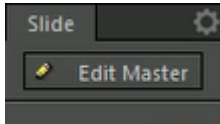


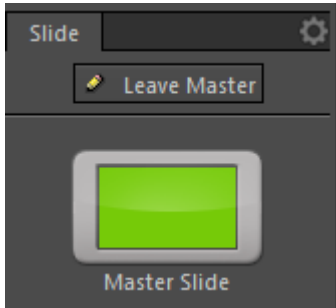
4: Slides and layers

Step 1: Adding assets on master slide

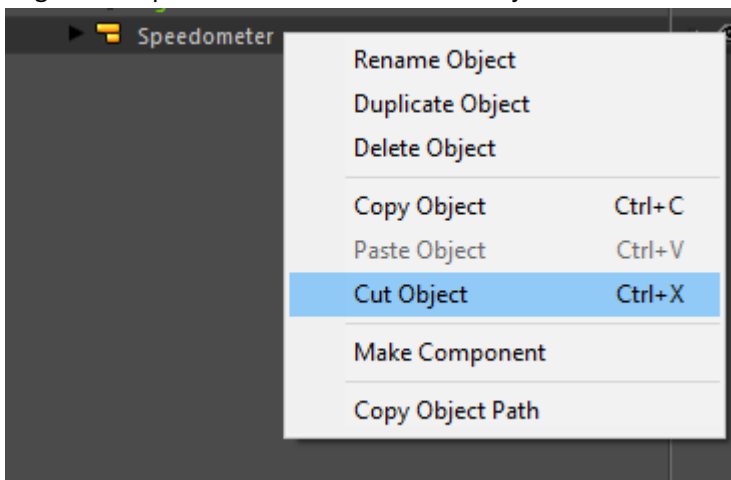
- Click Edit Master. Displayed Master slide should be empty, only camera and lights



- Click Leave Master



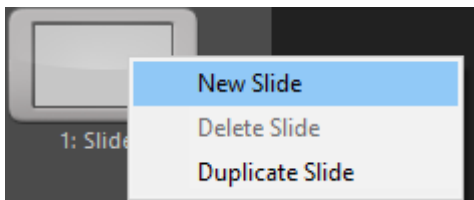
- Right click Speedometer and select Cut object



- Go back to master slide and paste it. It should appear to same position
- Leave Master. The Gauge should appear on slide, on the same layer.

Step 2: Create New Slide

- Right click on slide 1 on slides panel and select New Slide. Slide identical to Master slide is created and name Slide 2

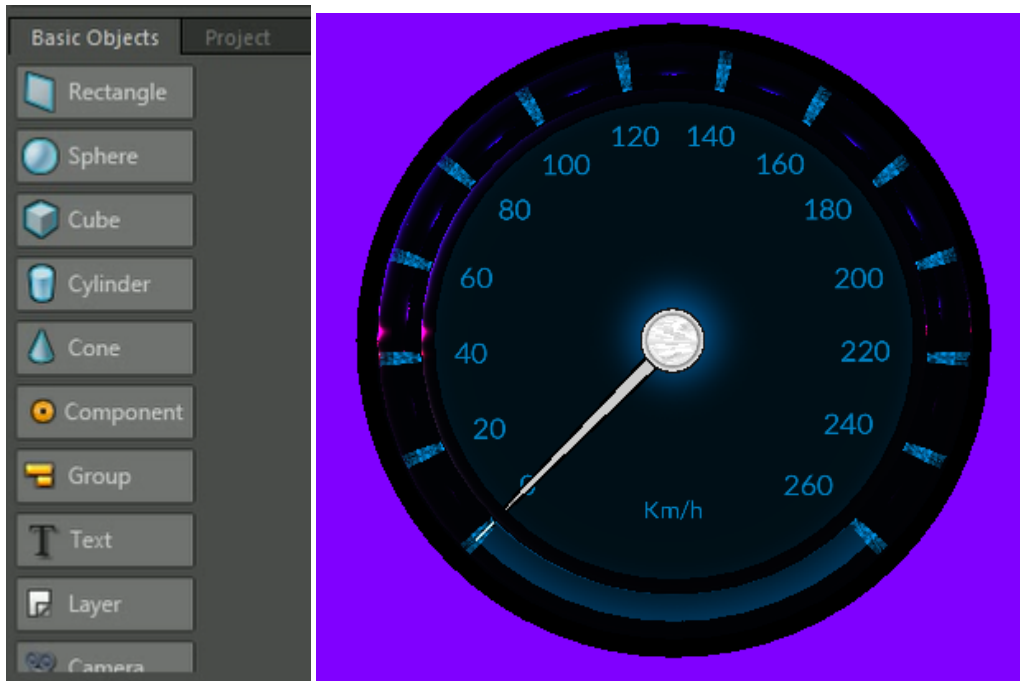


Step 3: Add New layer

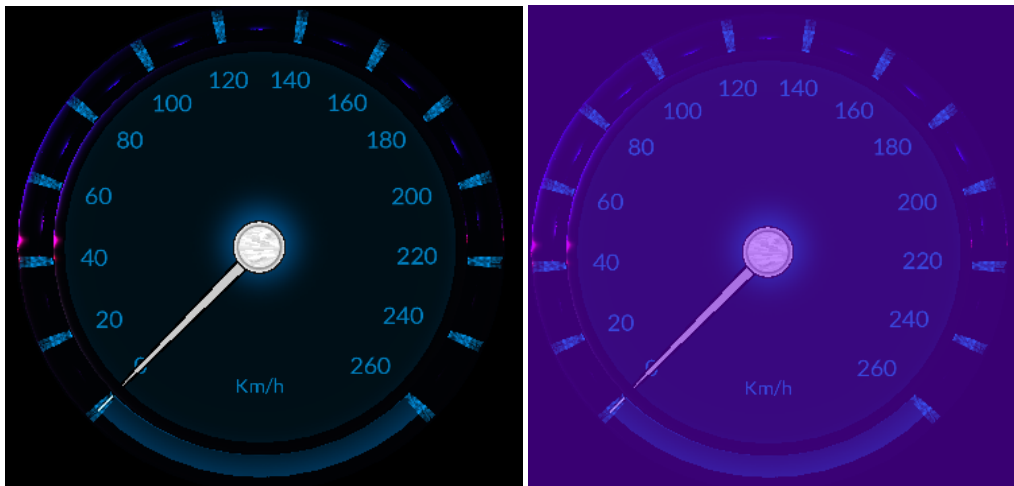
- Activate Basic objects panel and drag Layer onto Scene. Layer 2 is added below Layer. Layer has green label (since it master) and all its contents have green labels (they all are in master).

Layer 2 has gray label. All that is added on that layer should have green texts

- Then drag Rectangle onto newly created layer and resize it to cover the layer
- Edit diffuse color from its material. The layer color shows behind the gauge



- Drag the layer 2 on top of Layer. It covers the gauge.
- Change the opacity so that the gauge is visible but it is easy to know which slide is displayed.



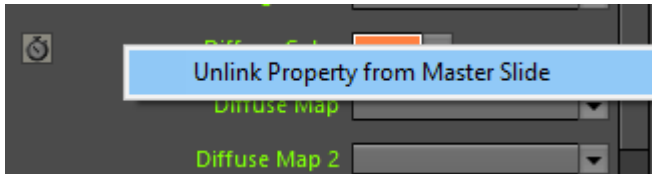
Step 4: Editing master slide content

- Go to master slide and change the NeedleSpeed diffuse colors for both of its materials.
- Leave master: both the slides should have the needle with changed appearance
- Create new slide (Slide 3) → it will have same appearance
- Change the appearance of the needle/ position of it/ delete it/ etc. on new slide (Slide 3). The change should affect similarly to every needle.
- Undo if delete

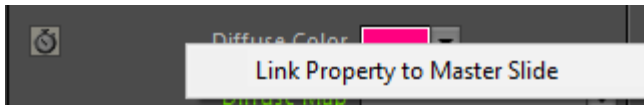
Step 5: Unlink from master slide

Should be tested with other properties too, I there are assumptions they are not maybe workin correctly

- On slide 3, select the needle and go to its material in inspector. On Diffuse colour, Right click and select Unlink property from Master slide



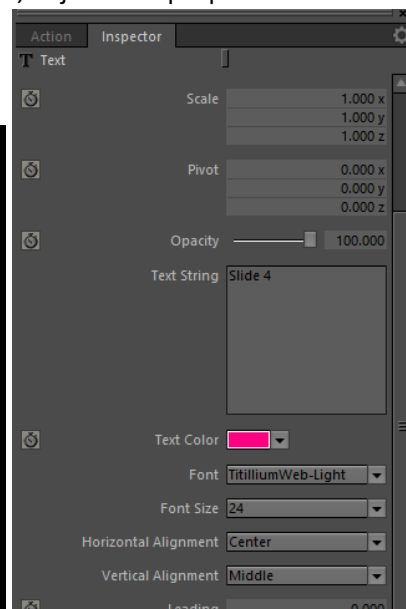
- Change the color. Color is changed on this slide only and the label is turned into grey.



- The color changes back to master slide color.
- Undo the linking or unlink it again, use different color

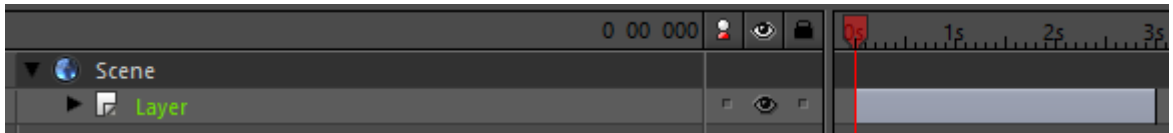
Step 6: Duplicate slide and add text

- Select the last slide, right click and duplicate. Identical slide is created (Slide 4), it is not a master slide copy.
- Create new layer on it and move it on the top. Add text by dragging Text object onto it. Position it. Write something in the inspector, adjust font properties.

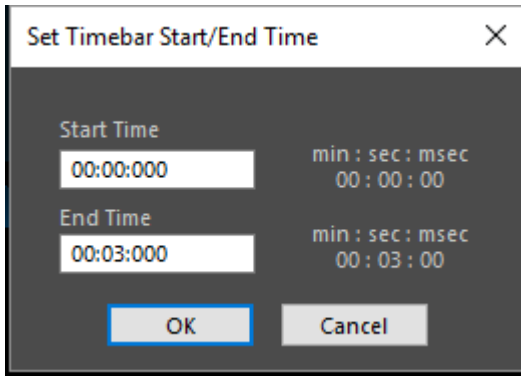


Step 7: Adjust slide timing

- Select Slide 1 and the Layer
- Hold down Shift and drag the timeline to 3 seconds. With Shift key the playhead should snap to full seconds (or to keyframes if there are any)



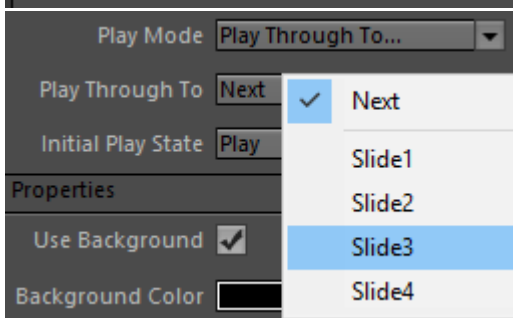
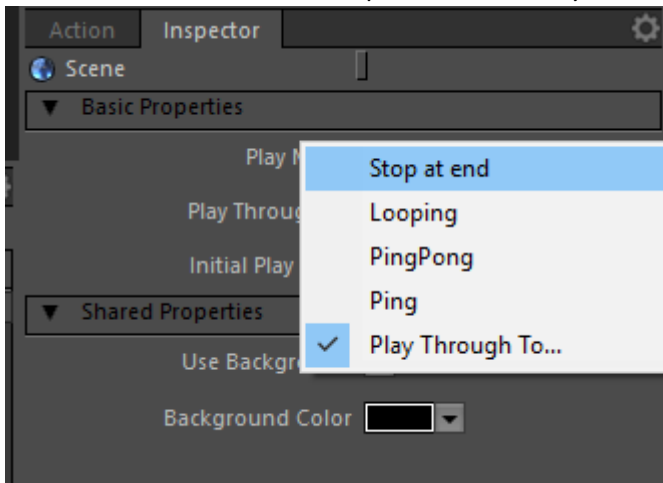
- Adjust timeline length In all slides.
- Use also dialog -> double click, right click to get it available




- In Slide 4, adjust time lines to start and stop in different times.
 - o Hide layer 2 (eye icon)
 - o Text appears later and disappears first
 - o Speedometer gauge appears before the needle
- Test with moving the playhead

Step 8: Play modes and slide navigation

- Select a slide and test all the options for the Playmode.



- For testing, use Viewer 
- Create navigation from first to last using Play through to... . Stop at end in the last slide
- Create navigation in selected order