
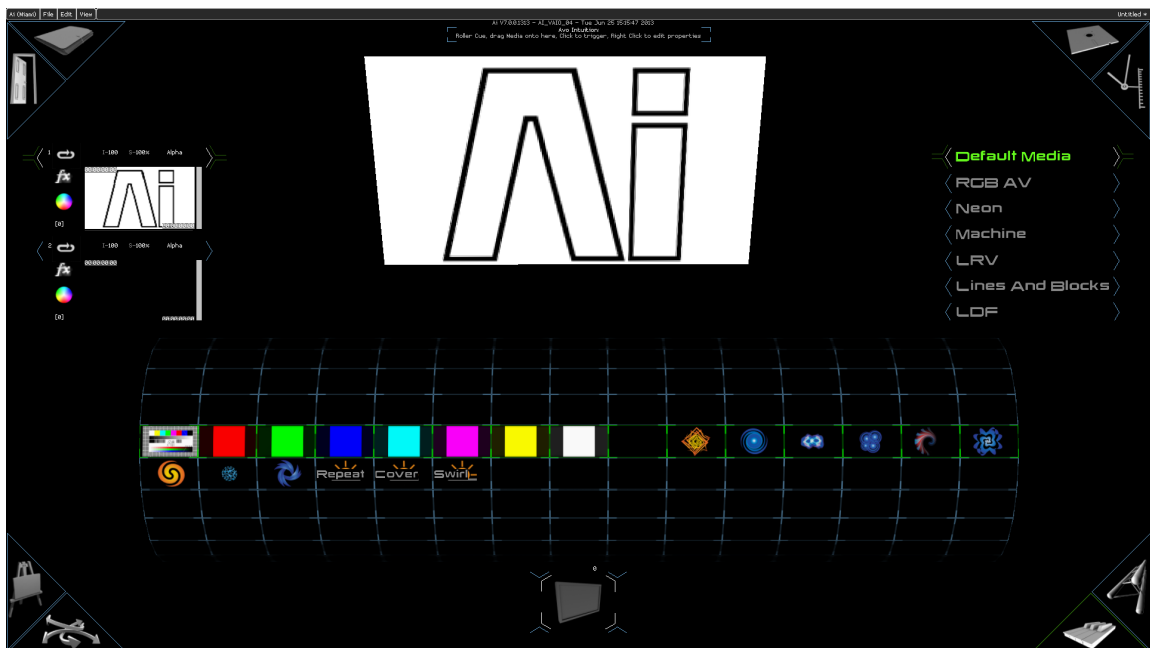


Title	Tutorial: Performance Page		 Defining The Future www.avolitesmedia.com
Product	Ai		
Date/Author	31/07/13	Marc Evans	
Level	Easy		
Estimated Time	10 minutes		

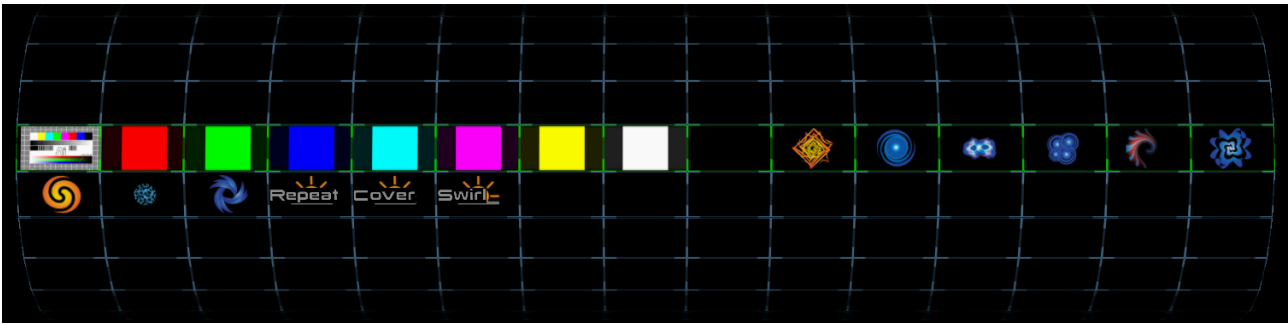
Background:
 This tutorial briefly explains the new Performance Page in Ai V7.

In this brief overview, we shall explore the brand new Performance Page in Ai version 7. Version 6 users will notice some substantial changes to the layout of this page. So what's different?

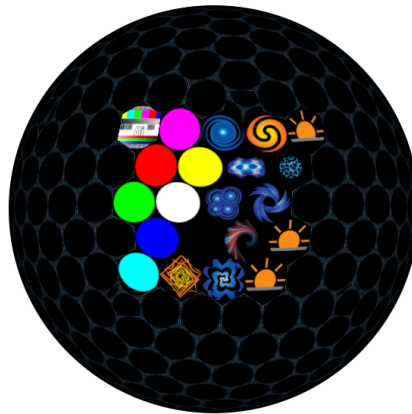


Media Bank Browser

Firstly, the banks system has changed now allowing for the user to be able to name individual banks instead of having to remember which letter bank your media was stored in. This is great when working with a band's songs or when you need quick access to your media clips. Each bank holds the media on what is known as the Roller Cue. To add a new bank, simply right-click on the + icon and add a name. To delete banks, left-click on the + icon.

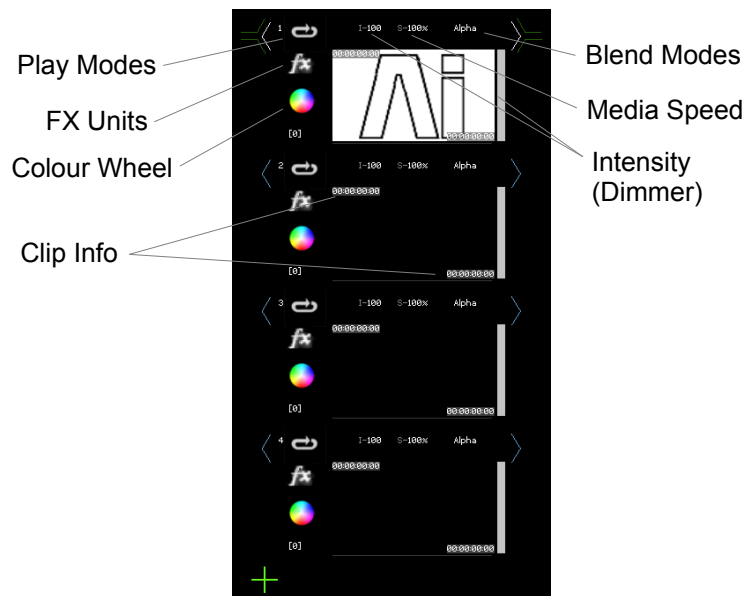


The Roller Cue.



The Hex Ball.

The Roller Cue replaces the hexagon cues from version 6. Media clips can be dropped onto the Roller Cue, either direct from Windows Explorer or via the internal browser. The Roller Cue can be resized by using Shift and the mouse scroll wheel, or alternatively changed into a rather funky Hex Ball by pressing F6. This can be moved around the screen by holding Shift and moving the ball with the mouse. It is also possible to turn off the Roller Cue or Hex Ball completely by using Shift and : (colon).



Multi Layer Widget

The layers in Ai have been improved with the introduction of the new Multi Layer Widget. Here we have access to some of the most commonly required layer functions, such as play modes, blend modes, colourisation, etc., as well as providing a handy preview window. It is worth noting that layers are now modular, meaning that you can keep adding layers up to the limitations of your hardware.

The play modes allow you to decide your clip's play behaviour, with modes such as play once, loop, play back and forth, as well as some timecode specific play modes and intensity controlled play modes.

Also on the Multi Layer Widget you can control the playback speed and intensity of the media clips, as well as changing the colourisation of the clip.

Blend modes can be changed per layer, offering commonly used blends like Alpha, Additive, Difference, Luma, etc. We also have access to two FX units per layer – click FX with the left mouse button for FX1 and hold Shift and click with left mouse button for FX2.

There is also information on the Multi Layer Widget that tells us how long the clip is, where in the clip you currently are, as well as how many frames per second the clip is.

This concludes our exploration of the Performance Page in Ai. For more help and tutorials, visit our website www.avolitesmedia.com.