

CAN Script quick overview.

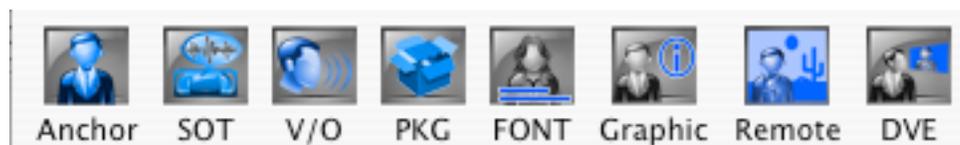
-Note, the Windows version is a self contained .exe and requires no installation... you just unzip it and run it.

When you start up the application you will get an empty script window.

Below the script header there are two columns where you can write the "body" of your script. In a television news script the right column (audio) is what the anchor will be reading, or what is "said" on the video, the left column (video) is used by the director or editor to know what pictures, fonts or technical instructions need to happen to match the words. To begin writing you simply click in the right column, under "Audio", and start typing... but the two columns only get used when you insert commands into your script so let's review those.

The type of commands you can insert into your script are listed across the top of the window in a toolbar... currently the are "Anchor", "SOT" (Sound on Tape), "V/O" (Voiceover), "PKG" (Package), "FONT", "Graphic", "Remote" and "DVE" which stands for "digital video effect", usually meaning a twin visual box when both the anchor and a reporter are on the screen at the same time. We realize that the some of this jargon is different in different countries or shops so in a future release the labels will be editable.

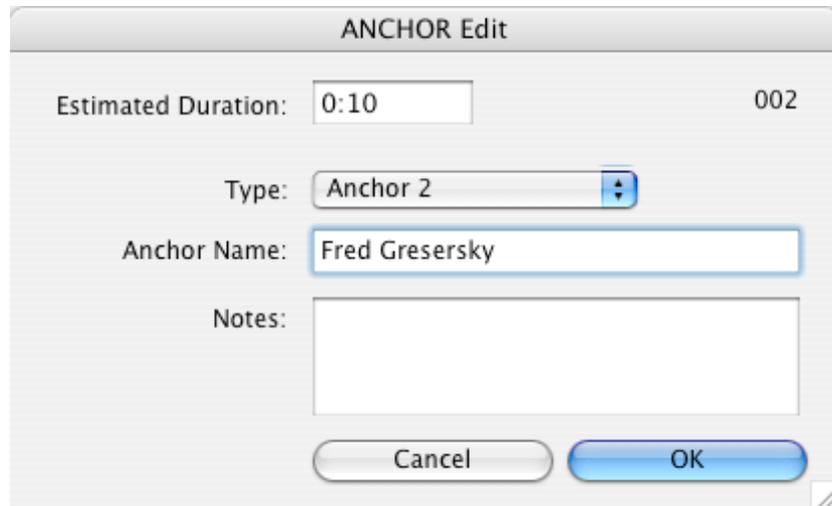
To put a command into your script you put the cursor where you want to insert the command and you press the icon. As a shortcut you can type the "Enter" key and pick a command (Return to pick) from a popup list of commands. For our example we are going to start out with the anchor reading some copy so I will insert an "Anchor" command.



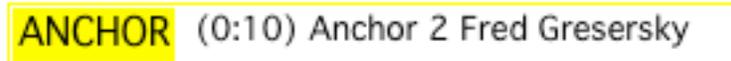
This puts a yellow anchor tag into both my left and right hand columns. To edit the anchor information in the left you option-click on the tag in the left (Video) column. This is true for all the commands. (Option-clicking Mac, Alt-Click Windows) will bring up the correct info dialog for the type of command you are editing... in this case, information about the anchor.



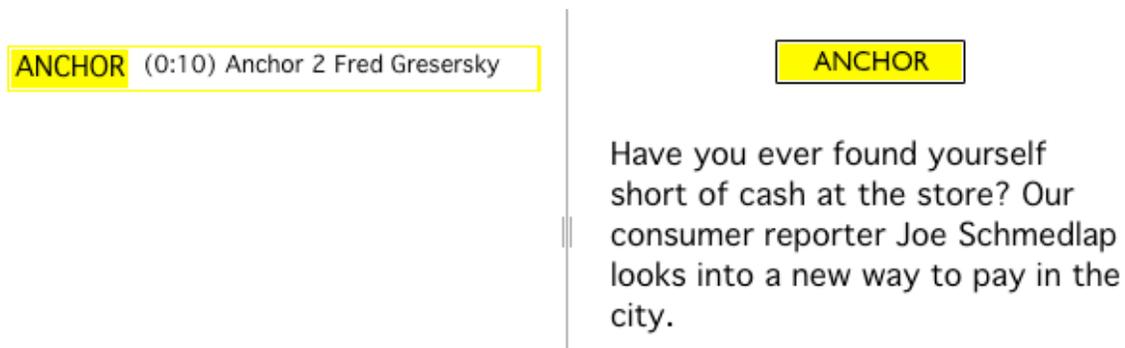
Here I have filled out the dialog for what I want to happen. I want Anchor 2, who's name is "Fred" to read for approx ten seconds. I then press "OK"



Back on the script, the left side tag has been updated to reflect what was chosen in the dialog.



I am going to go ahead and add some copy for Fred to read under the anchor tag in the right column.



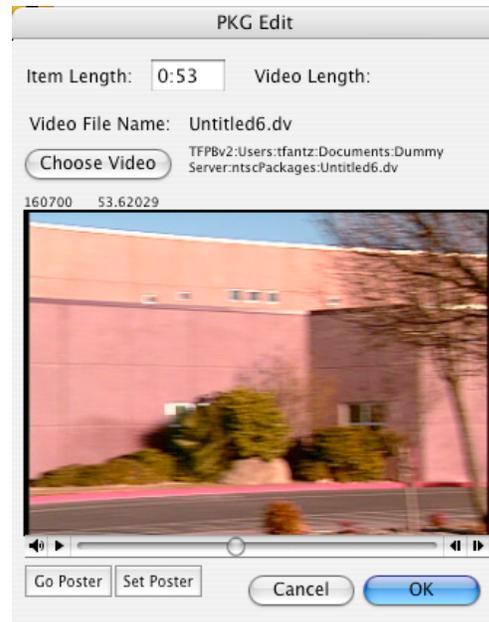
I am then going to press the "PKG" icon on the toolbar to insert a video package tag. The insert automatically puts in an "Out:" cue in the right columns and a PKG video element with an attached FONT command in the left column. The PKG tag

and the FONT tag can be edited separately by option-clicking on them. Lets start with the PKG tag...



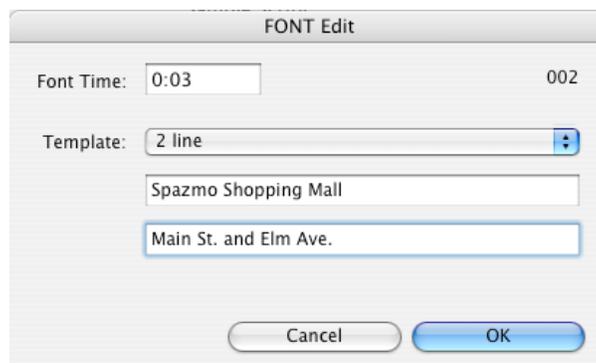
OUT: cue?

All video type elements (PKG, V/O, SOT) will have the same basic dialog. You can either choose a QuickTime compatible clip by pressing the "Choose Video" button, or manually type in an expected duration. If you choose a clip the duration will be grabbed from the clip and you can play/shuttle through the clip. The "Go Poster"/"Set Poster" button refers to the frame of the video clip that will be seen in the script if the "Options/View Thumbs" menu option is on. This frame is usually the first frame of the clip, but you can scrub to a new position and press the "Set Poster" to change the picture shown in the script.



Let's now edit the FONT tag.

The FONT dialog is relatively simple in comparison. You manually enter the "Font Time" which is the offset into the clip you want the control room operator to put the font on air. The offset in this case is relative to the video clip and not to the whole script. After that we have chosen a two line template and entered the text we want on the Font/CG/Aston/Lower 3rd (pick your term) and pressed "OK"



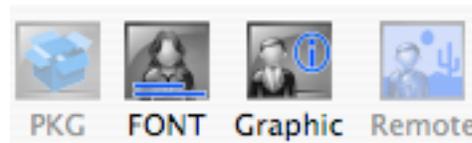
Back on the script the left column now reflects the info we put in the dialogs and I have written the last words before the end of the clip (out cue) so that the control room operator and anchor will have a "heads up" that the package is about to be finished.

<b>PKG</b>	(0:53) Untitled6.dv
<b>FONT</b>	(0:03) Spazmo Shopping Mall Main St. and Elm Ave.

**PACKAGE**

OUT: ...without opening your wallet. Joe Schmedlap, Newssource15.

You can also insert additional FONT Graphic commands, or text, into an existing command. To do so, click in a column tag, you should see a text cursor blinking. At that point you can text, or insert another FONT or Graphic command. Notice that the toolbar only shows you the FONT and Graphic items as being available to you... why? Because a V/O inside a V/O etc. doesn't make any sense! So in our example I will add another FONT...



and  
left  
type

<b>PKG</b>	(0:53) Untitled6.dv
<b>FONT</b>	(0:03) Spazmo Shopping Mall Main St. and Elm Ave.
<b>FONT</b>	(0:45) Bumpy McDermot Bunny Bread Buyer

So just for review... this means I have another two line font that should be displayed 45 seconds into the package.

As long as we are on the topic of FONTS and Graphics, lets look at putting them in as their own command the body of the script instead of into an existing PKG,VO, or SOT command.

In the sample put the cursor before the word "short" in the right hand column and the click the "FONT" button on the toolbar.

Have you ever found yourself  
|short of cash at the store? Our  
consumer reporter Joe Schmedlap

A FONT tag will appear in the left column and a small vertical line will be inserted in the script body indicating the "position" of the font. A similar indicator will be used for a graphic. The reason the line is used instead of a full tag is that a font by itself is of no interest to the person reading the body of the script.

FONT ()

Have you ever found yourself short of cash at the store? Our consumer

So here we are with the script up to this point... To "read" this out, we begin with Anchor #2 on screen. Fred the anchor starts reading, four seconds after he begins reading he is fonted. We then go to a package, the clip being "Untitled6.dv" which lasts for 53 seconds. While the package is running there are two fonts, one at 3 seconds in, one at 45 seconds. The package ends with the line "...without opening your wallet, Joe Schmedlap, Newsource 15"

Words:32 Readtime:00:09 @ 200 WPM Video Duration: Est Total:00:09

Video	Audio
<b>ANCHOR</b> (0:10) Anchor 2 Fred Gresersky	<b>ANCHOR</b>
<b>FONT</b> (0:04) Fred Gresersky	Have you ever found yourself short of cash at the store? Our consumer reporter Joe Schmedlap looks into a new way to pay in the city.
<b>PKG</b> (0:53) Untitled6.dv	<b>PACKAGE</b>
<b>FONT</b> (0:03) Spazmo Shopping Mall Main St. and Elm Ave.	
<b>FONT</b> (0:45) Bumpy McDermot Bunny Bread Buyer	OUT: ...without opening your wallet. Joe Schmedlap, Newsource15.