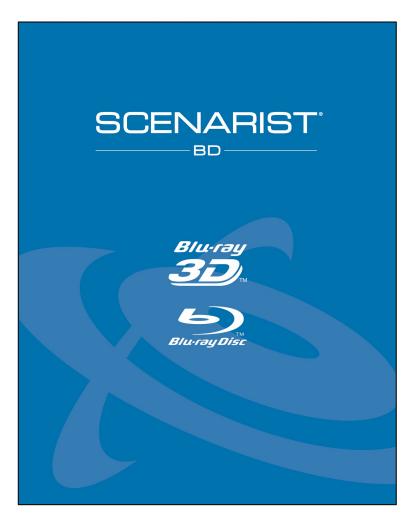


SCENARIST BD QUICKSTART TUTORIAL

This document is a step-by-step guide to the Scenarist BD user interface and authoring workflow in creating a simple Blu-ray Disc title.

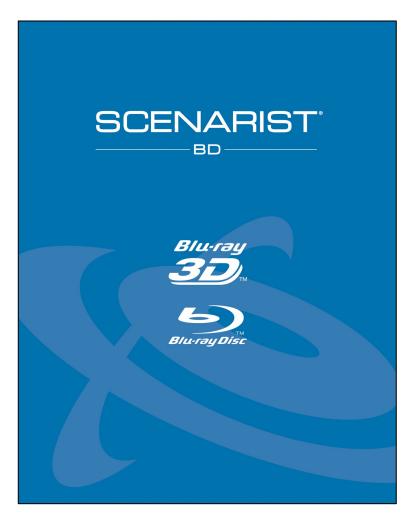
1 VBC02BB



Welcome!

In this QuickStart Tutorial, you'll learn how to program a very simple Blu-ray Disc title using drag-and-drop mouse moves and then export your finished title for burning onto a Blu-ray Disc recordable disc or playing in a software player. Scenarist BD is an incredibly powerful and flexible

Scenarist BD is an incredibly powerful and flexit tool-set but it can be very fast and easy to learn and use to create simple titles like the one described in this tutorial.



You'll Need These Things....

- 1. Scenarist BDv2022 or later running on your computer
- 2. Scenarist BD Training Assets see below for info
- 3. Optional Blu-ray Disc burner, burning software (such as, ImgBurn*), and some BD blank media (BD25)
- 4. Optional Software Blu-ray Disc player such as Cyberlink PowerDVD*

*www.imgburn.com – www.cyberlink.com

To obtain the Scenarist BD Training Assets contact info@scenarist.com

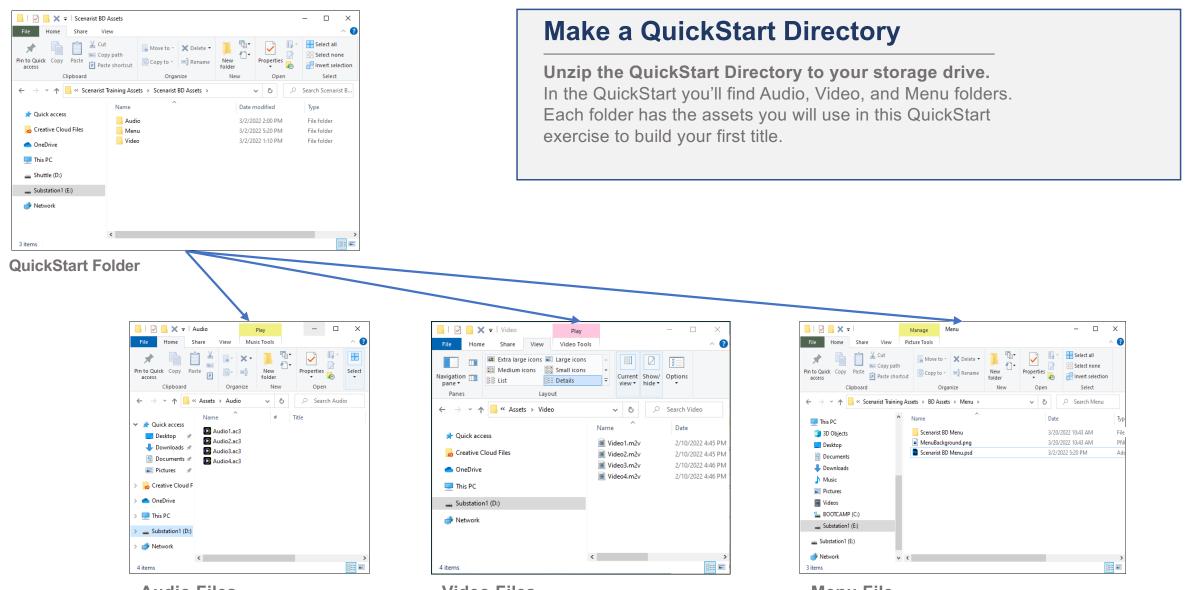
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SETTING UP THE TRAINING ASSETS



Audio Files

Four Dolby Digital AC3 audio files. There Is one for each of the four videos.

Video Files

Four 10-second MPEG-2 video files.

Menu File Adobe Photoshop file for the menu. There are five buttons on the menu.

PREPARING THE ASSETS

| Photos | | | |
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| | Cancel | OneDrive | 3/2/2022 5:20 PM Adc |
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| 💞 Scenarist RUS Utility | | 📌 Quick access | Scenarist BD Menu 3/19/2022 4:27 PM File folder |
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| | Output file name | 7 items 1 item selected | |
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Scenarist Still Image Encoder

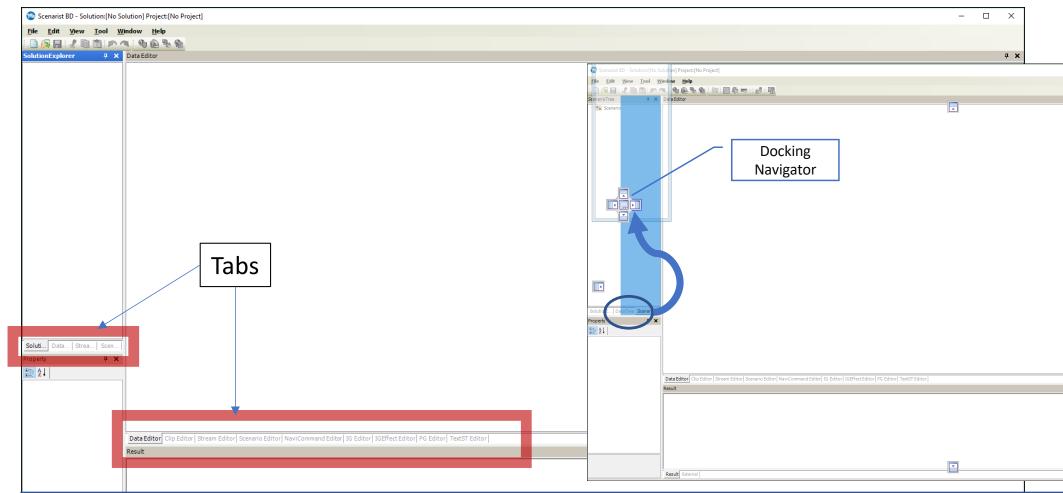
Encode the Menu Background Image

- Launch the Still Image Encoder from the Scenarist BD folder
- Drag the MenuBackground.png file from the BD Assets/Menus folder into the Still Image Encoder
- Name the file "MenuBackground.264" and pick the same folder for the output directory
- Click 'Start encoding'
- This will make the background image files you'll need later for building the menu in Scenarist BD





LAUNCH SCENARIST BD

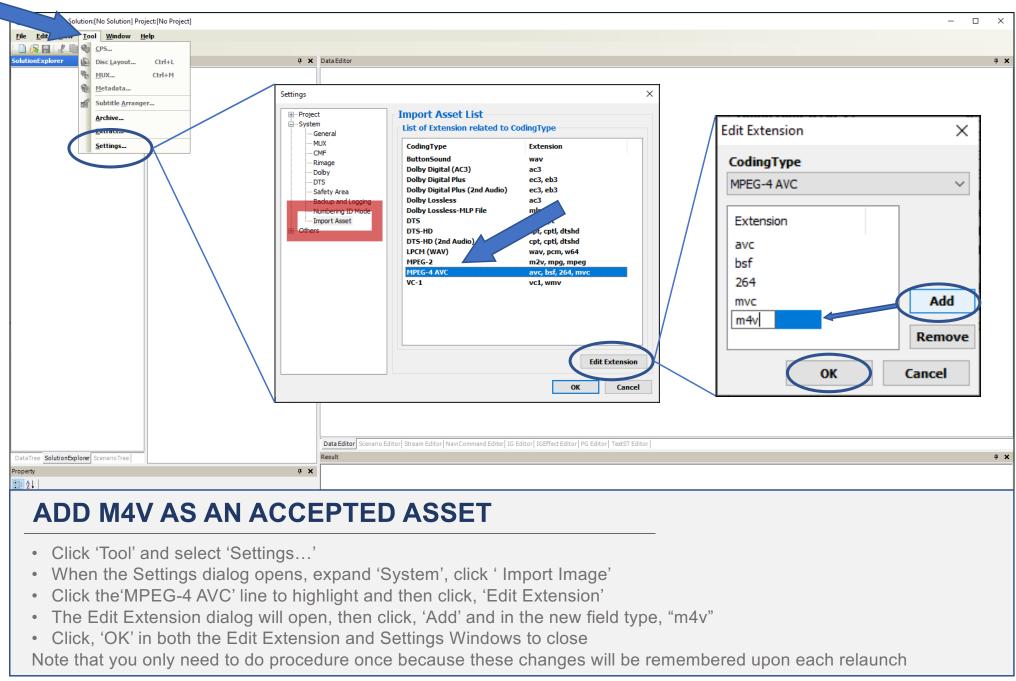


NOTICE THE TABS – CLICK AND DRAG TO REARRANGE

- Launch Scenarist BD. When the application launches, the standard layout will be shown.
- Notice the tabbed interface. You can click-drag the tabs can be 'torn-off' as separate windows or docked the way you want them
- Click and drag the "StreamTree" tab and then drop it on the right-side button of the docking navigator
- This will move the StreamTree so that you can see it next to the 'SolutionExplorer' tab. This will be useful later.
- Note: you can always go back to the default window arrangements by clicking, 'Default Layout' in the Window menu

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UPDATE SETTINGS



START A NEW SOLUTION

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| Save Solution | Ctrl+5 | Stream | | | | |
| Close Solution | Ctrl+W | Clip | | | | |
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| utionEx DataTree Sce | nario Tr | | | | | |

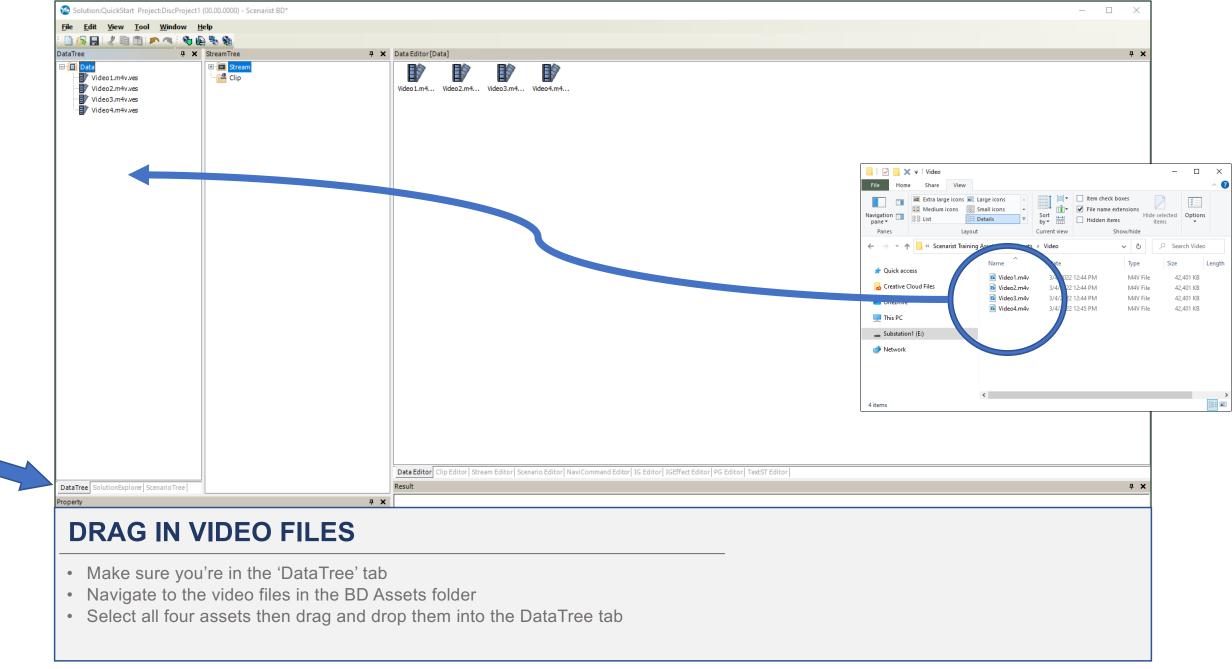
'SOLUTIONS' HOLD DISC PROJECTS – MAKE A NEW ONE

- Make sure you have the Solutions Explorer selected
- Click the 'File' menu and choose 'New Solution...'
- The 'Solution Settings' dialog opens
- Call your Solution, 'QuickStart' then navigate to your storage drive and save the solution in a new folder also called, 'QuickStart'. Of course, you can call it whatever you like, but QuickStart is what we'll refer to in this guide.
- Click 'OK'

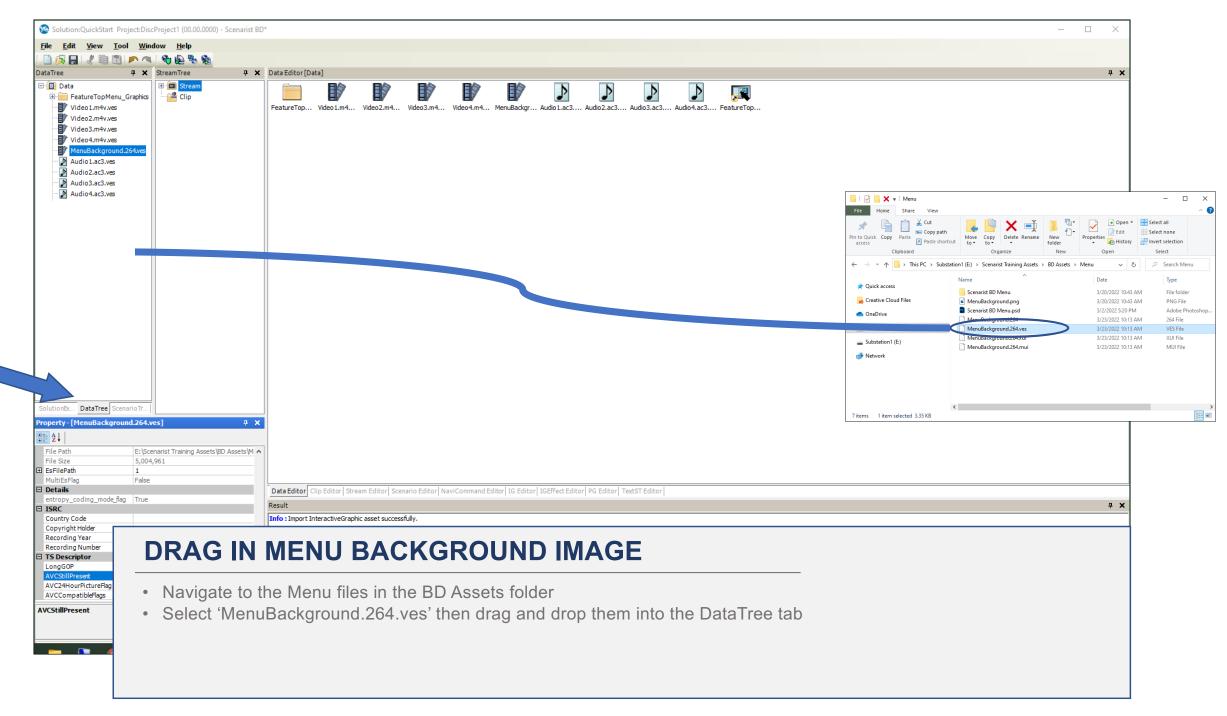


ADD A NEW PROJECT

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| File Edit View Iool Window Help | | |
| SolutionExplorer | | |
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| | Title Name QuickStart | |
| | Disc Number 1 | |
| | BD-ROM Version 2.0 | |
| | Organization ID 0x00000000 | |
| | Disc ID 0x0000000000000000000000000000000000 | |
| | Initial Output Mode 2D Output Mode | |
| | Master ID 1 | |
| | Revision 1.0 | |
| | Facility Name MyFacility | |
| | Volume Label QUICKSTART | |
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| | ject and choose 'New Disc Project' | |
| Fill in the indicated areas as show | wn for this guide project | |
| Click 'OK' when finished | | |
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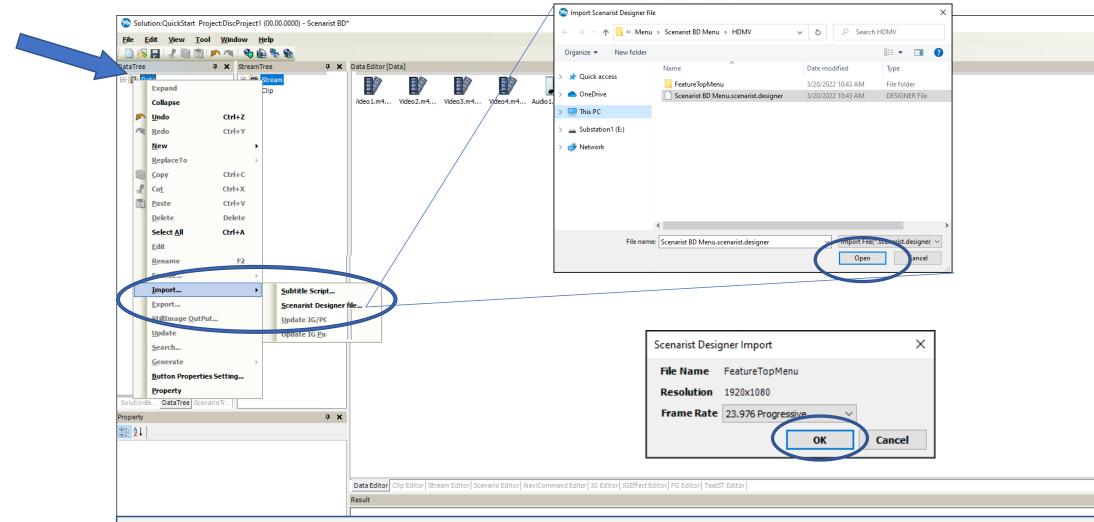


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| Select all for | | e BD Assets folder and drop them into the DataTree tab dialog appears, leave the selection as Dolby Digital (AC3 | 3) and make sure to check |
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| Copyright Holder Recording Year Recording Number TS Descriptor Long GOP False AVCStillPresent True AVCCtillPresent VCStillPresent | SET THE MENU BACKGROUND PROPERTIES Click to highlight 'MainMenu.264.ves' asset in the DataTee In the 'Properties' window, scroll to Ithe 'TS Descriptor' section |
| | Click on 'AVCStillPreset' and click the value to change it to, 'True' |



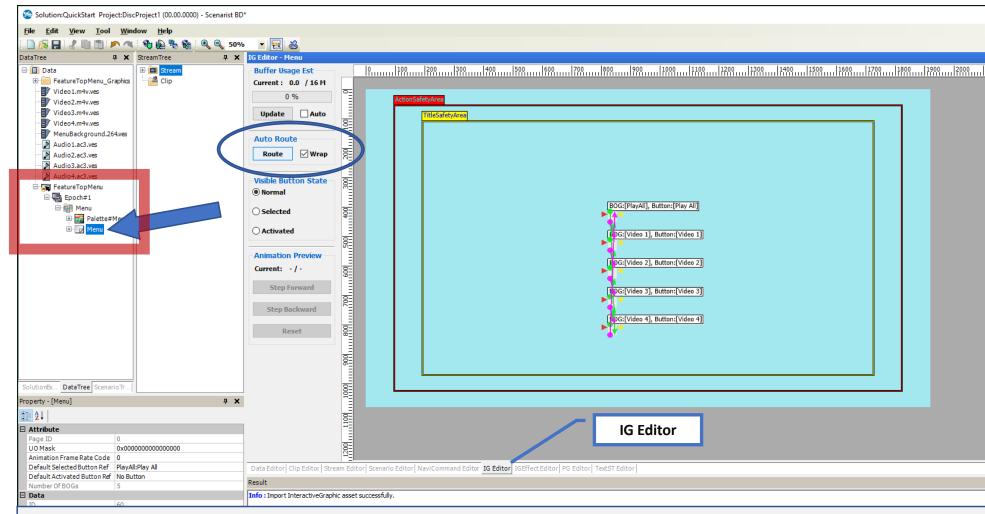


IMPORT THE MENU DESIGNER FILE

- Right-click on the 'Data' folder in the DataTree
- Select Import / Scenarist Designer file... then navigate to /BD Assets/Menu/Scenarist Menu/HDMV folder
- Select 'Scenarist BD Menu.scenarist.designer' and click 'Open'
- When the 'Scenarist Designer Import' dialog opens, simply click 'OK'

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MENU SETTINGS

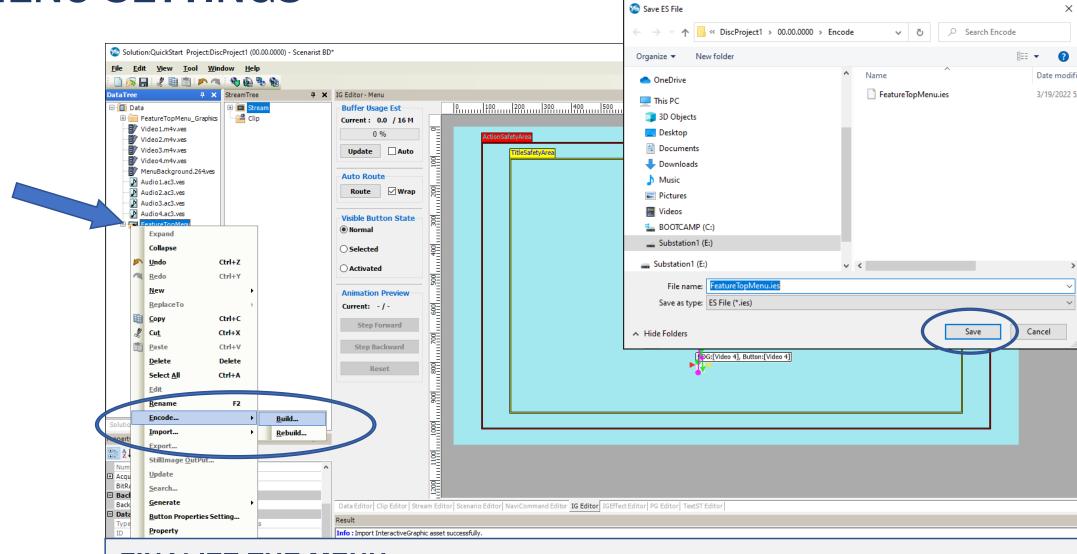


SET MENU BUTTON NAVIGATION

- Expand the 'FeatureTopMenu' as shown
- Double-click on the 'Menu' level icon and the 'IG Editor' tab will appear showing the menu buttons
- · Check the 'Wrap' box and then click 'Route' to automatically route button navigation

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MENU SETTINGS

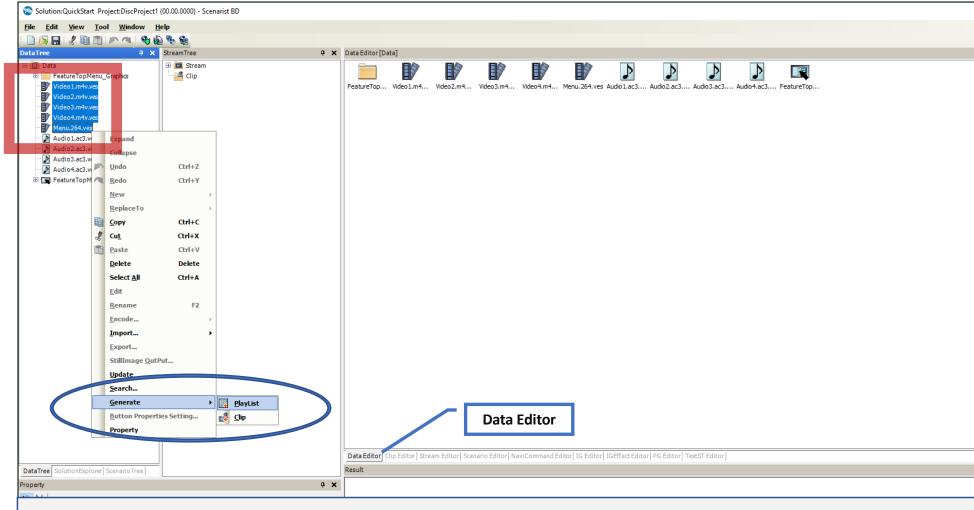


FINALIZE THE MENU

- Right-click on FeatureTopMenu
- Go to 'Encode...' and then select 'Build' to finalize the menu navigation
- When the 'Save ES File' appears, click 'Save'

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MAKE PLAYLISTS

- Select the 'DataEditor' tab
- In the DataTree, select all four video files and the MenuBackground.ves then right-click to show the contextual menu
- Select 'Generate' and click on 'PlayList to automatically create clips and playlists

Note: a Clip contains video, audio, subtitles and chapter points. Playlists can hold one or more Clips.

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| DataTree SolutionExplore | Button Properties Setting | Result |
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| MAKE | THE MENU CLI | |

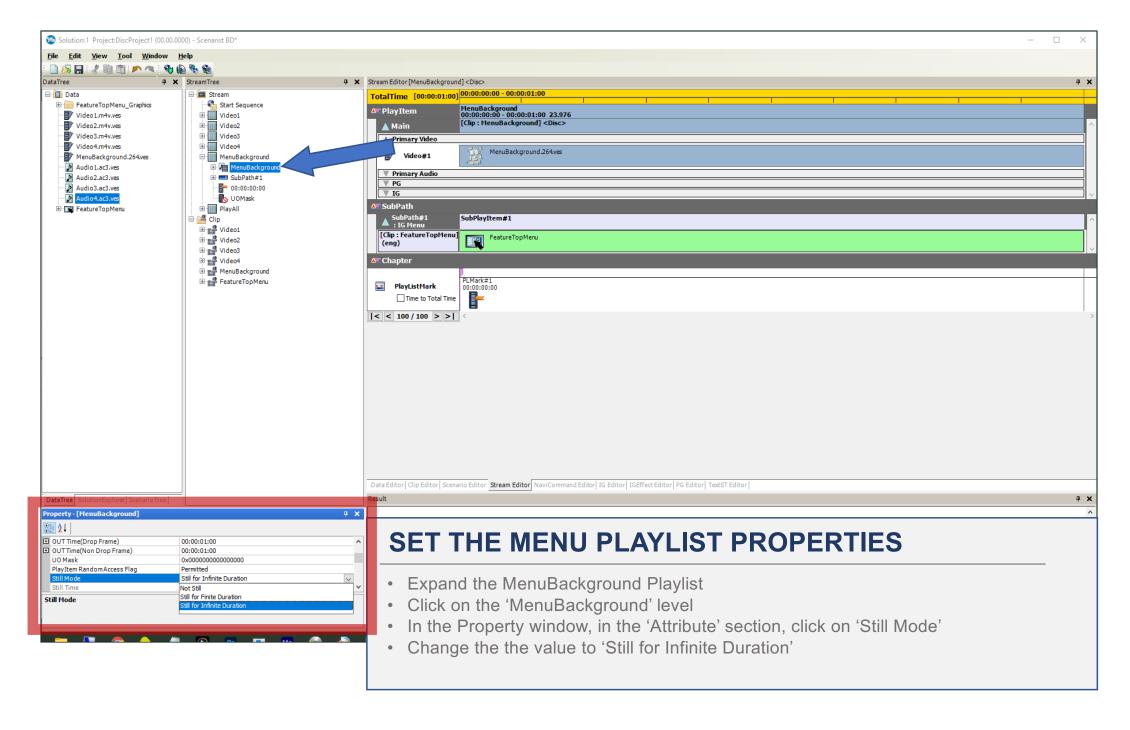
- In the DataTree, right-click on the 'FeatureTopMenu'
- Select 'Generate' and click on 'Clip' to automatically create a clip of the menu buttons

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| | X Stream Editor [MenuBackground] < Dic> |
| Image: Construction of the construc | TotaTime [00:00:01:00] 00:00:00:00:00:00:00:00:00:00:00:00:00: |
| Property - [MenuBackground] | |
| COMBINE THE MENU W | VITH THE BACKGROUND |
| Drag the 'FeatureTopMenu' and dro | p onto the 'MenuBackground' Playlist |

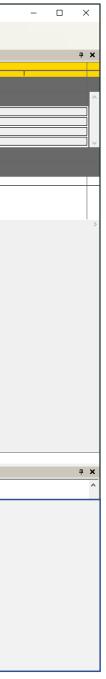
Note: the Stream Editor will show the combined menu Playlist

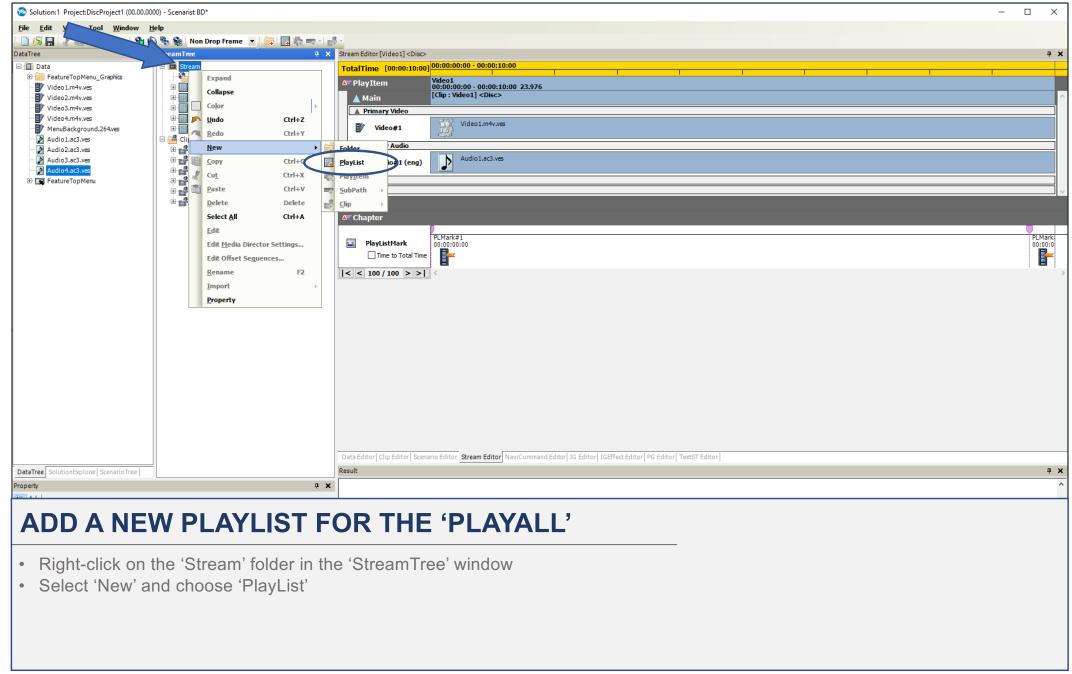




| Solution:1 Project:DiscProject1 (00.00.0000) - Scenarist BD* | |
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| e P MenuBackground e P FeatureTopMenu | PayListMark True to Total True << |
| DataTree SolutionExplorer ScenarioTree | A X |
| ADD THE AUDIO | FRACKS TO THE VIDEO CLIPS |

- Click and drag the 'Audio1.ac3.ves' file onto the 'Video1' Clip
- Do the same thing for the audio files and video Clips ('Audio2.ac3.ves' to 'Video2', etc.)

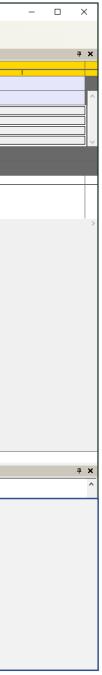




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RENAME THE PLAYLIST

- Right-click on 'PlayList#1' then choose 'Rename'
- Rename the PlayList, "PlayAll"



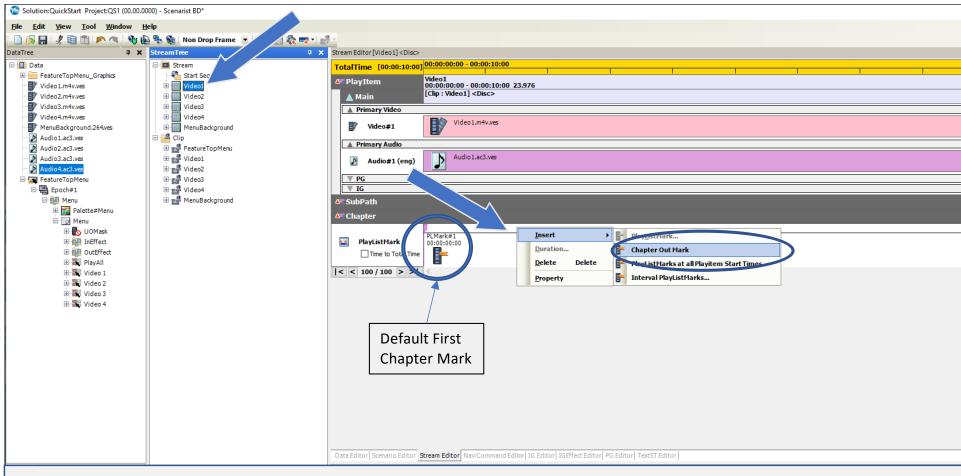
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ADD THE VIDEO CLIPS TO THE 'PLAYALL' PLAYLIST

- Select all the Video Clips and drag/drop them on the PlayAll Playlist
- When the 'Select Use ES in Clip' dialog opens, check the 'After this, skip dialog display(add all ES)
- Click 'OK'

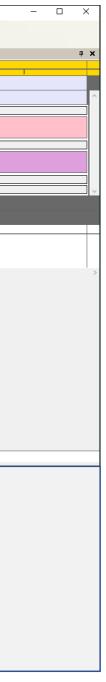


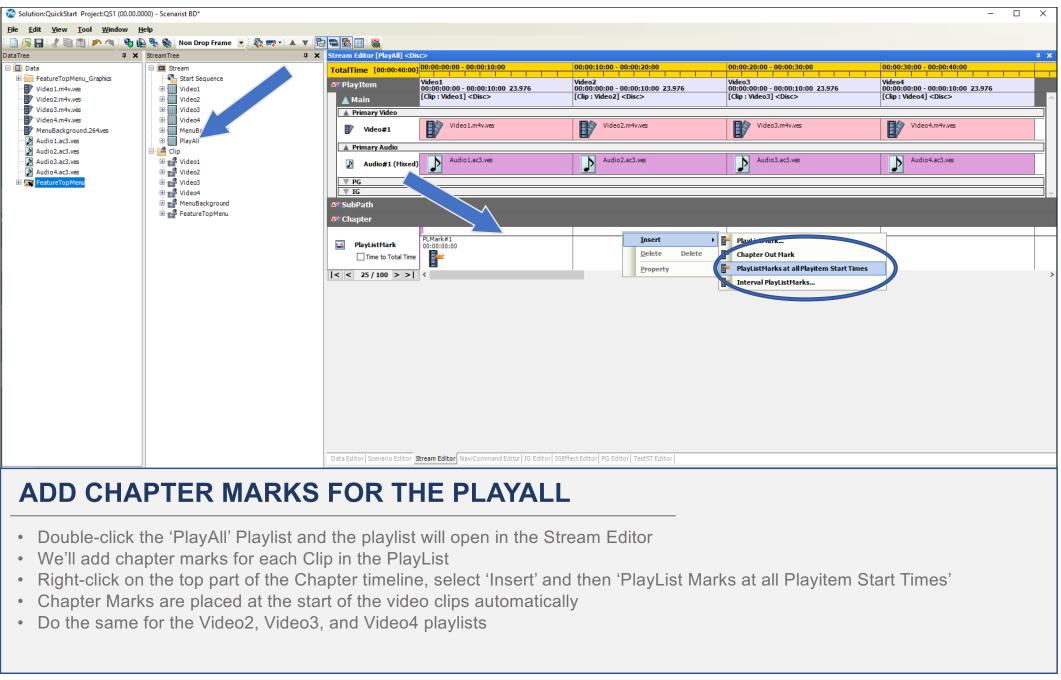
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| Double-click th | e 'PlayAll' Playlist and | the playlist | will one | en in the Stre | am Editor | | | |
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| Right-click on f | the top half of 'PlayItem | #1' and cho | ose 'D | elete' becaus | se we don't | need it for the F | PlayAll Playlist | |
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| Note the other Vi | deo Clips should be vis | ible in the F | laylist | | | | | |
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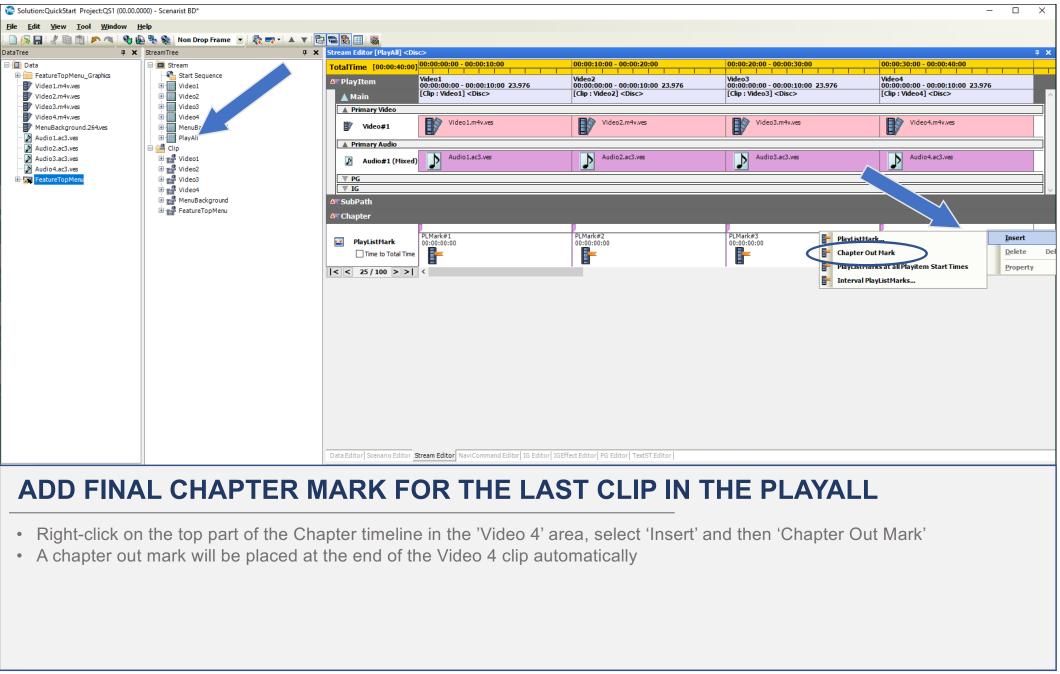


ADD CHAPTER OUT MARKS

- Double-click the 'Video1' Playlist and the playlist will open in the Stream Editor
- Notice 'PLMark1" this is a default first chapter mark. Now we'll add a chapter 'out' or skip-forward mark
- Right-click on the top part of the Chapter timeline, select 'Insert' and then 'Chapter OutMark'
- A chapter out mark will be placed at the end of the video clip automatically
- Do the same for the Video2, Video3, and Video4 playlists





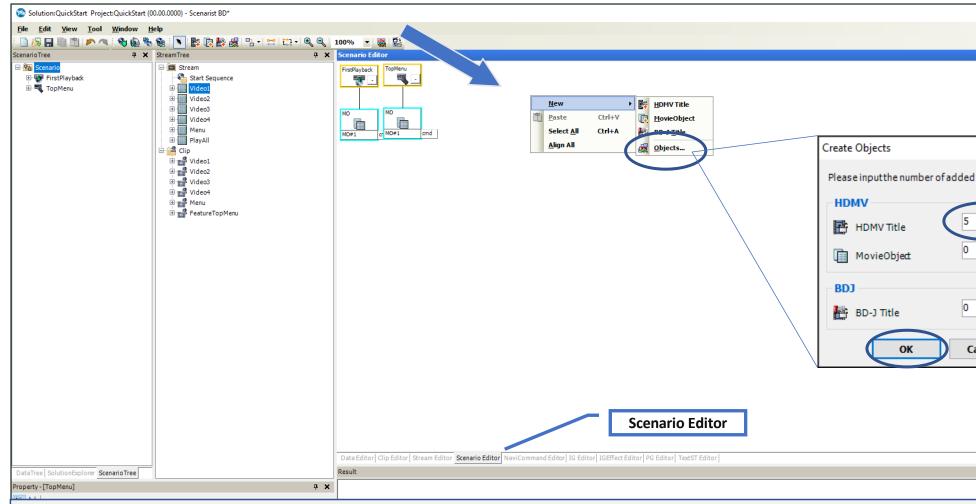


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ADD MOVIE OBJECTS

- Click on the Scenario Editor tab
- Right-click on the 'FirstPlayback' object and chose 'New' and click on 'MovieObject' this be used for the first program
- Do the same thing for the 'TopMenu' object this be used to hold the main menu

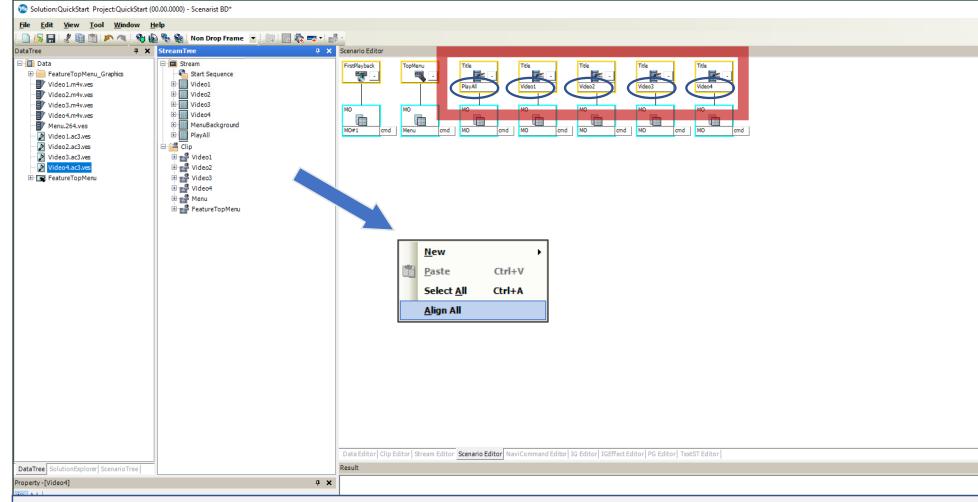
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ADD HDMV TITLES FOR THE PLAYLISTS

- Right-click in the blank space of the Scenario Editor and chose 'New' and then click on 'Objects...'
- When the 'Create Objects' dialog opens, enter '5' HDMV titles, then click, 'OK'
- When the five HDVM titles appear, right-click in the Scenarist Editor pane again and choose

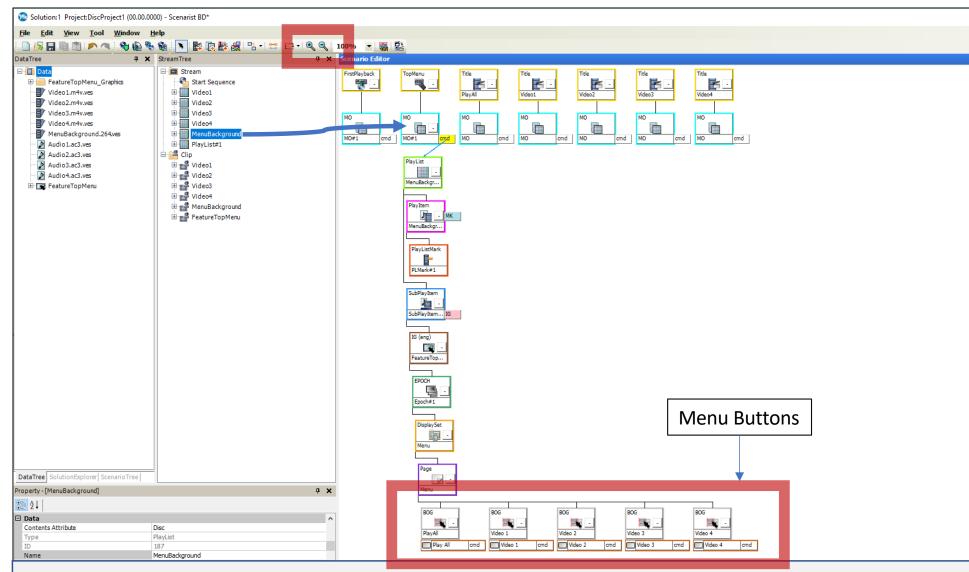
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RENAME THE HDMV TITLES TO MATCH THE PLAYLISTS

- Click in the blank space of the Scenarist Editor and choose, 'Align All' to automatically arrange all the objects
- Double-click on the title names to rename the title boxes as indicated

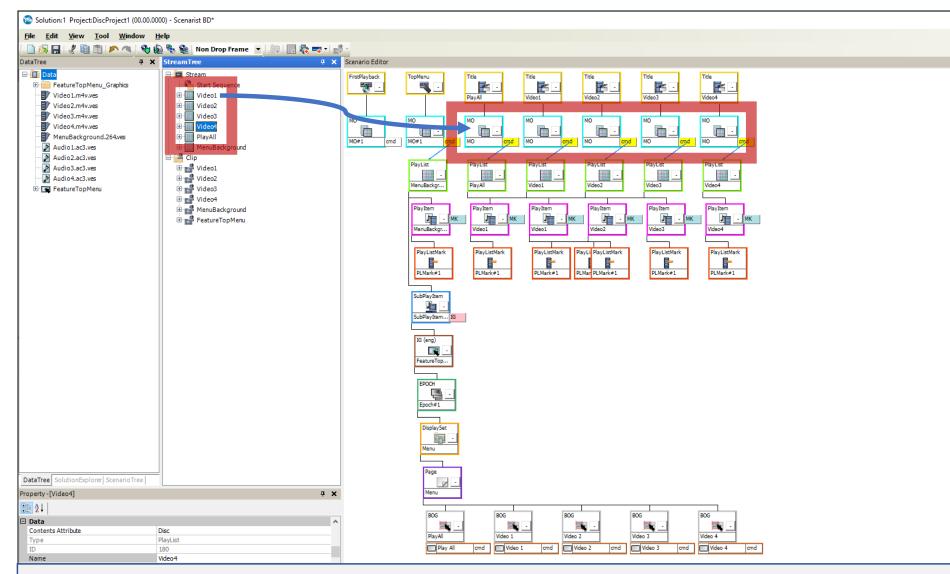
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BUILD THE TOP MENU

• Drag the MenuBackground Playlist from the StreamTree onto the TopMenu 'MO#1' object – the menu structure will appear Note: you can close the Info Pane to make more room or use the Zoom In/Out buttons to make the entire menu structure visible. You'll need to see the buttons at the bottom for later use.

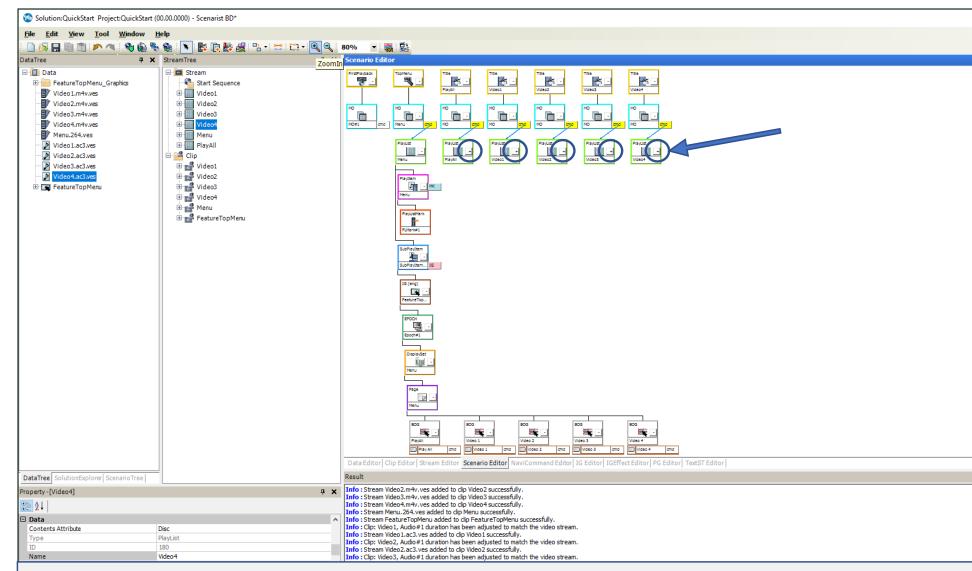




BUILD THE HDMV TITLES

• Drag each of the PlayLists into their respective HDMV Title MO objects and the playlist structure(s) will appear

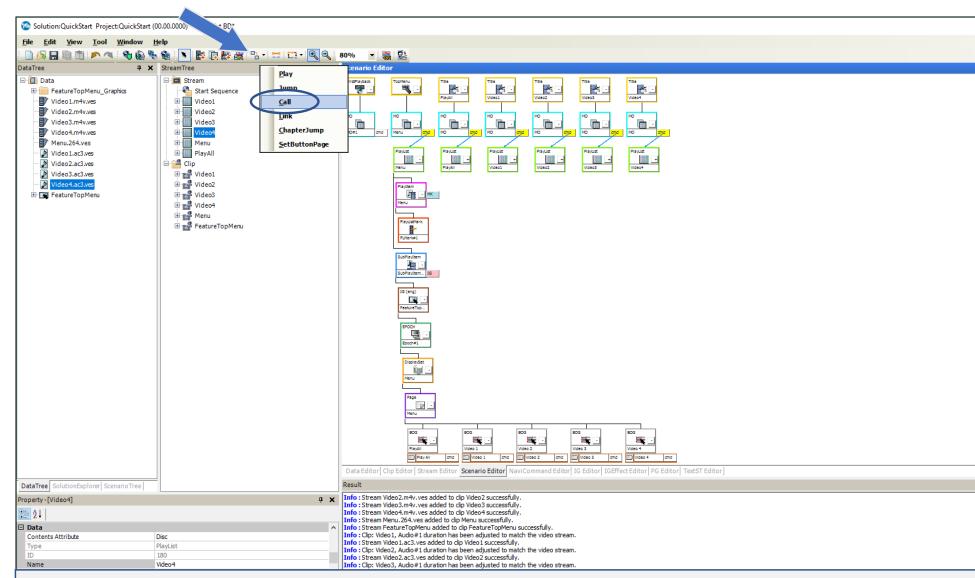




BUILD THE HDMV TITLES

- You can click on the '-' or '+' box in each PlayList object to collapse or expand the structure
- Collapse the structure for each of the Playlist objects to declutter the Scenarist Editor pane



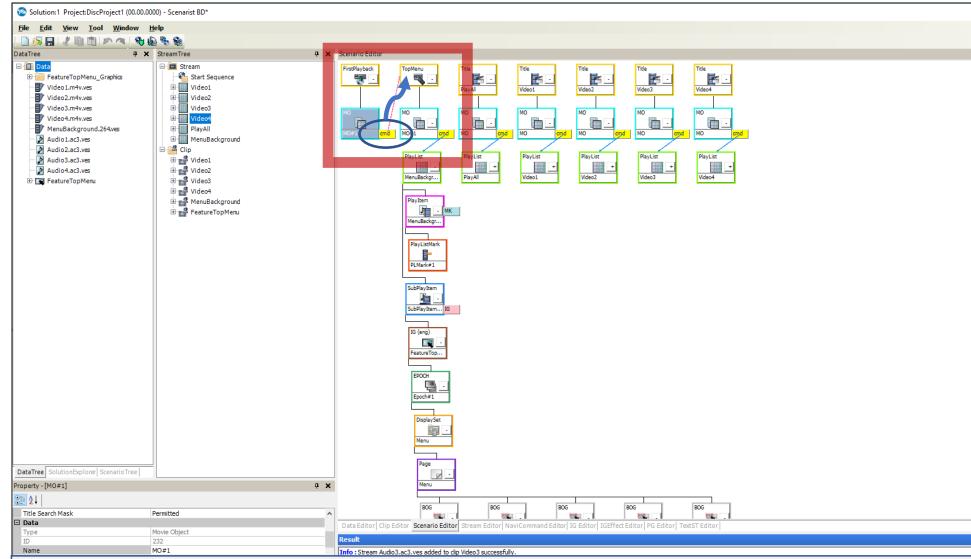


LINK BUTTONS TO PLAYLISTS

• Click on the 'Connect' tool and select the 'Call' command

Note: if you don't see the Connect tool, click in the blank space of the Scenarist Editor and the Connect tool will become available

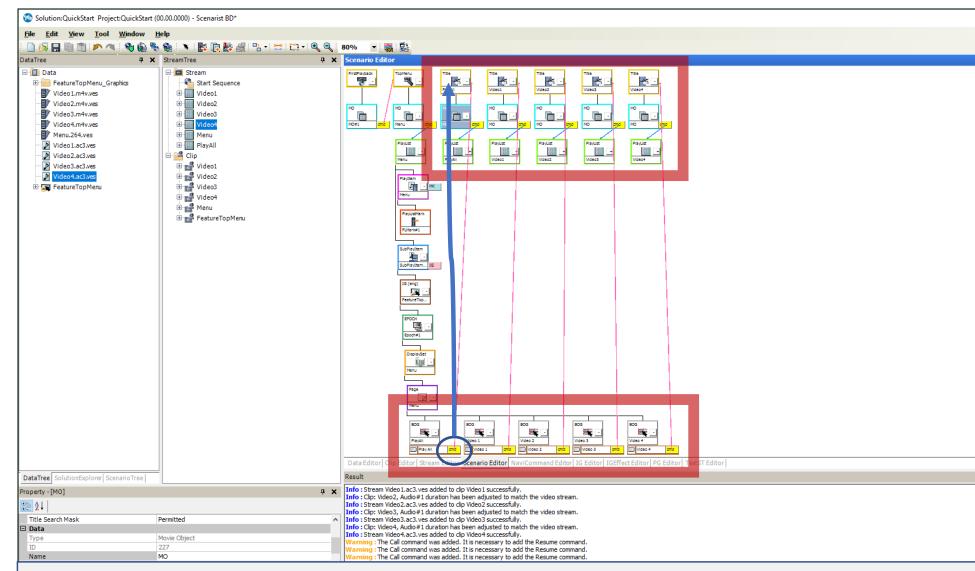




LINK 'FIRSTPLAYBACK' TO THE MAIN MENU

• Click and drag from the 'FirstPlayback, MO' object's cmd tab to the 'TopMenu' object – a red line will appear indicating have programmed the disc to open to the Main Menu when it is inserted into the player.

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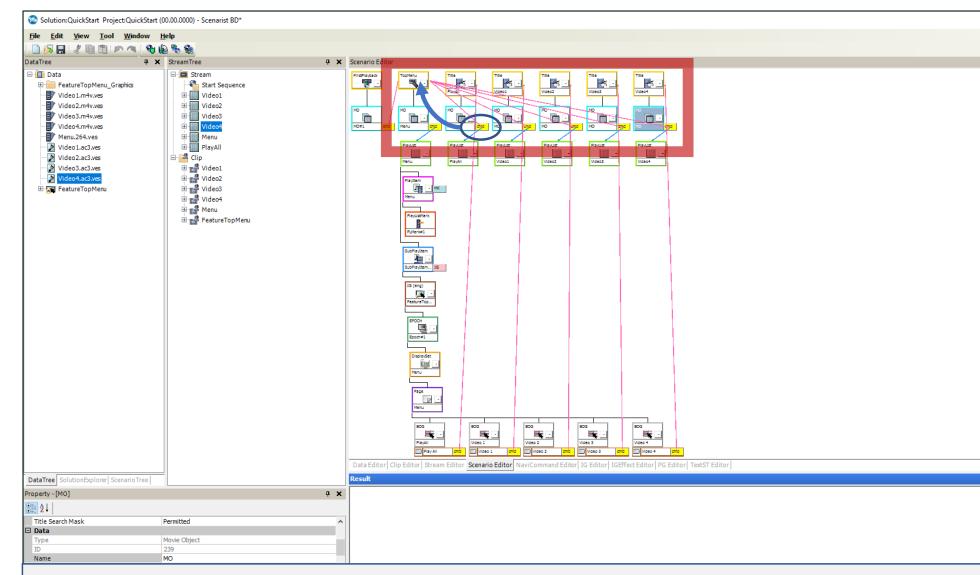


LINK BUTTONS TO PLAYLISTS

• Click and drag each menu button 'cmd' tab to the respective 'Title' object (PlayAll button cmd tab drag to the PlayAll Title object, etc...)

Note: this connects the buttons to the playlists





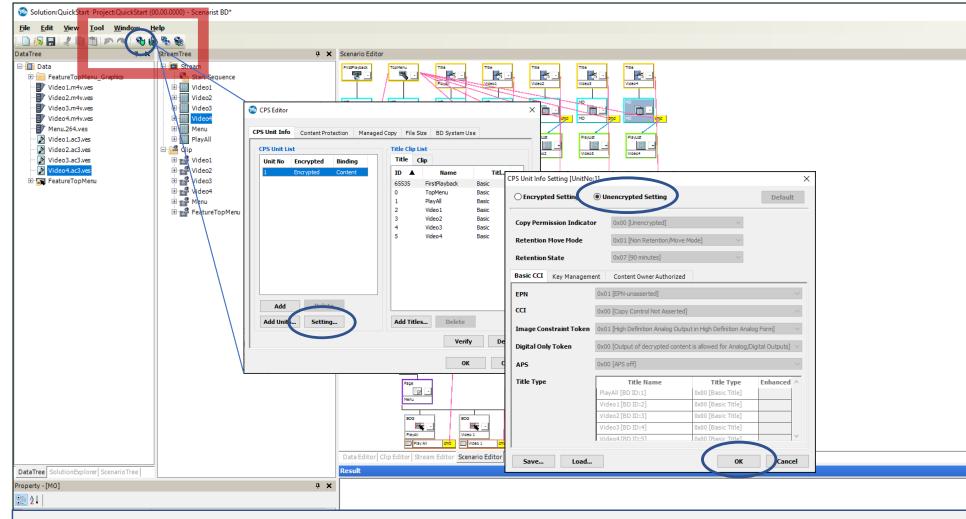
LINK THE PLAYLISTS TO THE TOP MENU

Click and drag each PlayList 'cmd' tab to the 'TopMenu' object

Note: this commands the player to return to the menu after finishing playback of a playlist Important: make sure to do these connections only <u>after</u> you have connected the buttons to the Title object



FINISHING YOUR TITLE



SETTING THE COPY PROTECTION

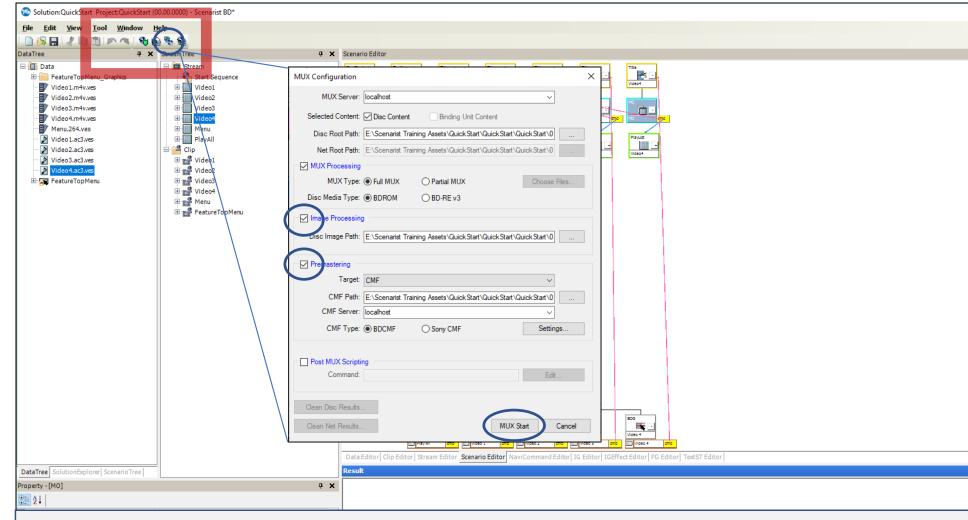
• Click the 'CPS...' icon to open the 'CPS Editor' dialog, then click, 'Setting...'

- In the 'CPS Unit Info Setting' dialog, click the 'Unencrypted Setting', then click 'OK'
- Click, 'OK' in the CPS Editor to close

Note: This setting allows your burned disc to be compatible with all BD Players including the PlayStation 3. If this title was being sent to a replicator, you would leave the Encrypted Setting unchanged.



FINISHING YOUR TITLE



SETTING THE MULTIPLEXER (MUX)

- Click the 'MUX...' icon to open the MUX Configuration dialog
- Check the 'Image Processing' and 'Premastering' boxes. The file paths for these already target your QuickStart folder; you can change the target folder if you wish but for this exercise, we recommend leaving it as is.
- Click, 'Mux Start'



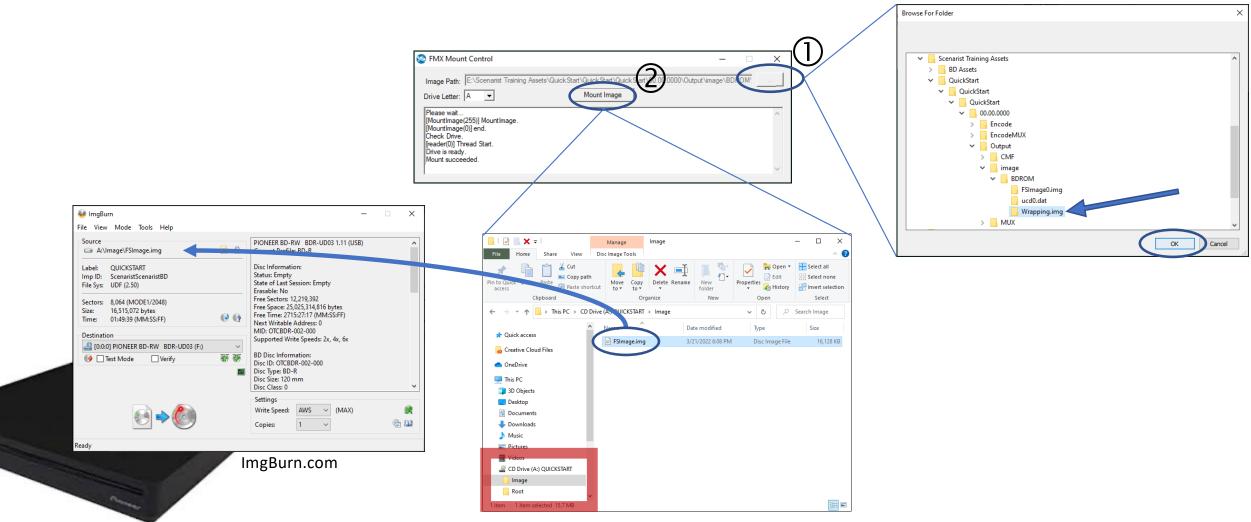
FINISHING YOUR TITLE

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MUXING AND CMF CREATION

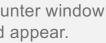
- Once you start the MUX, you'll see the 'MUX Remoting Server' window and 'MUX Monitoring' windows appear
- When the MUX has finished, the MUX Monitoring window will close automatically after 30 sec (you can close it manually if you wish). Then the 'CMF Remoting Server' application and CMF Monitoring windows will appear
- When you see the 'Complete' indication, you can close the CMF Monitoring window and close both the MUX Remoting Server and CMF Remoting Server applications

BURNING YOUR TITLE TO DISC

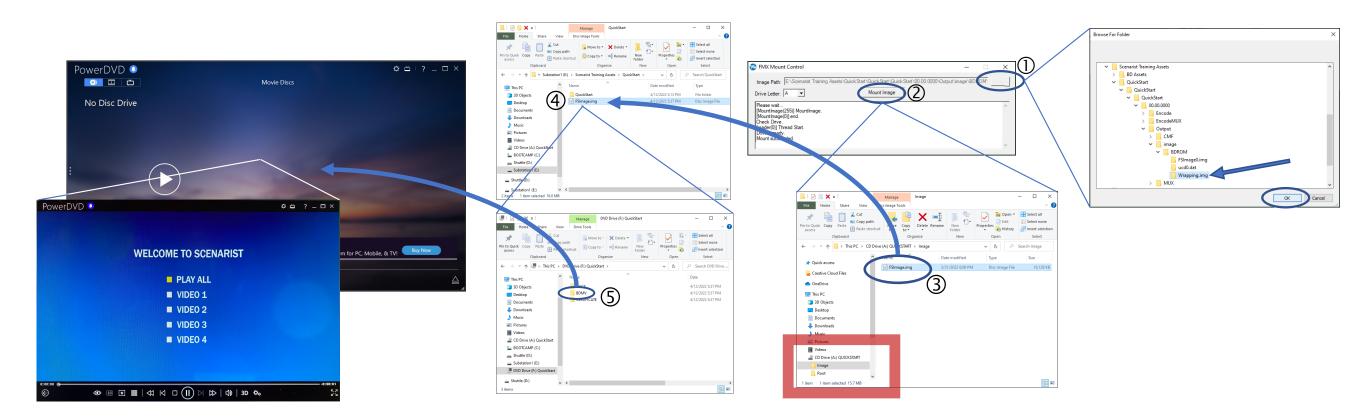


BURNING YOUR TITLE TO DISC

- Launch the 'FMXMounter' from the Scenarist BD application folder, then (1) click the image path navigation button
- Navigate to the 'Wrapping.img' folder in your project directory and click, 'OK', then (2) click 'Mount Image' in the FMX Mounter window
- Expand the 'CD Drive (A:) QUICKSTART' drive and highlight the 'Image Folder' as shown. The 'FSImage.img' file should appear.
- You can use the FSIMage.img file to make a disc with an application such as 'ImgBurn' and your BD Burning Drive
- Once the burn is complete, you can play it on your BD player! Yay!

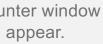


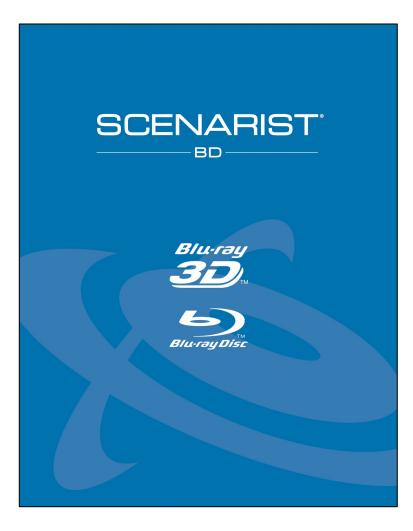
USING A SOFTWARE PLAYER



PLAY YOUR TITLE ON A SOFTWARE PLAYER

- Launch the 'FMXMounter' from the Scenarist BD application folder, then (1) click the image path navigation button
- Navigate to the 'Wrapping.img' folder in your project directory and click, 'OK', then (2) click 'Mount Image' in the FMX Mounter window
- Expand the 'CD Drive (A:) QUICKSTART' drive and highlight the 'Image Folder' as shown. The 'FSImage.img' file should appear.
- (3) Drag or copy the FSImage.img into your QuickStart folder
- (4) Double-click the FSImage.img file which will 'mount' the Image and open its folder structure
- (5) Drag the 'BDMV' folder into the CyberLink player and your title should start!
- Note: Cyberlink is available from cyberlink.com





Thank you!

Congratulations! You've leaned the basics of making titles with Scenarist BD. Now you can say, "I'm a Scenarist Author!".

This QuickStart guide only scratches the surface of what's possible with Scenarist BD. Now that you're equipped with the basics, you're ready to move on to exciting new challenges with Blu-ray Disc.

Please contact us with any questions at info@scenarist.com



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