Controls how loud the audio is playing. Adjusting the volume is useful when different songs have been recorded at different levels and do not playback with similar loudness. Click and drag the Volume slider or enter a percentage in the text field.

You can also interactively adjust the volume directly in the Timeline. Click and drag the top of the yellow line and drag up and down to increase or decrease the volume.

Ducking

When *Ducking* is enabled, the volume of other audio tracks is lowered by the specified percentage while this audio item is playing. This may be useful to lower the volume of music, while a sound effect or narration is playing. The default ducking factor is 50%, but you can enter a different percentage.

Specifying a ducking factor of 100% means that other audio tracks are completely muted while this audio item is playing.

Using a ducking factor around 70% is useful for narration. That way, music is lowered enough so that the narrator can be heard clearly.

Fade-In and Fade-Out

Normally audio is automatically faded in at the beginning and faded out at the end. The duration of these automatic fades is dependent on the visual transition between those slides. Please refer to the table in the Transition Options section to find out how the choice of transitions affect the automatic audio fades.

Audio fades can also be customized, if you turn off the Automatic checkbox. In this case the *Offset* and *Duration* sliders will be enabled. Offset determines the start of a fade-in or fade-out (from the beginning of a slide), while *Duration* determines the length of the fade itself.
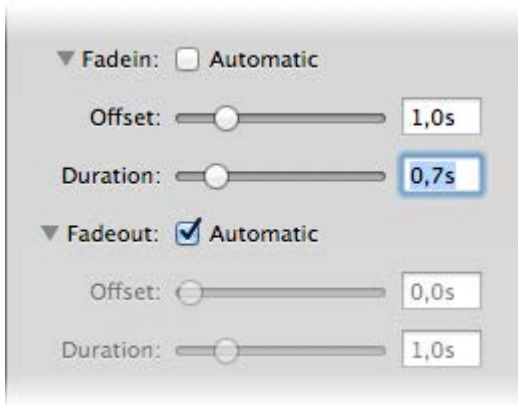
You can also set custom fade-ins or fade-outs by clicking and dragging in the Timeline.

- Drag the left edge of an audio item to adjust the fade-in offset.

- Drag the left yellow dot (on the volume curve) to the left or right to adjust the fade-in duration.

- Drag the right edge of an audio item to adjust the fade-out offset.

- Drag the right yellow dot (on the volume curve) to the left or right to adjust the fade-out duration.
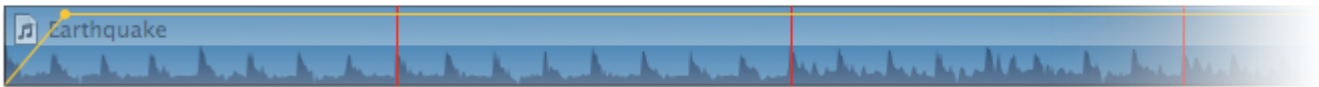
Note that an audio item must be selected, or the yellow volume curve will not be visible.

Some combinations of slide duration, fade offset, and fade duration are not possible. As you drag offset or duration, the other value may be adjusted automatically to make sure that only valid combinations are used.

🎬 Title Options

The *Title Options Inspector* lets you change the attributes of selected titles in the *Storyboard/Timeline*. You can make changes to multiple titles at once by selecting several titles in the *Storyboard/Timeline*, and then making the desired modifications in the *Title Options Inspector*.

A title can have multiple fonts, styles, colors, paragraph alignments, etc. and span several lines of text. You can modify text attributes using the standard Mac OS X font panel or the menu command available in the Format menu.

To edit a title, double click it in the Stage. The title frame will switch from a thin frame to a thicker frame with two resizing handles on the left and right edge. The text is already selected so you can start typing. If you want to reflow the text, click on one of the handles to resize the width of the title's frame.
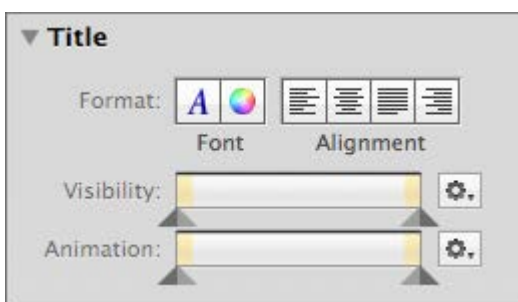
Format

Click the font buttons to show/hide the Font panel and Color panel. Click on the alignment buttons to change the alignment of the selected text. If a title is currently being edited (thick selection frame), each paragraph in a title can have a different alignment. If a title is not currently being edited (thin selection frame) the alignment is applied to the entire text of a title.

> 💡 In the Font panel you can use advanced typographic features like shadows, ligatures, etc. The Font panel also includes controls for changing kerning and leading. Click on the + or – buttons to increase or decrease kerning or leading of the selected text. Press the Shift key to go in 10x increments.

> 💡 Select the title and click the Color button to display the Color panel. You can select colors or you can create transparent titles by reducing the visibility in the Color panel. Please note that this will affect the entire title. You cannot change the visibility of individual characters separately.

> 💡 In some cases it may be easier to prepare your text in TextEdit and save it as an RTF file, which is then imported into FotoMagico as a title.

Visibility

Use the Visibility controls if you don't want a title layer to be visible during the whole duration of a slide. Drag in the darker triangles (located on the outside) to restrict visibility to a certain range. Drag the lighter triangles (located on the inside) (creating a ramp in the curve) to fade-in and fade-out the title layer. The yellow sections in the bar represent the incoming and outgoing transition intervals.

> 💡 The popup menu to the right contains several useful presets: Reset, Fade In, Fade Out, Fade In/Out.

Animation

When animation is enabled in the Slide Options Inspector, you can use the Animation controls to fine tune animation timing. The darker triangles (located on the outside) determine when an animations begins and ends. The lighter triangles (located on the inside) adjust the fade-in and fade-out of the animation. Refer to Fine Tuning Animation for more details.

🎬 Record Narration

In FotoMagico you can record audio directly to the Narration track. Select Insert >
 Record Narration... from the Slideshow menu to reveal the Record Narration panel. First select the desired workflow and input source (microphone). You may also want to adjust the input level of the selected microphone.

- **Workflow: Define new timing** – Adjusts the duration of each slide as you speak. Whenever you click on the Set Audio marker & Continue button, a new audio marker is added to the recorded audio, the slide's continue type is changed to marker, and the slideshow advances to the next slide.

- **Workflow: Keep existing timing** – Does not modify the existing timing while you are recording your narration. This is useful for slideshows that have already been carefully timed to music. Please note that you may have to adapt the length of your narration to the existing slide durations to make it fit. The Set Audio marker & Continue button will be disabled in this workflow.

- **Source** – Select the desired audio input source (microphone).

- **Input Level** – Adjust the input level to get a satisfactory recording.

- **Playback** – Keeping Mute Other Audio selected is useful to avoid feedback during recording, unless you are using headphones for your audio output.

- **Start/Stop Recording** – Click on this button to start playback of the slideshow at the current playhead position and record your narration. A new audio item will automatically appear in the Narration track.

Fine Tuning Animations

This section shows you how to fine tune animation (for images, movies and titles). First you need to turn on animation with the *Enabled* checkbox in the Slide Options Inspector. The Stage displays the currently selected slide twice – the start position on the left side, and the finish position on the right side.

Click on a layer on the left side, then zoom, rotate, and drag it until the start position looks right to you. Repeat the same for the finish position on the right side of the Stage. During playback the image will be smoothly animated from the start to the finish position.

> To preview the animation press the **Spacebar** key.

Fine-tuning the Timing

The *Animation* controls in the Image Options, Movie Options, or Title Options provides fine tuning over animation timing. Drag the triangles to set an initial delay, ease in, ease out, and final delay of the animation. The small popup to the right provides a few presets to get you started: Linear, Ease In, Ease Out, or Ease In/Out.

By default the image is animated at constant speed:

The bar represents the total time for which a slide is visible. The shaded yellow area on the left represents the incoming transition, i.e. the length of time for which the transition from the previous slide is still happening. The shaded yellow area on the right represents the outgoing transition or time the transition to the next slide is going on. It is important to keep in mind that while a transition is in progress, an image, movie, or title may only be partially visible. For this reason you may want to restrict your animation to the white area, i.e. the period of time when no transition is occurring and an image is completely visible. Let's look at an example to make this concept more obvious:

The screenshot above shows a scenario where animation starts right after the incoming transition has ended. It then eases in, i.e. gradually picks up speed and proceeds at constant speed. After a while, it eases out again and finishes right before the outgoing transition starts.

To control the exact timing of the animation, simply drag the triangles below the bar. The left outer triangle controls the exact point in time when the animation begins. The inner triangles control easing in and out, while the right outer triangle determines when the animation ends.

More Examples

Example 1:

These settings have the following effects: The slide will pause briefly at the start position before a

slowly easing in the animation. Animation will continue at constant speed until the end of the slide duration.
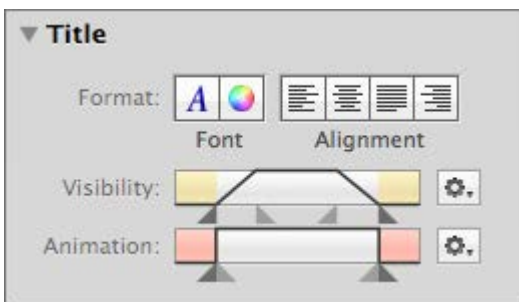

Example 2:

With this setting, the animation will start immediately. The motion will ease out towards the finish position and briefly pause before advancing to the next slide.

Visibility

Use the *Visibility* controls if you don't want an image, movie or title layer to be visible during the whole duration of a slide. Drag in the dark triangles (outer triangles) to restrict visibility to a certain range. Drag the lighter triangles (inner triangles) (creating a ramp in the curve) to fade-in and fade-out the layer. The yellow section in the bar represent the incoming and outgoing transition intervals.

The example above has the following effect: Shortly after the slide has become completely visible, the title will fade- in. It will stay visible for a while and then fade out before the transition to the next slide.

Please note the red area in the Animation bar represents the sections where a title is completely invisible. You may want to restrict the animation to that part of the slide duration where the title is visible. To achieve this, simply drag the darker triangles inward, so that animation doesn't overlap with any red areas.