CINEMASUITE

USER DOCUMENTATION FOR CINEMA DIRECTOR

DOC VERSION V1.2 – OCTOBER 2014

Contents

Introduction

Thank you for purchasing Cinema Director! Our team makes software extensions for Unity that allow game developers, machinimists, machinimators and movie professionals to create and control content for their projects quickly, and easily. More importantly, we want our users to have fun doing it.

Being avid fans of video games, as well as the movie industry, we set out on a common goal – to create a set of cinematic game and film tools, which are powerful, affordable and available to the masses, through the Unity3D asset store.

Cinema Director is the main module of our set of tools called "Cinema Suite". Cinema Suite is a collection of software extensions for Unity3D that will allow developers to create content without the need for scripting or programming.

It's time to take control of Unity3D and tell your story.

Cinema Director is a powerful timeline editing tool, 100% integrated inside the Unity3D game engine. Director allows the user to control almost any aspect of Unity in time, from particle effects and lights, to camera shots, to object placement and visibility. Think of it as a full in-game sequencing tool, or robust cutscene creation tool for unity. Now anyone with minimal knowledge of Unity3D and programming, can create complex scenes inside their Unity3D project.

Please remember, making great products is only possible if we have feedback from people like you, and our community. Feedback is critical to our success and we welcome it in all forms, be it Facebook, Twitter, Email or our Forums. Please check out ways that you can directly communicate with us, at the end of this document.

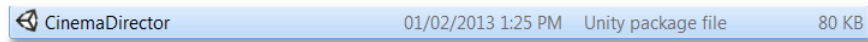Thank you for helping us make Cinema Director great!

The Cinema Suite Team

Cinema Director Overview

Installing Cinema Director

Cinema Director is a standard Unity3D Software Extension, and installs like any other Unity3D package. The name of the file we have created is called "CinemaDirector.unitypackage"

In order to load the Cinema Director Unity3D package you either drag the Unity package into your current Unity3D project, or in Unity3D go to the dropdown menu: **Assets > Import Package... > Custom Package...** then browse to the CinemaDirector.unitypackage file. The Unity Asset Store Download Manager will automate this process.
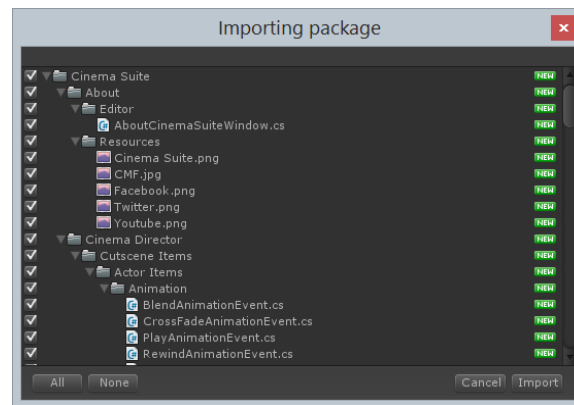

Figure 1: Import Package Window

Once the Importing package dialogue appears, click the Import button. After approximately ten seconds, you will see a new drop down menu (Cinema Suite) under the window pulldown.
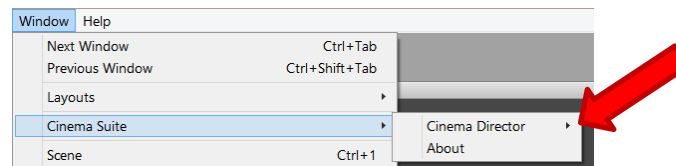

Figure 2: Cinema Suite Menu

Once installed, Cinema Director will appear in a folder, inside your Unity project.

Key Features

- Sequence Unity objects and environment quickly and easily with no programming or scripting.
- Access all the properties of your Unity3D game objects, and control their variables over time.
- Set your cutscene to play in game. Sequence will play at beginning of selected Unity3D scenes, or at a trigger within a scene of your choice.
- Preview or scrub through your sequence in edit mode with live time scrubbing tools, and make changes in real time.

Learning the Basics

We have created a sample project that installs with Cinema Director called **Director Basics.** Open the Director Basics scene located in the **Cinema Suite > Cinema Director > Example Scenes Folder**. Once loaded, hit the play button in Unity and let Director Bot tell you all about the features of Cinema Director!

Creating a new cutscene

From the newly installed Cinema Suite drop down menu, you will be able to open the Director Window or create a new cutscene. Before the Director Window can be enabled, you must select create a new cutscene by selecting **Window > Cinema Suite > Cinema Director > Create Cutscene.** If you select **Window > Cinema Suite > Cinema Director > Director**, the Director window will open and it will be empty. If you chose to open the Director Window first, select the "**Create**" Pulldown at the left side of the window to create a new cutscene.
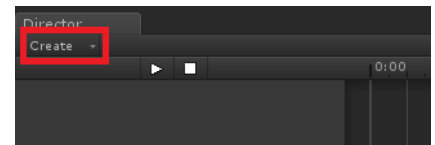
Figure 3: Create Button

Create Cutscene Window

The create cutscene window will open. Here you can name your cutscene, select a duration of the cutscene in seconds or minutes, and select the number of track groups you would like to begin working with. We've also added a special **I'm Feeling Lucky** button, which adds a bit of Artificial Intelligence to Cinema Director. We will get into more detail on what the "I'm Feeling Lucky" button as well as tracks do later in the documentation.
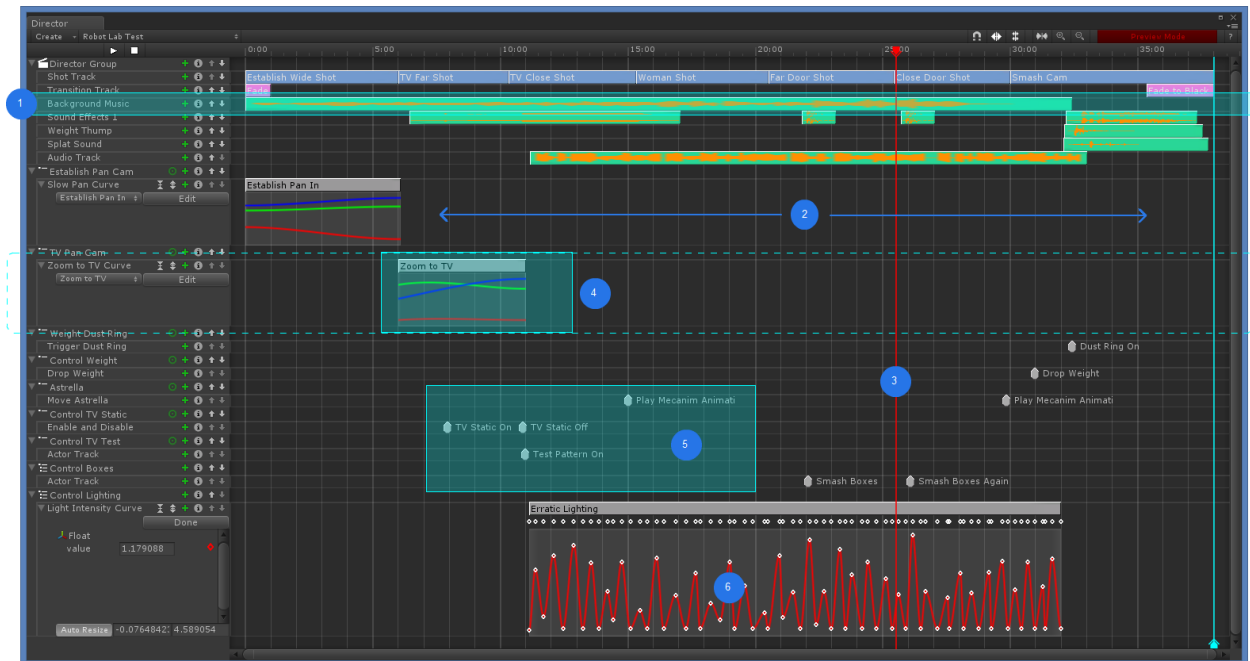
Figure 4: Create Cutscene Window

Interface Overview
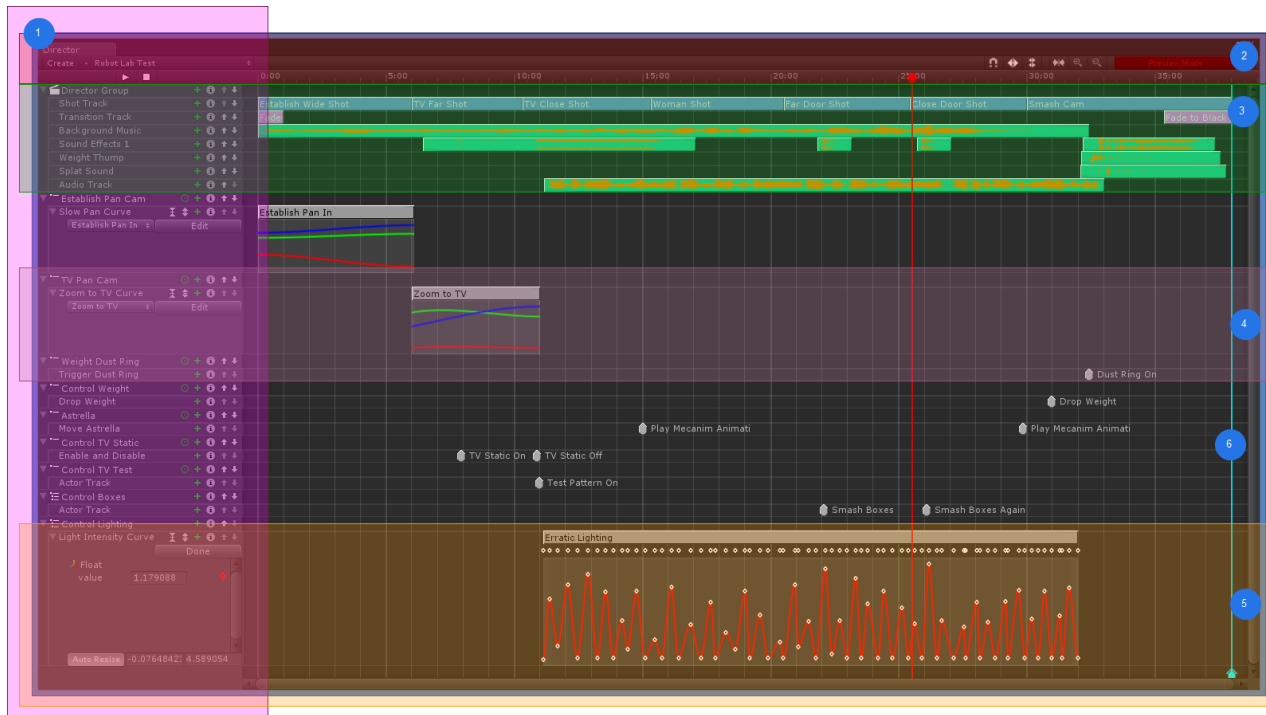
1. Canvas (Creation Area)
2. Toolbar
3. Director Group
4. Actor Group
5. Multi-Actor Group
6. Cutscene Duration Marker

1. Director Track
2. Timeline Area
3. Time Scrubbing Tool
4. Curve Track with Curve Clip
5. Track Events
6. Curves and Keyframes

Cinema Director is a software extension for Unity3D. As with any Unity window, you can position the application any way you wish. Cinema Director shines when it can utilize more screen real estate. Because of this, we always recommend 2 monitors for use in Unity3D to enhance productivity. Let's discuss each area of the Cinema Director interface in a bit more detail:

Canvas (Creation Area)

The Canvas is the user's creation and organizational area, and holds all items that are used for sequencing in Cinema Director. The Canvas runs down the entire left side of the Director window. When creating a sequence, the Canvas will be populated with Containers. There are three main types of Containers, which are known as groups and represented by these icons:

- - **Director Group**
- - **Actor Group**
- - **Multi-Actor Group**.

We will get into more detail on how to populate the canvas, later in this documentation.

Figure 5: Canvas Area

These groups can hold the following information:

- Director Tracks (Which include shot tracks, audio tracks and global tracks)
- Actor Tracks
- Curve Tracks

The Canvas also holds additional information:

- Re-order group
- Show Track options in Inspector
- Add Track
- Add Actor Object
- Increase Curve Track Size
- Decrease Curve Track Size

Toolbar

Figure 6: Cinema Director Toolbar

The top of the director window houses the Toolbar. There are two areas within the toolbar. The **create** pulldown on the left side of the toolbar allows the user to create a new sequence (cutscene) and to add **Groups**. The play and stop button on the left side of the toolbar will start or stop the cutscene in preview mode. The rema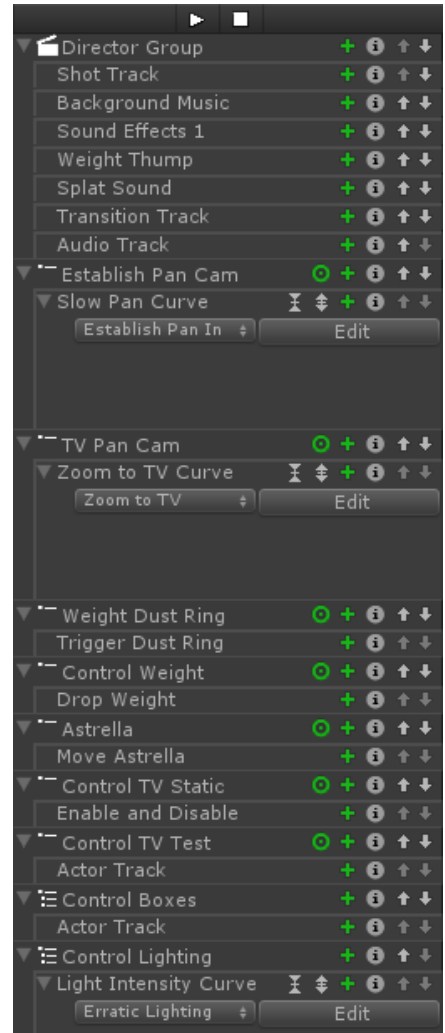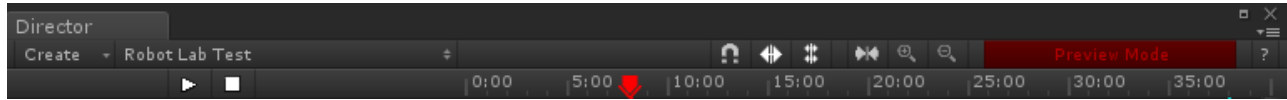ining right area of the toolbar houses the time marker. The time maker shows the length of the sequence, and acts as a reference or guide to determine how many seconds a track is active for. Clicking anywhere on the time marker will jump the time scrubbing tool to that exact point in time and enable Preview Mode. Preview mode is enabled when the Preview Mode button on the right side of the toolbar glows red. Functions of the toolbar are as follows:

|	
Create ▾	- Create a new cutscene, and Add groups (Director, Actor, Multi-Actor)
⇕	- Toggle between multiple cutscenes
▶ ■	- Start and Stop cutscene in preview mode.
🧲	- Enable/Disable Snap to Grid
◄►	- Enable Ripple Edit (Not yet active in v1.0)
‡	- Enable Rolling Edit (Not yet active in v1.0)
►◄	- Fit cutscene to window
🔍	- Zoom timeline in
🔍	- Zoom timeline out
Preview Mode	- Enable/Disable Preview Mode
0:00 5:00 10:00	- Time Ruler

Director Group
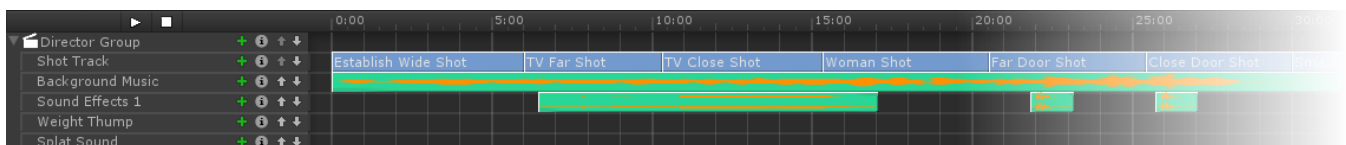
Figure 7: Director Group

The **Director Group** is represented by the 🎬 icon and allows you to add tracks that will globally affect your cutscene. You can add shot tracks, that allow you to

sequence a set of shots (or camera cuts) based on when they are to be displayed in time. You can add audio tracks that allow you to add multiple audio clips to your cutscene. Finally, you can add a variety of global tracks that allow you to add many different options such as transitions, time warping, storyboarding, and other utilities we will discuss later.
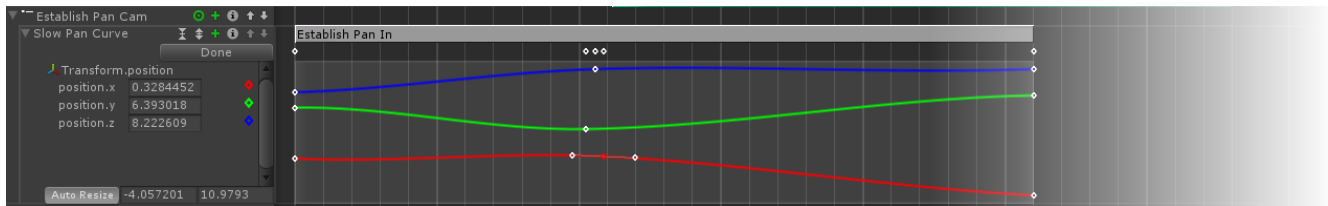
Actor Group

Figure 8: Actor Group

The **Actor Group** is represented by the ▀▬ icon and is used when you want Cinema Director to control individual Unity Objects. An Actor Group can hold either an **Actor Track**, or a **Curve Track** (shown above in Figure 8). Curve tracks can modify an objects's associated properties over time, and Actor Tracks can apply events to a Unity Object at certain points in time within your cutscene.   We will discuss the behaviour of curve tracks and all event options available for Actor Tracks later in the documentation.

Multi-Actor Group
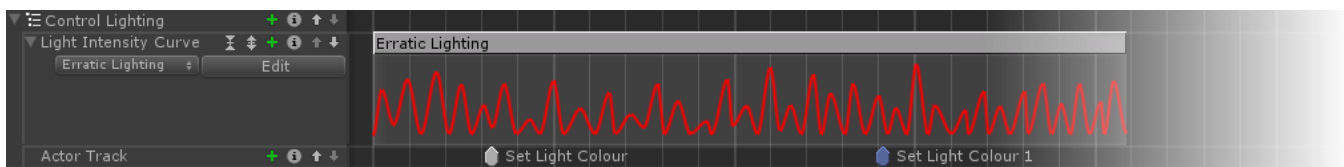
Figure 9: Multi-Actor Group

Multi-Actor Tracks are represented by the ▦ icon and allow you to control multiple objects in Unity at one time. For example, if you have many lights in a scene, you can control all of their intensity at one time instead of having to make an individual actor track for every object. Similar to Actor Groups, Multi-Actor groups can hold Curve Tracks and Actor Tracks. Curve tracks will dynamically control a common property of all objects selected over time, and an Actor Track will allow you to apply events to the full group of objects.

Cutscene Duration

Figure 10: Cutscene Duration Marker Highlighted

The duration of your cutscene is represented by a vertical, cyan coloured line at the end of your Cinema Director project. This line will appear at the time that the initial cutscene has been set to when creating the project. Clicking on the **Cutscene Duration Marker**, and dragging will adjust the total duration of your cutscene in seconds.

Timeline Area

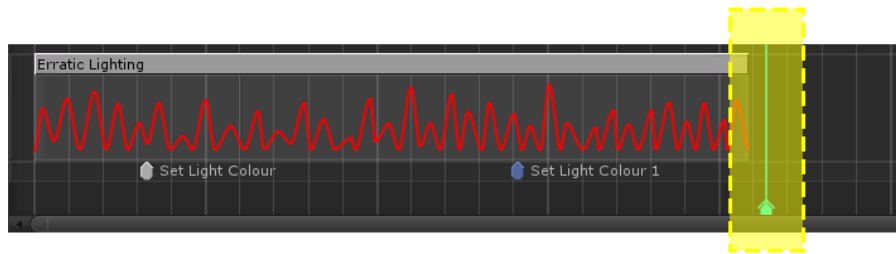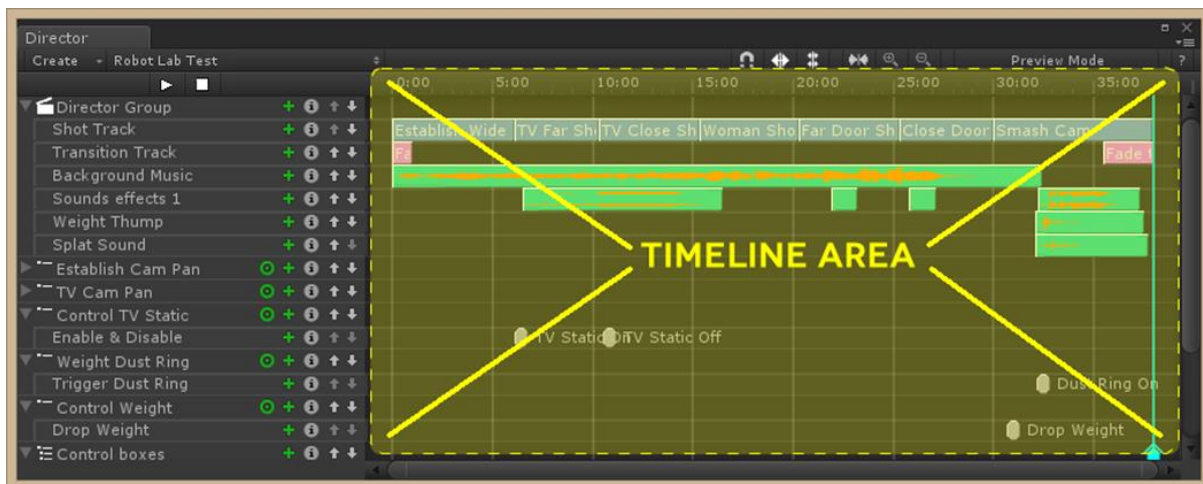*Figure 11: A view of the timeline area in Cinema Director*

The timeline holds all information that is inputted into Cinema Director. It is a vertical grid, broken into 5 second intervals. The time scrubbing tool runs vertically along the entire length of the timeline. Resizing the Director window will increase and decrease the timeline scale. Hitting the ▶◀ button will automatically scale the timeline to fix the Director window, according to the Cutscene Duration Marker. Clicking the 🔍 and 🔍 buttons will increase and decrease the timeline scale accordingly. Selecting the button will allow you to snap Track items to the timeline grid that is currently displayed. As you zoom in, more gridlines will be displayed to snap to than if you zoom out.

Time Scrubbing Tool
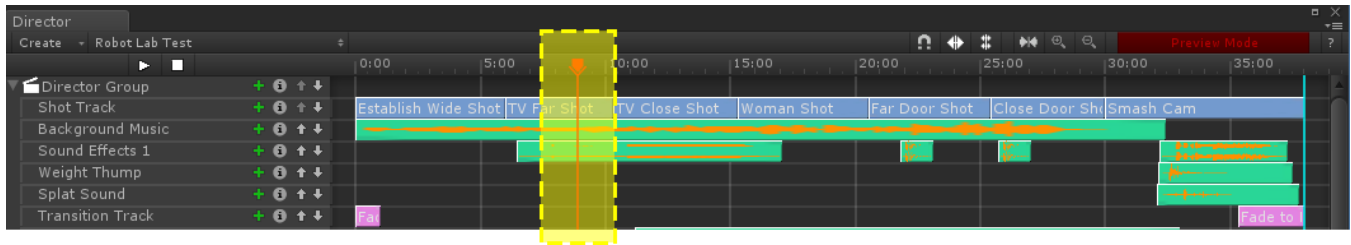
Figure 12: Time scrubbing tool highlighted

Cinema Director is a dynamic software extension, which allows the user to preview what they are working on in real-time, either in the Unity Scene window or Game window. The Time Scrubbing tool gives the user this control. Clicking on the red **Time Scubbing Marker**, [icon] and holding the mouse button while dragging, will move the Time Scrubbing Tool across the timeline. The Game window will show the sequence live as you scrub. Clicking any spot on the timeline header will immediately jump the time scrubbing tool to that point in time. Hitting the spacebar key will toggle the time scrubbing tool to play and stop, similar to other popular video editing programs. When you click on the timeline header or scrub the Time Scrubbing tool, notice that the Preview Mode button will activate. To exit preview mode, press the stop button [icon].

Curve Tracks

Figure 13: Curve Track showing multiple Curve Clips

After creating an Actor Group or Multi-Actor group, Cinema Director provides the option to create a Curve Track. Curve tracks will look at all available properties for the Unity Object that has been applied to the Actor or Multi-Actor Group, and allow **curve clips** to be created based on one of these properties. The curve editor will then control the selected property dynamically over time. Depending on the property selected, you will either be able to edit a single curve, or edit multiple curves representing the X, Y ,Z axis of an object if you are tracking transformation values. The example above shows two curve clips – one set to track position transform and one set to track rotation transform.

Actor Tracks:
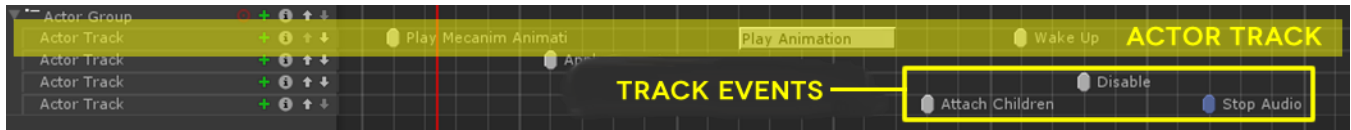
Figure 14: Example of Multiple Events in Actor Tracks

Actor tracks hold **track events** (shown above in Figure 14) that can be applied to a Unity Object that has been assigned to an Actor or Multi-Actor group. These events are then triggered at the exact moment in time that they are applied to on the Timeline. Cinema Director has an extensive events library, which allows you to apply events such as triggering animations, audio, enabling and disabling game objects, applying physics and more.

Curves and Keyframes
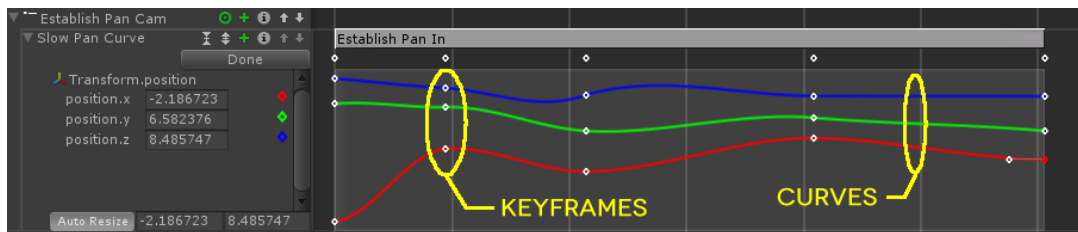
Figure 15: Actor Group showing Curve Track

When a curve track is expanded in a Director Group, Actor Group or Multi-Actor Group, curves will display. These curves represent how the associated Unity Game Object is being tracked in Cinema Director. Manipulating the Game Object inside of the Unity Scene will automatically adjust the curves, and will be reflected in Cinema Director, as long as Cinema Director is in **Preview Mode** Preview Mode . Keyframes will automatically be generated as well, at the exact point the time scrubbing tool is located when the GameObject is manipulated in the Unity Scene. The user can also manually manipulate curves and keyframes inside the curve track, in the Director Window. This will be covered later in this documentation.

Using Cinema Director

Creating Cutscenes

We will be using Unity's Robot Labs Project for the purpose of this tutorial. To follow along, download the project from the Unity Asset Store (it's free) and open the RobotLab scene.

Opening the Create Cutscene Window

From the newly installed Cinema Suite menu under Window, you will be able to open the Director Window or Create Cutscene. You can use **Ctrl+Shift+D** as a shortcut to open the Director Window as well.
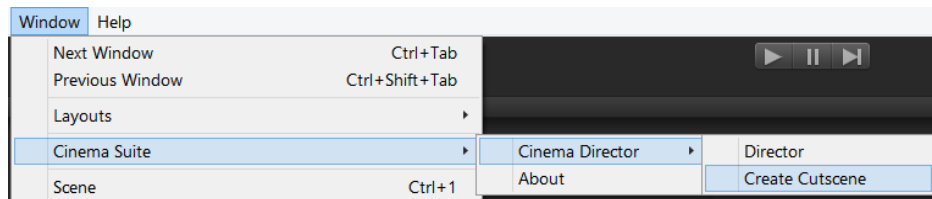
Figure 16: Cinema Director Menu

If you already have your Director Window open, you can also open the Create Cutscene Window by pressing the Create pulldown inside the Director Window and choosing "New Cutscene".
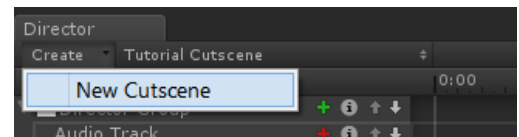
Creating a new Cutscene

When you select Create Cutscene from the Unity menu, the Create Cutscene window will open. This window will display many options to get started as efficiently as possible on your new project.

You can create a new cutscene using two options. First is manual configuration by adjusting the given values and selecting the **Create Cutscene** button. Second is by using the **I'm Feeling Lucky** button.

Manually creating a cutscene involves giving your cutscene a name. After it is

Figure 17: Create Cutscene Window

named, select a duration for your cutscene. When selecting a duration you can select between seconds and minutes.

Creating Groups and Tracks

The **Track Groups** area allows Cinema Director to automatically generate the number of initial tracks you would like to use in your project. Since you can only have up to one **Director Group**, your options are one, or zero. Select if you would like an initial **Shot Track**, up to four initial **Audio Tracks**, and up to ten **Global Tracks.**

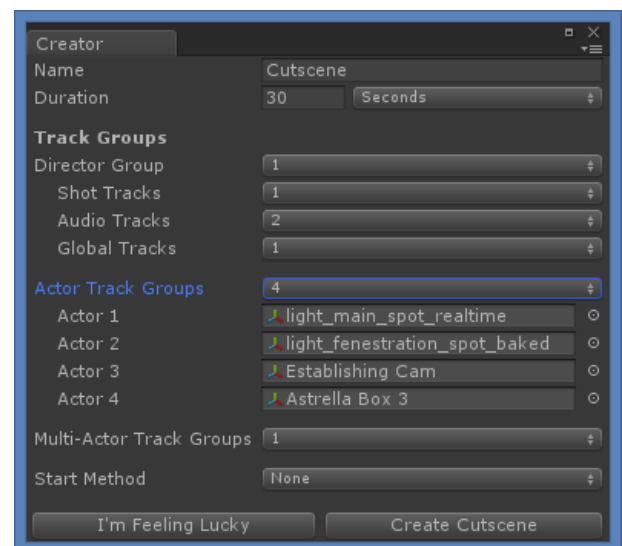The **Actor Track Groups** area allows you to select how many initial **Actor Groups** you would like in your scene. When you select a number between zero and ten, that amount of Actor Track fields will appear below the Actor Track Group area. Here, you can select what Unity Object you would like to set as an actor. Click the target button to the right of the field, and Unity will display all Unity Objects available in your current scene. For each field, select an object that you would like a new Actor Group created for and it will be created.
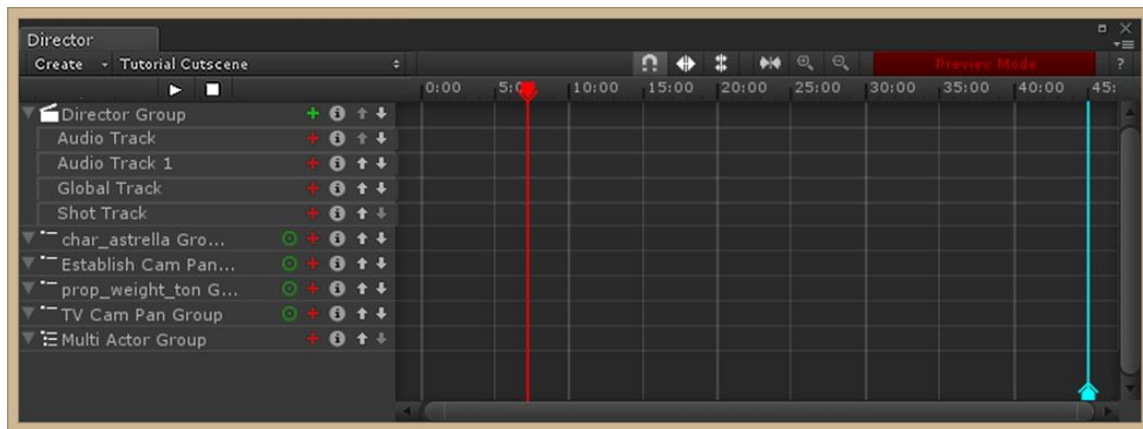
Figure 18: New Cutscene using Create Cutscene Settings

Selecting and Configuring a Start Method

Start Method allows you to select how you would like your cutscene to start. Selecting **On Start** will start the cutscene immediately when you enter Play Mode in Unity. Selecting **On Trigger** will start the cutscene when a Game Object in Unity of your choice hits an assigned box collider. This allows for in-game sequencing.
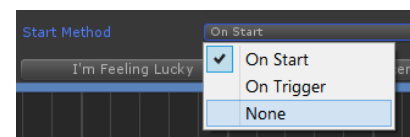
Figure 19: Selecting a Start Method

Once your cutscene is created, a **Cutscene Trigger** Game Object will be created in your Unity Scene.

Clicking this game object and working in the Unity Inspector will allow you to:

Figure 20: Cutscene Trigger Settings

- ■ Select the **Start Method** – Choices are **OnStart** or **OnTrigger**.
- ■ Select which **cutscene** to trigger (if you have multiple cutscenes).
- ■ Select the **Trigger Object,** which is the Unity Game Object that will interact with the Box Collider that has been created in the scene for the trigger mechanism.
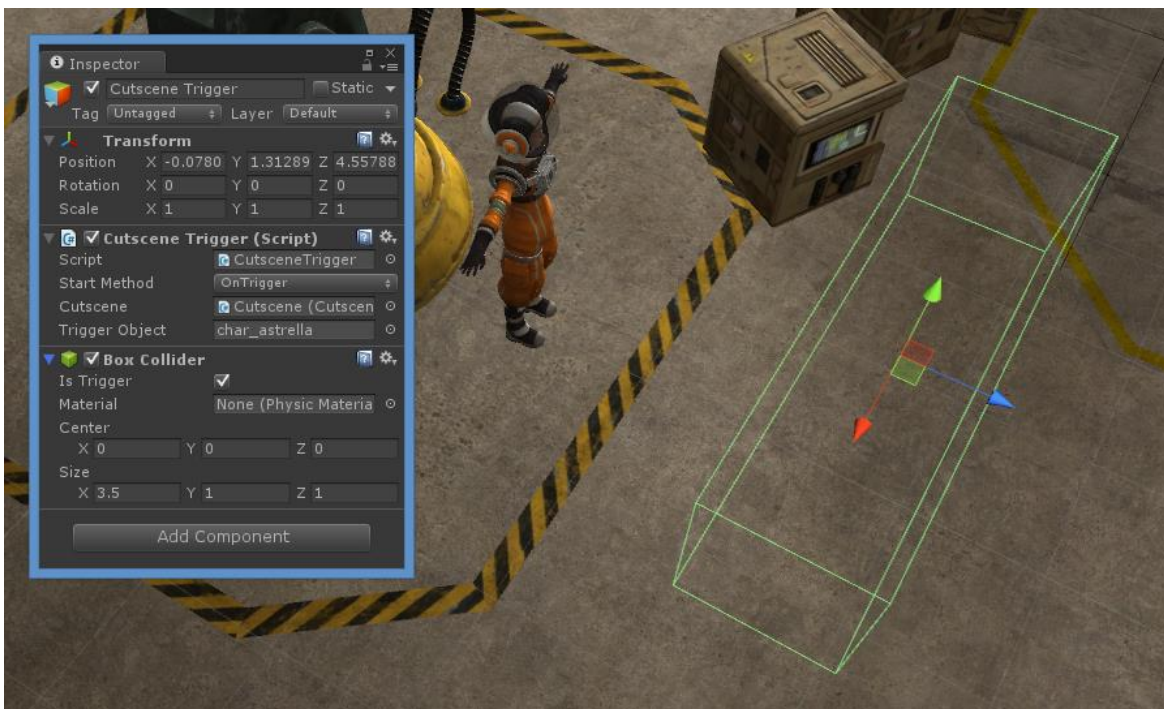
Figure 21: Cutscene Set to start On Trigger

**Figure 21** shows how settings would look for configuring a cutscene "OnTrigger". In this example, the cutscene will start when the game character (Astrella) is moved into the box collider on the right.

Using the I'm Feeling Lucky Button

Another option is to use the **I'm Feeling Lucky** button. This button uses artificial intelligence to analyse your current Unity scene and automatically pre-select Unity Objects that it deems may be relevant to creating a cutscene. Those objects are automatically populated to the Actor Track Groups you have selected. For example, if you select four Actor Track Groups, the I'm Feeling Lucky button will

select four Unity objects. We will improve this functionality in future versions of Cinema Director, and plan on adding even more AI to the software, so stay tuned!

Figure 18 shows the cutscene that has been created for the settings shown in **Figure 17** above. We will continue to use these settings to show the functionality of Cinema Director.

Selecting Between Multiple Cutscenes

Cinema Director allows you to have as many cutscenes in your Unity Scene as you like. You can toggle between cutscenes using the pulldown in the Cinema Director window that displays your cutscene name.
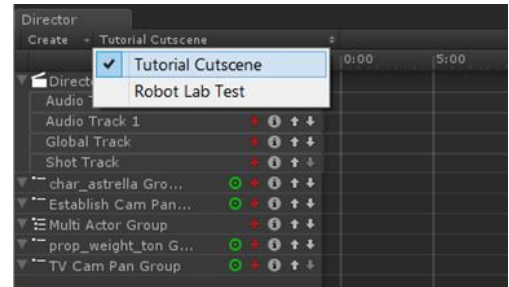

Figure 22: Cutscene Selection

Reordering Groups

If you do not like the order that Groups or Tracks have been populated in, you can re-order them at any time. Simply select either the up or down arrow 🔼🔽 beside the Group or Track you would like to move, and it will re-order accordingly.

Cutscenes in the Unity Inspector

Unity will store all information about your cutscene in the Hierarchy as game objects within the current scene. When you select the cutscene in the Heirarchy tree, information about all of the cutscene's properties will be displayed in the Unity Inspector. If you are an advanced Unity User, many

Figure 23: Unity Inspector Cutscene View

of the options can be set here, instead of in the Director Window. Think of the Director Window as a visual editor to the game objects that are associated to the cutscene in the Unity Inspector. Changes you make in the Unity Inspector will reflect in the Director Window, and vice versa. The remainder of this documentation will only cover cutscene creation using the Director Window, and we will touch on changing options in the Unity Inspector as required.

Working with Groups

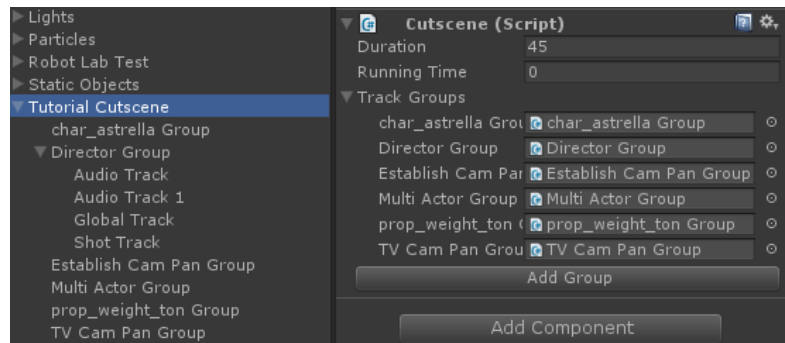As mentioned in the Director Overview section of this document, there are 3 types of groups you can create in Cinema Director. To create a group, simply click the **Create pulldown** in the Director Window and select the group type you want to add. Let's add a new Director Group.
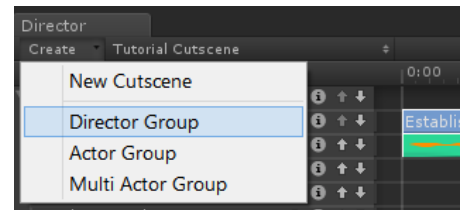

Figure 24: Adding Groups

Creating Director Groups

The Director Group is represented by this icon 🎬 . Starting with an empty cutscene, adding a Director Group will display as shown in **Figure 25** (Side). As discussed earlier, Director Groups control tracks that globally effect the scene. There are three types of

Figure 25: Empty Director Group

tracks that can be added – Shot Tracks, Audio Tracks and Global Tracks. To add one of these tracks, click the red plus icon ➕ located beside the Director Group name, you will then be presented with the option to add one of these tracks. Let's add a shot track.

Shot Tracks

The shot track will allow you to set up cameras in your cutscene that will change shots over time. To add a shot track, click the red plus located beside the Director Group name and chose "Shot Track" from the pull-down menu. A new track will appear in

Figure 26: New Shot in Director

your timeline, with the same red plus icon ➕ beside the name. Clicking the red plus will add a **Shot** to your timeline of five (5) seconds in length as shown in **Figure 26** and the red plus sign will turn green ➕ . Events such as this placed on the timeline are known as **Track Items**. Notice that the Shot created in the timeline is red. This means that there is no camera assigned to the shot as of yet.

Adding a Camera

To add a camera, right click on the newly created Shot in the timeline. You will be able to select "Set Camera" from the pull down menu. When you select this, Cinema Director will look for any active cameras in your scene and allow you to select

Figure 27: Attaching a camera

them. We will chose "Establishing Cam", which is a camera we previously created in our scene. Once the camera is selected, the Shot in the timeline will turn blue.

Focusing and Deleting Shots

If you would like to see how the chosen camera associated to the newly created shot is aligned, right click on the shot once again, and select "Focus". You will notice that your scene view in Unity will now reflect what the camera is looking at.
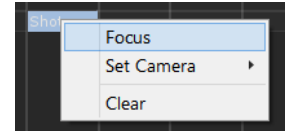
Figure 28: Say Cheese!

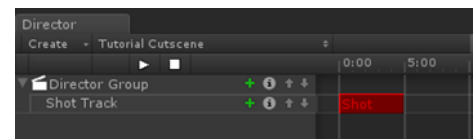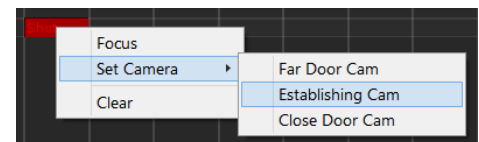If you would like to remove the shot, right click on the shot and select "Clear". You can also remove the shot from the timeline by highlighting the shot with your mouse, and hitting the delete key on the keyboard.

Adding additional Shots

Selecting the green plus icon [+] will add a second shot to your timeline. Right click on the shot, and add a second camera. For our example, we are going to select the "Far Door Cam" in our project. A second shot of five

Figure 29: Multiple Shots

seconds long will be added, and will be named "Shot 1". The number will increase as you add shots to your timeline. As you build shots, it may start to become difficult to keep track of things. Cinema Director is fully customizable, and allows you to rename anything that you create.

Renaming Shot Items

To rename a shot in Cinema Director, click the shot item you want to rename. When you do, that shot item will be displayed as a game object in the Unity Inspector. Simply rename the Inspector item, and the name of the shot item will change in the Timeline.
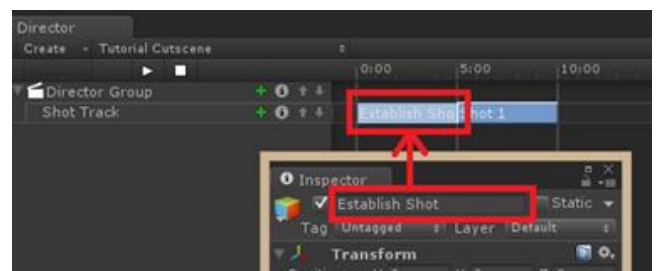
Figure 30: Renaming Track Items

NOTE: ALL track items in Cinema Director can be renamed using this method.

Moving and resizing Track Items

Shot Track Items like we just created, and any other track items that run over a period of time can be moved and resized. To **move** a track item, hover your mouse over that item. You will see your mouse cursor change
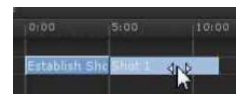
to have small arrows added on each side. Click and hold then move the track item to the new desired location. If you have snap enabled in the Cinema Director toolbar, the time of the track item will snap to the grid accordingly.

To **resize** a Track Item, hover your mouse over the left or right edge of the track item. Once the double arrow icon appears, drag to the left or right. This will make the track item longer or shorter. The snap setting also applies for resizing track items, if you have it enabled.

Previewing Shots
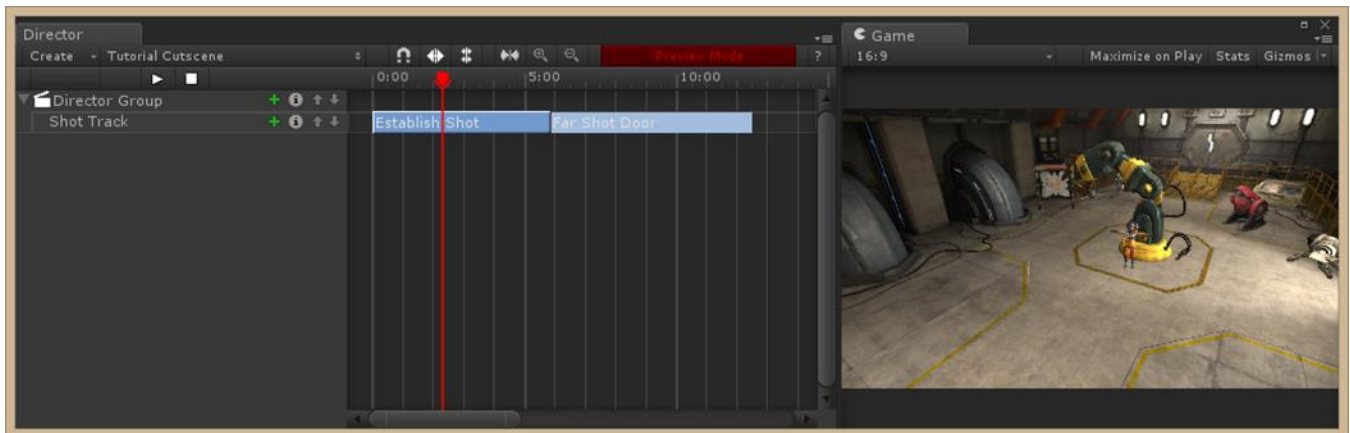
Figure 31: Shot Preview in Game Window

Once you have your shots created, you can then use the scrub time tool or the play button on the Cinema Director toolbar to preview what your camera shots look like in Cinema Director. Click and hold on the time scrub marker and drag left or right to see your shots reflect in the Unity Game Window. If you want to view as per real time, hit the spacebar, or hit the play button ▶ on the Cinema Director toolbar as shown in **Figure 31**.

Audio Tracks

Cinema Director makes adding audio to your scene quick and easy. We will add some background music to our cutscene by clicking on the green plus icon ➕ beside the Director Group and selecting "Add Audio Track". You will see a new track created under your director group called "Audio Track". Again, if you would like to change the name of the track, click the information button 🛈 beside the track name, then
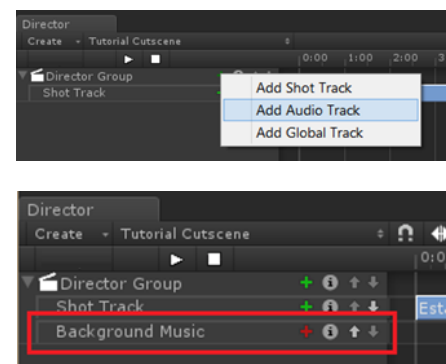
Figure 32: Adding Audio

rename the Game Object in the Unity Inspector. We will rename our track "Background Music".

Assigning Audio

To add the audio clip that you would like to apply to the track, click the red plus icon ➕ beside the track name. Cinema Director will then display all available audio in your Unity Project, and allow you to select a clip.

Once the clip is selected, it will be applied to the audio track on the Timeline. You can then move or resize the track event that has been created in the exact same way as shot tracks, described above. Audio track events will appear green in the timeline. Resizing the audio track event will clip the audio at its in or out point. You can have as many

Figure 33: Audio Clip Selection

audio track events on a single audio track as you want, as long as there is sufficient space available on the track.

Multiple Audio Clips

To add another audio clip to the same track, click the green plus button (that was once red) and

Figure 34: Audio Tracks in Cinema Director

follow the same process above in **Figure 32**. Cinema Director also allows you to have as many Audio Tracks as you wish. To add a second audio track, follow the same steps above by clicking on the green plus sign beside Director Group, and selecting "Add Audio Track". A new Audio Track will appear, and you can now assign new audio clips as described above.

Figure 34 shows an example of multiple audio clips created on a single Audio Track, as well as multiple Audio Tracks, inside the Cinema Director Window. When you hit the play button, scrub the timeline using the time scrubbing tool or hit play in game, the new audio will play. If you are using multiple audio
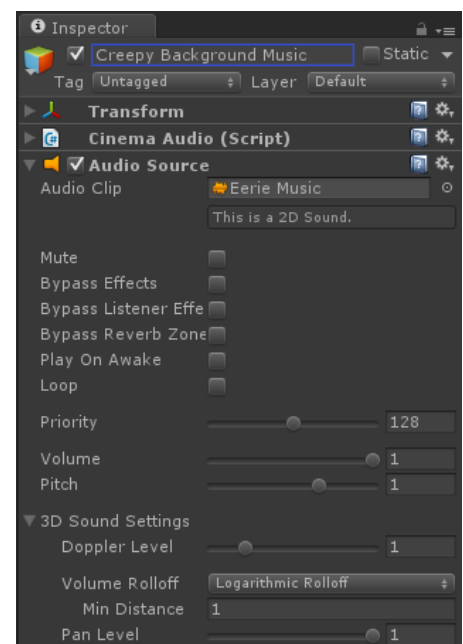
Figure 35: Audio Settings

tracks, all of the audio will play simultaneously, allowing you a great way to mix audio.

Adjusting Audio

Cinema Director makes it very easy to adjust audio after it has been added to the timeline. Selecting the Audio Track Item will display all of the audio's properties in the Unity Inspector. Here you can change settings such as the Audio Clip's name, Bypass effects, priority, volume, pitch, 2D and 3D sound settings, and more.

Global Tracks

Global Tracks contain additional events that are applied globally to your Cinema Director Cutscene. They control an extensive event library that can help you add additional effects to your cutscene, or provide useful tools. Events created with Global Tracks can range from transitions, to creating storyboard images of your cutscene. For a full list of possible Global Track events, see **Appendix A** at the end of this document.
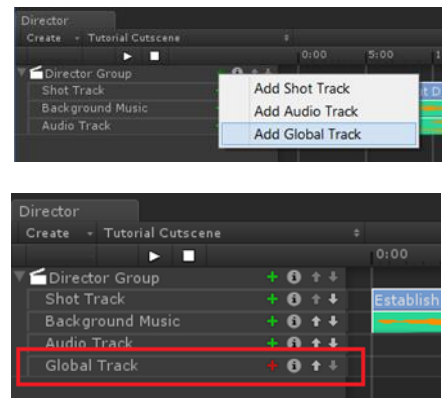
Figure 36: Adding Global Tracks

Creating a Global Track

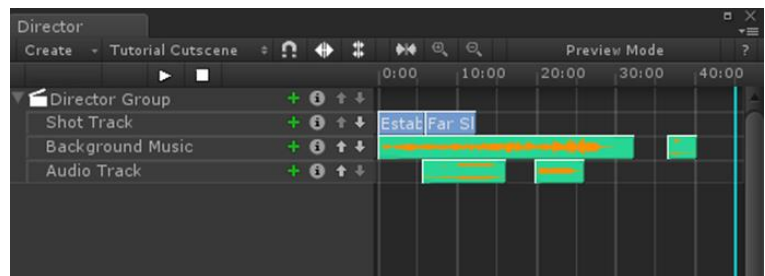Creating a Global Track is no different than creating a shot track or audio track. Click the green plus icon ![+] beside the Director Group, and select "Add Global Track". Once your track is added, you can rename it using the information icon, ![i] and renaming the Game Object in the Unity Inspector. To add a new event in the track, click the red plus icon ![+] .

Assigning Global Track Events

To add a Global Track Event that you would like to apply to the track, click the red plus icon ![+] beside the track name. Cinema Director will then display the menu with flyouts shown in **Figure 37**.

For the purpose of this tutorial we are going to add two different event types – a Transition (Fade From Black) and a Utility (Storyboard). Transitions create events similar to Shot or Audio Tracks that last over a certain period of time.
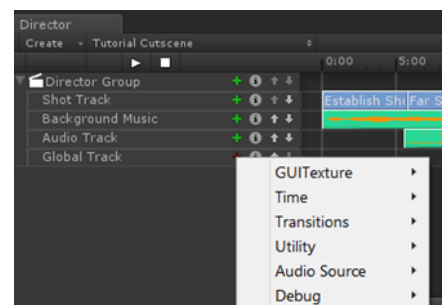
Figure 37: Global Track Event Menu

Storyboard creates a **trigger**, which is an event that initializes exactly at a certain point in time.

Working with Global Events over Time

To add a **Fade From Black** transition, select **Transitions > Fade From Black**. A new track event will appear in the Global Track, called **Fade From Black 1**. To rename the event, click the event, then rename the Game Object in the Unity Inspector.

Figure 38: Adding Transitions

You can then move or resize the Global Track event that has been created in the exact same way as shot and audio tracks, described above. Global Track Events will appear pink colour in the timeline. Resizing the global track event will adjust how much time the event will take to complete. **Figure 39** shows how a Global Track that operates over time looks in the Cinema Director Timeline.

Figure 39: Global Track Event Over Time

Working with Global Events Triggers

Next we will add a storyboard event, to demonstrate how triggered events work. Click the green plus sign beside the Global Track and select **Utility > Storyboard**. A **large keyframe** marker will appear on the timeline which is followed by the name of the event you selected. Clicking on the keyframe marker will display the Global Event Track Game Object in the Unity Inspector, where you can change the name of the event if you wish. The Storyboard event will create a screenshot of your cutscene, and place it in the **Assets > Storyboard** folder of your existing Unity Project. For a detailed explanation of how Global Track Events work, see **Appendix A** at the end of this documentation.

Global Events that are triggers cannot be resized, but they can be moved along the timeline by clicking and then dragging the event to a new desired location.
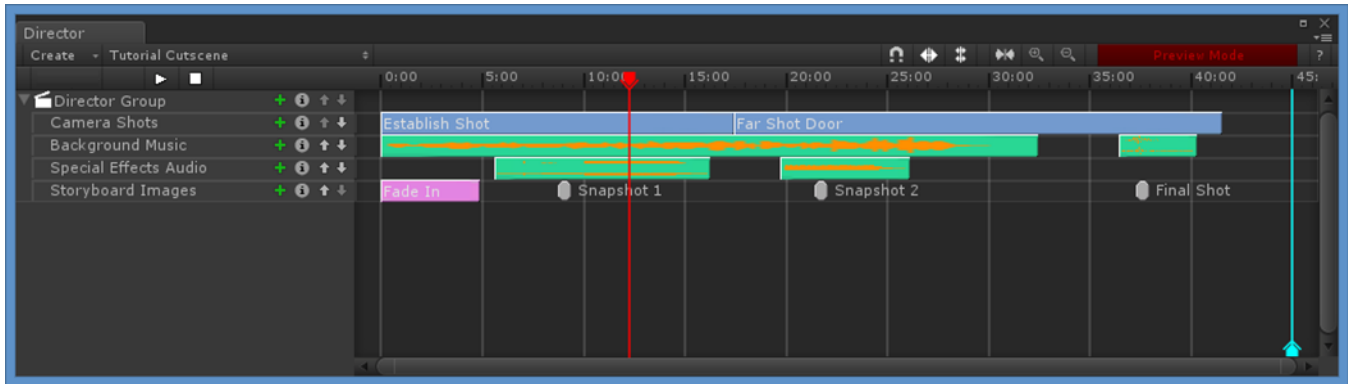
Figure 40: Complete Director Group & Timeline

Figure 40 shows our complete Director Group with the Global Track and Global Track Items renamed. You can have as many Global Track Events on a single global track as you want, as long as there is sufficient space available on the track. Cinema Director allows you to create as many Global Tracks and Global Track Events as you wish.

Hitting play in the Cinema Director toolbar, or clicking and dragging the time scrubbing tool, will preview your Global Track events in the Unity Game Window. Certain Global Track Events cannot be previewed. To learn about all of the Global Track Events available, what they do, and if they can be previewed with Cinema Director, see **Appendix A** at the end of this documentation.

Creating Actor Groups

Actor Groups are represented by the ˙⎯ icon. Starting with an empty cutscene, add an Actor Group by clicking on the **Create** pulldown in the Cinema Director Window and selecting **Actor Group** from the fly-out menu. Adding an Actor Group will display as shown in **Figure 41** (Side). As discussed earlier, Actor Groups control individual Game Objects inside your Unity scene. There are two types of tracks that can be added – Actor Tracks and Curve Tracks. To add one of these tracks, click the red plus icon located ➕ beside the Actor Group name, you will then be presented with the option to add one of these tracks.
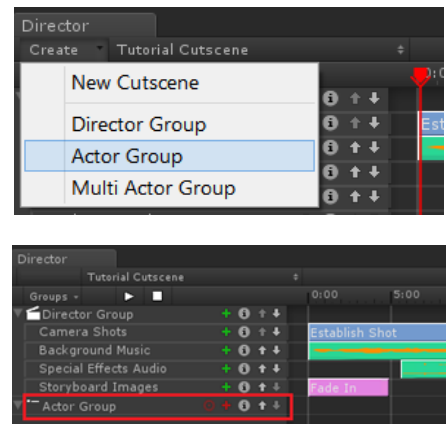
Figure 41: Adding an Actor Group

Selecting a Game Object

Before deciding which track you will add, you should first select a Game Object in Unity that the Actor Group will control. To do this, click the red target icon located beside the Actor Group Name. The target is red when no Game Object has yet been associated with the Actor Group. In this example, we want to control movement of one of our cameras. Clicking the target icon will open a Unity Selection Window, where you can search for, and select the Unity Game Object you want to control. For this example, we are going to select the Establishing Cam Game Object as shown in Figure 42. Once selected, the target button will turn green.
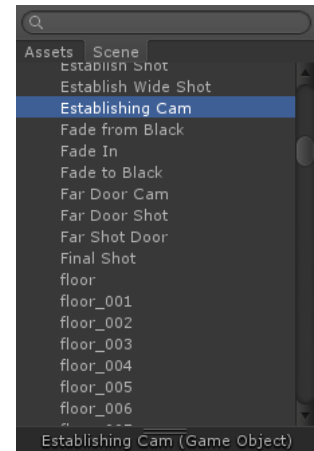
Figure 42: Game Object Selection

Creating a Curve Track

Clicking the red plus sign will allow you to add either an Actor Track or a Curve Track to the timeline. Curve tracks allow you to dynamically manipulate the properties of an object over time by using curves and keyframes. We are going to add a curve track to control the movement of the Establishing Cam.
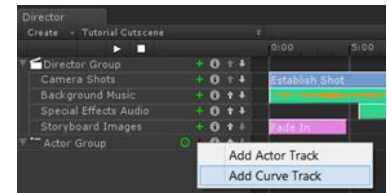
Figure 43: Adding Curve Tracks

Adding a Curve Track will display the new track on the timeline. Click the Expand arrow to the left of the Curve Track name. Notice that the curve track, at this point is empty. To proceed, we need to add a **Curve Clip.**

Adding Curve Clips

A curve track can hold many Curve Clips. These are events that control the movement of the Game Object that has been assigned to the Actor Group. If you would like to manipulate the Game Object

Figure 44: Empty Curve Clip

multiple times over the course of the cutscene, you would create additional Curve Clips to do so.

To add a Curve Clip, click the red plus icon on the newly created Curve Track. Once you do so, the plus will turn green, and you will see a new Curve Clip

populate inside the Curve Track. The clip can then be resized and moved using the same methods of any other event type in Cinema Director.

Selecting a Curve Type

When you create the curve clip, it will be empty and waiting to be assigned a component to track. Right click on the Curve Clip and select **Add Curve**. Selecting Add Curve will display a fly-out menu which will allow you to select a component to track. The components listed will be read from the Game

Figure 45: Adding a Curve

Object that has been selected and applied to the Actor Group. Once the component is selected, you can then select the property of that component you want the curve editor to control by selecting it from the fly-out list.
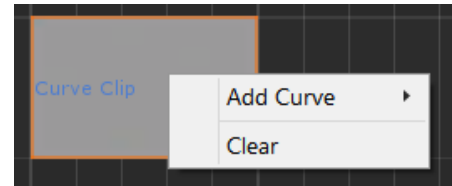
Working with Transform Curves

Since we are selecting a Camera Object, components only valid to this Game Object Type will be visible. For this example, we are going to track the **Transform**

component. When you select a Component, you can then select a property that is valid for that Component. Since we want to move the Establishing Cam over time, we will select **Position**.
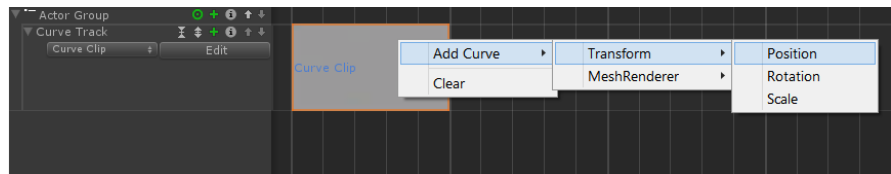
Figure 46: Setting Curve Type

Because we selected the transform option, three curves will display, each for the X, Y, and Z axis in Unity. To modify the curves, select the Curve Clip you would like to edit from the pulldown in the curve track area. Then, select the **Edit** button. This will display keyframes that you can then use to modify your curves. Since we only have one Curve Clip, only that Curve Clip will appear in the edit pulldown menu. If you want to edit

Figure 47: Editing Curves

multiple Curve clips on the same track, simply select the Curve Clip you want to edit from the edit pulldown, as shown in **Figure 47.**

Working with Master Keyframes
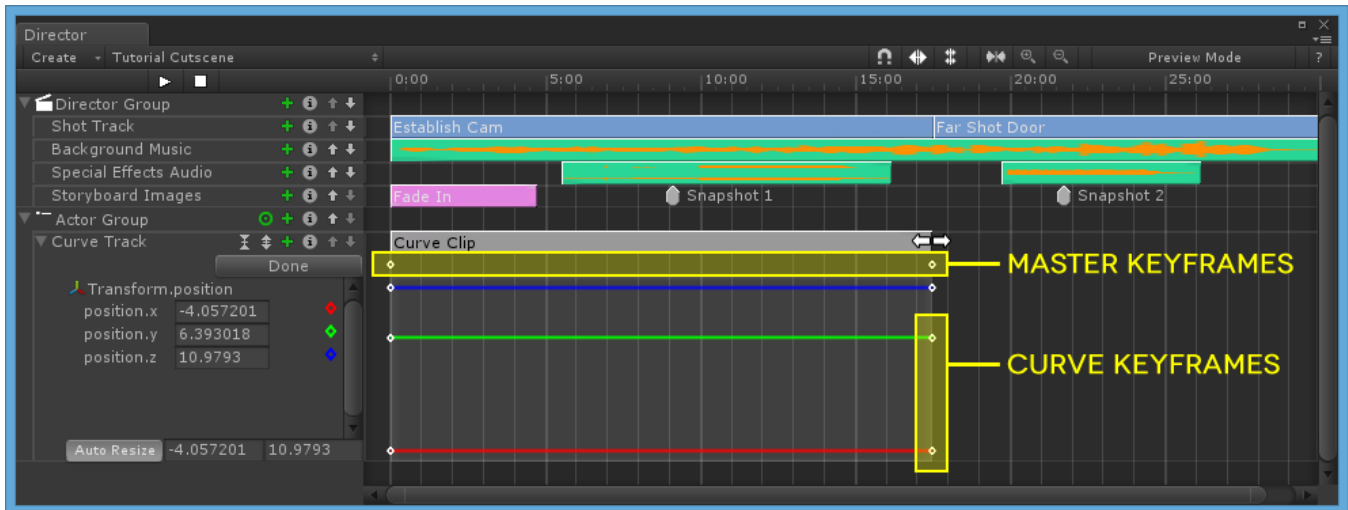
Figure 48: Keyframes in Curve Tracks

Eight **Keyframes** are automatically generated when the curve is edited. The top right and left keyframe are known as **Master keyframes**, and control the length of the curve. The overall length of the curve is constrained by the overall length of the Curve Clip Event. Clicking and dragging either of these Keyframes will extend or contract all curves at once. To extend the time of the curve event, simply hover over the edge of the curve clip and drag. In **Figure 48**, we have adjusted the curve track's length to match the length of the Establish shot track by clicking and holding the right edge of the Curve Clip Event and dragging to the right.

Working with Curve Keyframes

Curve Keyframes control each curve independently of the other. By clicking and dragging a Curve Keyframe, you will adjust the intensity of the curve. This will control the Game Object that is assigned to the Actor Group over time. If you want additional precision and control of a curve, you can right click

Figure 49: Adding Keyframes

on a curve and select Add Keyframe. This will place a set of keyframes exactly at the point on the curve that you clicked. You can then move all keyframes created by clicking and dragging the Master keyframe at the top, or individually control the curve by clicking and dragging one of the individual keyframes. To add further control, you can move the time scrubbing tool directly to a keyframe by right clicking on a master keyframe and selecting **Snap Scrubber.**

Figure 50 shows how we have selected the end curve keyframes, and adjusted the camera movement. When you click and drag keyframes, you will immediately see the change take place in your game window. Notice how the camera now pans in towards the center of the scene after adjusting the three curves individually.
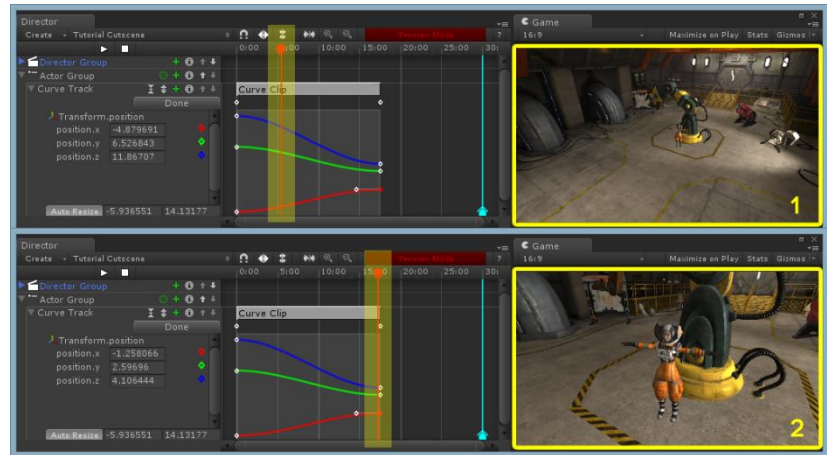
Figure 50: Keyframes set to move camera object

Using Game Objects to Create Keyframes

One great feature of Cinema Director, is that you can create keyframes on your curve track by selecting the Game Object in your Unity scene and moving it using the Unity Transform controls, either in the scene window or in the Inspector.
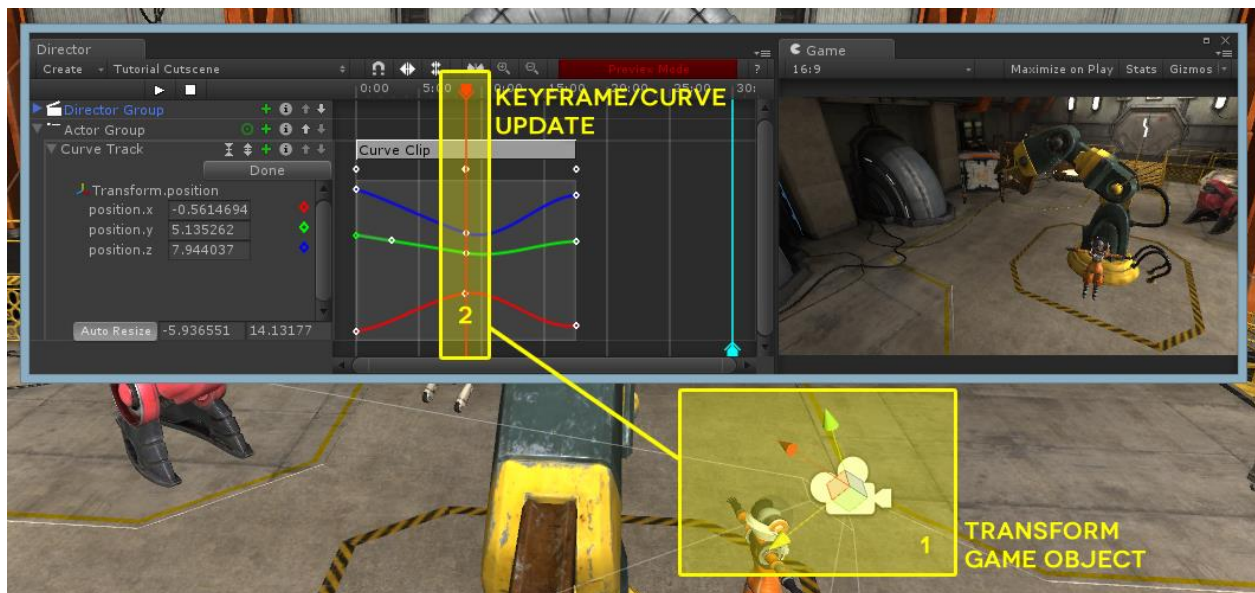
Figure 51: Creating Keyframes by Transforming Game Objects

To do this, move your time scrubbing tool to where you want the keyframes created. This will put Cinema Director into **Preview Mode**. Then, select your game object in the Unity scene, and manipulate its X, Y and Z transform values. You will notice that the curves update to reflect exactly where you are moving the game

object. This is a great visual aid, to make sure that objects behave exactly as intended when building your cutscene.

Figure 51 shows how we have moved the Establishing Cam Game Object closer to the character in the Unity Scene Window. Notice the visual update in the Game Window, as well as the keyframes being created in the curve track. Also, the curves themselves dynamically update to reflect the Game Object's Movement.

Using Keyframe Grips to Modify a Curve

When you select a keyframe, you can click and drag to move in any direction. However, **Keyframe Tangent Grips** also appear when you select a keyframe, and allow you to further refine the curve. Clicking the grip point and dragging, will modify the curve in relation to the grip's tangent.

Figure 52: Keyframe Grips

Keyframe Tangent Grip Types

Right clicking on a keyframe will display many different options that you can use to manipulate a curve in fine detail. Auto, Free Smooth, Flat and Broken affect how the Keyframe Tangent Grips behave.

Auto – Disables Keyframe Tanget Grips and takes a best guess on adjusting the curve when moving the keyframe.
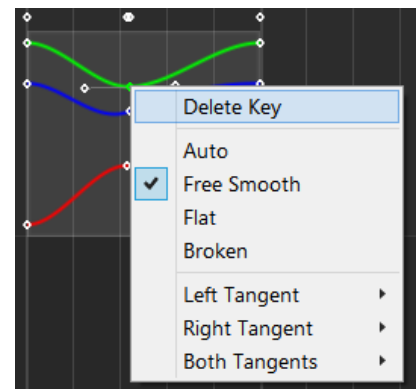
Figure 53: Keyframe Editing

Free Smooth – Selecting either the left or right Tangent Grip will manipulate the entire curve at once.

Flat – Returns the Keyframe Tanget Grip to a linear (flat) position.

Broken – Breaks the curve at the Keyframe, and allows individual adjustment of the left and right Keyframe Tangent Grip, affecting the left and right segment of the curve accordingly.
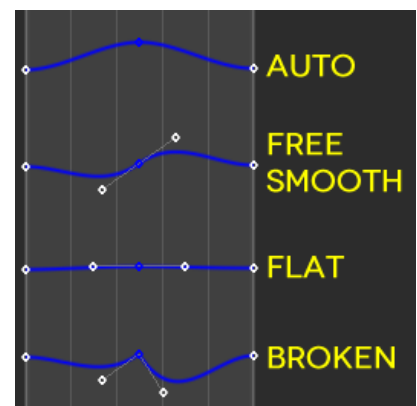
Figure 54: Keyframe Tangent Grip Options

Clicking and dragging a Keyframe Tanget Grip will manipulate your curve. Dragging the mouse farther away from the grip will give you more precise control over the curve's adjustment.

Advanced Curve Control

Cinema Director allows the ability to change the type of curve that is created, by modifying how the Keyframe Tangent Grip affects the curve. This allows for even further control of how curves are created. When you right click on a keyframe, you can select how either the right tangent, left tangent or both tangents control the selected keyframe (**Figure 53**).

Linear – The curve segment will become a straight line between the neighbouring keyframe. A linear curve segment can be made by setting the tangents at both ends to be Linear.

Constant – The curve retains a constant value between two keyframes. The value of the left key determines the value of the curve segment.

Free – Similar to above, free will automatically break the keyframe, and allow for manipulation of the left and right Keyframe Tangent Grips, independent of each other.
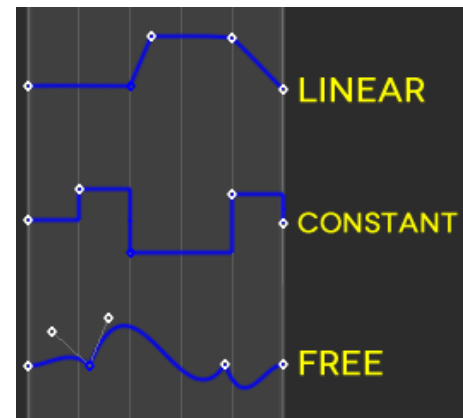
Figure 55: Curve Types

Controlling Curves with Numeric Input

It is possible to manually enter values for a keyframe, if exact precision is required. To enter a value for a keyframe, select the master keyframe, right click and select "Snap scrubber" This will snap the time scrubbing tool to your keyframe. Then, in the canvas area, enter a new number for the desired keyframe. In **Figure 56**, we are modifying the Z curve to have a value of 1.5 at the selected keyframe.

It is also possible to create new keyframes using an assigned value. Move the time scrubbing tool to the location that you would like the new keyframe, then, click on the keyframe icon in the curve track canvas. Select "Add Key" and then assign
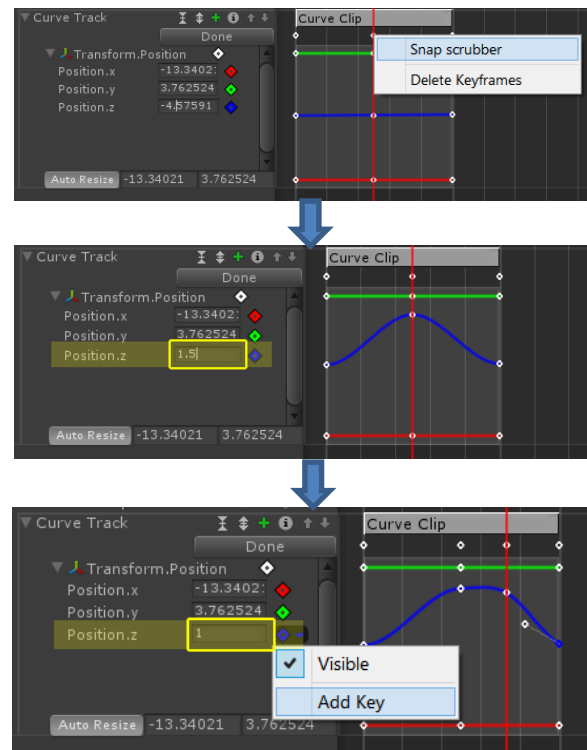
Figure 56: Controlling Keyframes Numerically

a new value. In **Figure 56**, we are adding a new key to the Z curve and assigning a value of 1.

Adding Additional Curves to a Curve Clip

It is possible to track more than one transformation type in a curve clip. To add an additional set of curves, right click on the curve click in your curve track, and repeat the process for adding a curve to the curve clip. Once the curve is added, you will now see those curves available for keyframing, complete with their own colour set. The new curve's properties will be added to the canvas area as shown in **Figure 57**.
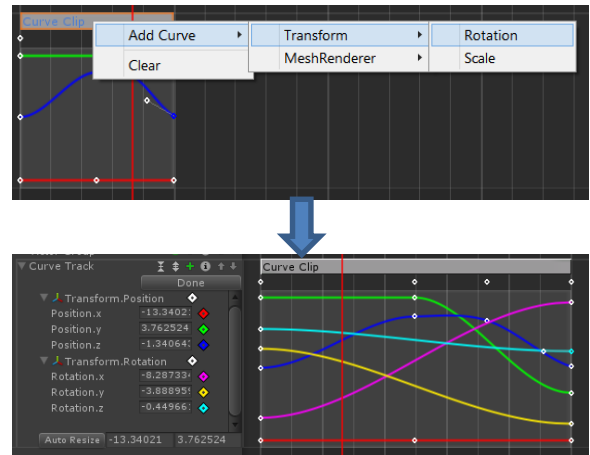
Figure 57: Adding Additional Curves

Controlling Visibility of Curves

When doing complex work, many curves in a single curve clip can become confusing and distracting. With Cinema Director, you can control the visibility of curves. You can either make individual curves invisible, or make the entire curve set invisible.

To make the entire curve set invisible, select the white keyframe icon beside the curve set name, in the Cinema Director canvas, and select "Visible" as shown in **Figure 58**. To make the curve set re-appear, once again select the white keyframe icon, and select "Visible".

To make an individual curve invisible, the process is the same as above, except you select the coloured keyframe icon beside the curve that you would like to control. **Figure 58** shows us making the Z curve for Position invisible.
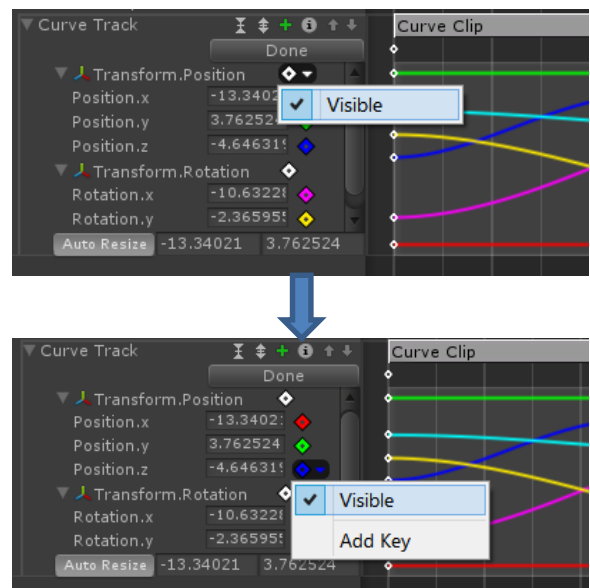
Figure 58: Curve Visibility

Deleting Keyframes

In **Figure 59**, because there are still keyframes on the right side of the curve, the Game Object will return to its original position when playing the cutscene. If you want to have the Establishing Cam move in on the close-up and stay in this location, simply delete the end

Figure 59: Deleting Keyframes

Master keyframe by right clicking on any keyframe and selecting **Delete Keyframes**. This will remove all individual keyframes at one time, shortening the curve to where the time scrub tool is currently located in Figure X. If you want to delete the portion of only one curve, right click an individual keyframe and select **Delete Key**.

Creating an Actor Track

Actor tracks are identical to Global Tracks in how they behave. However, Actor tracks will only affect the Game Object that has been assigned to the Actor Group. Actor tracks work well when you want to trigger an event to happen to a Game Object at an exact moment. Cinema Director contains a very extensive events library for Actor Tracks, including Legacy and Mecanim Animators, Physics, Enabling and Disabling Game Objects, and more. For a full list of Actor Track Events and a description of what they do, see **Appendix A**.

Creating an Actor Track is identical to creating other track types. For this example, we will create a second Actor Group and assign an object in the scene that we can apply events to. To create a new Actor Group, follow **Creating Actor Groups** above.
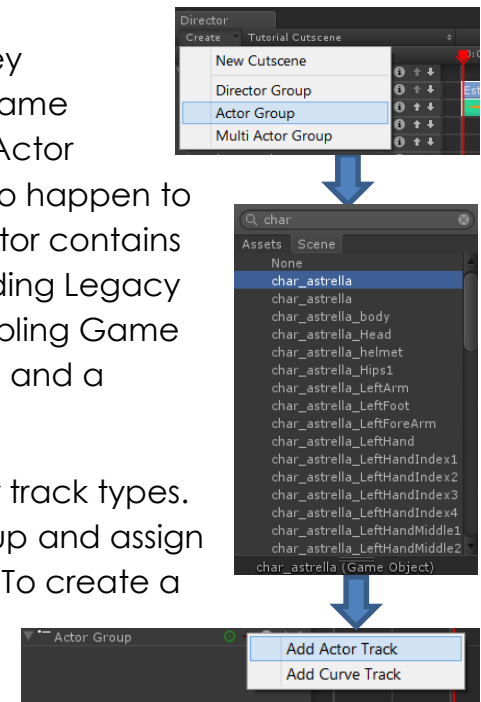
Figure 60: Adding Actor Tracks

For this example, we are going to assign the "**char_astrella**" Game Object to our new Actor Group using the red target icon ⊚ . Once applied, click the red plus icon ✚ and select **Add Actor Track**.

Creating an Actor Track Event

Almost all events that can be applied to a Game Object using an Actor Track are triggers. In this example, we are going to disable a Game Object, to make the object disappear when the cutscene hits that moment in time. To do this, select the red plus icon ✚ beside the Actor Track name

Figure 61: Adding Actor Track Events

and select **Game Object > Disable** from the flyout menu. Once selected, a new, large keyframe will appear on the Actor Track called "Disable".
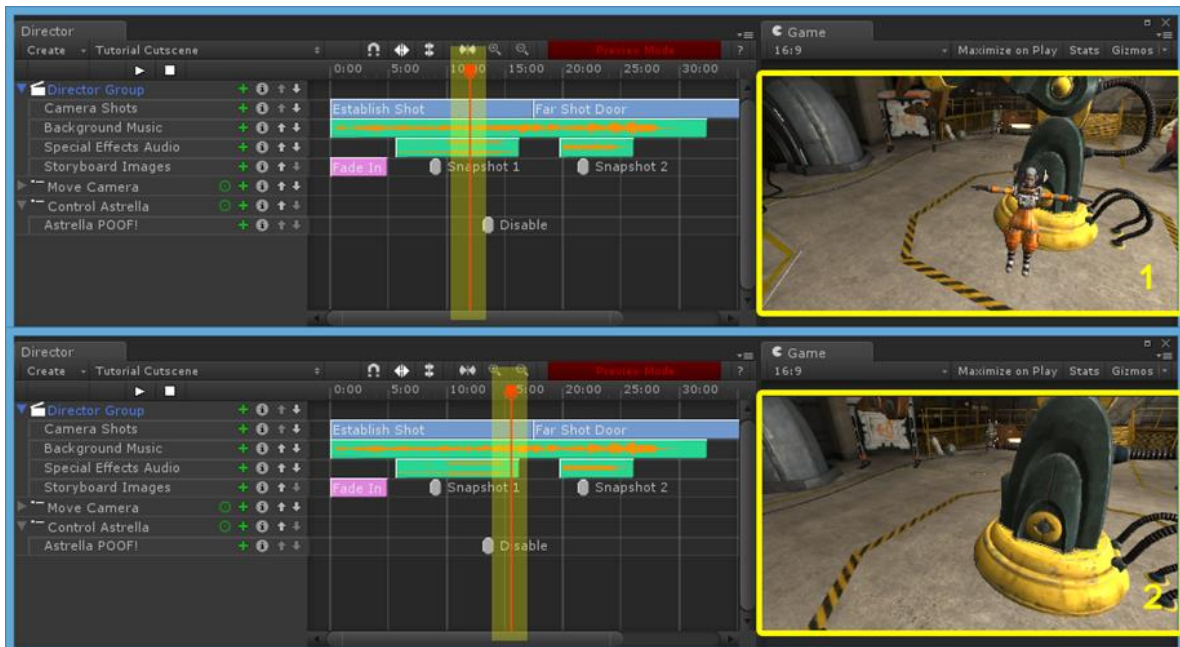
Figure 62: Disabling a Game Object

We would like the Astrella character to disappear as soon as the camera zooms in on her. To do this, click the Actor Track Event called "Disable" and drag it to a position on the timeline that closely matches the end of the Establish Cam shot.. Remember, you can always click on the Information Icon to change the name of your Actor Track, and you can rename the Actor Track Event in the Inspector when you click on it. See **Figure 62** above.

Creating Multi-Actor Groups

Multi-Actor Groups are represented by the icon, and work almost the same way as Actor Groups, the difference being that they allow you to control multiple game objects at one time. Very useful when applying physics events or controlling lighting in your Unity Scene. To create a Multi-Actor

Figure 63: Adding Multi-Actor Group

Group, under the **Groups** pulldown select **Add > Multi-Actor Group**. As with Actor Tracks, Multi-Actor tracks contain both Curve Tracks and Actor Tracks. We will now select the Game Objects we want to control, and assign them to a Curve Track.

Assigning Game Objects to Multi-Actor Group

To assign the multiple Game Objects you would like to control, you must access the Unity Inspector. To do this, click the Information Icon 🛈 beside the Multi-Actor Group name. In the Unity Inspector, you will select the number of Game Objects (known as Elements to Unity) you would like to control. To do this, change the number beside the **Actors > Size** field from 0 to your desired number. For this example, we are going to select six actors, which will be Unity Light Game Objects that we are going to control with a curve track. **Figure 64** shows the Game Objects we have selected from the scene,

Figure 64: Assigning Actors for Multi-Actor Group

by clicking on the target button beside each element number and selecting the Game Object from the Unity Selection Dialogue box. You can also select elements by dragging and dropping Objects from the scene Hierarchy to the Element selection box. We have renamed the Multi-Actor Group "Control Lighting".

Creating Multi-Actor Curve Tracks

Click the red plus icon ➕ beside the Multi-Actor Group name. You will then be given the choice to create either a Curve Track or an Actor Track. Selecting a Curve Track will add an empty curve track. Click the red plus icon in the new curve track to create a new **Curve Clip**. For this example, we will select a **Float** curve type, which is the same as saying "value". To set the Multi-Actor Curve Clip type, select the curve clip event, and then change the Property Type in the Unity Inspector to **Float**. We are choosing this curve type because we will be controlling the intensity property of the lights we have selected.
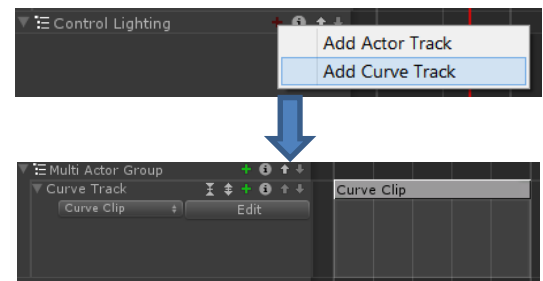
Figure 66: Adding Curve Tracks
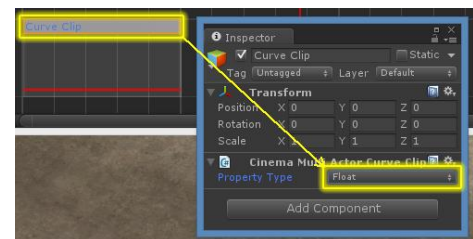
Figure 65: Set Multi-Actor Curve Type

For a complete list of Unity curves and how they behave, see their official documentation at:

http://docs.unity3d.com/430/Documentation/Manual/UsingAnimCurves.html

Configuring Multi-Actor Curve Tracks

Once the curve type has been selected, once again select the new Curve Clip. This will display configuration options available in the Unity Inspector. This will allow you to individually control each Unity Game Object.

Component allows you to select if you want to either transform (move) the Game Object with the curve track, or have the curve track modify a specific Game Object property.

Property will expose all available properties that you can configure for the selected Game Object.
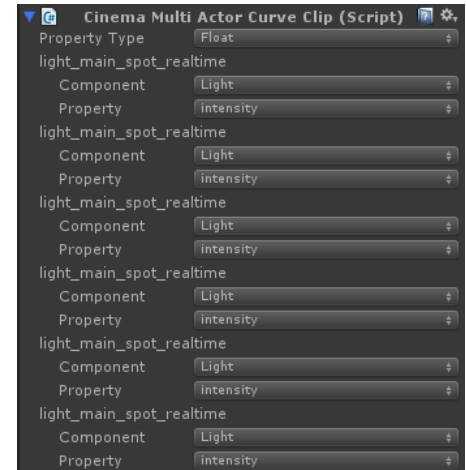
Figure 67: Selecting Properties for Curve Track

In **Figure 67** we have selected Light as the component, and will be modifying the "Intensity" property, so that the lights brighten and dim over time.

Modifying Multi-Actor Curve Tracks

Once your curve is created, you can use the same methods described above in **Creating a Curve Track** to resize your curve, as well as add, modify and delete keyframes, etc. **Figure 68** shows the effect of the Multi-Actor Curve Track controlling light intensity over time. Since the curve is managing multiple game objects at one time, the overall effect of the lighting in the scene is quite dramatic.
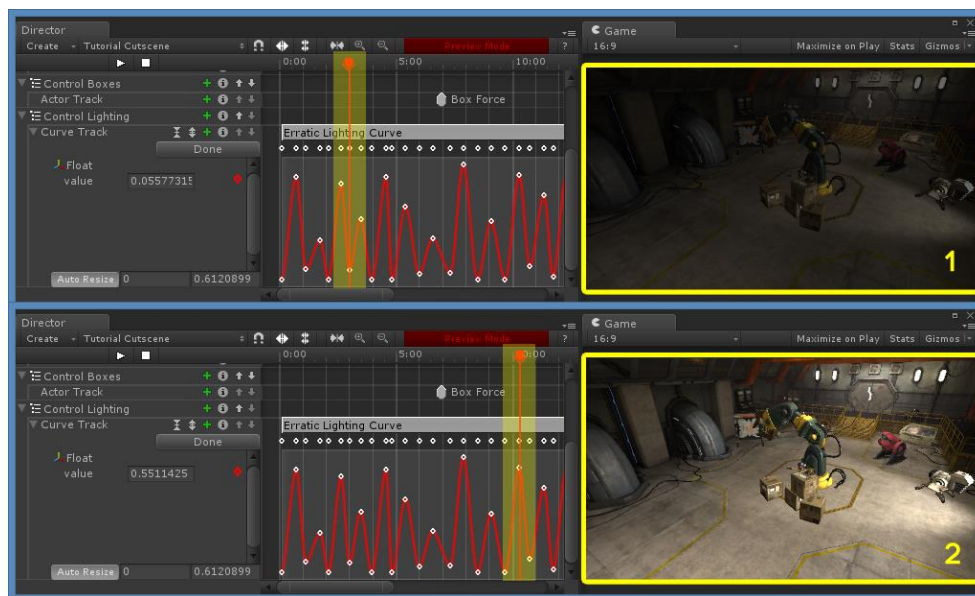
Figure 68: Multi-Actor Curve Track Controlling Light Intensity

Creating Multi-Actor, Actor Tracks

Actor Tracks for Multi-Actor Groups behave in the same way as they do for Actor Groups, difference being is that these tracks control multiple Game Objects at one time. For this example we are creating a second Multi-Actor group, and configuring it as shown in **Figure 69**. We have selected four boxes that we have copied and moved in front of the Astrella Character. We have assigned those Game Objects to the new Multi-Actor Group and renamed the group "Control Boxes". We will then add a new Actor Track, and apply a physics force to all the boxes at one time.

To add a Multi-Actor Group Track, click the red plus icon ⊞ to the right of the Multi-Actor Group name and select **Add Actor Track**. Once the new Actor Track is created, you can then add an event to the track the same way you would for single Actor Tracks. To assign an event, click the red plus icon ⊞ to the right of the newly created Actor Track's name. You will receive the exact same list of events available as you would configuring a single Actor Track. For a full list of events and a description of how they work, see **Appendix A**.

For this example, we are going to select **Physics** as our event type, and then select **Apply Force**. This should get our boxes moving quite nicely.

Configuring Multi-Actor Track Event

Whenever you select an event to be triggered, you should open the event in the Unity Inspector so that you can adjust the event's settings. In the case of the Apply Force event, we can adjust the type of force, as well as how much force is applied to the X, Y and Z axis. To do this, click on
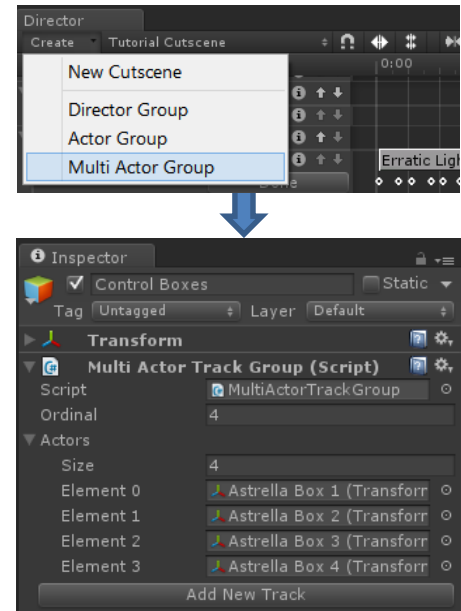
Figure 69: Control Box Actor Group Configuration
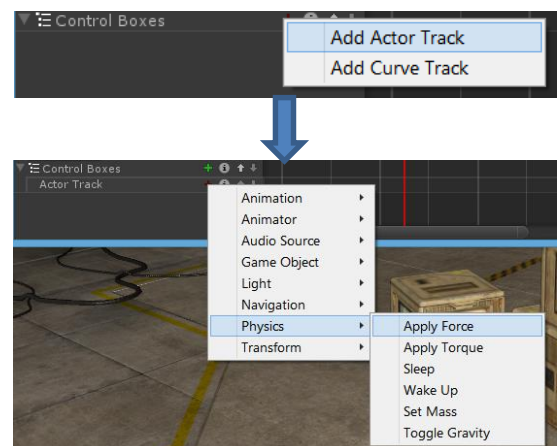
Figure 70: Adding Actor Tracks and Applying an Event
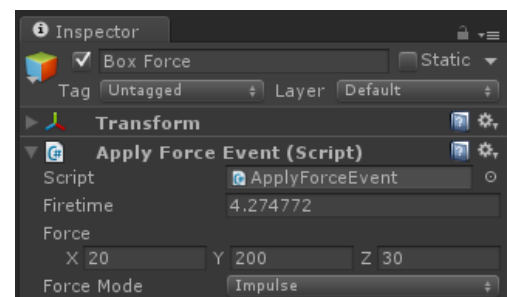
Figure 71: Configuring Multi-Actor Track Event

the newly created event, and change the settings in the Unity Inspector. For this example, we are setting the **Force Mode** to "Impulse, and applying a **Force** of 20 units to the X-Axis, 200 units to the Y-Axis, and 30 units to the Z-Axis. We have renamed the Track Event "Box Force". See **Figure 71.**
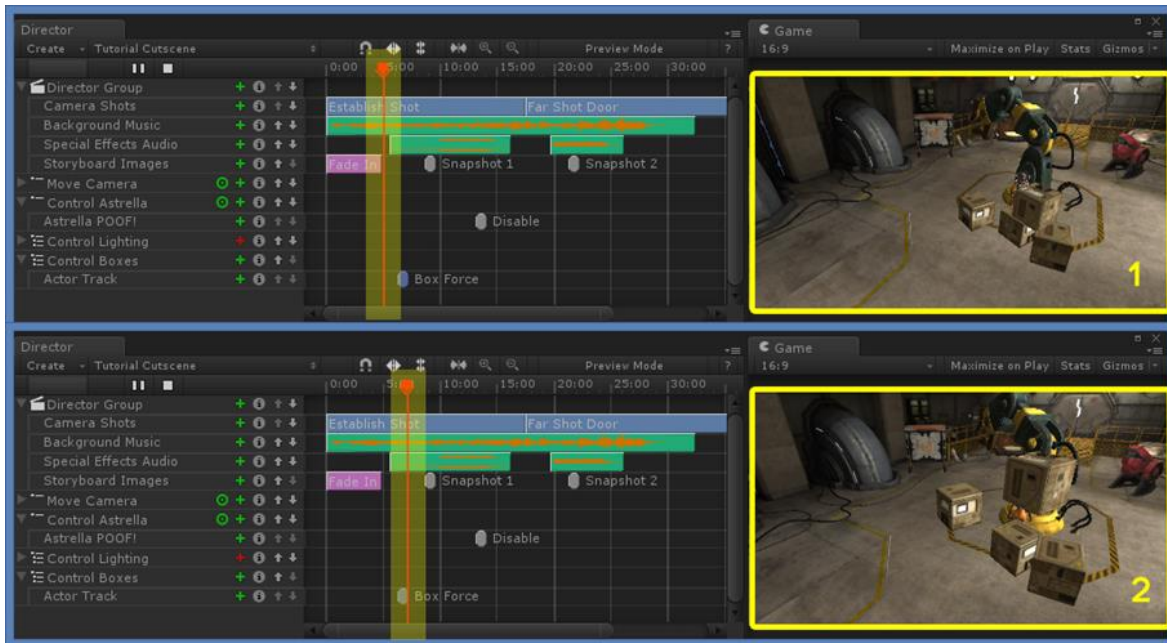
Figure 72: Example of the Apply Force Event being applied to multiple Game Objects

Figure 72 shows the effects of using the Apply Force event on multiple game objects. Physics events cannot be previewed in Cinema Director, and will only show when you run Unity in game mode. Notice in picture 2, the boxes flying into the air.

Cut and Paste

You can copy and paste any item inside of the Cinema Director window. To copy an item, simply right click on that object and select "**copy**". To paste the item to a new location, move your mouse to that location, right click, and then select "**paste**". You can also perform a copy by selecting copy from Unity's "**Edit**" menu once you have an object selected. Cinema Director will not allow you to paste items to areas of the timeline that the item does not apply. For example, you cannot paste a Curve Clip into an Audio Track.
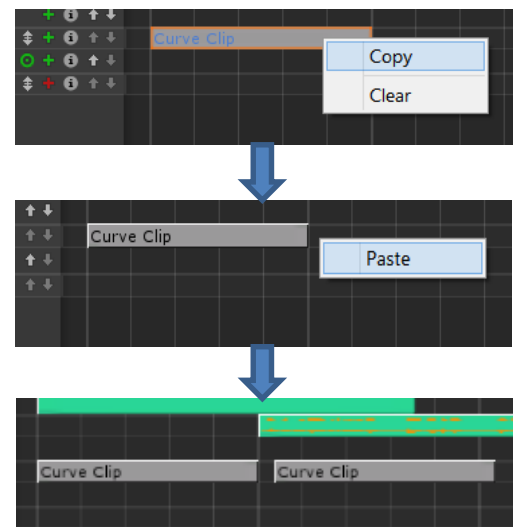
Figure 73: Copy and Paste Example

Working with Themes

Setting up the Image Effect

To further enhance the look and feel of your cutscene, Cinema Director includes many different themes that you can apply to cameras in your scene. These themes are based on Unity Pro Image effects, so you must be using **Unity Pro** for this feature.

To work with a theme, you must first import the Image Effects (Pro) package into your current project by right clicking in your project folder and selecting **Import Package > Image Effects (Pro Only)**. Once Imported, we will be working with the image effect called "**ColorCorrectionLut**". You can find this effect by either typing it into the search bar for your project, or by navigating to the folder **Standard Assets > Image Effects (Pro Only) > ColorCorrectionLut.**
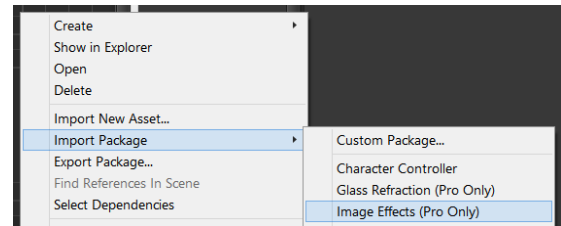
Figure 74: Importing Image Effects

Next, select a camera in your scene. Once selected, click the **Add Component** button in the Unity Inspector. Do a search for color, and select the **Color Correction (3D Lookup Texture)**. You can also add this script by navigating to **Image Effects > Color Adjustment**. The script will then be added to your camera Game Object. You are now ready to apply Cinema Director Themes to your camera.
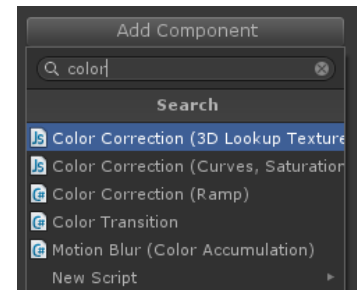
Figure 75: Adding Effect to Camera Game Object

Applying the Cinema Director Theme

Cinema Director Themes are located in the project folder **Cinema Director > Prefabs > Themes > LUTs**. To apply a theme, drag the LUT file from the LUTs folder to the None (Texture2D) box in the Unity Inspector under your selected Camera Game Object. For this example, we are using the "Horror3D16" theme that gives a spooky look similar to the movie "Sin City".
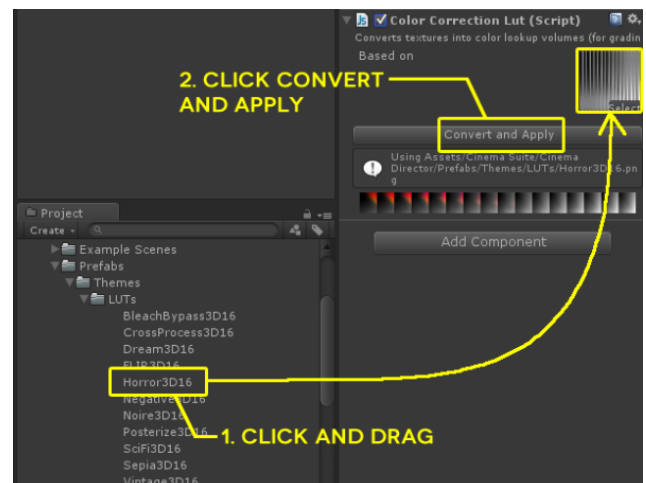
Figure 76: Adding a theme to the Image Effect
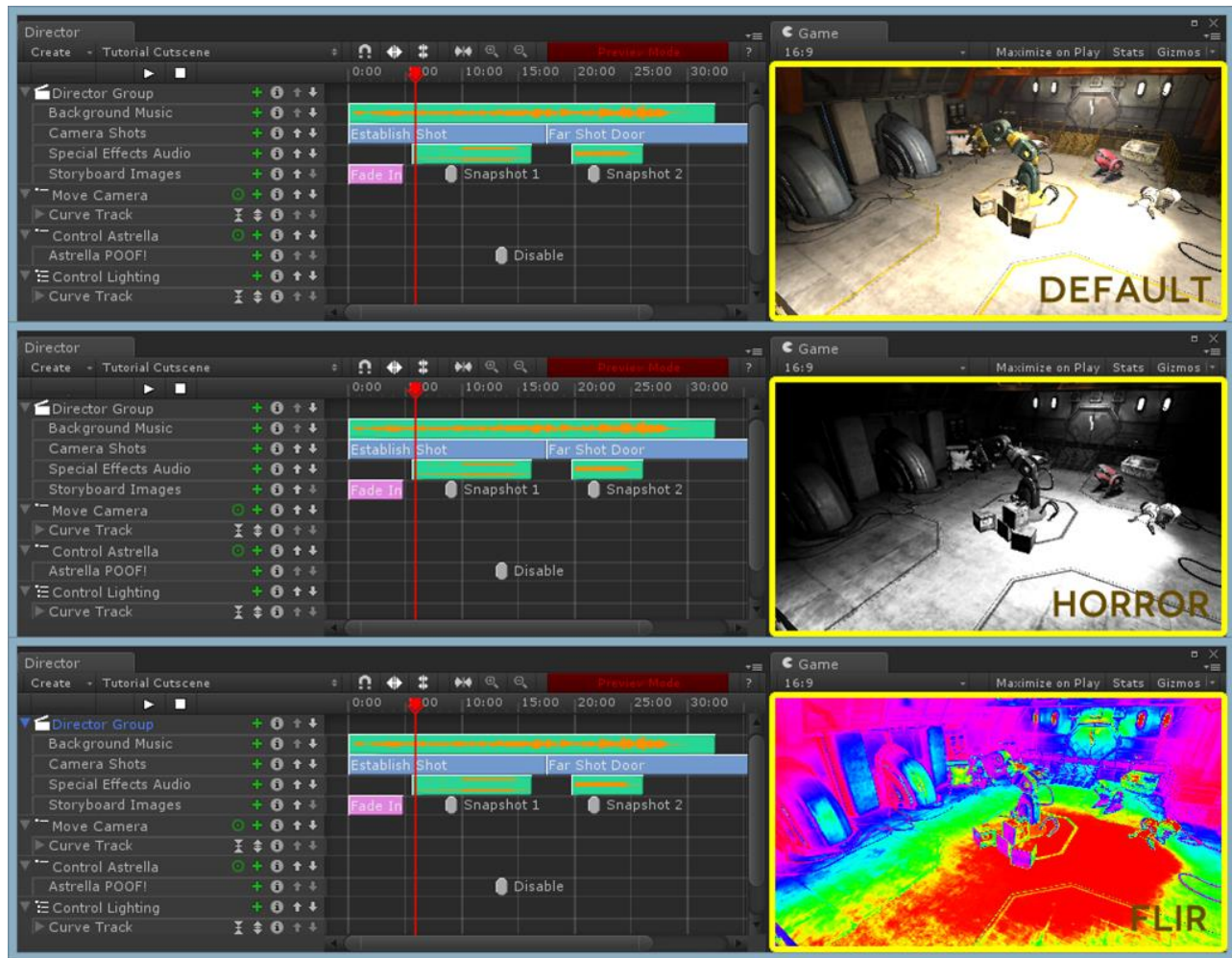
Figure 77: Example of Different Cinema Director Themes

Figure 77 shows a few of the different themes available in Cinema Director. We have included eleven themes in Cinema Director that allow the user to change the look and mood of their cutscene. We will continue to release themes for Cinema Director, so keep an eye in the Unity Asset Store for updates!

Available Themes

Current themes available in Cinema Director are as follows:

- *Bleach Bypass*   - *Noire (B&W)*
- *Cross Process*   - *Posterize*
- *Dream Sequence*   - *SciFi*
- *FLIR*   - *Sepia*
- *Horror*   - *Vintage*
- *Negative*

P A G E |

Conclusion
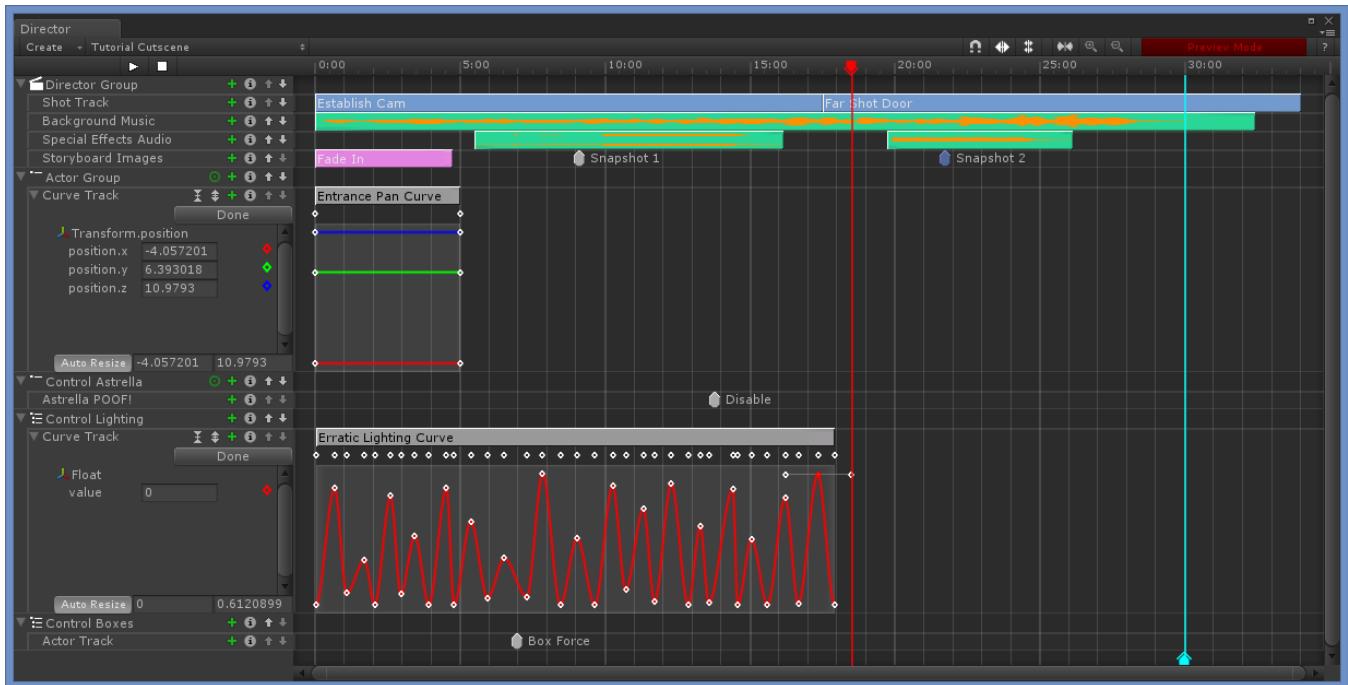
Figure 78: Complete Timeline for this Tutorial

Figure 78 shows a completed timeline, which covers all topics covered in the section **Using Cinema Director**. Remember that you can use the arrow icons 🔼 🔽 on each group and each track to reorder the timeline any way you wish. You can also press the information Icon 🛈 and rename any group or track name in Cinema Director as well. To maximize space on your screen, try using Cinema Director on a secondary monitor, and make use of the collapse ▶ arrows that are present in front of all the Group and Track names. Options such as these allow you to keep your timeline organized, and will help to keep large projects in order.

Cinema Director also allows advanced Unity users (developers) to create their own scripts for use inside the timeline. Scripts for our events libraries are not compiled, so you can use them as an example, and begin to build your own tools to help you take even more control of Unity.

Now get out there, and make an awesome cutscene!

Appendix A

Cinema Director includes over **SIXTY Track Events** that can be used to control the Game Objects and environment inside of Unity. Below are tables that list all available events, their type, and a description of what they do.

Global Track Events

Category	Name	Event Type	Description
GUITexture	Fade Texture	Timed	Performs a fade-in, display and fade out sequence on a given GUI Texture. One quarter of the time is spent fading in, one half displaying and the final quarter fading out.
Time	Time Scale Curve	Timed	Affects Unity's time scale, slowing or speeding up the amount of time passing in the game. The scale value is affected over time by the curve provided.
	Set Time Scale	Trigger	Affects Unity's time scale, slowing or speeding up the amount of time passing in the game. This is useful for bullet time style effects.
Transitions	Colour Transition	Timed	Creates a cross fade effect between two custom colour selected in the Unity Inspector.
	Fade From Black	Timed	Creates an effect that starts with a black screen, and fades into the current scene.
	Fade From White	Timed	Creates an effect that starts with a white screen, and fades into the current scene.
	Fade To Black	Timed	Creates an effect that takes the current scene and fades it to a black screen.
	Fade To White	Timed	Creates an effect that takes the current scene and fades it to a white screen.
Utility	Mass Disabler	Trigger	Disables multiple game objects on trigger by tag or selection and re-enables them at action's end. This is useful for turning off game elements during the sequence's playback.

	Load Level	Trigger	Will load a game level that is assigned to the event through the Unity Inspector, at the selected point in time on the timeline. Requires running game mode.
	Storyboard	Trigger	Will create a screenshot in .PNG format that will be saved in an Assets > Storyboard folder of the current project. Requires running game mode.
Audio Source	Play Clip at Point	Trigger	Plays a one shot audio clip at a given point in world space.
Debug	Log Error	Trigger	Displays debug error messages in the editor console. Helpful for debugging your cutscene.
	Log Message	Trigger	Displays debug log messages in the editor console. Helpful for debugging your cutscene.
	Log Warning	Trigger	Displays debug warning messages in the editor console. Helpful for debugging your cutscene.
Game Object	Disable Game Object	Trigger	
	Enable Game Object	Trigger	

Multi-Actor/Actor Track Events

Category	Name	Event Type	Description
Animation	Play Animation	Timed	Plays a legacy animation on the actor without any blending.
	Blend Animation	Trigger	Blends the named animation with a target weight over the given time in seconds.
	Cross Fade Animation	Trigger	Fades the given animation in over the given time in seconds.
	Rewind Animation	Trigger	Rewinds the given animation.
	Sample Animation	Trigger	Samples the animation at the current state. Good for posing characters.

	Stop Animation	Trigger	Stops the playback of all animations.
Animator	Look At Target	Timed	Provide a target transform for the character to look at. Provide weights for body, head and eye look.
	Cross Fade Animator	Trigger	Create a dynamic transition between the current state and the destination animation state.
	Play Mecanim Animation	Trigger	Play a mecanim animation by providing the animation state's name.
	Set Bool	Trigger	Sets the value of a boolean parameter.
	Set Float	Trigger	Sets the value of a float parameter.
	Set IK Position	Trigger	Sets the position of an IK goal.
	Set IK Position Weight	Trigger	Sets the position weight of an IK goal.
	Set IK Rotation	Trigger	Sets the rotation of an IK goal.
	Set IK Rotation Weight	Trigger	Sets the rotation weight of an IK goal.
	Set Interger	Trigger	Sets the value of an integer parameter.
	Set Layer Weight	Trigger	Sets the animation layer's current weight.
	Set Look At Position	Trigger	Set a look at position, causing the character to look at this new point in space.
	Set Look At Weight	Trigger	Paired with look at position, set the weights for the body, head and eye look.
	Set Target	Trigger	Sets an AvatarTarget for the current state.
	Set Trigger	Trigger	Sets a trigger parameter to active.
Audio Source	Play Audio	Trigger	Play a given audio clip at the actor's position.
	Pause Audio	Trigger	Pause the playback of an audio clip.
	Play One Shot	Trigger	Plays audio clip only once on the actor.

	Stop Audio	Trigger	Stops the playback of audio clips on the actor.
Game Object	Disable Behaviour	Trigger	Disable a specified component(s) of the Game Object.
	Disable	Trigger	Disable a Game Object that is currently enabled.
	Enable Behaviour	Trigger	Enable a specified component(s) of the Game Object.
	Enable	Trigger	Enable a Game Object that is currently disabled.
	Send Message	Trigger	For advanced users. Sends messages between Game Objects.
Light	Set Light Colour	Trigger	
	Set Intensity	Trigger	
Navigation	Set Destination	Trigger	Sets the destination for a navigation component, causing the actor to navigate to the new destination.
Physics	Apply Force	Trigger	Applies a linear force to a Game Object using X, Y, Z coordinates.
	Apply Torque	Trigger	Applies a rotational force to a Game Object using X, Y, Z coordinates.
	Sleep	Trigger	Disables the updating of physics on a rigidbody.
	Wake Up	Trigger	Enables the updating of physics on a rigidbody.
	Set Mass	Trigger	Apply mass to the Game Object
	Toggle Gravity	Trigger	Turn Gravity for a Game Object on and off.
Transform	Attach Children	Trigger	Attached a given gameobject as a child of the actor in the scene hierarchy.
	Detach Children	Trigger	Detaches a given gameobject as a child of the actor in the scene hierarchy.

	Set Parent	Trigger	Set a new parent for the actor in the scene hierarchy.
	Set Position	Trigger	Sets a new transformation position.

Community

We want to hear from you! Quite simply, without you, none of what we develop would be possible. We always want to hear from our community, whether it is for feedback, sharing ideas, adding features, and providing additional help. Here's how you can find us:

Website:		www.cinema-suite.com
Facebook:		/CinemaSuiteInc
Twitter:		/CinemaSuiteInc
YouTube:		/CinemaSuiteInc
Blog:		www.cinema-suite.com/blog
Email:		support@cinema-suite.com
Forums:		www.cinema-suite.com/forum

Help and Support

Cinema Suite Forums:

The fastest way to obtain support for Cinema Director is to visit the Cinema Suite forums. Our forums can be found at www.cinema-suite.com/forum.

Before creating a post, please make sure to search the forum using the search bar located in the upper right area of our forum site.

If you cannot find what you are looking for, please create a new forum topic under the Cinema Director category "**Help and Support**" by clicking on the text below.

Once inside the Help and Support area for Cinema Director, create a new topic by selecting the new topic button in the upper left area of the page.

Help and Support
NEW TOPIC 🔍 Search this forum... Search

We constantly monitor our forums for new support inquiries.

Email:

If you fail to receive an answer in the forums, you may also email our support team directly. Our email address is support@cinema-suite.com.

Please note the following when emailing support for quickest service:

1. We need 2-3 days to process email support requests, due to volume.
2. For fastest service, please provide your Unity Asset Store Purchase invoice number for our product.
3. Put invoice number in subject field, with brief description of problem.
4. In the body of the email, please provide as much of the following as possible, for quickest service:
   - Detailed explanation of the problem. Provide screenshots if possible.
   - What version of Unity?
   - What version of Cinema Director? (Go to **Window>Cinema Suite>About** to obtain version number).
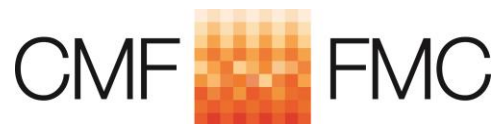   - Sequence of events leading to issue.

Licensing:

Licensing for Cinema Director is governed by the Unity Asset Store End User License Agreement (EULA). For more information about the EULA, please click here for more information.

Thank you

Without you, what we do would not be possible. We sincerely thank you for purchasing Cinema Director, and allowing us to create software that helps the community do their work quicker, easier, and hopefully with a bit more fun.

Cinema Suite Inc, would like to extend a special thank you to the Canada Media Fund, for making Cinema Director Possible.

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