

GETYOURSTUDIO

STUDIOASSIST 3.3



USER GUIDE 2.1

English

StudioAssist in short



Intelligent software simplifies the production of livestreams and video recordings.

With StudioAssist, anyone, regardless of technical expertise, can create professional multi-camera video productions for webinars, e-learning, talk shows, and any other digital event.

Whether it's live streaming, recording, or a hybrid format, StudioAssist makes video creation faster, more accessible, more cost-effective, and more professional than ever before.

- Completely do-it-yourself**
Unique software that allows any user to create professional multi-camera video productions.
- Endless possibilities**
Webinars, e-learning, training, talk shows, or any digital event
- No more video post-processing required**
Streamline your workflow with smart scripting software
- All in one**
Manage all AV equipment through a single, intuitive interface.
- Green screen/ Chromakey**
Seamless, one-click integration simplifies green screen functionality with ease.
- Graphic overlays**
Variety of templates for eye-catching lower thirds with name/title bars and other graphical elements.





TABLE OF CONTENTS

Creating Projects	3
Global User Interface	4
Uploading Media	5
Media Management	6
PowerPoint Selection	7
Scenes & Multi-viewer	8
Scenes in the interface	9
Creating Standard Scenes	10
Transitions & Video loop	16
Creating Picture-in-Picture Scenes	17
Logo overlay	20

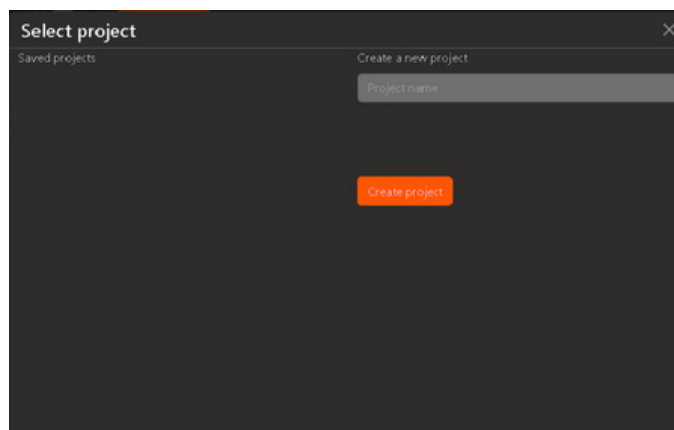
Creating Projects



New Project

After you've opened the StudioAssist software, you'll see the screen on the right immediately.

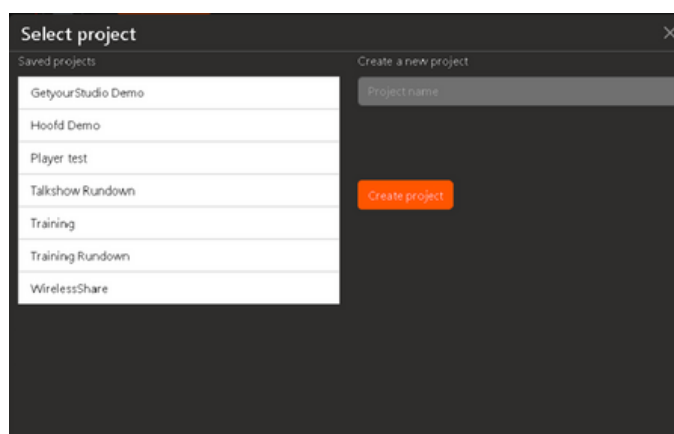
If you're opening StudioAssist for the first time, there won't be any saved projects. In this case, enter a new project name and click 'Create Project'.



Existing Projects

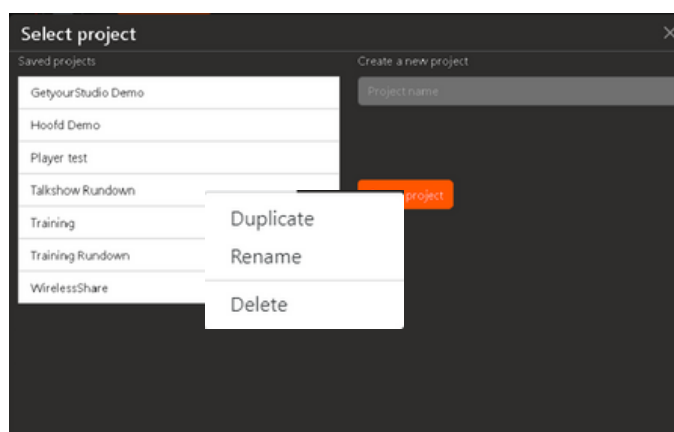
In case a colleague has already created a project, you can select it and continue working here.

If you've created multiple projects, it will look like the screen on the right.



Managing Projects

Right-click on a project to change its name, duplicate it, or delete the project.



Global User Interface



Empty Project Overview

After creating your first project, the User Interface looks like this. Below is a brief overview of what each button is used for.

It might seem overwhelming, but later in the guide, each element will be explained individually.

By clicking on this button, you can create a new scene. Throughout this User Guide, it will become clear what this entails exactly.

Here, you can select a PowerPoint to use in your project.

Here, you can select another project.

Here, you can upload a logo and determine its relative size and position.



The entire bar is called the 'Tab Bar'. For now, you will find the tabs: settings, scenes, media, and recordings. In future releases of StudioAssist, the Tab Bar will be expanded with even more features!

Here, you can see live feedback from all microphones and media sources (a video from the clip player or a PowerPoint). Additionally, you can adjust or mute the volume for each source individually.

Here, you can adjust the streaming settings, change the language, and modify the number of usable camera presets.

By clicking here, you can upload PowerPoints, photos, and videos to the StudioAssist Software.

Here, you can find the recordings you have already made and directly save them to your computer.

With these buttons, you can start a live stream or local recording.

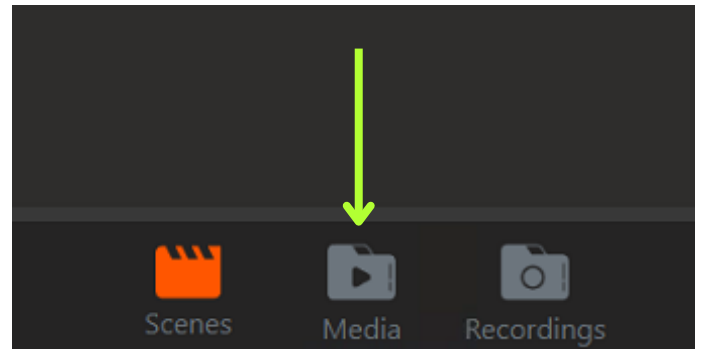


Uploading Media



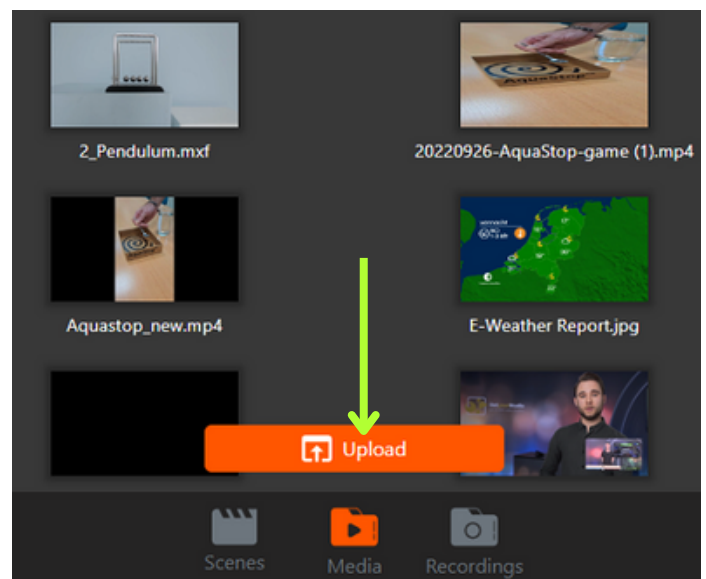
Media tab

Before we proceed with the operation, let's first upload the media we want to use to StudioAssist. Think about your PowerPoints, videos, and images/photos. You can do this via the "Media tab" located at the bottom center of the interface.



Uploading

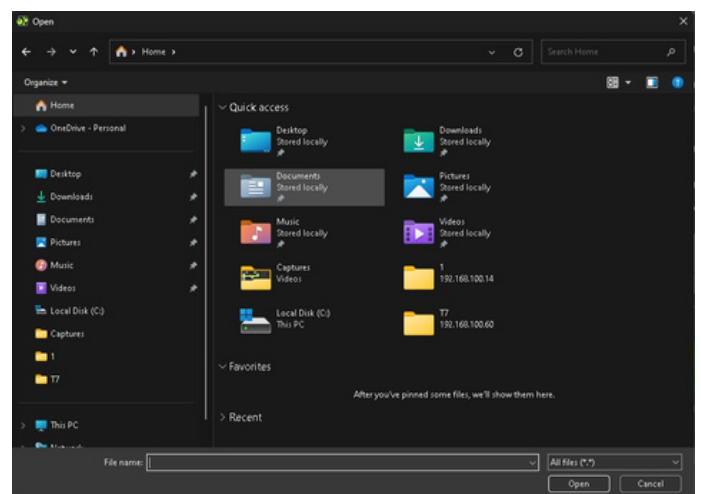
After clicking on the Media button, the interface changes to a view where you can see all your files and upload new ones. You can do this by clicking on the orange "Upload" button.



Windows explorer

Now, the standard Windows Explorer window appears, allowing you to locate your media files, which you can then upload.

Tip! Link your existing cloud storage (OneDrive/Google Drive/SharePoint, etc.) to the "Quick Access" toolbar in Windows to import files quickly and easily.



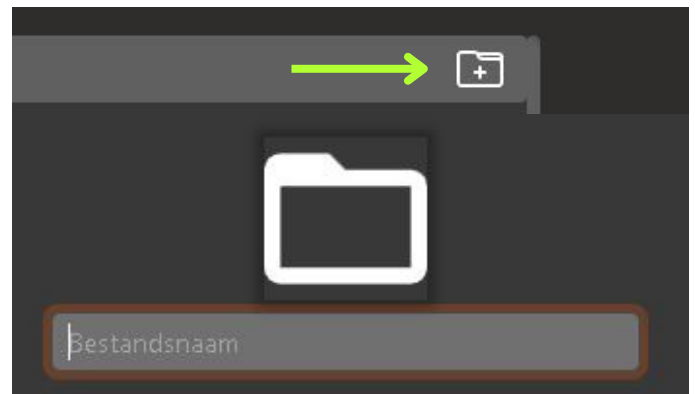
Media Management



Creating folders

In the Media tab, you can create folders to organize your media. To do this, click on the folder icon in the top right corner.

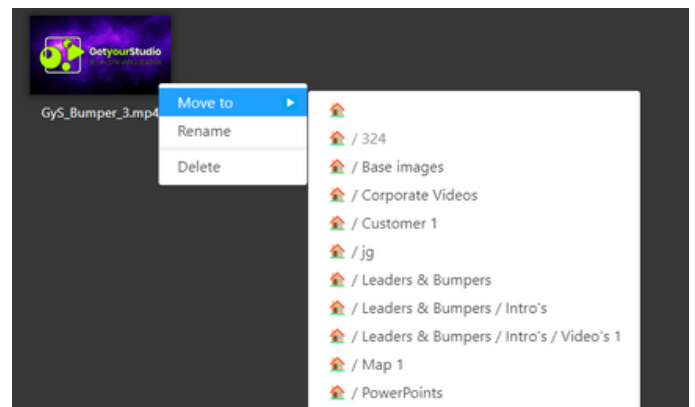
A new folder will be created instantly, and you can give it a name.



Moving files

Right-click on a media file and select "Move to" to move your media to your folders.

In this menu, you can also rename and delete your media. Note: StudioAssist doesn't have a "Recycle Bin", so once deleted, it's gone. Your local copy on the computer will remain, of course.



Tip! You can also create folders within folders, allowing you to establish very clear organizational structures. Switch between different folders by clicking on the top left corner.

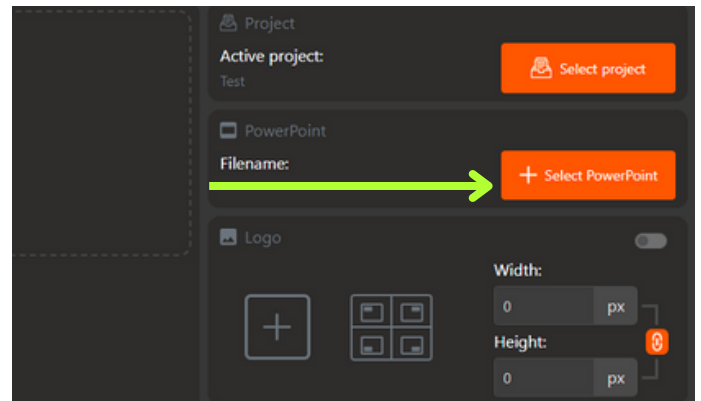


PowerPoint Selection



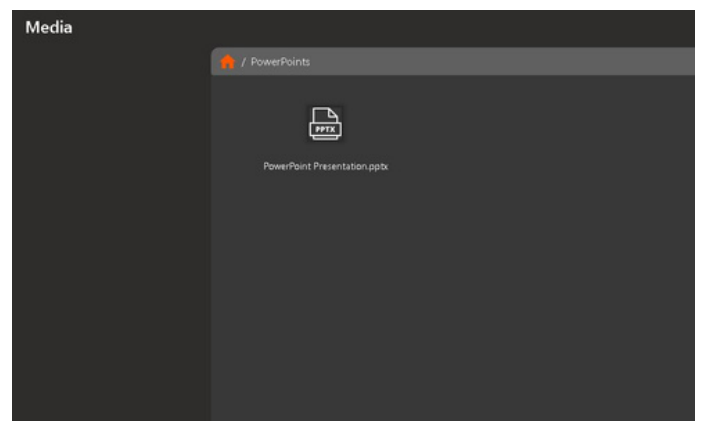
PowerPoint selection

Now that we have uploaded some media, the next step is to link a PowerPoint to the project. This means you can have a different PowerPoint active for each project and can switch between them on-the-fly. Click on the "Select PowerPoint" button to do this.



Upload

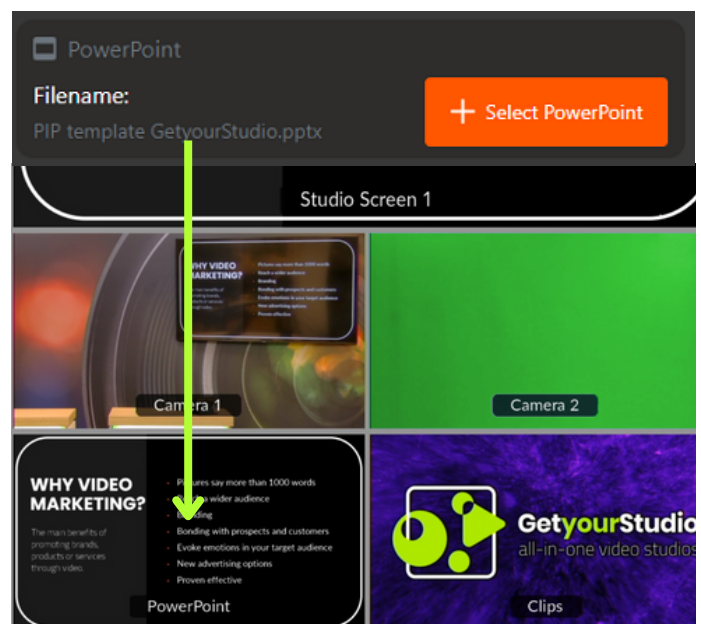
Now, choose the PowerPoint you want to use for this Project.



Name and Multi-viewer

The PowerPoint is now linked to the project, and its name is displayed in the interface. You can also see a preview in the Multi-viewer (the screen next to the interface showing all sources).

Tip! Try to avoid having the "regular" or "Office" PowerPoint open on your computer. If it's open, StudioAssist might have difficulty loading the PowerPoint file.



Scenes & Multi-viewer



What is a Scene?

A scene is a collection of actions such as image transitions (Program), camera movements (PTZ Presets), control of set/studio screens, and management of microphones and other audio elements.

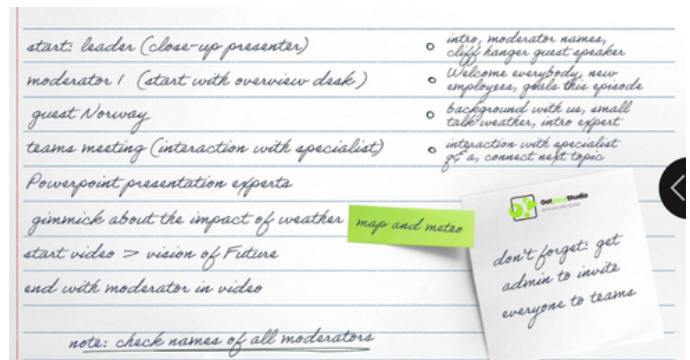
By using scenes, you can easily and quickly set up a script or rundown. If done correctly, you only need to play the scenes at the right moment to create your program.

Program / Multi-viewer

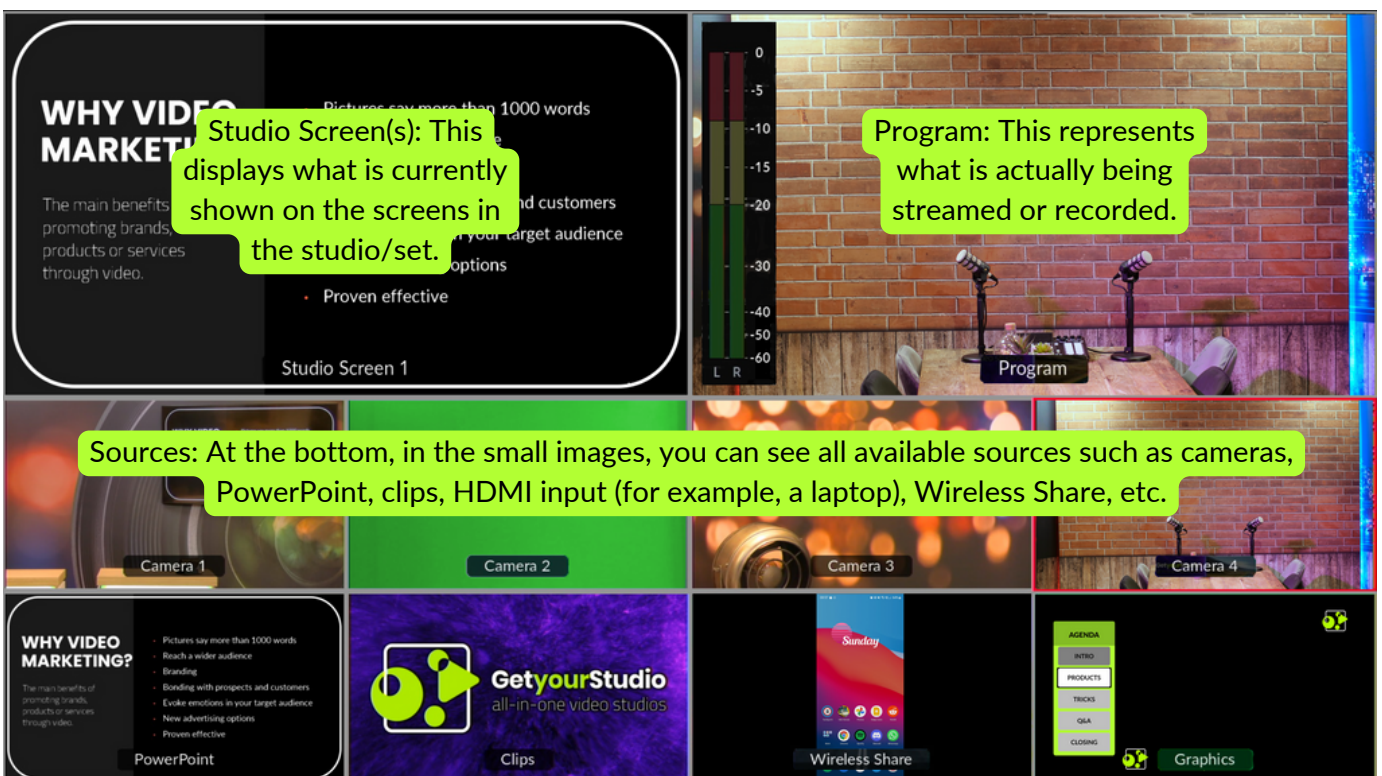
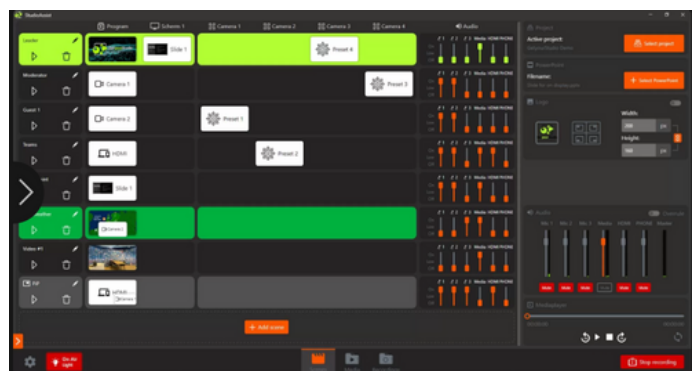
To fully understand what you can do with scenes, it's important to know which sources and outputs are available.

You can view all of this on the second monitor, known as the Multi-viewer:

From script:



To scenes:



Scenes in the interface



Rows & Columns

The StudioAssist interface is best understood when you think in terms of rows and columns. Scenes and their actions form horizontal rows.

The columns, under which actions fall, include Program & Studio Screen outputs, camera presets, and audio.

When creating a new scene, the software will prompt you for each column to determine what needs to happen.

We will delve deeper into this on the following pages.



Depending on the type of studio you have, your interface might look different. For instance, you might have more or fewer camera columns. However, the concept of rows and columns remains the same.

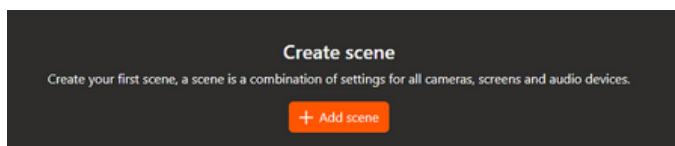


Creating Standard Scenes



Add Scene

To add a new scene, click on the "Add Scene" button. After this, the scene wizard will open and guide you through all the steps.



Scenes Types

The first step is indicating the type of scene you want to create.

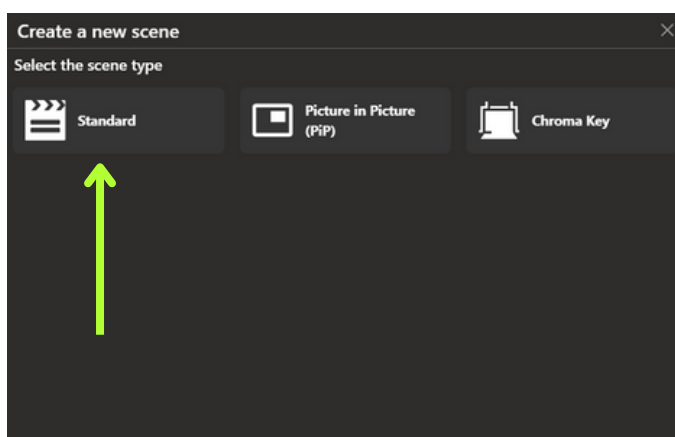
A Standard, full-frame scene.

A Picture in Picture (PiP) scene, for example, with the PowerPoint large and a small camera in one of the corners.

A Chroma Key scene where you can use a green screen (note: this is a separate module).

For now, let's choose a Standard scene. The next step is entering a name for the scene.

Then, press "Enter" or click "Next".



Tip! Build your scenes in a chronological order whenever possible. Typically, you start with an intro video or a PowerPoint slide with a countdown clock, for instance.



Creating Standard Scenes



Choose an action for Program

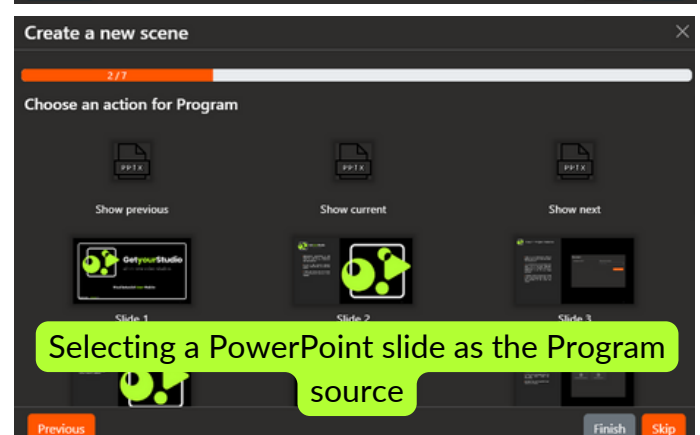
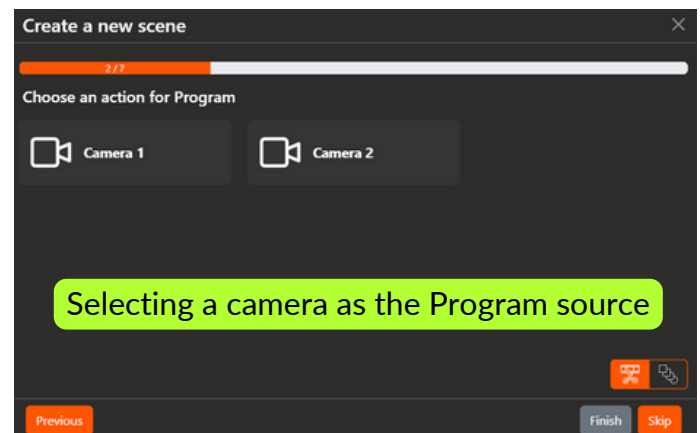
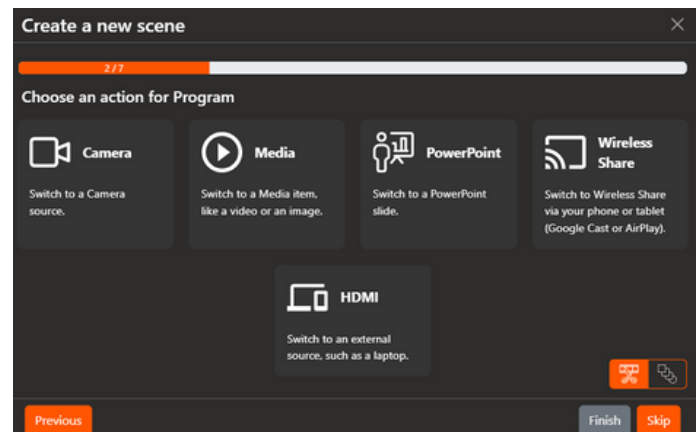
After selecting the scene type and entering the name, StudioAssist will prompt you for each column, as described on page 9, asking what action you want to perform.

The first step is the Program column, where you have choices from all your available sources:

- Camera
- Media (videos and images)
- PowerPoint slides
- Wireless Share (phone or tablet)
- HDMI (connected laptop)

What you choose here will be directly switched to the recording or stream when this scene is played later.

In this case, we choose "Media" and select an intro video for the first scene.



Creating Standard Scenes



Choose action for Screen 1

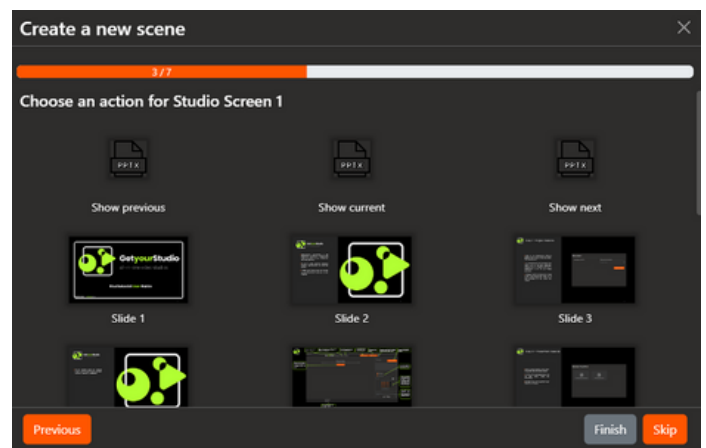
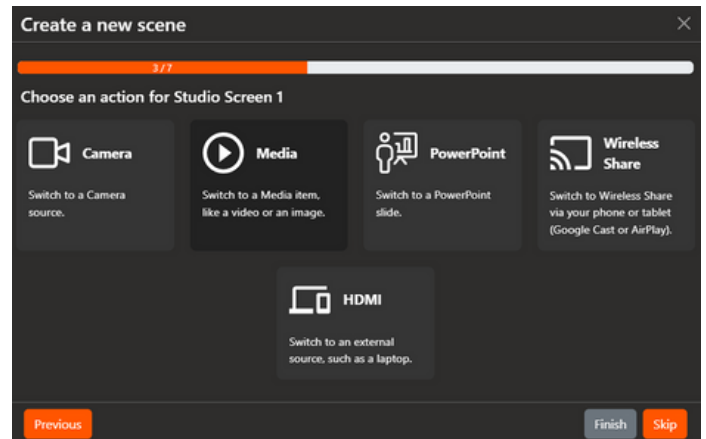
After selecting an action for the Program column, we move on to the next column, which is Studio Screen 1.

Studio Screens (or Set screens) are screens in the studio itself, often used as backgrounds or hanging screens for a "Weather Report-style" presentation.

Here, you again have choices from all available sources. In this case, we choose to display the PowerPoint on Studio Screen 1 when the scene is played.

When choosing a PowerPoint source, you can make it start from a specific slide, or you can use "PowerPoint Current". This means the PowerPoint will switch to wherever it currently is. This is useful if your presenter manages the clicker themselves.

In this instance, we choose "Slide 1" to ensure the PowerPoint starts from the beginning during the Intro scene.



Depending on your studio setup, you can control up to four Studio Screens.

Here's an example of a Studio Screen, hanging on a back wall.



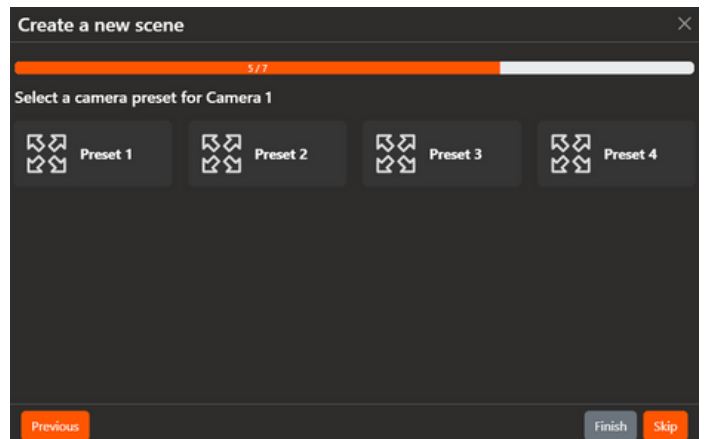
Creating Standard Scenes



Choose an action for Camera 1

The next step is selecting a preset for Camera 1, which means deciding if you want the camera to move to a specific position when the scene is played.

A preset is a fixed PTZ (Pan-Tilt-Zoom) position or shot of the camera. This will be explained later in the User Guide.



Tip! Try to avoid changing a camera from preset while it's on the Program within the same scene. This can cause the camera to visibly move on screen. Do this one scene earlier before switching the camera to the Program.

In this case, we will set Camera 1 to go to Preset 1. This will happen in the background while the previously chosen intro video plays on the Program.

Then, in the next scene, we can switch Camera 1 to the Program, so it will already be in the correct position/shot.



Creating Standard Scenes



Choose an action for Camera 2

After selecting a preset for Camera 1, StudioAssist moves on to the next cameras.

Here, you can specify whether you want Camera 2 to go to a preset as well.

Skip steps and Finish

You can skip this step if your cameras are already positioned correctly.

The last steps of the Scene Wizard include Camera 3 and Camera 4. If all your cameras are in the right positions, you can click "Finish", and StudioAssist will create the scene instantly.

You can apply this principle at any point during scene creation, even if you have only defined an action for the Program.

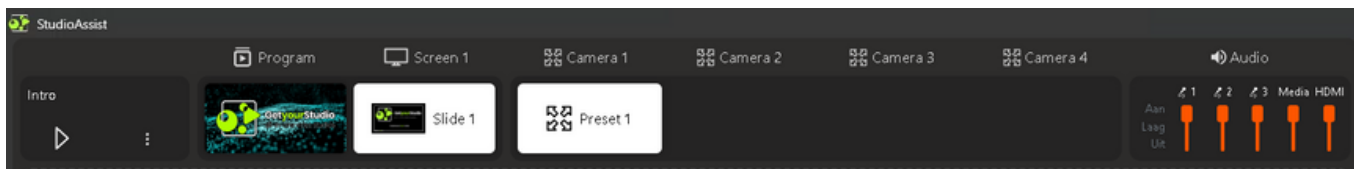


Creating Standard Scenes



Scene created!!

All steps of the Scene Wizard have been completed, and the scene is now set up in the interface:

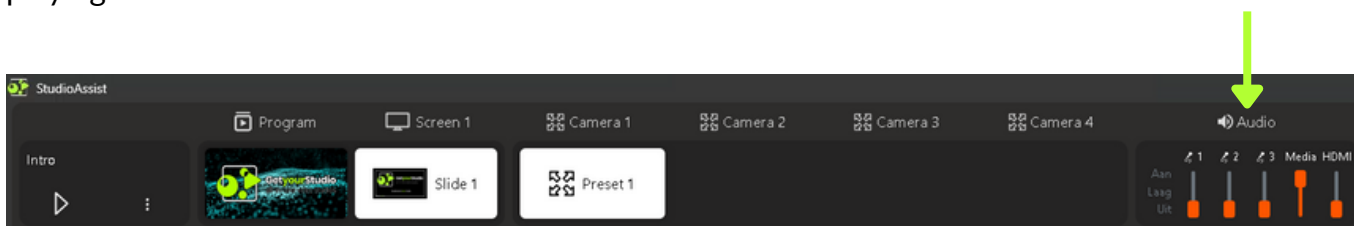


As previously configured in the User Guide:

- Program: Intro video
- Screen 1: Slide 1 of the PowerPoint
- Camera 1: Preset 1
- The rest of the columns are empty since we skipped those steps.

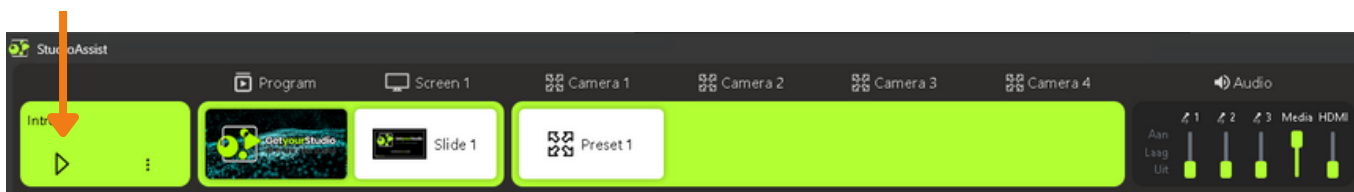
Microphones and other audio

You can adjust the audio settings for each scene. This is the final step for every scene. In this case, we have created an intro video scene and want the microphones to be muted when playing:



Playing the Scene

The scene is now complete, and we can play it. Once we click on the Play button, the entire row of actions will be executed. The scene will turn green to indicate that it's the last played scene.



Transitions & Video loop



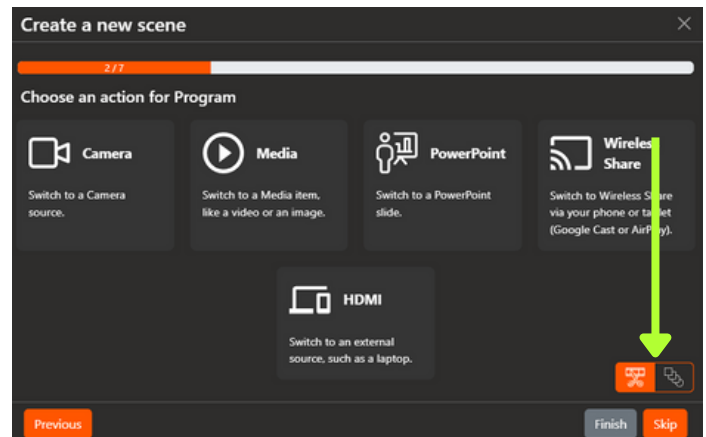
Transition types

When creating a new scene, you can specify a transition type at the Program step, and there are two options:

- Cut (hard switch)
- Mix

If you don't specify anything, the default transition is always a Cut.

In a Mix (also known as Dissolve) transition, the two sources blend smoothly into each other.

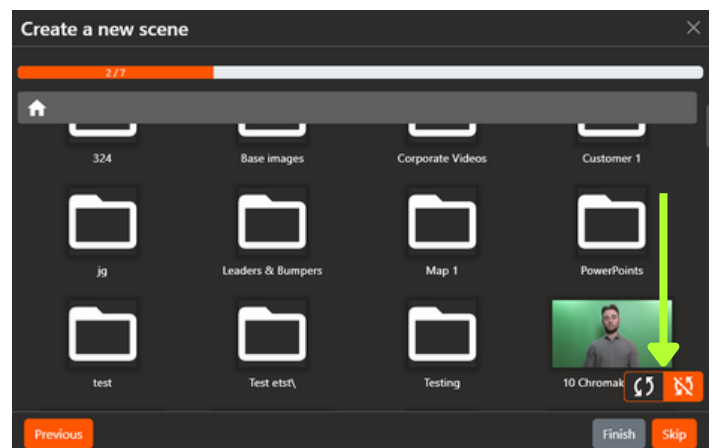


Video loop

Additionally, while creating your scenes, you can specify whether you want a chosen video to loop or not.

By default, a video will not loop, meaning it will play once and then stop on the last frame.

Tip! If you have a video set to loop, pay close attention to your audio in the next scene. If you don't mute the media there, the video will continue playing in the background (including audio)!



Creating Picture-in-Picture Scenes



What is a PiP?

A Picture-in-Picture (PiP) is a video effect where two sources are layered over each other. The background source is displayed in full-frame, while the other source appears smaller in one of the corners, overlapping it.

This is often used with a PowerPoint as the background and a camera displaying a portrait or zoomed-in shot in the bottom right corner.

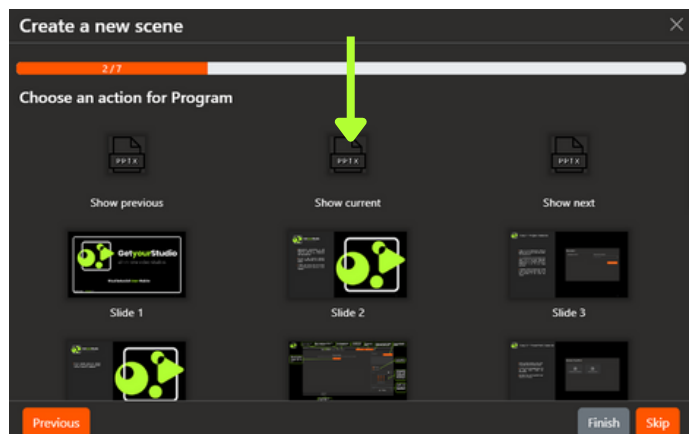
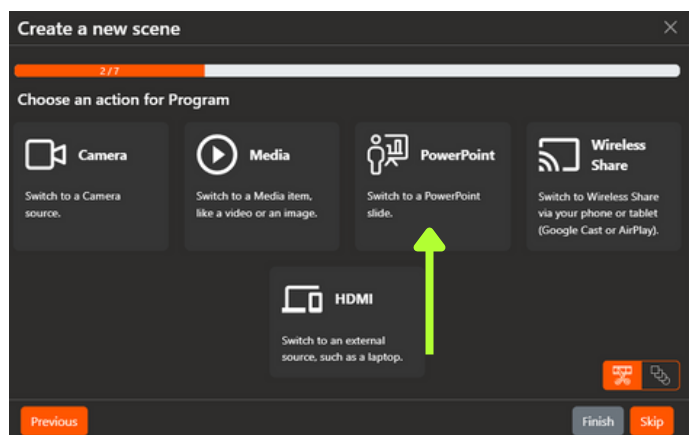
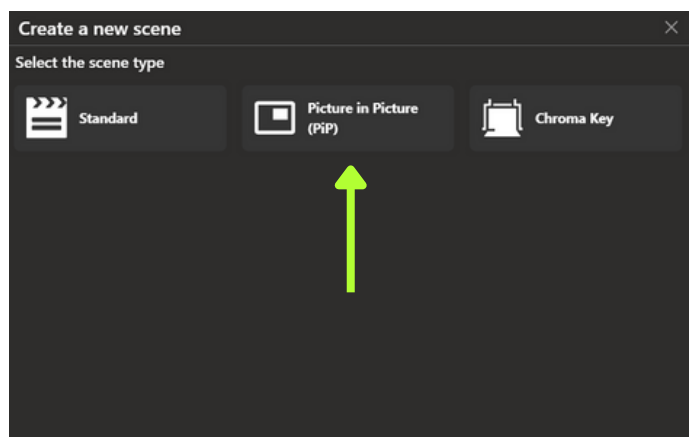
Creating a PiP Scene (a)

First, click on "Add Scene" and then choose "Picture in Picture (PiP)", and give the scene a name.

Similar to a Standard scene, the Scene Wizard will prompt you for actions in all columns.

The first step is again "Choose an action for Program". This is the full-frame background for the PiP.

Here, we choose PowerPoint and then "Show Current" so we can play this scene regardless of where the presenter is with the clicker.



Creating Picture-in-Picture Scenes



Creating a PiP Scene (b)

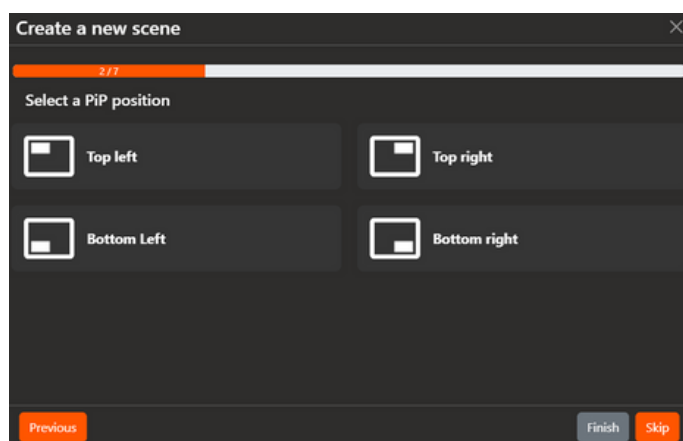
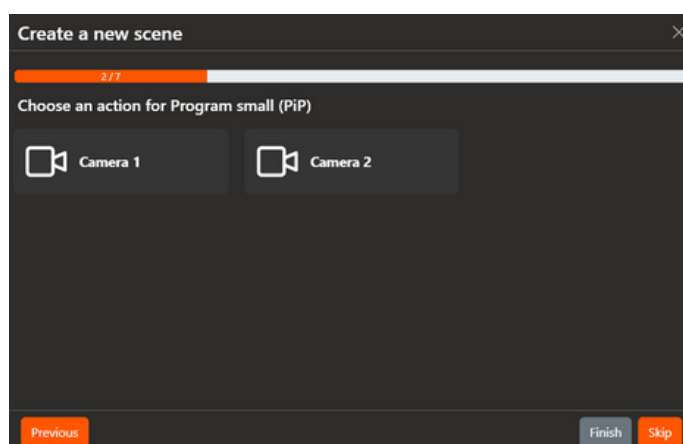
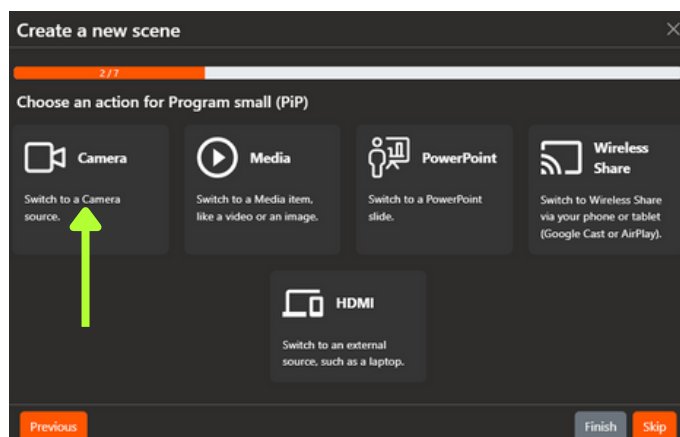
Now, there's an additional step compared to a Standard scene, which is:

"Choose an action for Program small (PiP)"

Here we choose the Camera source that we want to display small in the corner.

Finally, we choose the position where the Camera will go.

The PiP is now set for the Program, and the Scene Wizard continues just like with a Standard scene. You can optionally click "Finish" after creating the PiP to instantly create the scene.



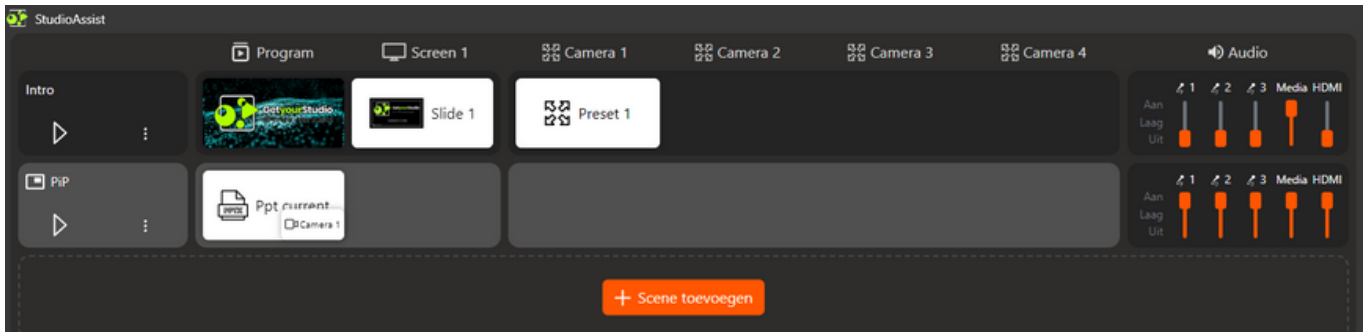
Creating Picture-in-Picture Scenes



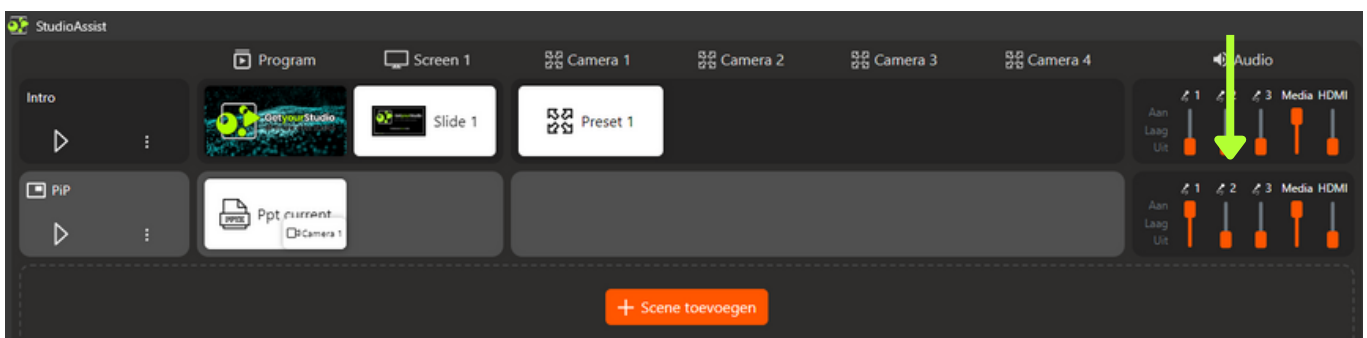
PiP Scene in the interface

After completion, the PiP scene is placed in the interface, identifiable by the PiP icon and the light gray color.

You can also see in the Program node where the PiP is positioned, in this case, bottom right.



Just like in a Standard scene, you can adjust the audio for each PiP scene individually.



PiP PowerPoint Template

Because the PiP overlaps the PowerPoint, it's crucial to consider this while creating your PowerPoint presentation.

GetyourStudio provides a template where PiPs in all corners are already marked.

Contact us at support@getyourstudio.com to request this template.



Logo overlay

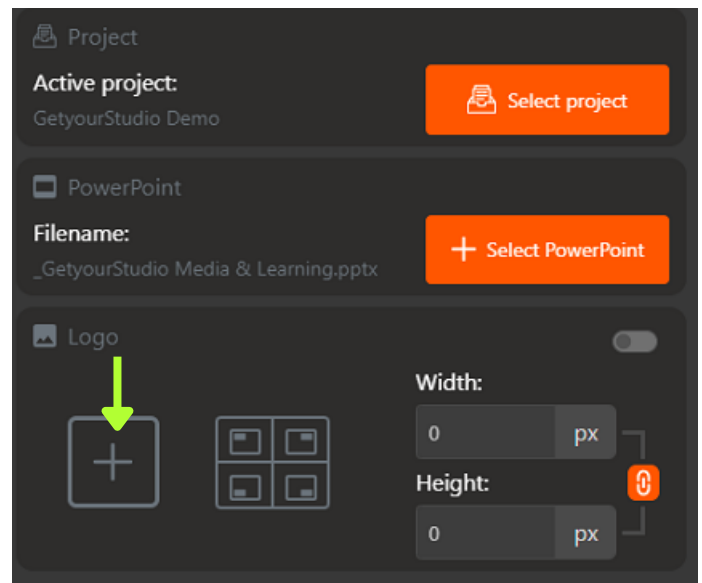


Loading and showing Logo

Click on the "+" button to upload a logo. Once clicked, the Windows Explorer will open, allowing you to choose your logo.

This feature supports all standard image formats, and you can use a PNG with transparency as well.

Use the toggle button to indicate whether the logo should be displayed or not.



Scaling and corner selection

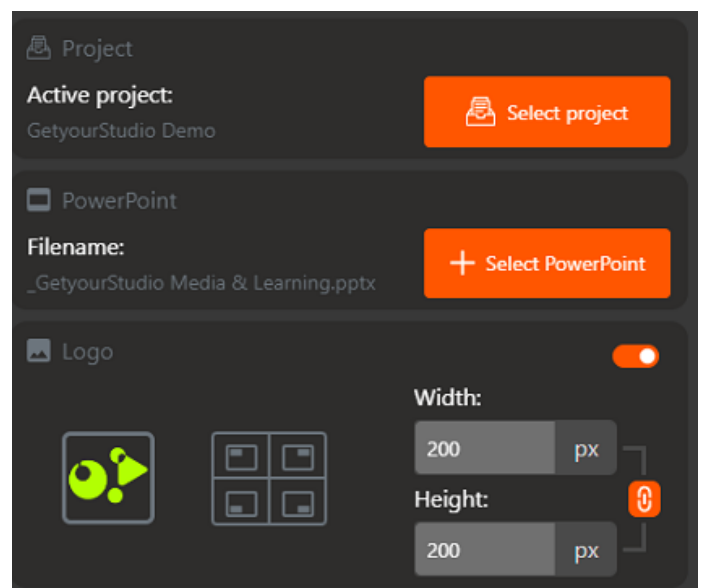
Use the width and height fields to scale your logo. You can use the lock icon to maintain or release the aspect ratio.

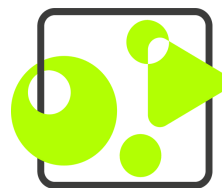
The other buttons allow you to determine the angle at which the logo should be positioned.

This functionality is standard for all versions of StudioAssist and is available to everyone.

With the "Overlays" module, you can display more graphic elements such as title bars, lower thirds, tickers, countdowns, etc.

A separate user guide is available for this module.





Get your Studio
all-in-one video studios

StudioAssist in short:

Intelligent software simplifies the production of live streams and video recordings.

With StudioAssist, anyone, regardless of technical expertise, can create professional multi-camera video productions for webinars, e-learnings, talk shows, and any other digital event.

Whether live streaming, recording, or a hybrid form; StudioAssist makes video creation faster, more accessible, cost-effective, and more professional than ever before.

