



Upon opening the Director programme you'll suddenly become a little daunted by the number of windows and sheer complexity of the layout. Not to fear though, this wild untamed beast of a programme will soon be a whimpering puppy responding to your every command.....well *soonish*.

What I've done is compile a list of all the jargon that you'll come across in Director and put it into more understandable terms. I've also included with this a quick summary of all the windows that we'll use for basic work.

The easiest way to think of Director is as a theatrical play with actors, props and backdrops all on a stage.

Confused?....

<b><i>The Windows</i></b>	<b><i>Metaphors</i></b>	<b><i>What it does</i></b>
<b>The Stage</b>	<i>(The Stage)</i>	This is where the interactive movie you're creating appears, this is your work area.
<b>The Score Window</b>	<i>(The Director)</i>	This is essentially the window that keeps track of all your cast members whilst they are on the stage at certain points in time, plus it keeps track of any transitions or special commands (scripts). Basically it tells your cast members when they need to be on the stage, whereabouts they need to be on the stage and if they are supposed to do anything whilst on stage.
<b>The Cast Window</b>	<i>(The actors changing room)</i>	This is the window that holds all your cast members.
<b>The Paint Window</b>	<i>(Painting palette)</i>	A basic painting programme that will allow you to create simple images or do basic edits on the images you have imported. When you create an image it is automatically placed into the cast window.

## ***The Windows***

## ***Metaphors***

## ***What it does***

### **The Text Window**

*(Word Processor)*

A word processor that will allow you to type in text or edit text that has been imported.

### **The Script Window**

*(The Script)*

This window allows you to enter Lingo commands (an English-like programming language) which makes the movie interactive.

### **The Control Strip**

*(control buttons on a VCR)*

This little window allows you to play, rewind, loop, and see/set the tempo (frame rate) of your interactive Director movie.

## ***The Jargon***

## ***Metaphors***

## ***What it means***

### **Cast members**

*(The actors, props & backdrops)*

These are images, sounds, video & text that you have imported into Director. Cast members can also be transitions, simple buttons made with Director or scripts.

### **A Sprite**

*(Copy of the actor whilst on the stage)*

When you place a cast member on the stage you don't actually remove the cast member from the cast window to the stage. What happens is Director makes a copy of it and places that on the stage. The copy is called a Sprite.

### **A Frame**

*(A single point in time in your movie)*

This contains all the information about every cast member/script/transition happening on the stage at a certain point in time.

### **Playback head**

*(Projection Unit)*

This shows one frame at a time. The playback head displays all the cast members within one frame on the stage.

### **A Channel**

*(row of frames in a film strip)*

A channel is a row of cells that extends throughout the whole movie. Each channel in the score is dedicated to a specific type of information. There are five effects channels (Tempo, Palette, Transition and two Sound channels), a Script channel for Lingo commands and hundreds of Sprite channels for animation, graphics, text, film clips etc.

### **A Cell**

*(Single frame in a film strip)*

This contains information about one sprite at one point in time on the stage.

### **Lingo**

*(Instruction given by the Director)*

This is a programming language that is English based and enables you to tell sprites, cast members or the movie what to do in certain circumstances. This is the power behind Director and enables you to create interactive elements to your movie.