



# SCENARIST BD QUICKSTART TUTORIAL

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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.



## Welcome!

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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 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....

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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](http://www.imgburn.com) – [www.cyberlink.com](http://www.cyberlink.com)

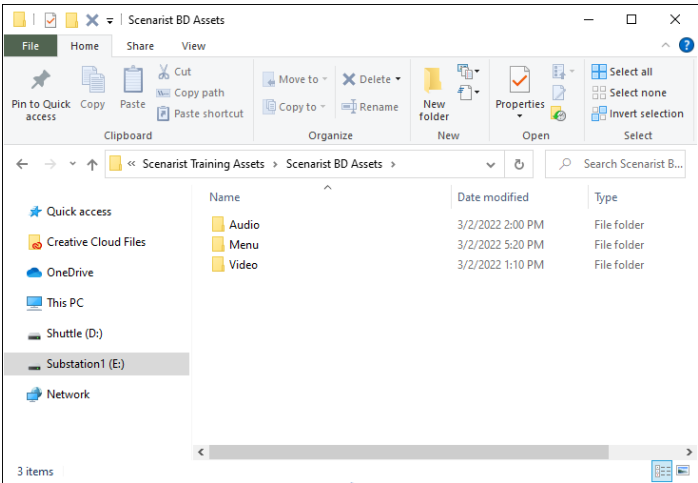
To obtain the Scenarist BD Training Assets contact [info@scenarist.com](mailto:info@scenarist.com)

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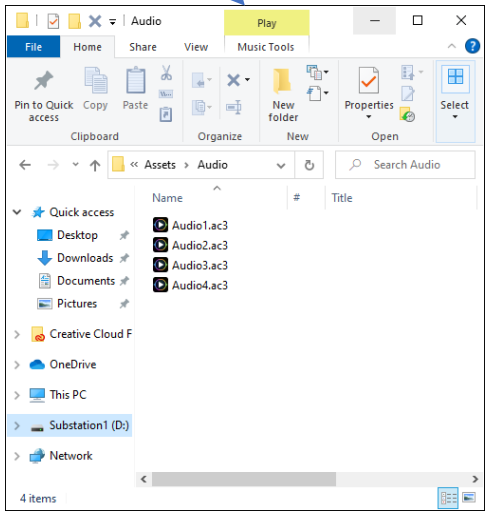
# SETTING UP THE TRAINING ASSETS



QuickStart Folder

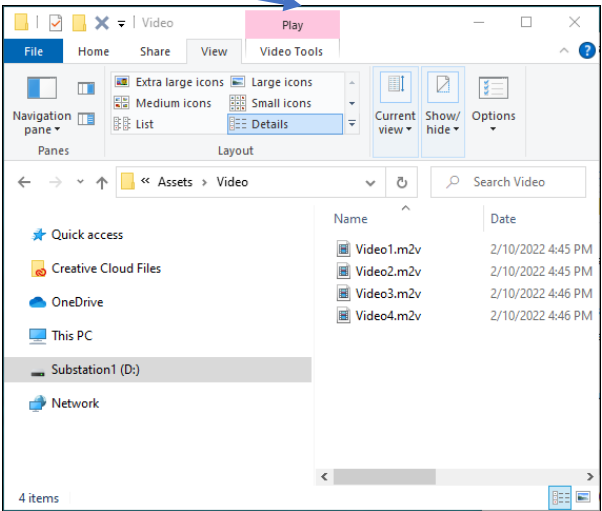
## Make a QuickStart Directory

Unzip the QuickStart Directory to your storage drive. In the QuickStart you'll find Audio, Video, and Menu folders. Each folder has the assets you will use in this QuickStart exercise to build your first title.



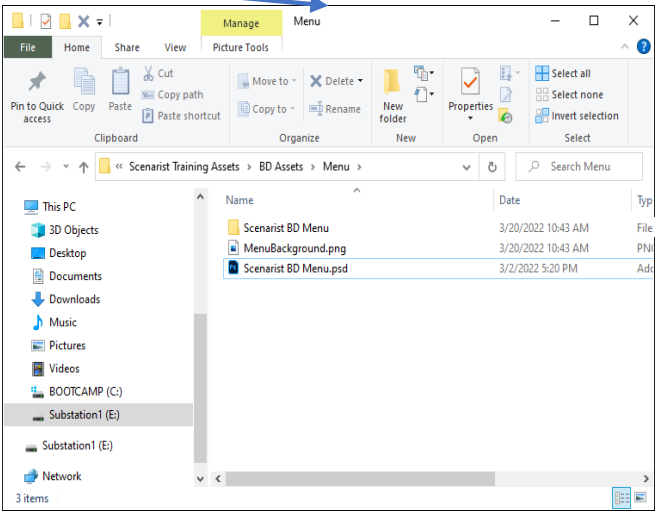
### Audio Files

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



### Video Files

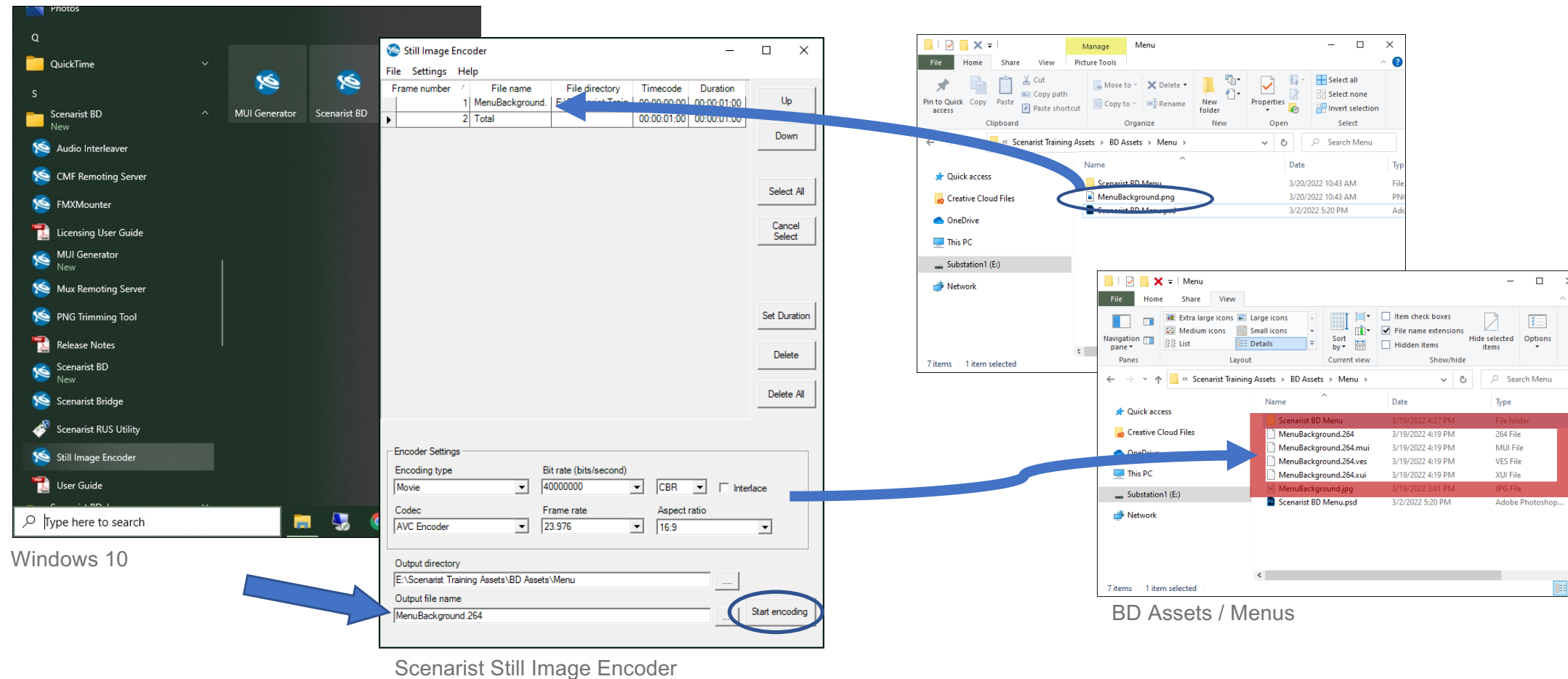
Four 10-second MPEG-2 video files.



### Menu File

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

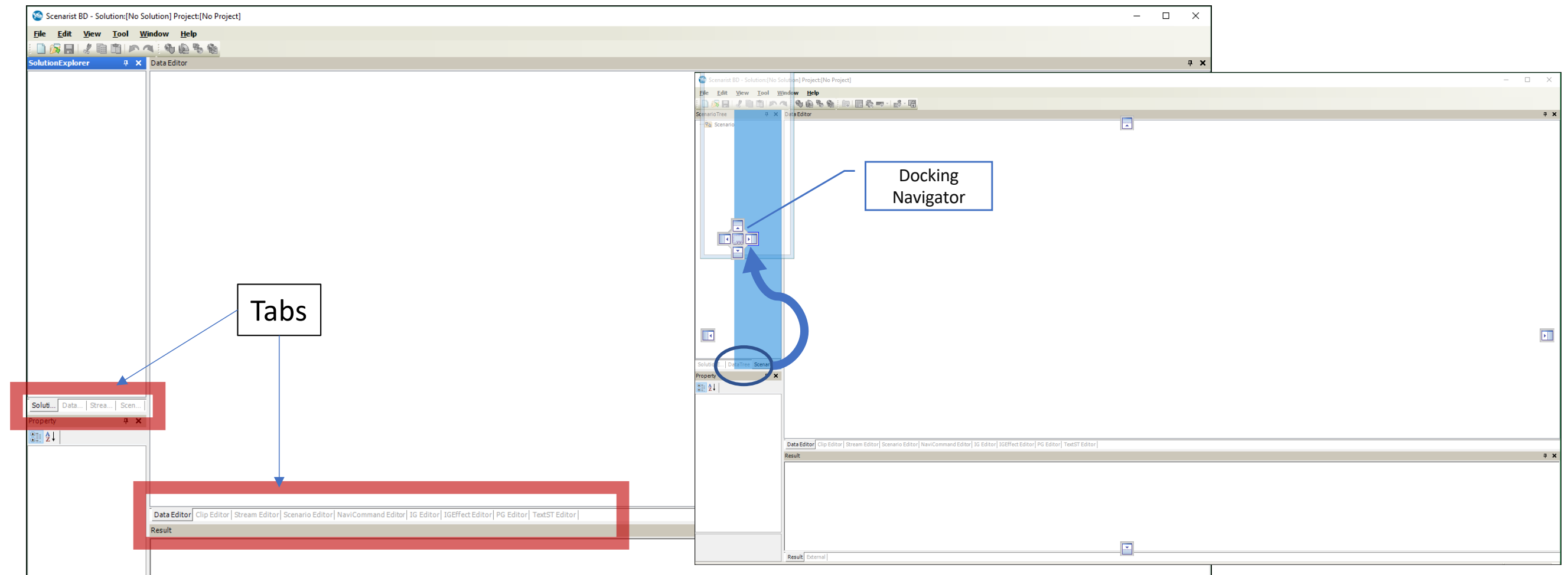
# PREPARING THE ASSETS



## 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

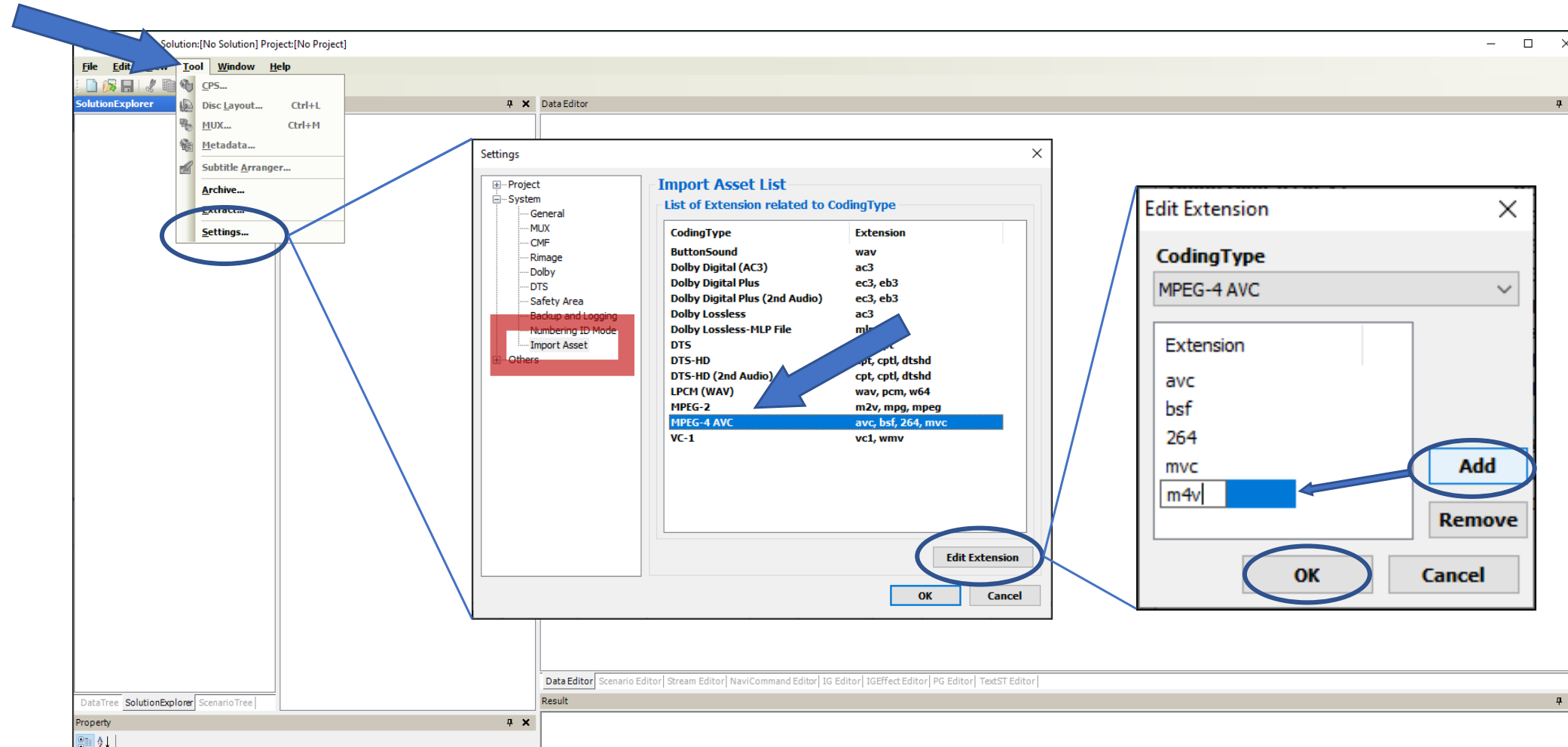


## NOTICE THE TABS – CLICK AND DRAG TO REARRANGE

- 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

# UPDATE SETTINGS

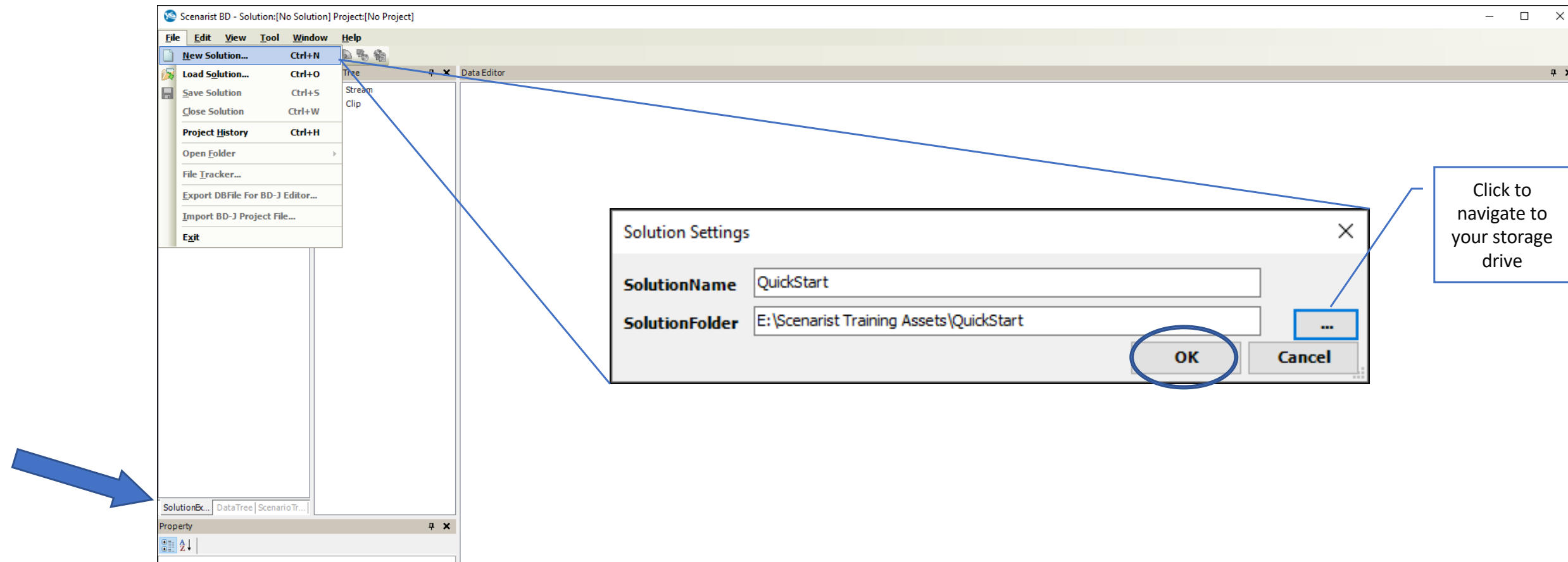


## ADD M4V AS AN ACCEPTED ASSET

- Click 'Tool' and select 'Settings...'
- When the Settings dialog opens, expand 'System', click ' Import Image'
- Click the'MPEG-4 AVC' line to highlight and then click, 'Edit Extension'
- The Edit Extension dialog will open, then click, 'Add' and in the new field type, "m4v"
- Click, 'OK' in both the Edit Extension and Settings Windows to close

Note that you only need to do procedure once because these changes will be remembered upon each relaunch

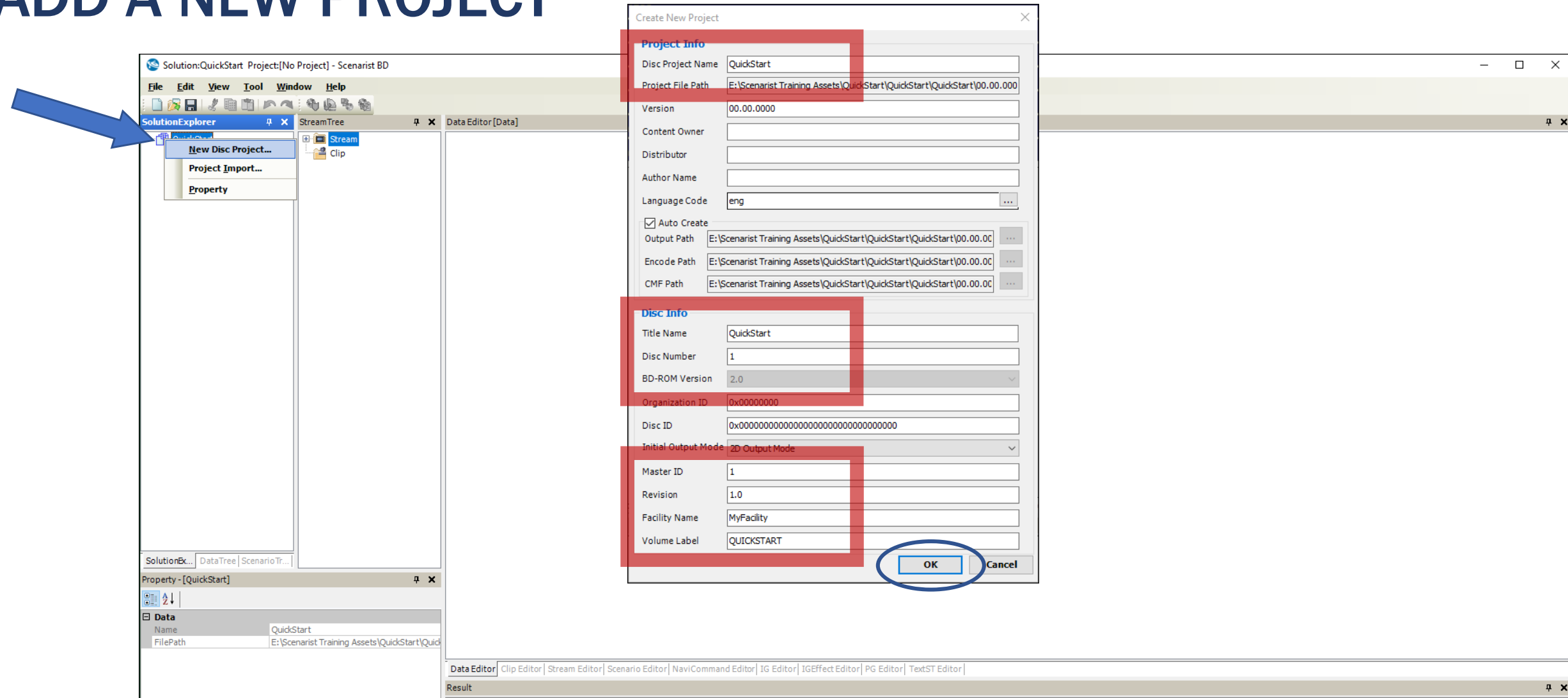
# START A NEW SOLUTION



## ‘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’

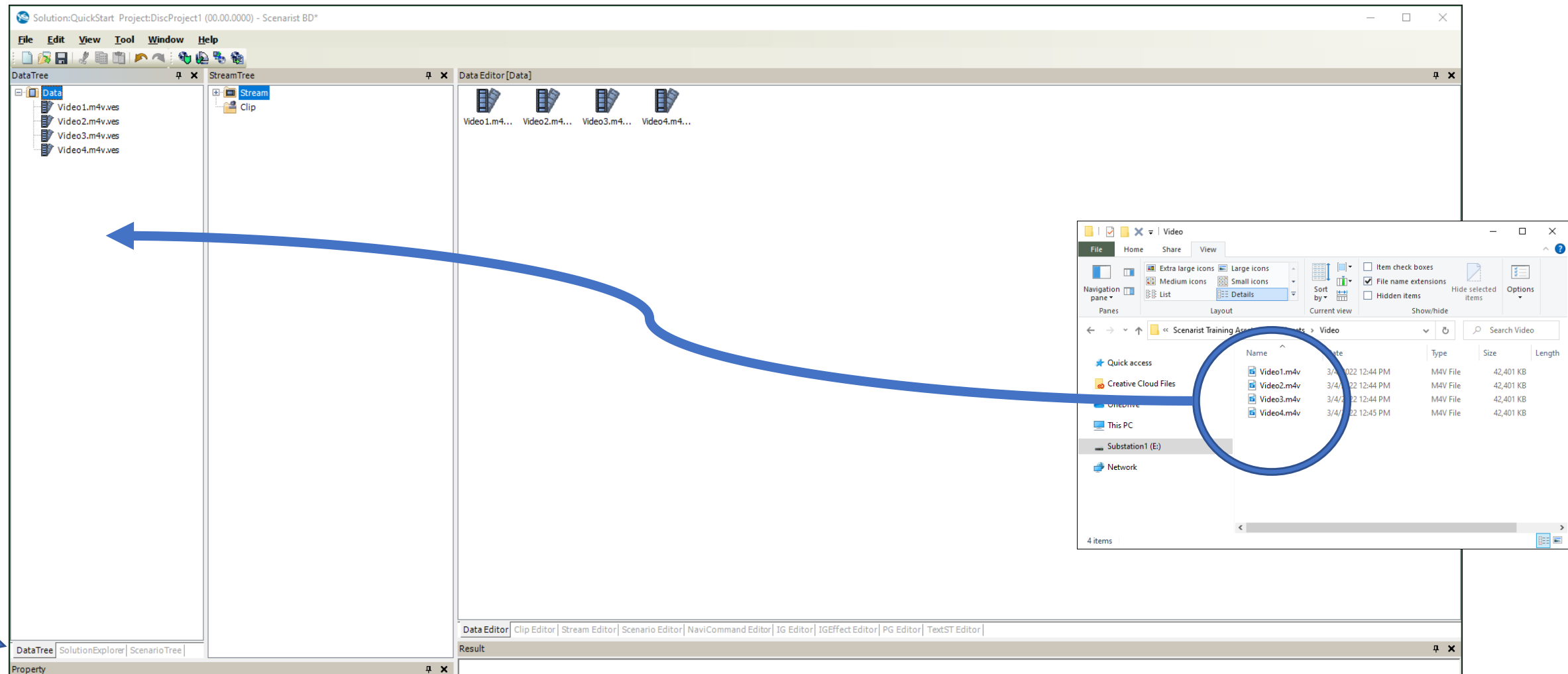
# ADD A NEW PROJECT



## CREATE A NEW DISC PROJECT

- Right-click on the QuickStart Project and choose 'New Disc Project...'
- Fill in the indicated areas as shown for this guide project
- Click 'OK' when finished

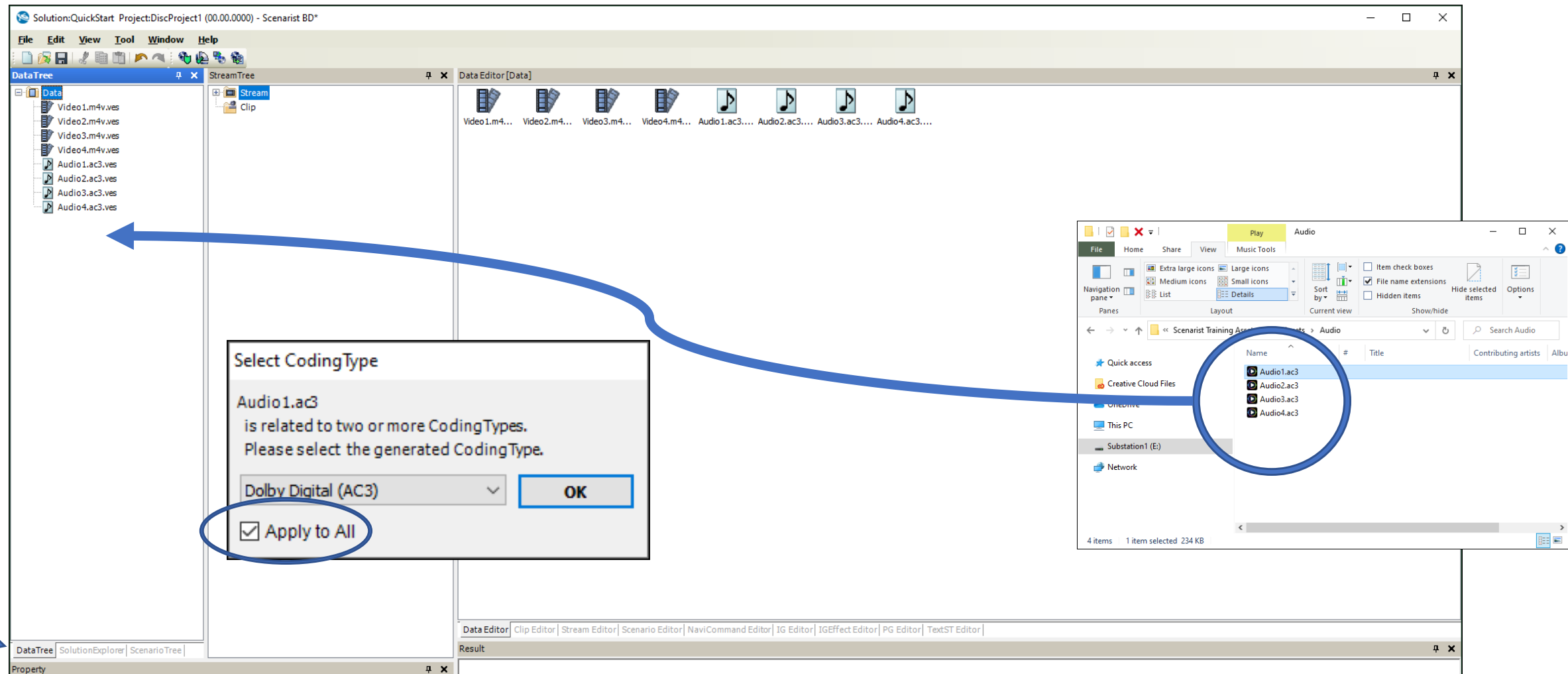
# IMPORTING ASSETS



## DRAG IN VIDEO FILES

- Make sure you're in the 'DataTree' tab
- Navigate to the video files in the BD Assets folder
- Select all four assets then drag and drop them into the DataTree tab

# IMPORTING ASSETS



## DRAG IN AUDIO FILES

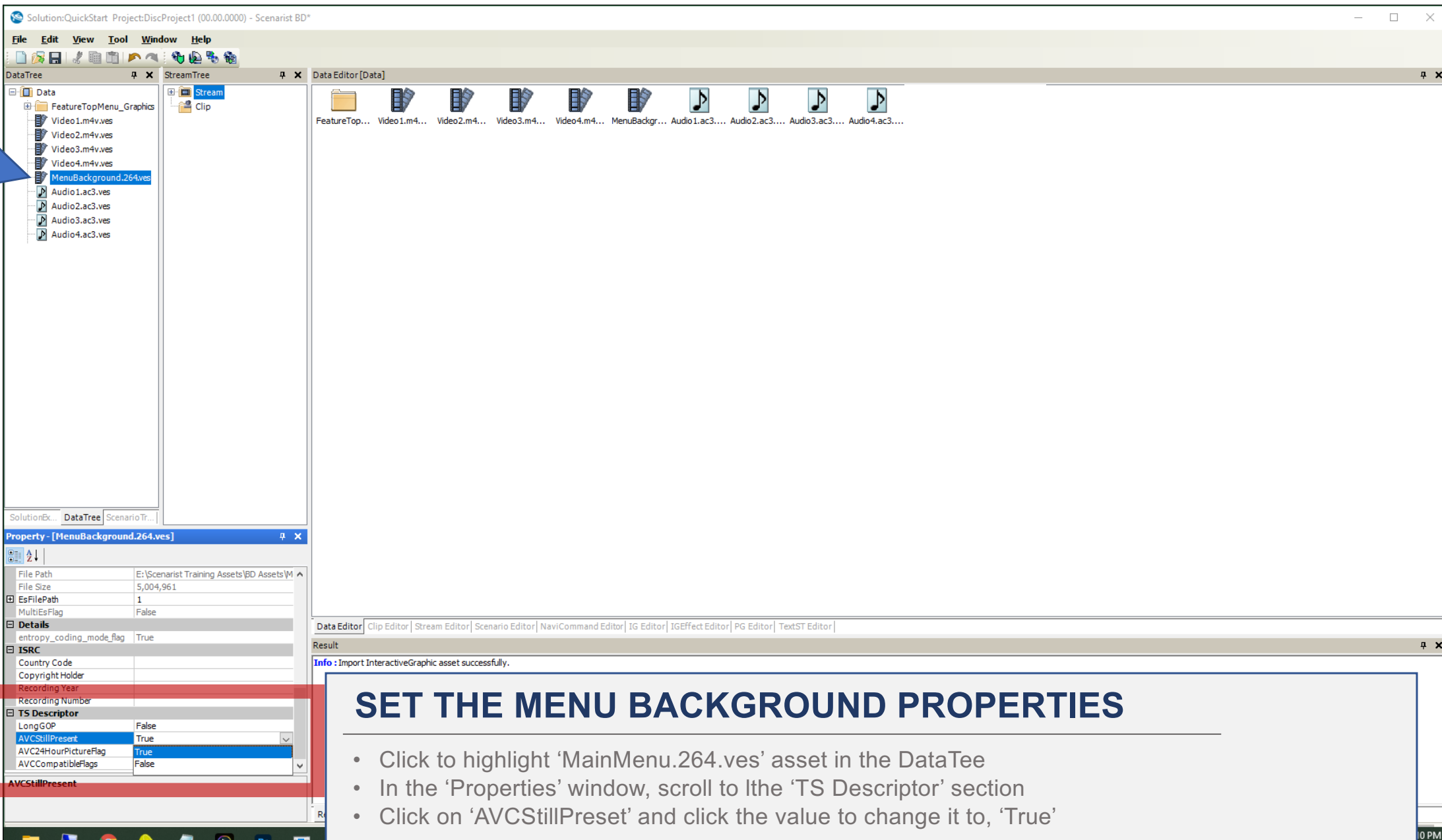
- Navigate to the audio files in the BD Assets folder
- Select all four assets then drag and drop them into the DataTree tab
- When the Select Coding Type dialog appears, leave the selection as Dolby Digital (AC3) and make sure to check 'Apply to All'
- Click 'OK'

# IMPORTING ASSETS

**DRAG IN MENU BACKGROUND IMAGE**

- Navigate to the Menu files in the BD Assets folder
- Select 'MenuBackground.264.ves' then drag and drop them into the DataTree tab

# IMPORTING ASSETS

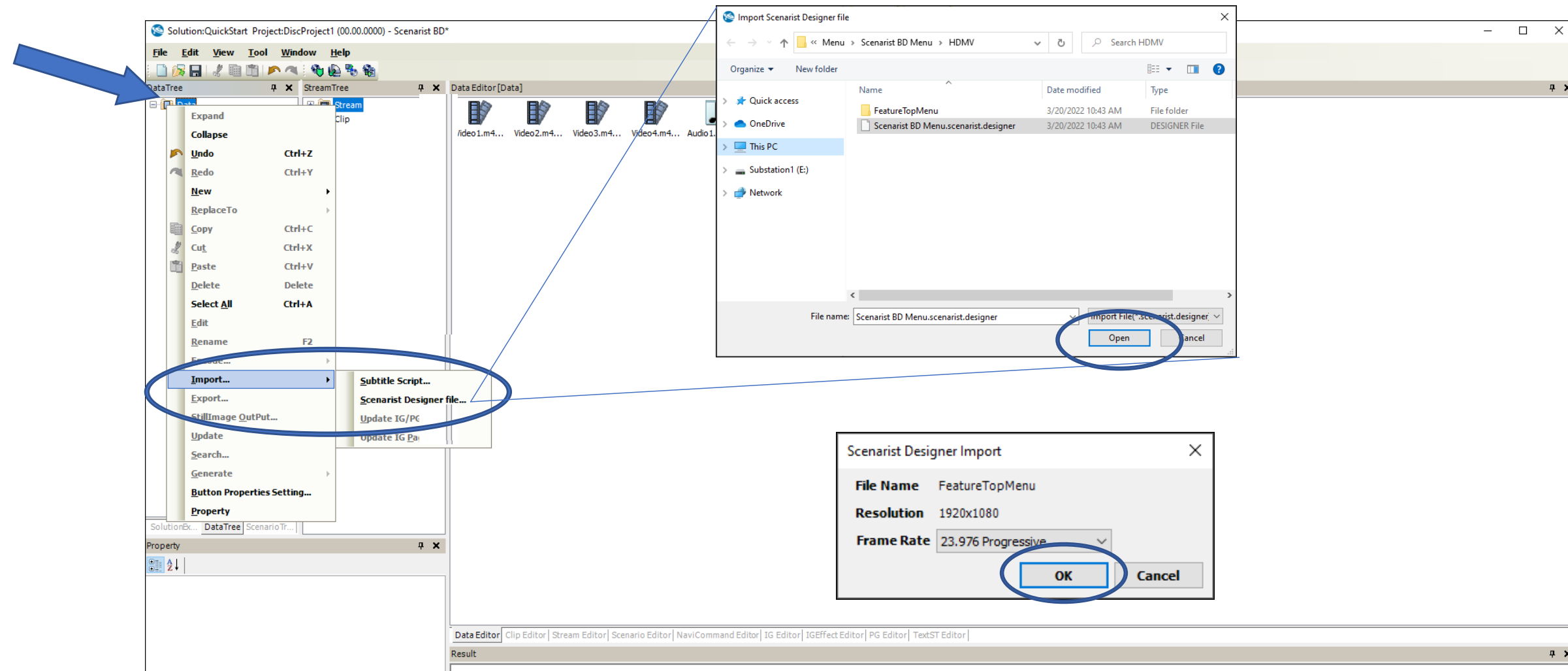


The screenshot shows the Scenarist BD software interface. The DataTree on the left lists assets under 'Data', including 'FeatureTopMenu\_Graphics', 'Video1.m4v.ves', 'Video2.m4v.ves', 'Video3.m4v.ves', 'Video4.m4v.ves', 'MenuBackground.264.ves', 'Audio1.ac3.ves', 'Audio2.ac3.ves', 'Audio3.ac3.ves', and 'Audio4.ac3.ves'. A blue arrow points to 'MenuBackground.264.ves'. The StreamTree in the middle shows a 'Stream' and a 'Clip'. The Data Editor on the right displays a list of assets. The Properties window for 'MenuBackground.264.ves' is open, showing the 'TS Descriptor' section with 'AVCStillPresent' set to 'True'. A red box highlights the 'AVCStillPresent' property and its value.

## SET THE MENU BACKGROUND PROPERTIES

- Click to highlight 'MainMenu.264.ves' asset in the DataTee
- In the 'Properties' window, scroll to lthe 'TS Descriptor' section
- Click on 'AVCStillPreset' and click the value to change it to, 'True'

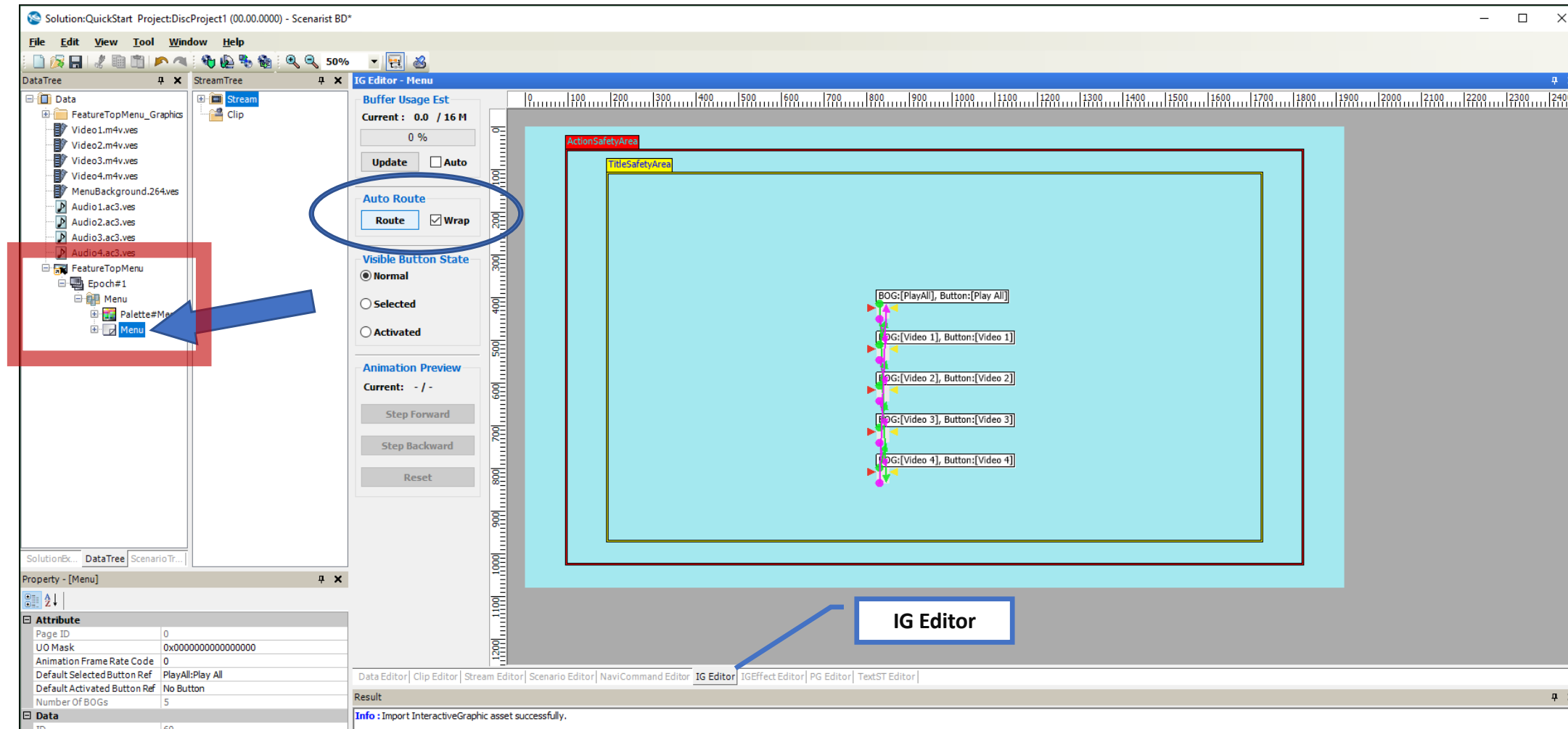
# IMPORTING ASSETS



## 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'

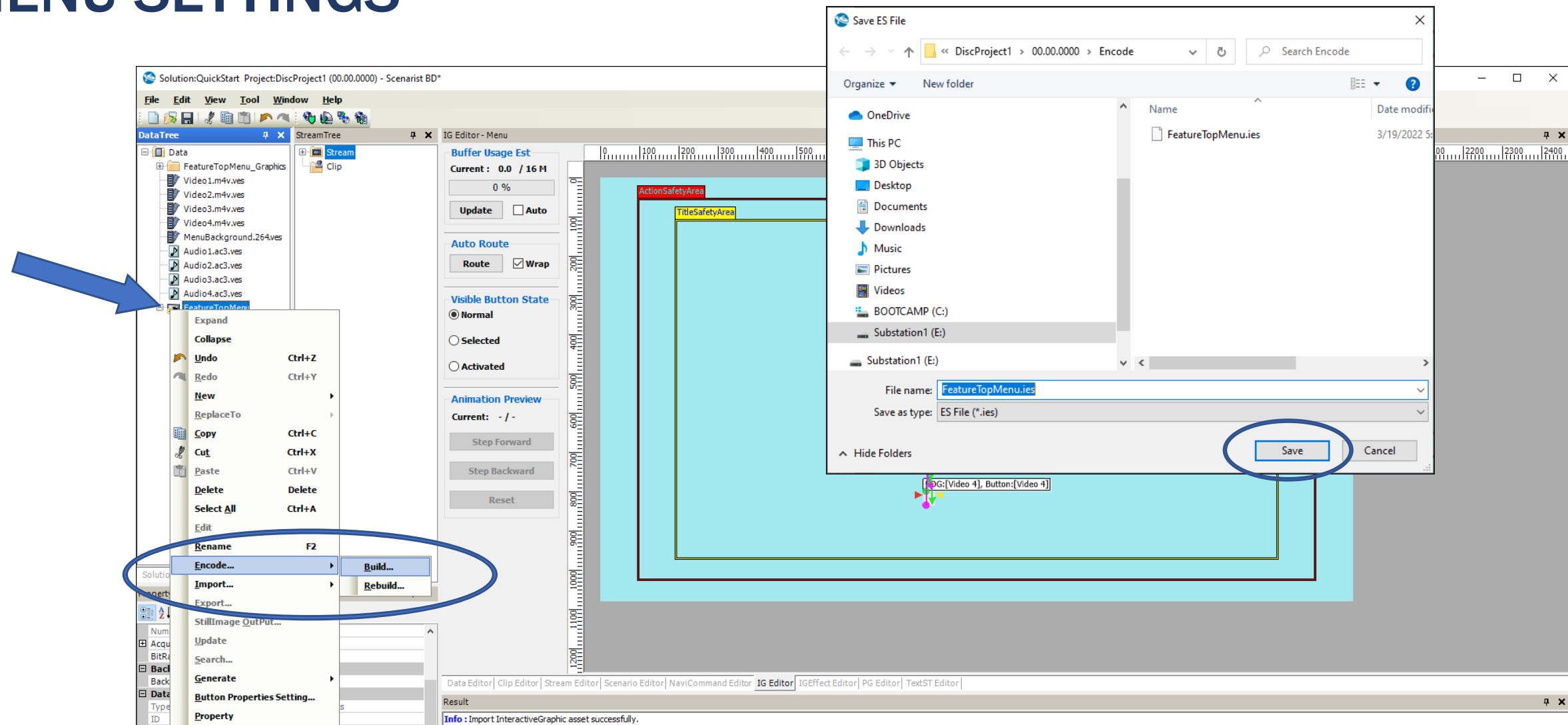
# MENU SETTINGS



## 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

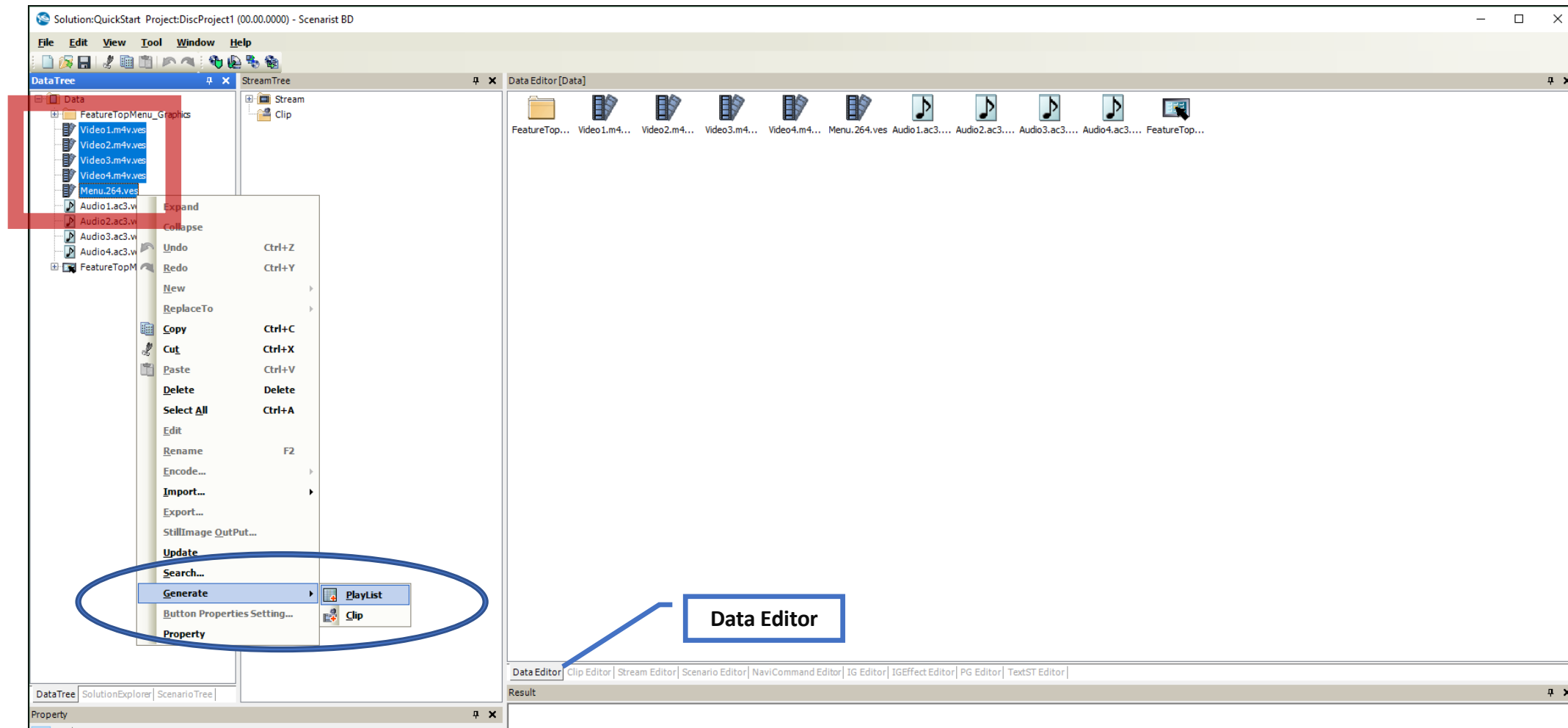
# MENU SETTINGS



## 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'

# MAKE PLAYLISTS AND CLIPS

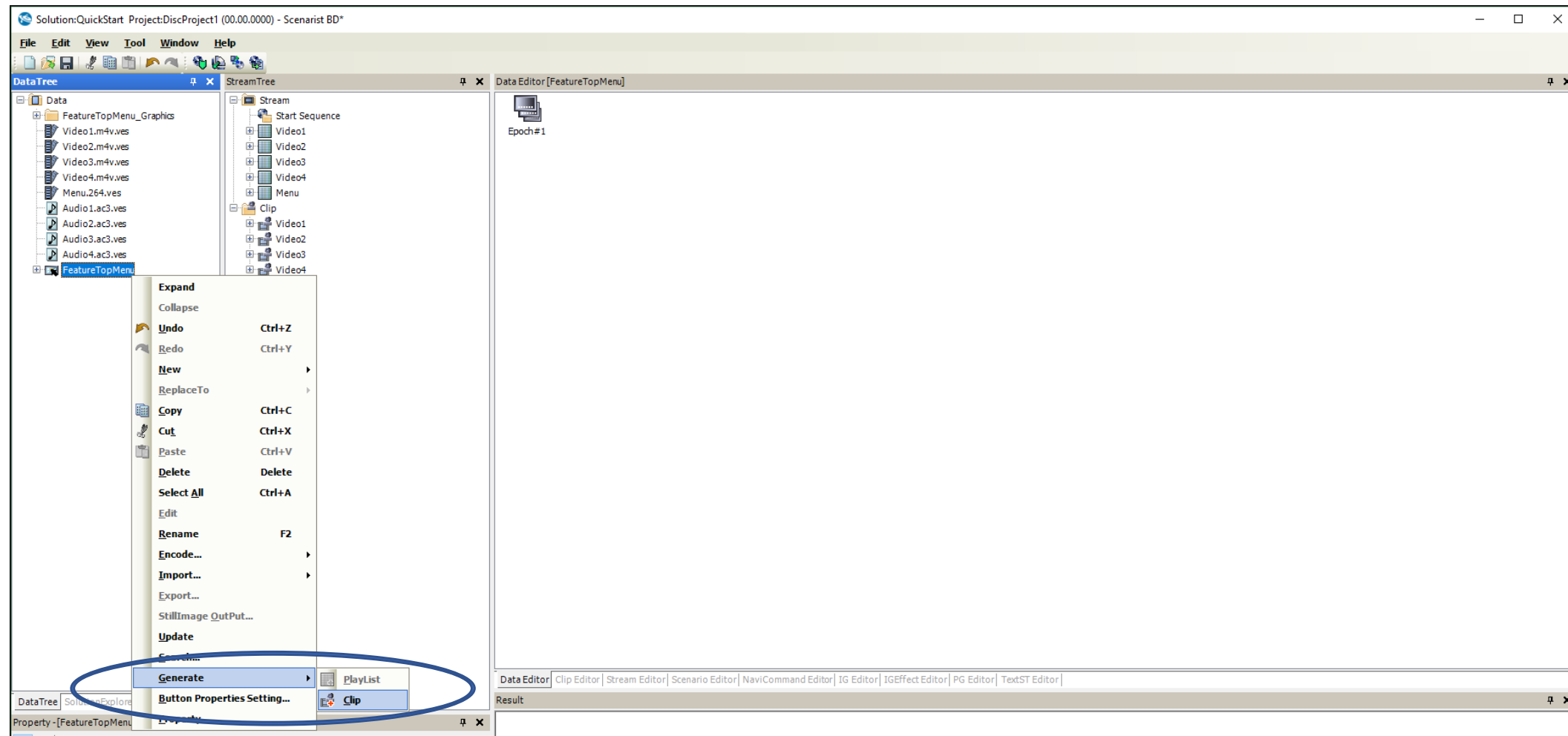


## MAKE PLAYLISTS

- 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.

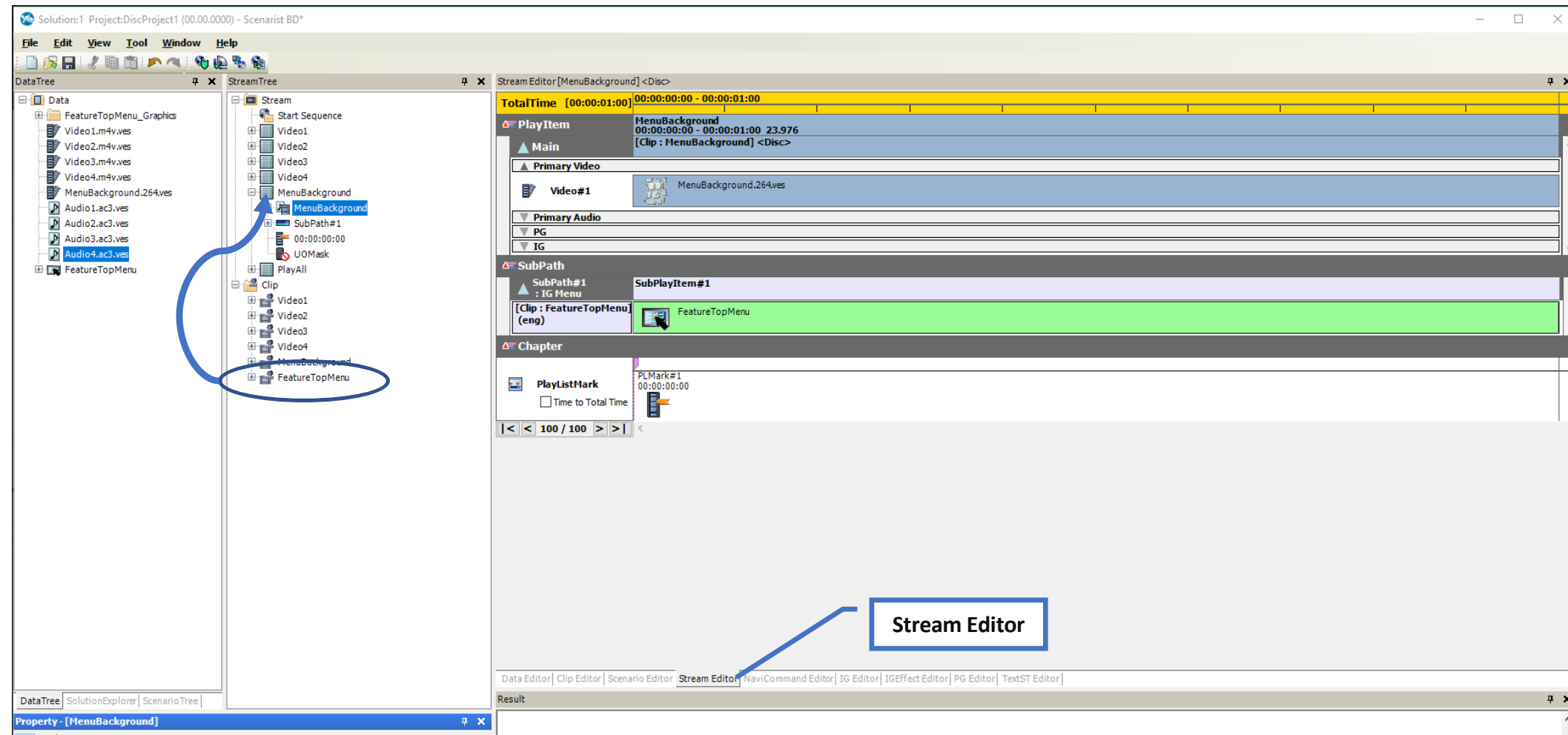
# MAKE PLAYLISTS AND CLIPS



## MAKE THE MENU CLIP

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

# MAKE PLAYLISTS AND CLIPS



## COMBINE THE MENU WITH THE BACKGROUND

- Drag the 'FeatureTopMenu' and drop onto the 'MenuBackground' Playlist

Note: the Stream Editor will show the combined menu Playlist

# MAKE PLAYLISTS AND CLIPS

The screenshot displays the Scenarist BD software interface. The main window is titled 'Solution:1 Project:DiscProject1 (00.00.0000) - Scenarist BD\*'. It features a menu bar (File, Edit, View, Tool, Window, Help) and a toolbar. The interface is divided into several panes:

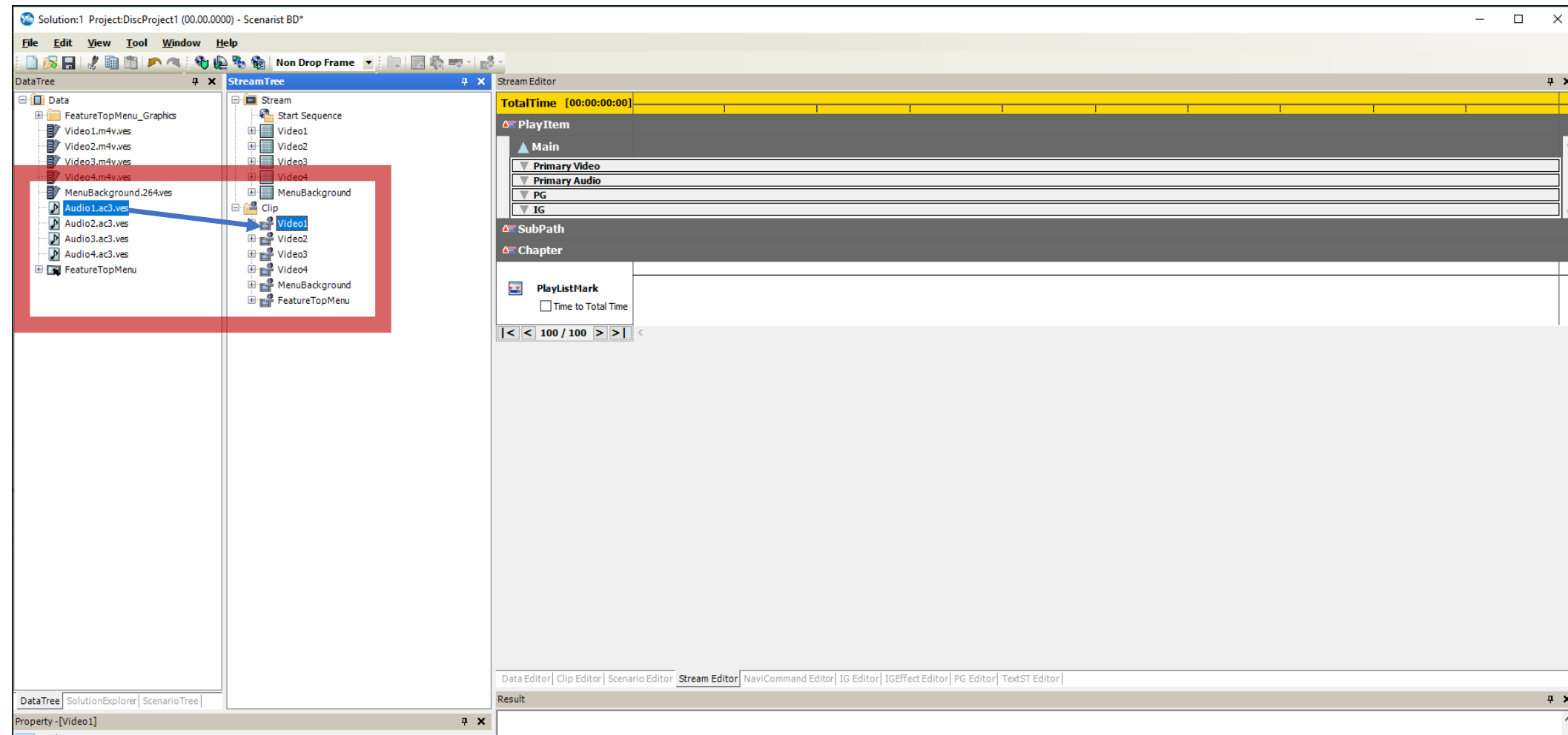
- DataTree:** Shows a hierarchical view of the project data, including Video1.m4v.ves, Video2.m4v.ves, Video3.m4v.ves, Video4.m4v.ves, MenuBackground.264.ves, Audio1.ac3.ves, Audio2.ac3.ves, Audio3.ac3.ves, Audio4.ac3.ves, and FeatureTopMenu.
- StreamTree:** Shows the stream hierarchy, including Start Sequence, Video1, Video2, Video3, Video4, MenuBackground, SubPath#1, UOMask, PlayAll, and Clip.
- Stream Editor [MenuBackground] <Disc>:** Displays the timeline for the MenuBackground playlist. It shows a TotalTime of 00:00:01:00. The timeline includes a PlayItem (MenuBackground) and a SubPath (SubPath#1) containing a SubPlayItem#1 (FeatureTopMenu). A blue arrow points from the 'MenuBackground' item in the StreamTree to the 'MenuBackground' item in the Stream Editor.
- Property - [MenuBackground]:** A window showing the properties of the selected playlist. The 'Still Mode' property is highlighted, and its value is set to 'Still for Infinite Duration'.

The bottom of the interface shows a tabbed view with the following tabs: Data Editor, Clip Editor, Scenario Editor, Stream Editor, NaviCommand Editor, IG Editor, IGEffector Editor, PG Editor, and TextST Editor. The 'Stream Editor' tab is currently active.

## SET THE MENU PLAYLIST PROPERTIES

- Expand the MenuBackground Playlist
- Click on the 'MenuBackground' level
- In the Property window, in the 'Attribute' section, click on 'Still Mode'
- Change the the value to 'Still for Infinite Duration'

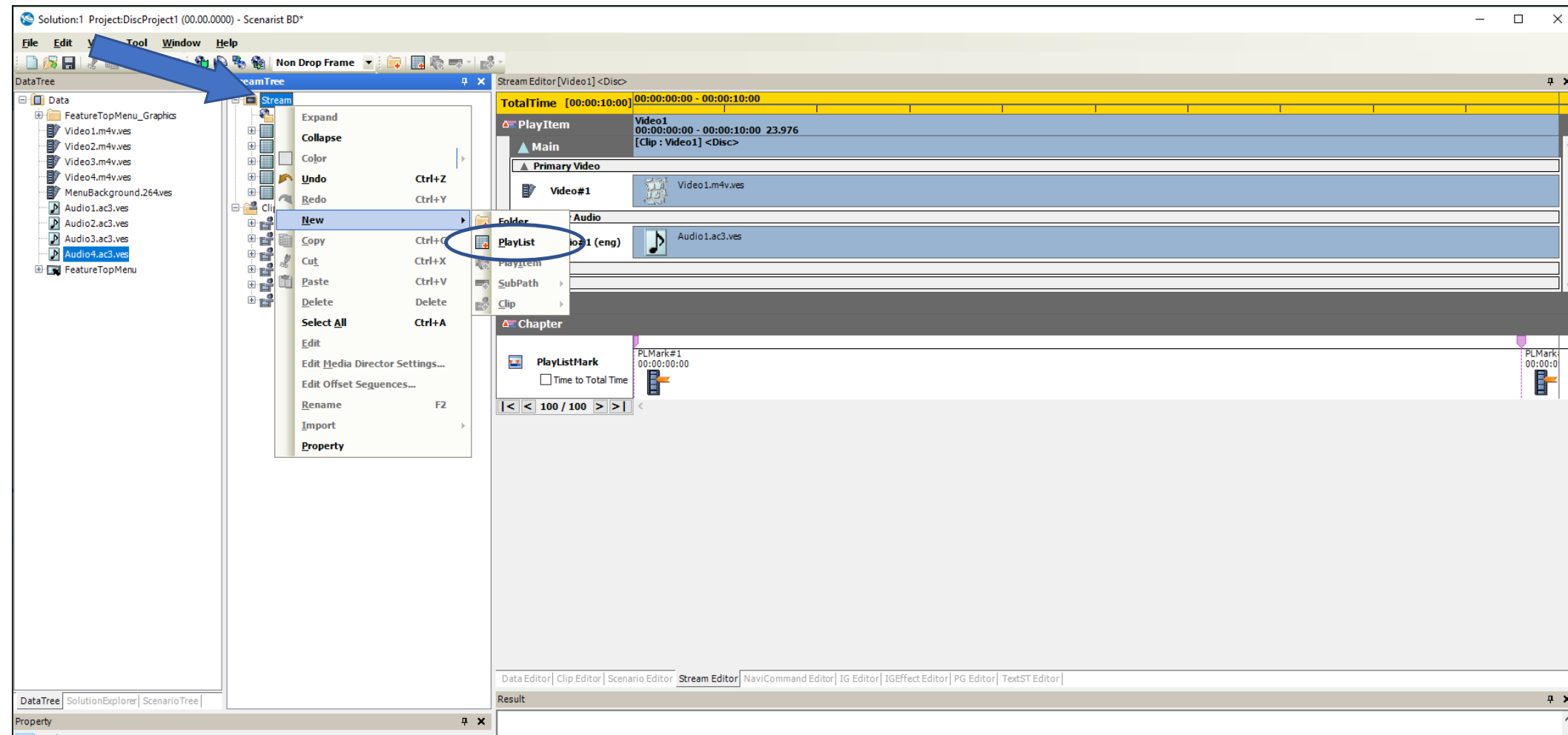
# MAKE PLAYLISTS AND CLIPS



## ADD THE AUDIO TRACKS 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.)

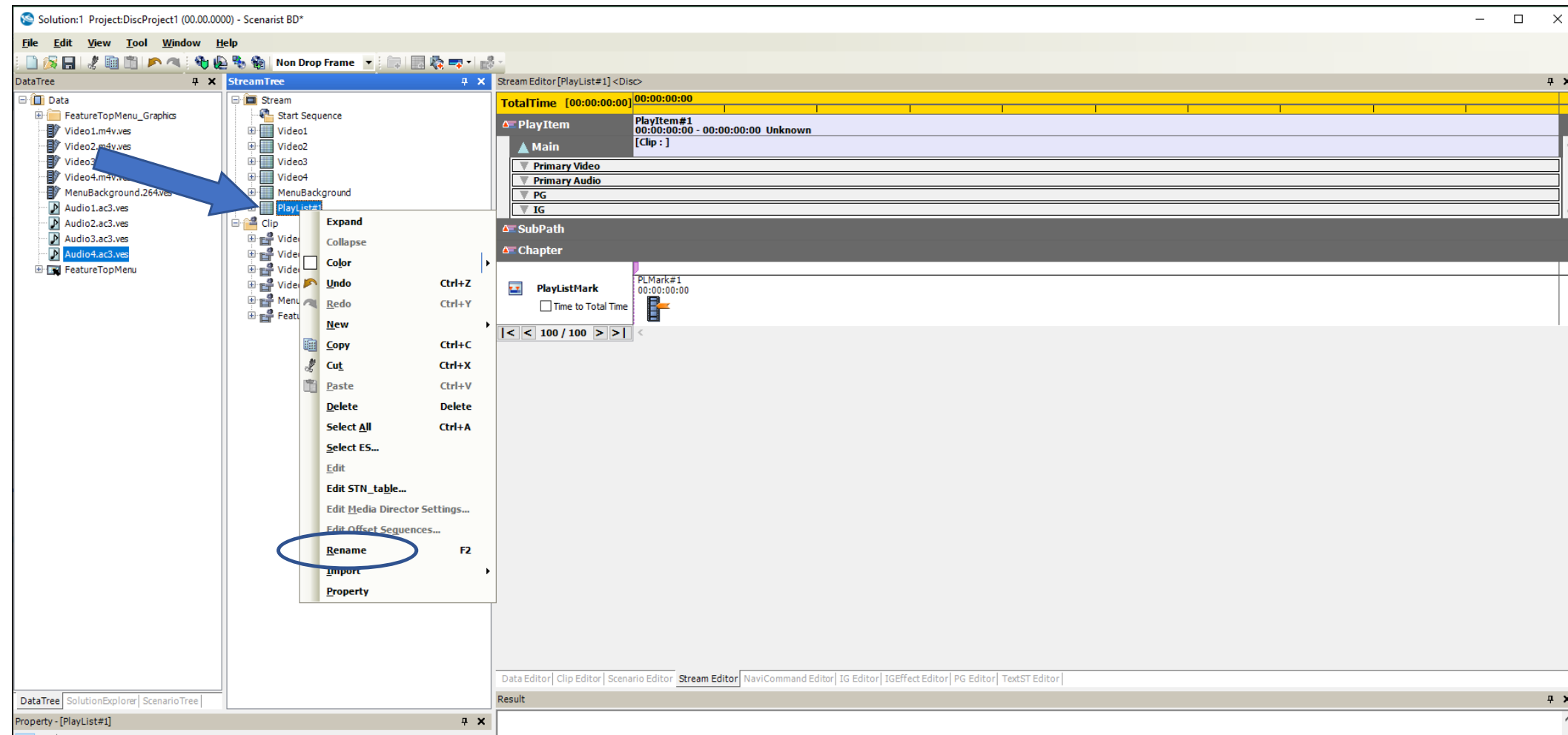
# MAKE PLAYLISTS AND CLIPS



## ADD A NEW PLAYLIST FOR THE 'PLAYALL'

- Right-click on the 'Stream' folder in the 'StreamTree' window
- Select 'New' and choose 'Playlist'

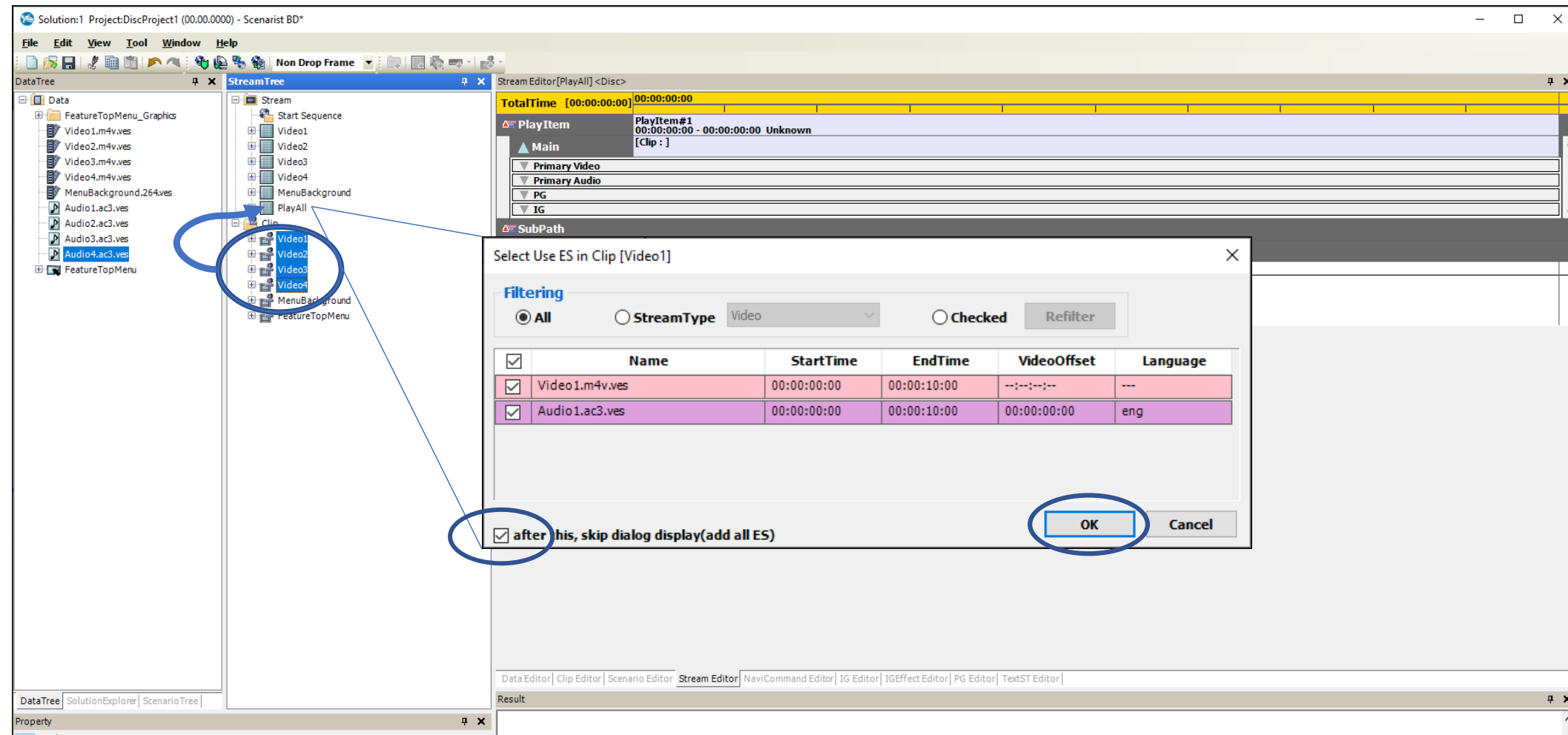
# MAKE PLAYLISTS AND CLIPS



## RENAME THE PLAYLIST

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

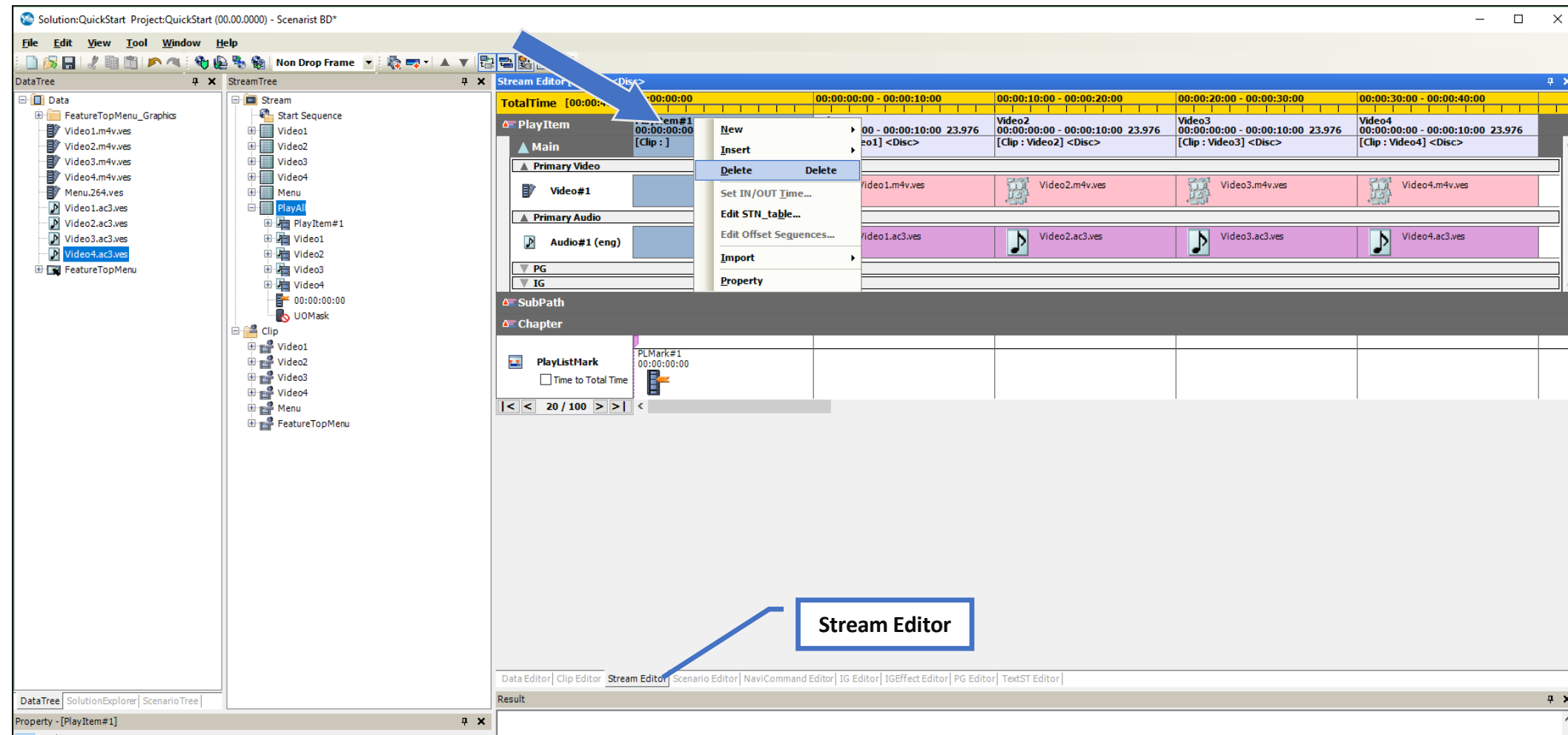
# MAKE PLAYLISTS AND CLIPS



## 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'

# MAKE PLAYLISTS AND CLIPS

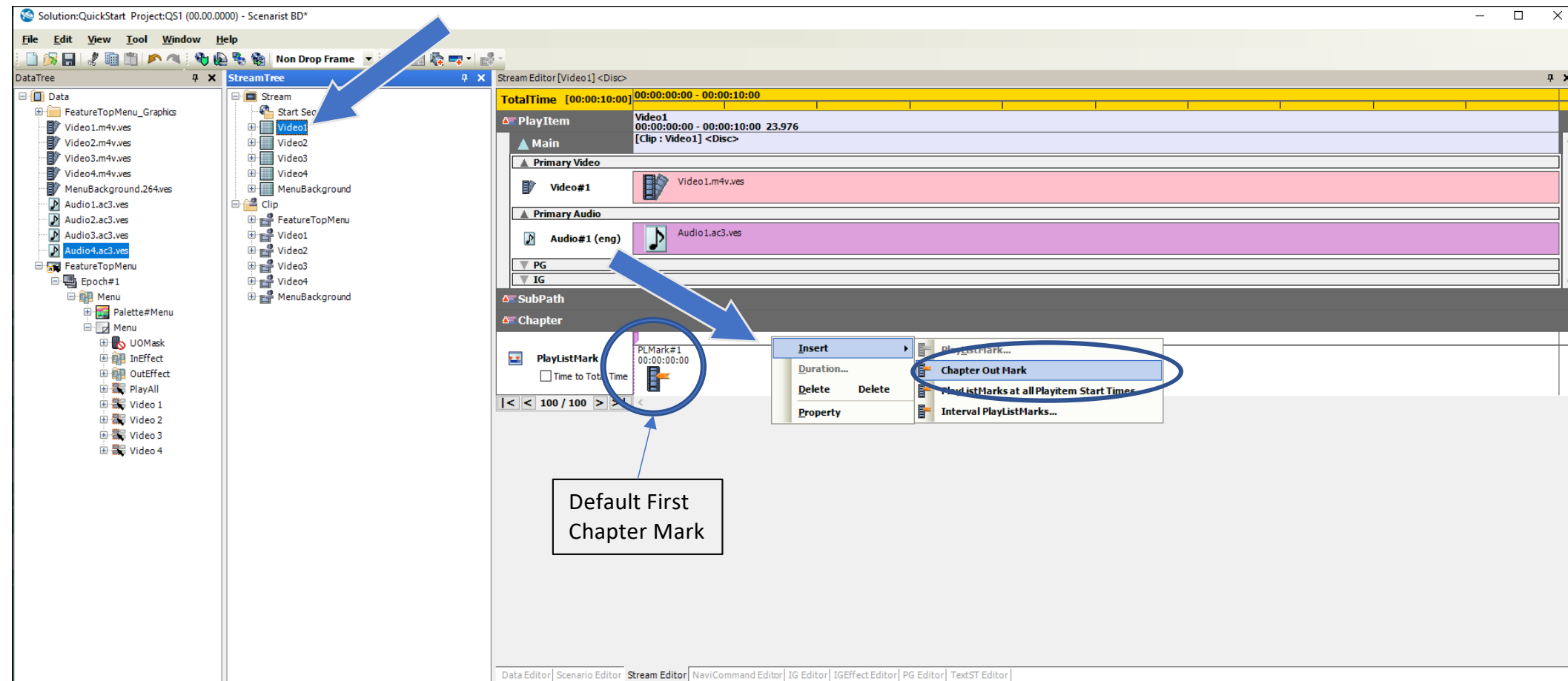


## SETUP THE PLAYALL

- Double-click the 'PlayAll' Playlist and the playlist will open in the Stream Editor
- Right-click on the top half of 'PlayItem#1' and choose 'Delete' because we don't need it for the PlayAll Playlist

Note the other Video Clips should be visible in the Playlist

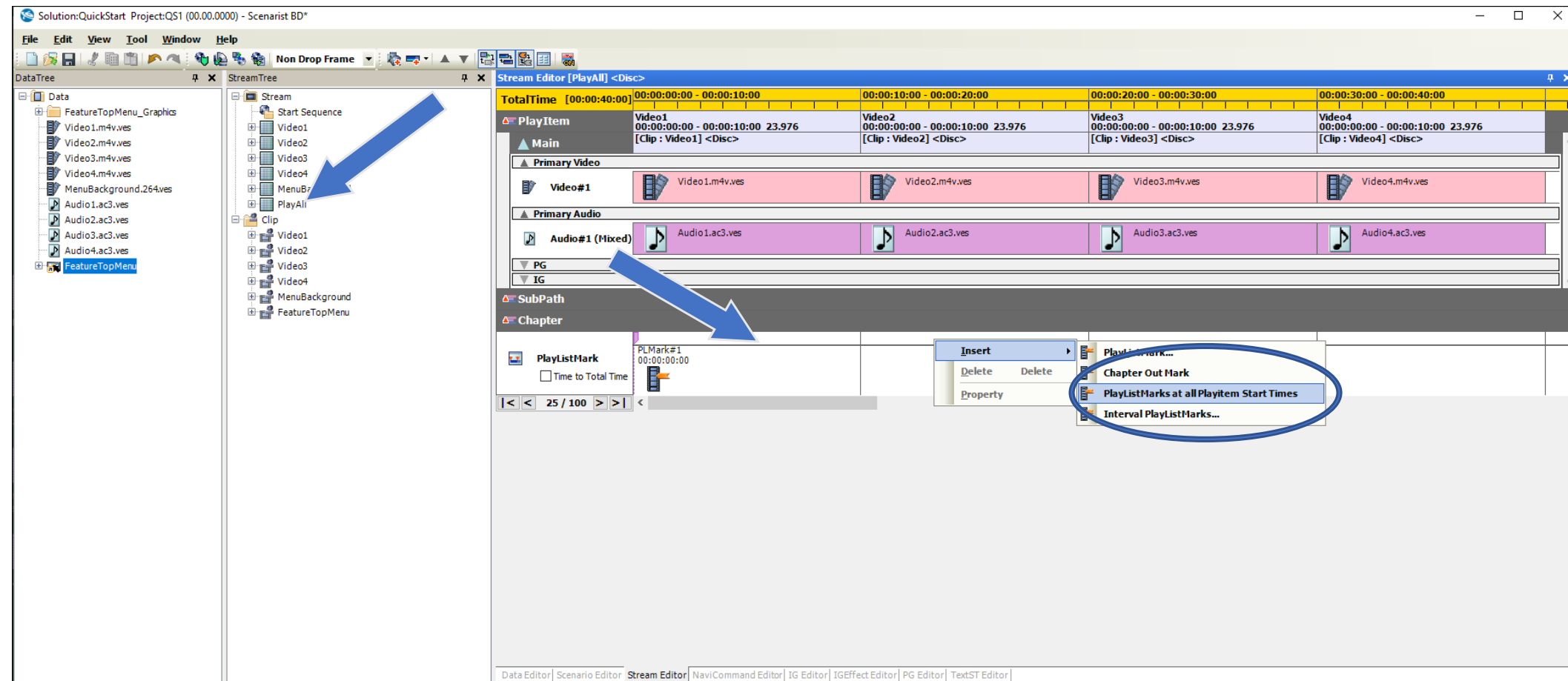
# MAKE PLAYLISTS AND CLIPS



## 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

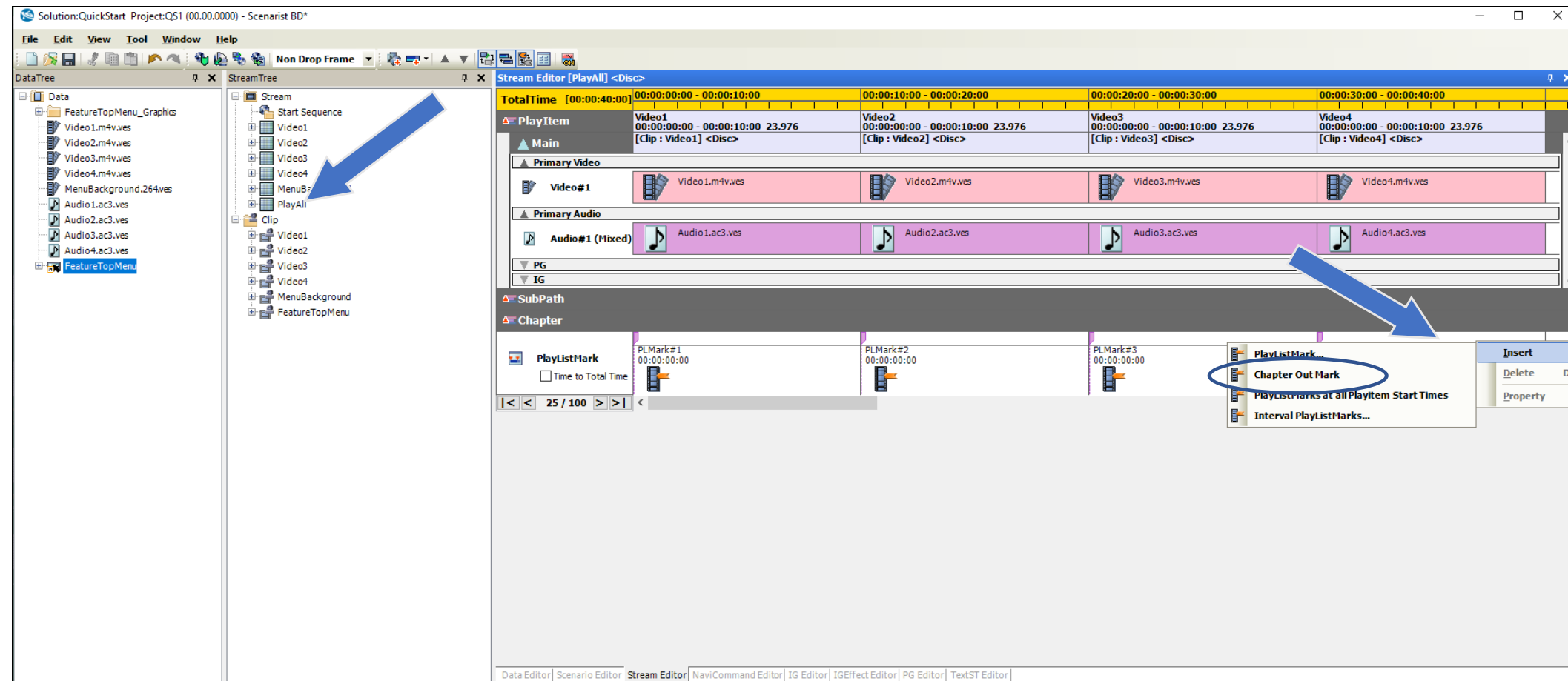
# MAKE PLAYLISTS AND CLIPS



## ADD CHAPTER MARKS FOR THE PLAYALL

- Double-click the 'PlayAll' Playlist and the playlist will open in the Stream Editor
- We'll add chapter marks for each Clip in the PlayList
- Right-click on the top part of the Chapter timeline, select 'Insert' and then 'PlayList Marks at all Playitem Start Times'
- Chapter Marks are placed at the start of the video clips automatically
- Do the same for the Video2, Video3, and Video4 playlists

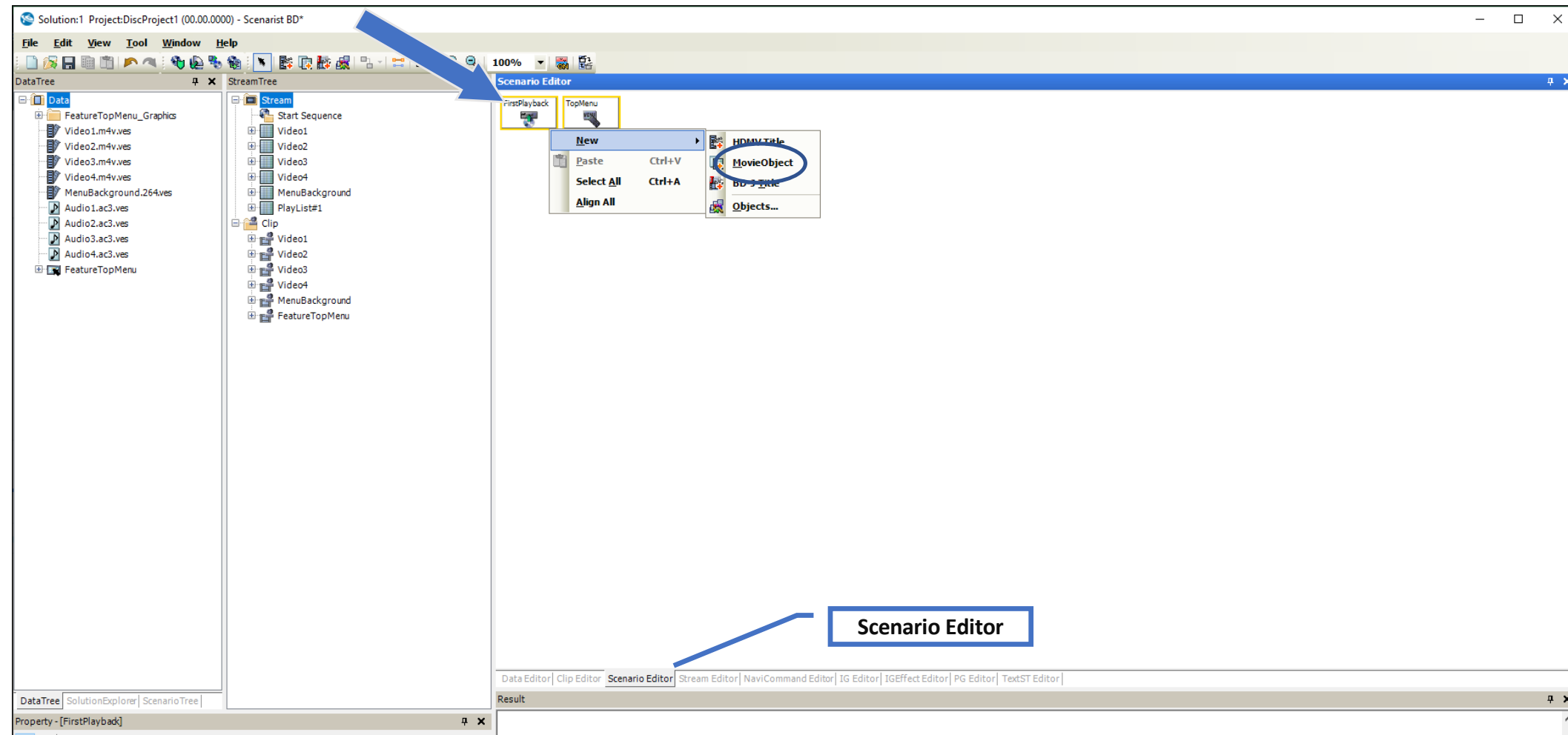
# MAKE PLAYLISTS AND CLIPS



## ADD FINAL CHAPTER MARK FOR THE LAST CLIP IN THE PLAYALL

- Right-click on the top part of the Chapter timeline in the 'Video 4' area, select 'Insert' and then 'Chapter Out Mark'
- A chapter out mark will be placed at the end of the Video 4 clip automatically

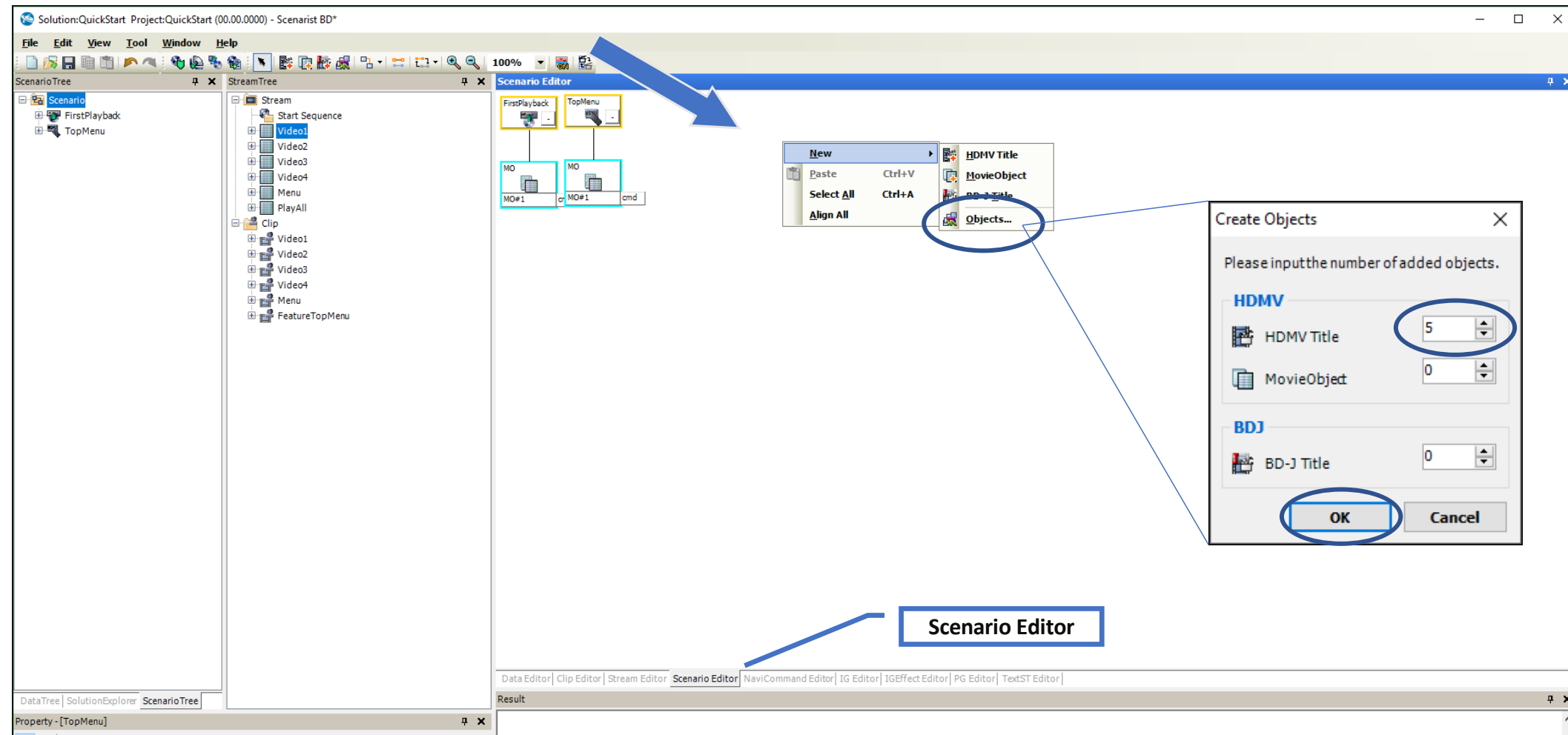
# BUILDING THE TITLE



## 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 command
- Do the same thing for the 'TopMenu' object – this be used to hold the main menu

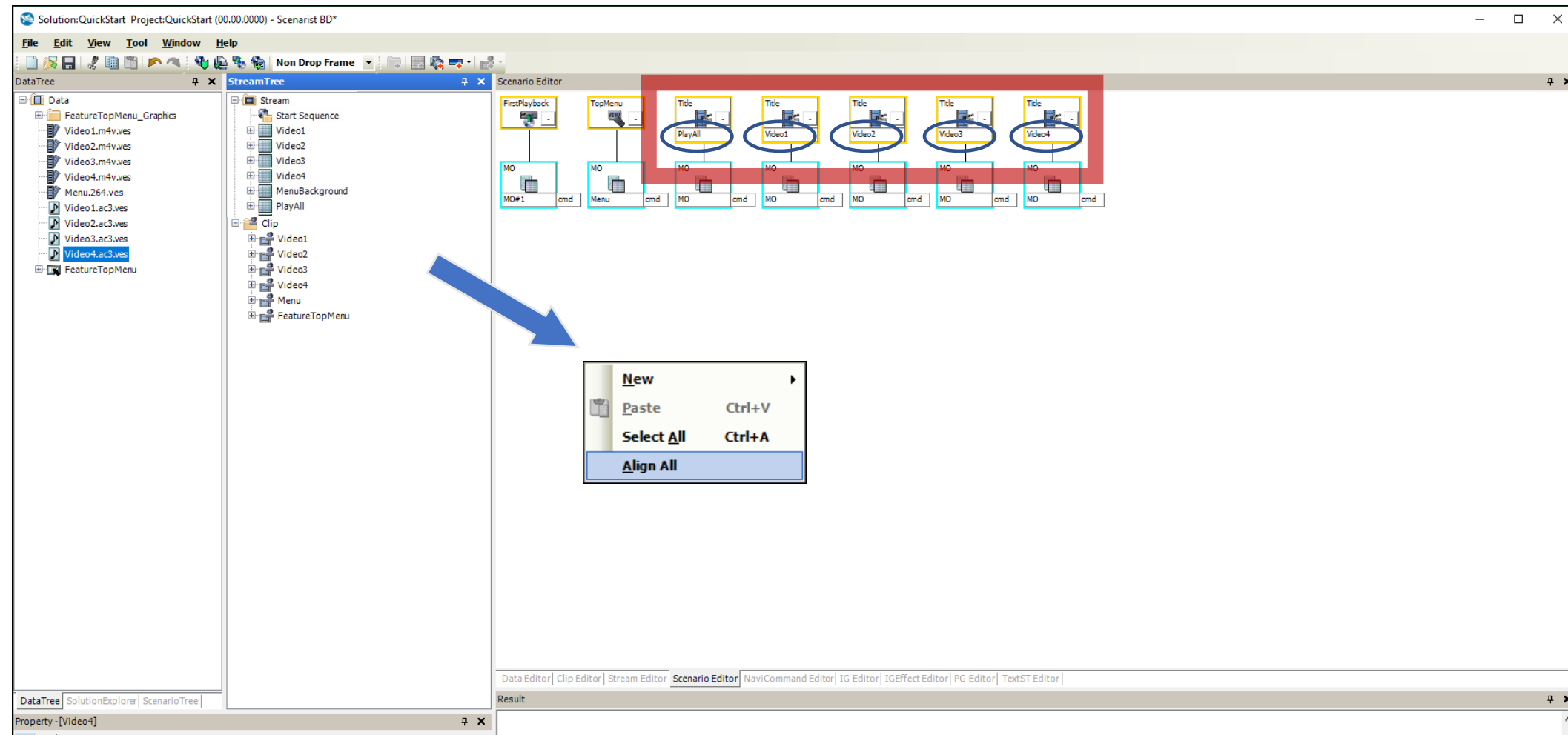
# BUILDING THE TITLE



## 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

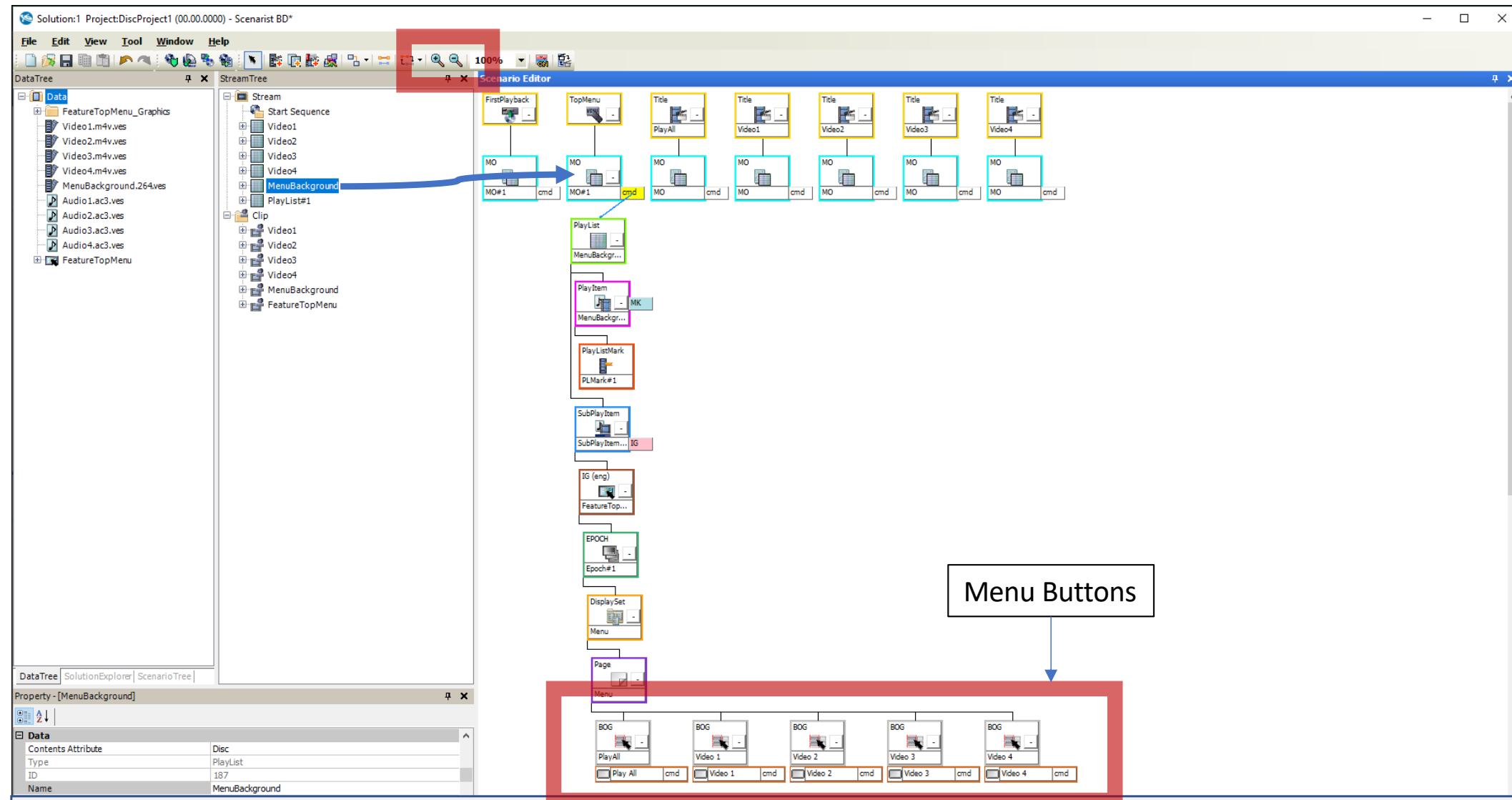
# BUILDING THE TITLE



## 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

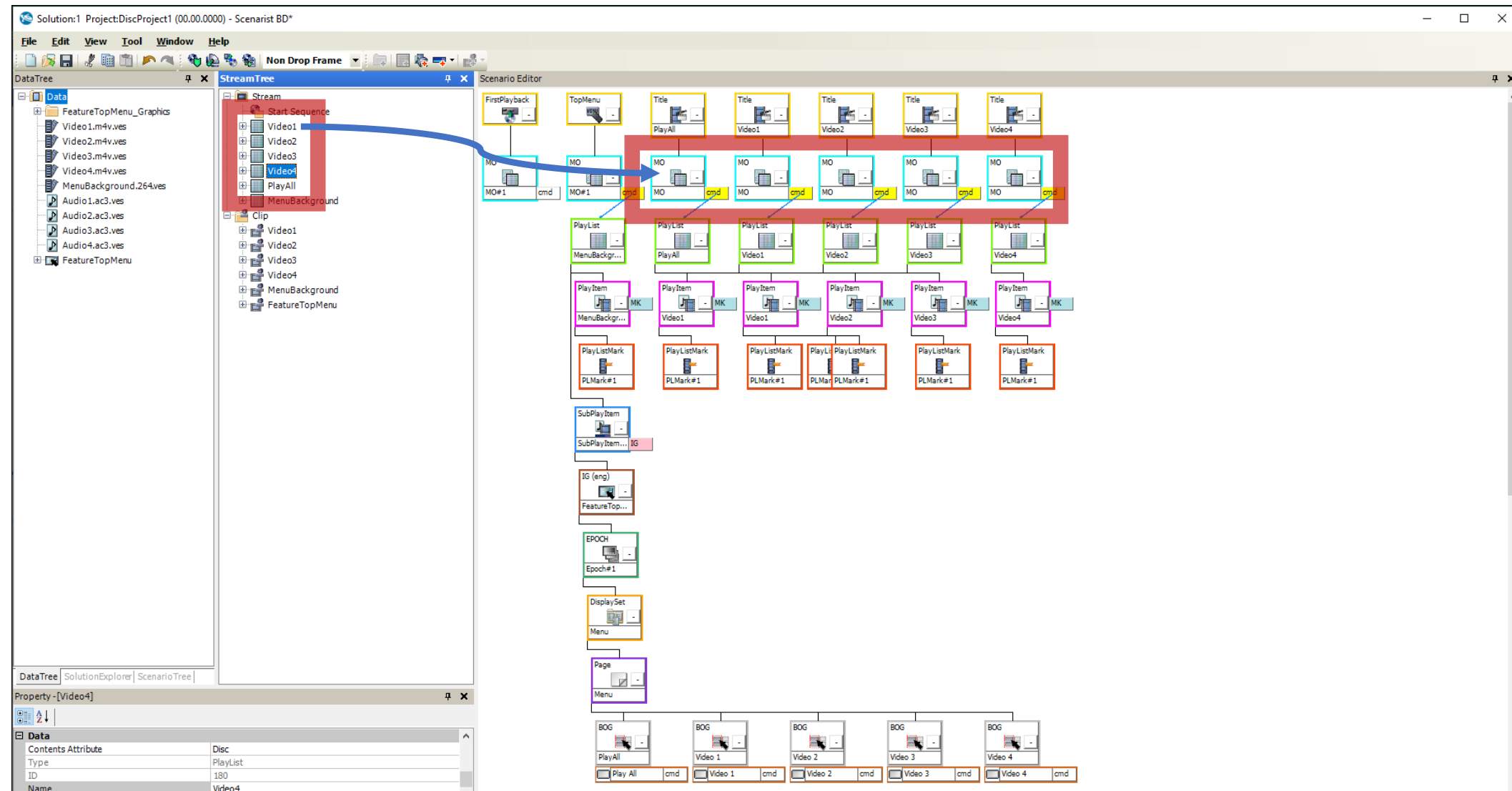
# BUILDING THE TITLE



## 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.

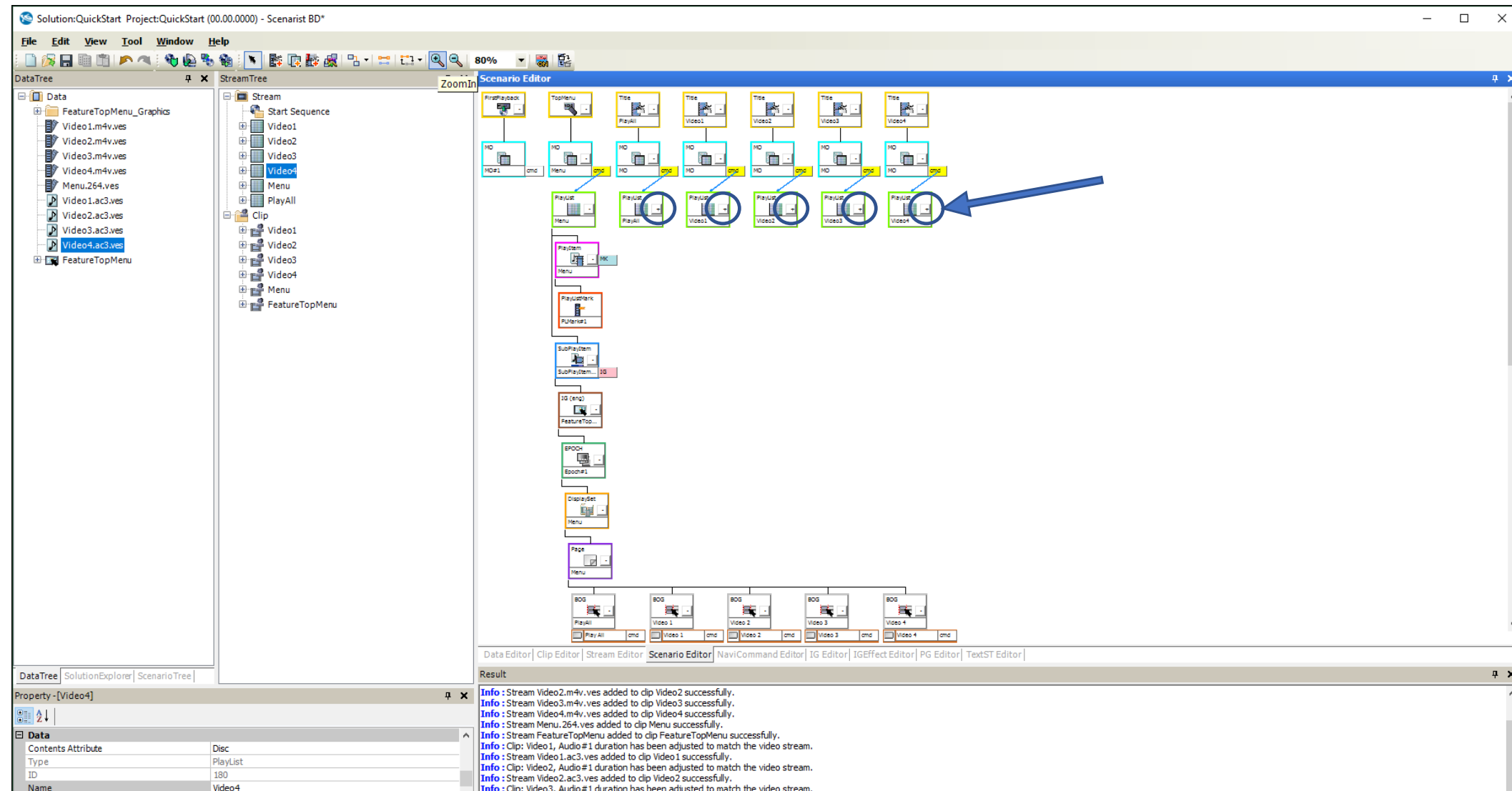
# BUILDING THE TITLE



## BUILD THE HDMV TITLES

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

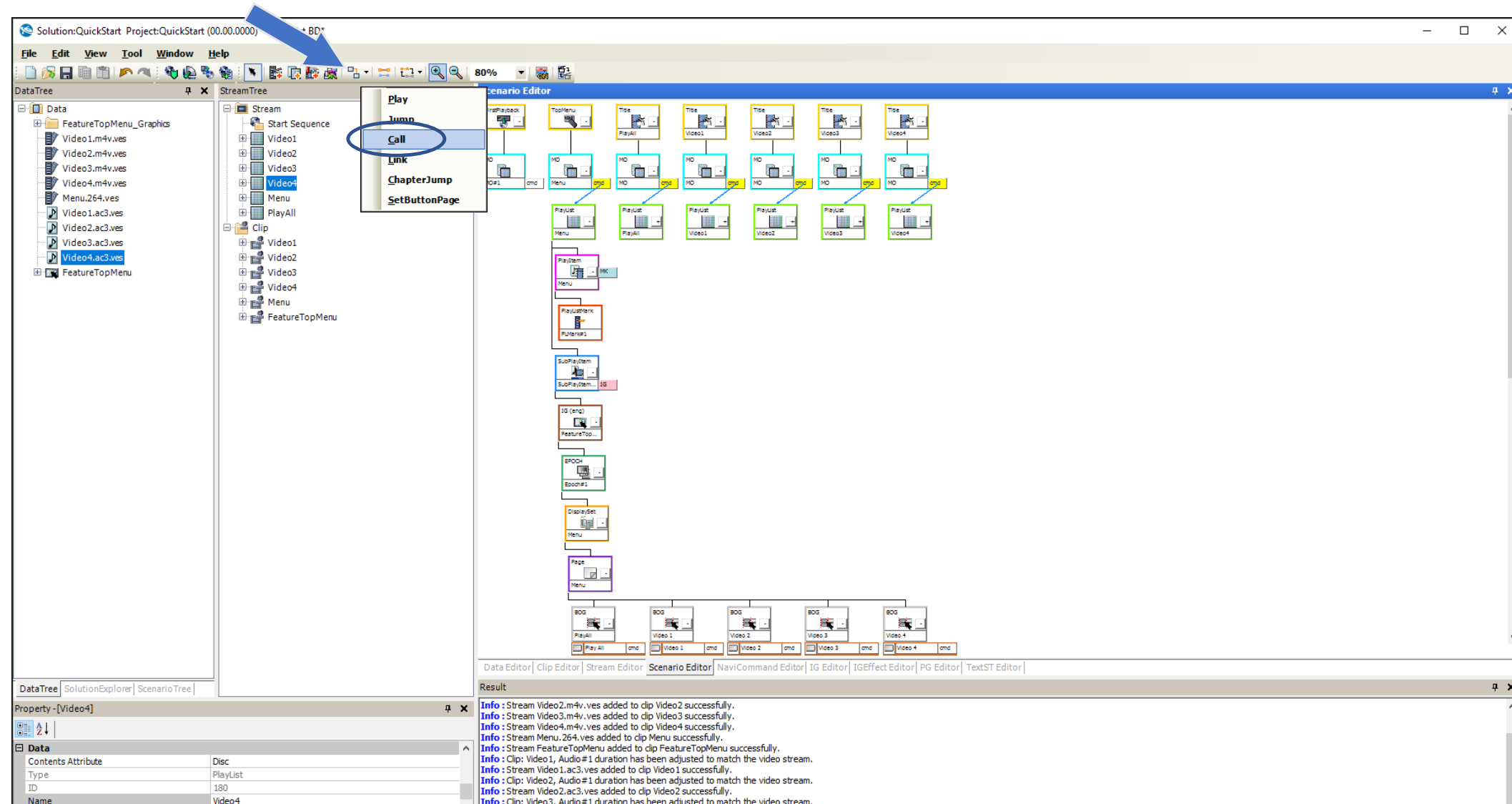
# BUILDING THE TITLE



## 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

# BUILDING THE TITLE

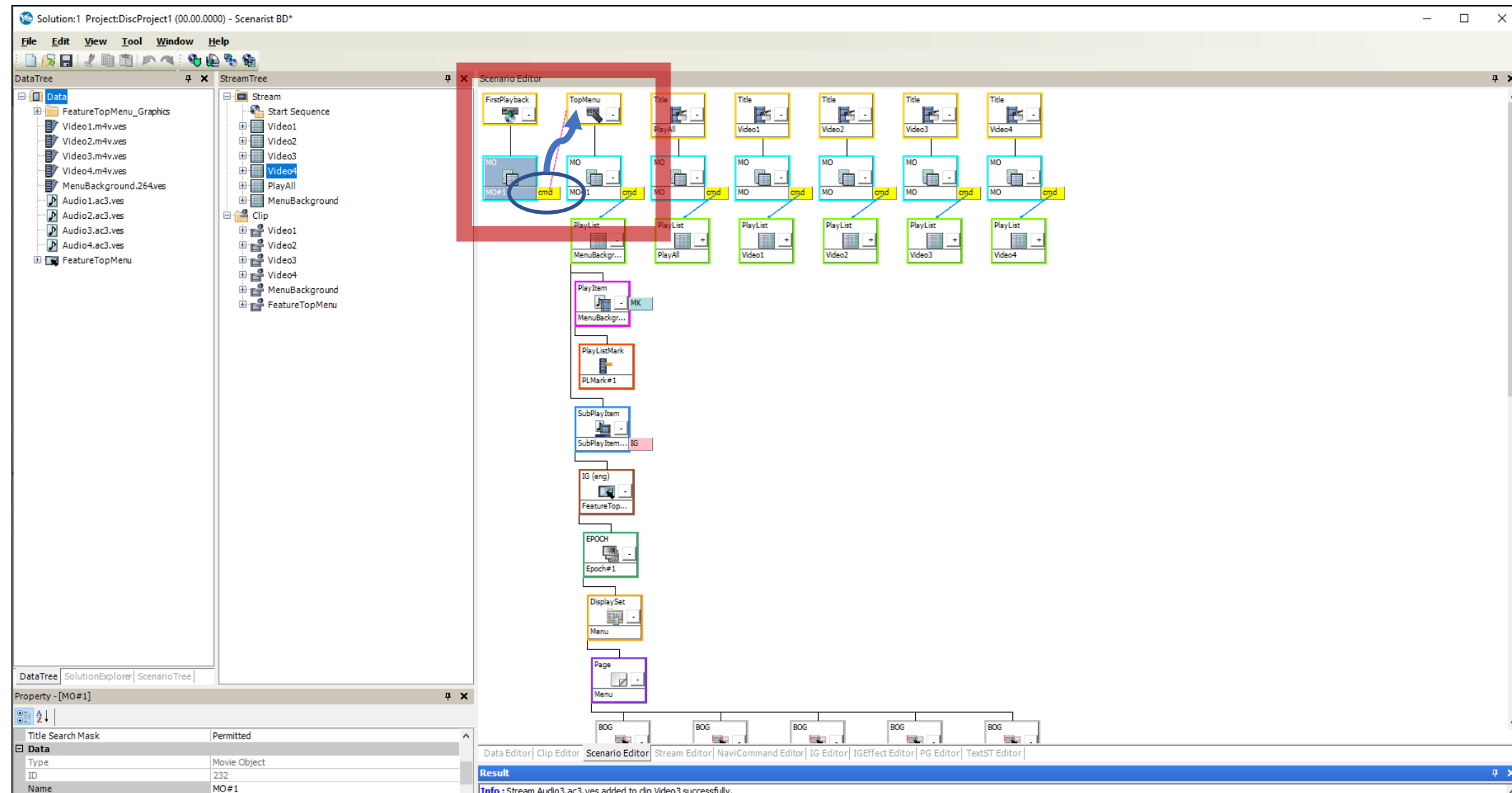


## LINK BUTTONS TO PLAYLISTS

- 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

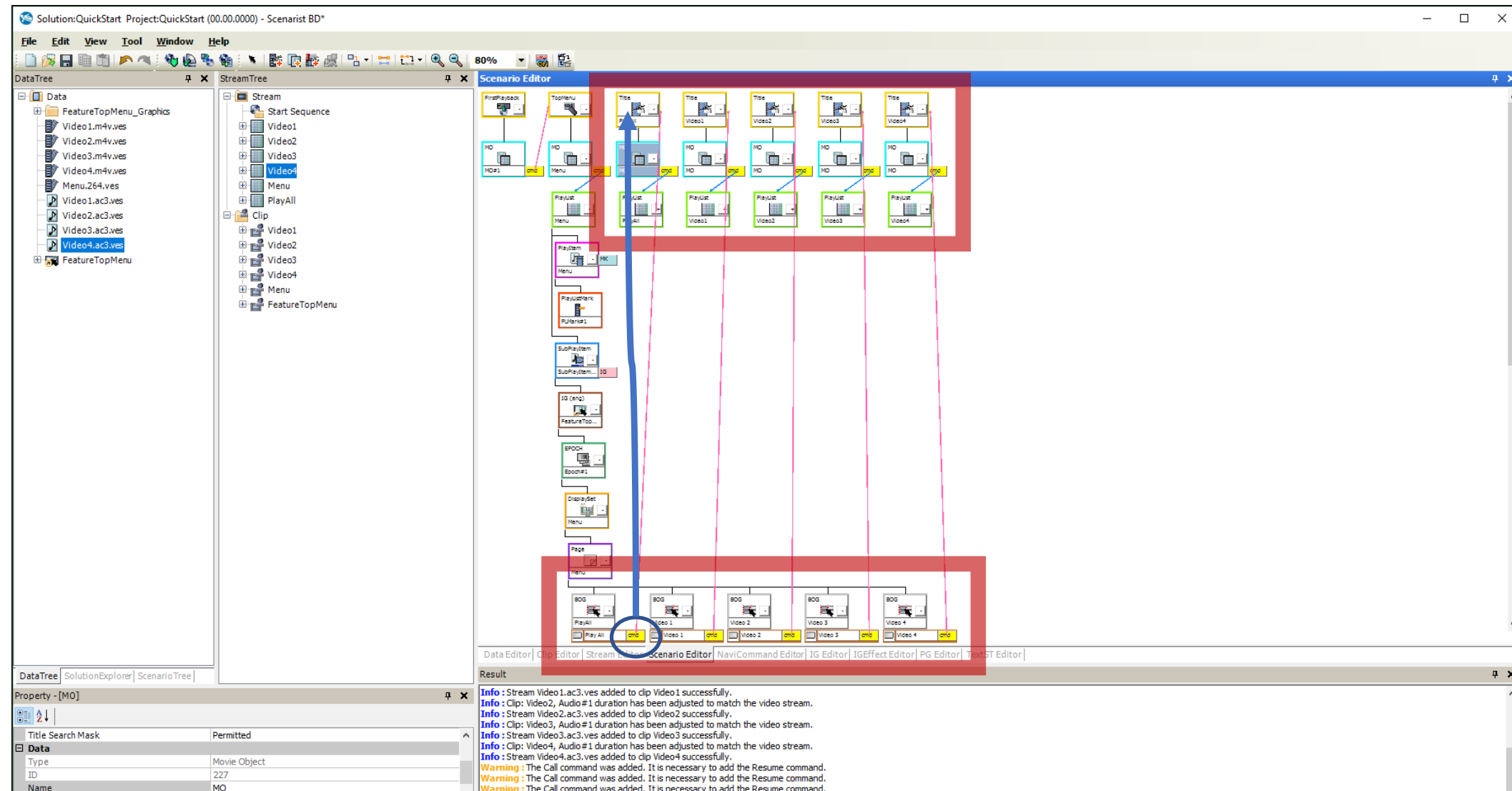
# BUILDING THE TITLE



## 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 that you have programmed the disc to open to the Main Menu when it is inserted into the player.

# BUILDING THE TITLE

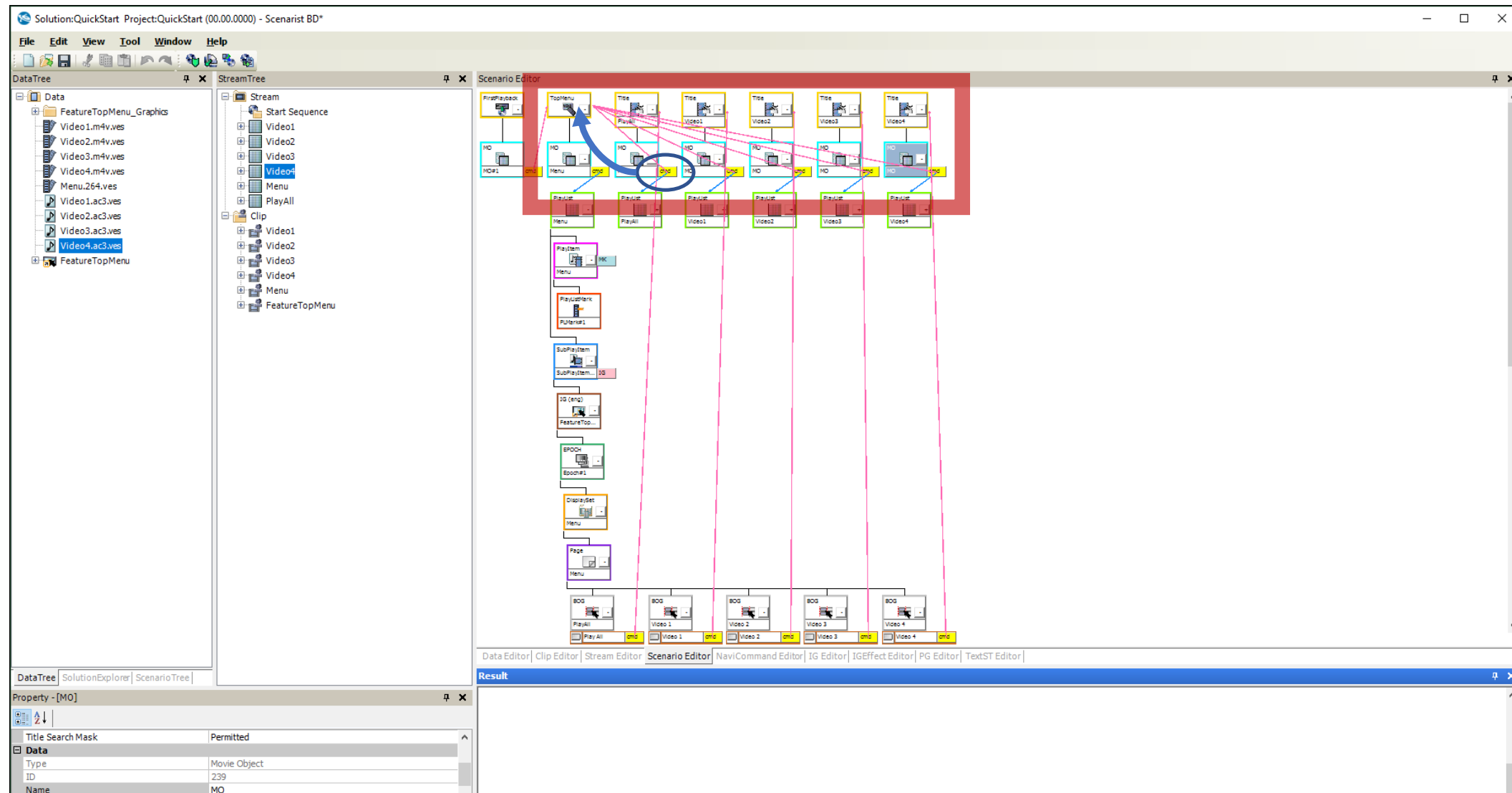


## LINK BUTTONS TO PLAYLISTS

- 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

# BUILDING THE TITLE



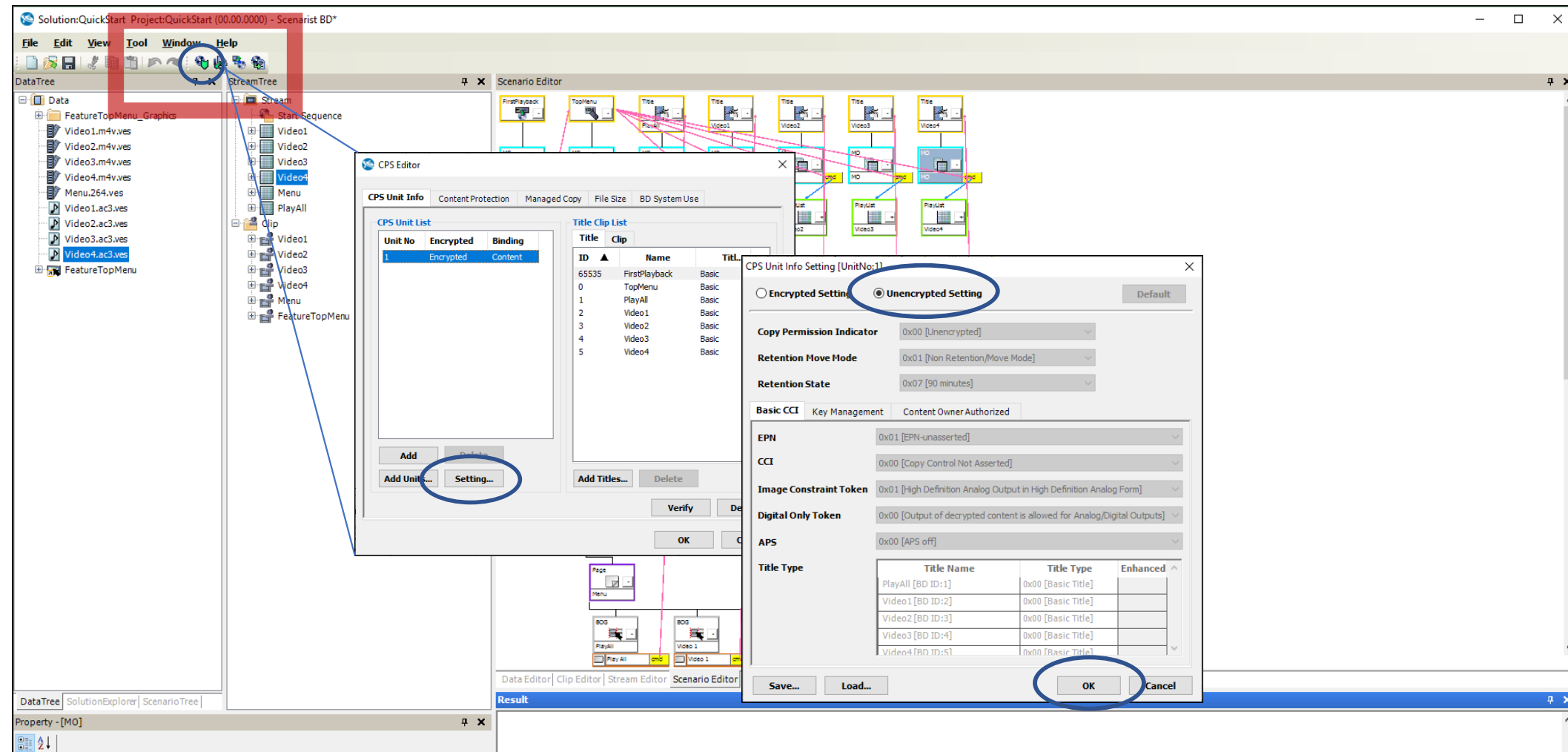
## LINK THE PLAYLISTS TO THE TOP MENU

- 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 after you have connected the buttons to the Title object

# FINISHING YOUR TITLE

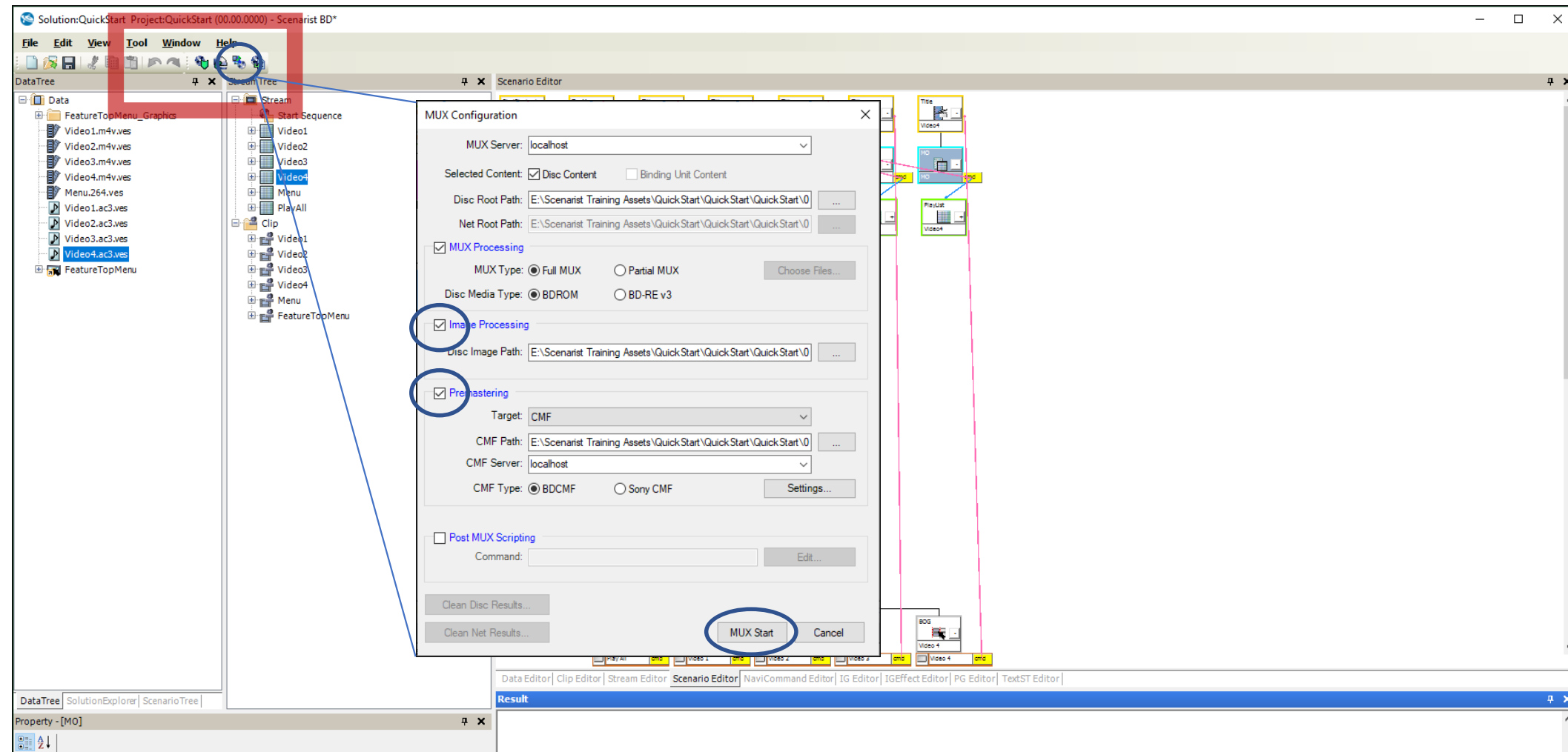


## SETTING THE COPY PROTECTION

- 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.

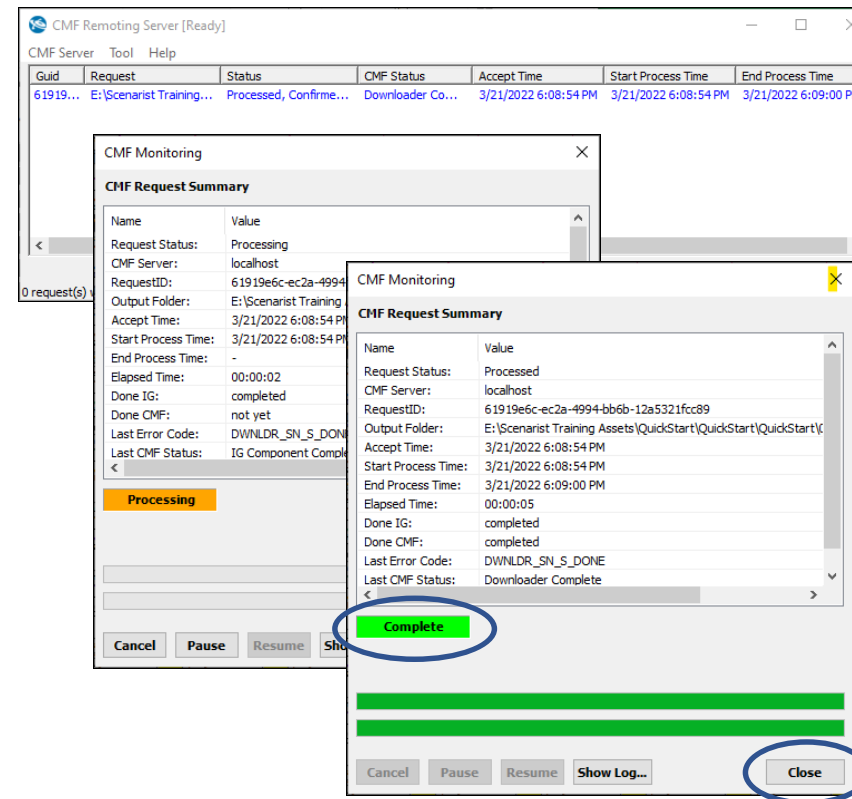
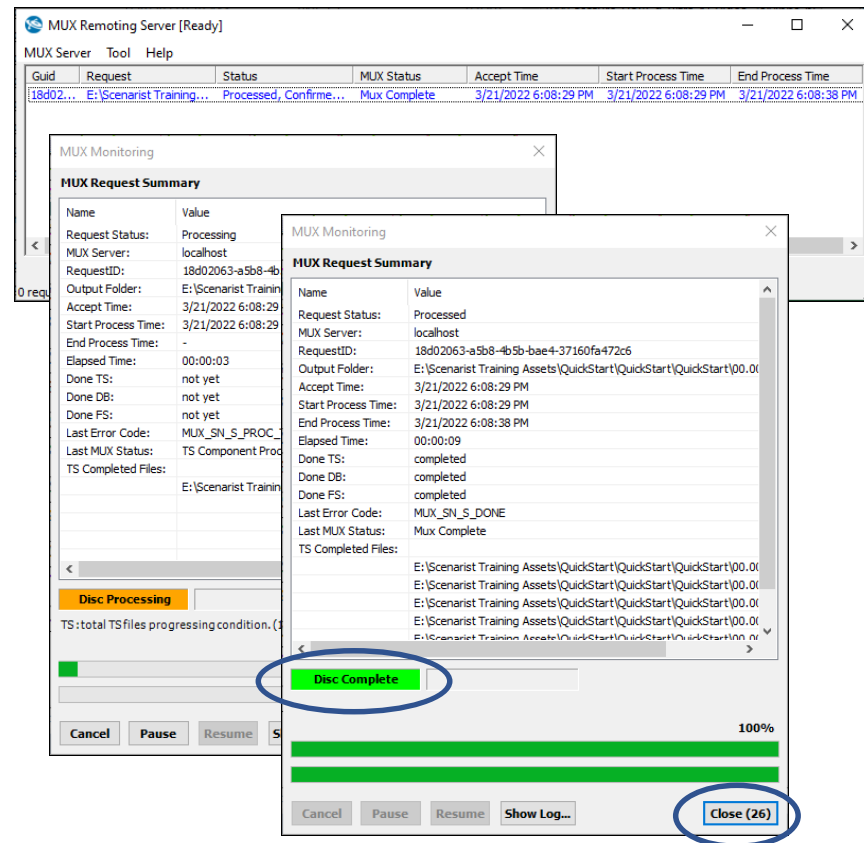
# FINISHING YOUR TITLE



## 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'

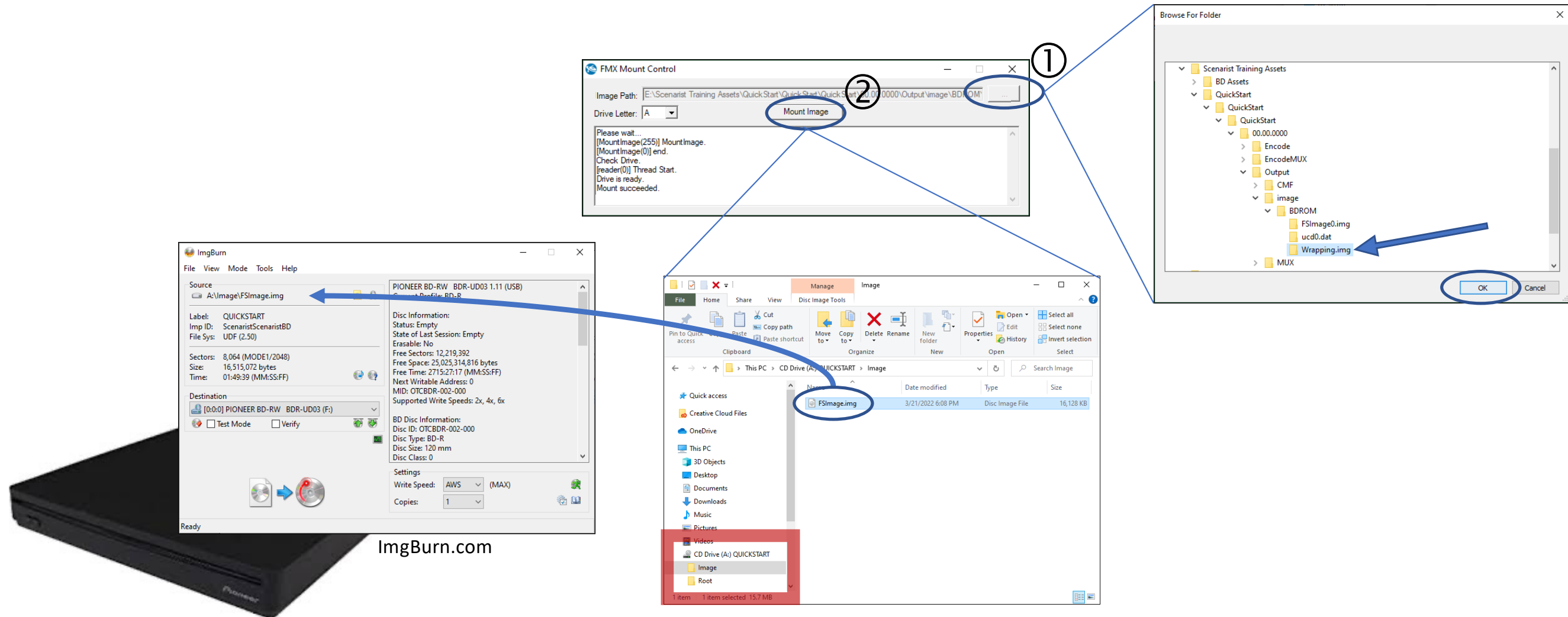
# FINISHING YOUR TITLE



## 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

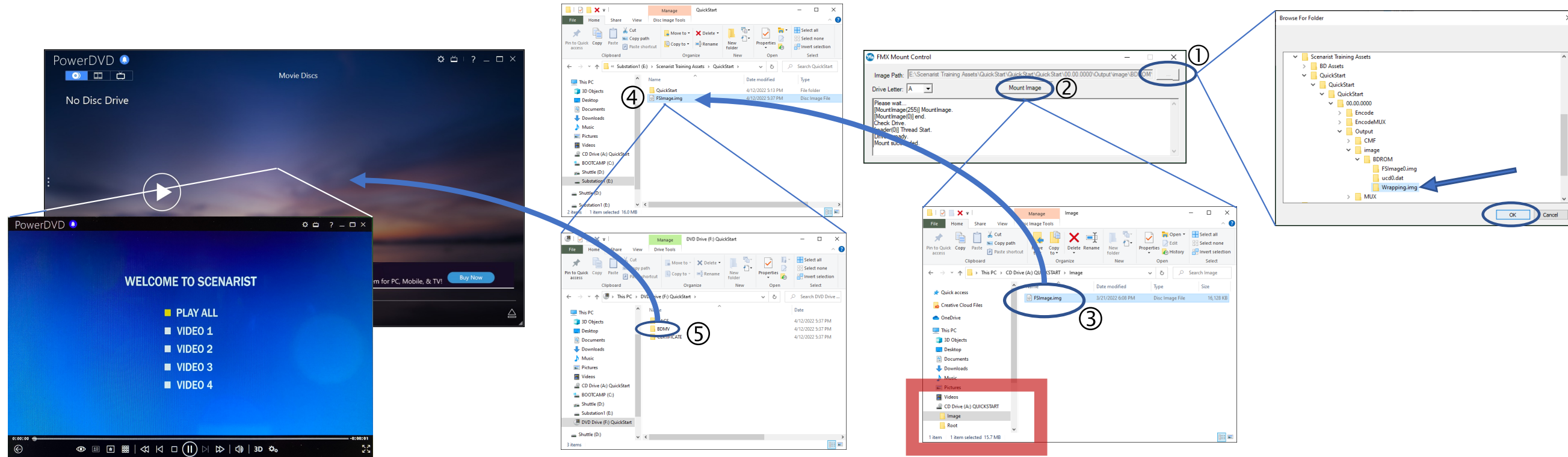
# BURNING YOUR TITLE TO DISC



## 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](http://cyberlink.com)



## Thank you!

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Congratulations! You've learned 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](mailto:info@scenarist.com)



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