How to create studio presentations?

The Jalinga Studio editor is the workspace of the program that allows you to create your interactive presentations. Jalinga Studio supports several presentation formats, but the best one is the jpres format, which is created and used in our software program. You can also use pdf format, but this will mean a reduction in interactive capabilities. The best option is to combine two formats – create graphic elements (diagrams, figures, titles, icons) for example in PowerPoint, save them as images and then transfer them to the Jalinga Studio editor. We recommend performing all other tasks (adding interactive elements to presentations, adding animations etc.) in our editor. When you load the editor, you can see the workspace and a schematic view of the speaker on the slide. Arrange the slides according to the speaker’s position.

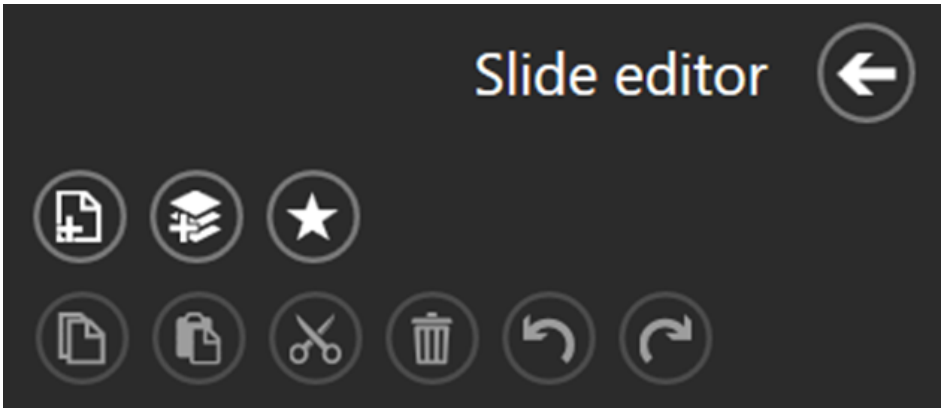
- General recommendations
- Editor control panel
- Speaker position panel
- Slide transition animation
- Presentation objects - Files
- Presentation objects - Text
- Presentation objects - Browser
- Presentation objects - Map
- Presentation objects - 3D surface
- Presentation objects - Screen capture
- Presentation objects - External video stream
- Object animations
- Object properties

General recommendations

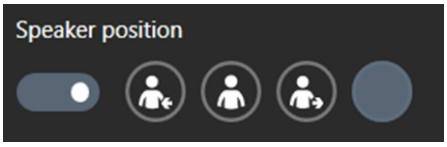
1. Don’t put too many elements on a slide, avoid an “information overload”
2. The speaker should not block any elements of the presentation, leave some space
3. Place no more than 5 topics or illustrations on a slide
4. Don’t duplicate in writing what the speaker is saying
5. Replace text with diagrams, drawings, photos and animations
6. Add diagrams without a background (gif, png)
7. Recommended fonts: Montserrat, Arial, Times New Roman, Roboto, Century Gothic
8. Size of titles: 50-60, size of body text: 25-35

Editor control panel

The standard set of tools in the left slide editor panel includes:
• Create new slide;
• Add a slide from another presentation to the current one (if you need to add multiple slides to a presentation that is already open; slides can be added in jpres and pdf formats);
• Edit animations;
• Basic set of slide editing functions (copy, paste, cut, delete, undo and redo)



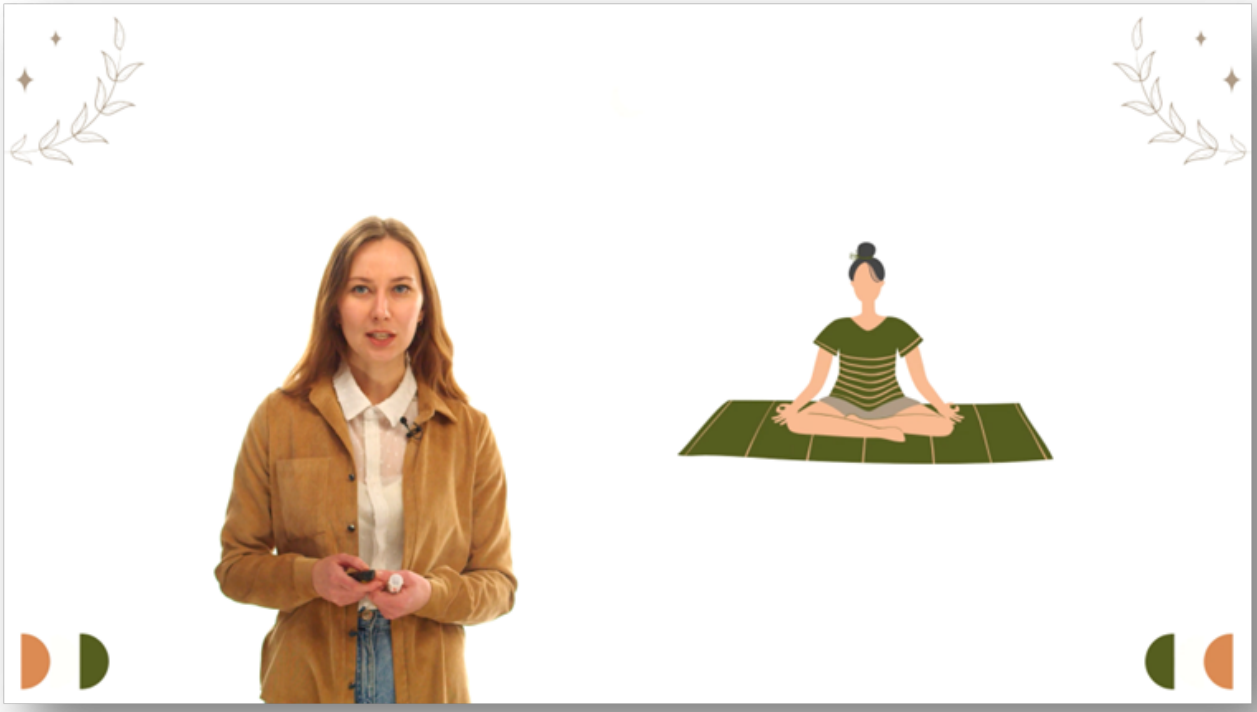
Speaker position panel



The speaker position panel changes this parameter, the position can be changed for each slide individually. During recording, the speaker can be in 4 positions: left, center, right, no speaker. We recommend changing position in the frame a few times, but not too often. The Speaker position property also distorts the projection of the speaker in the right screen. This is needed so the speaker can maintain the correct eyeline with the elements of the presentation when there is a change of position.

Left position

Use the left position if you are right-handed, and also if the slide has small text and details – they will be easier to see on the large speaker screen to the right.
Most of the presentation will be visible on the projector background.
For example, our speaker is right-handed. We need the speaker to be able to write something on the slide. It will be easier for the speaker to look at the projector background on the right and see the objects that he or she is interacting with on this background.
To do this, on the slide we select left speaker position. The picture on the projector background will display the part of the slide that is on the speaker’s right-hand side.



Center position

The center position is used as a transition between the left and right positions or to demonstrate two objects that are on either side of the speaker. This position is perfect for comparing elements. The projector background will display only the right half of the presentation.
This means that when referring to objects on their right, speakers will look into the projector background, and for objects on their left, speakers will look into the left side monitors. Correspondingly, the picture on the projector background will only display those objects that are on the right side of the slide. The left part of the slide will be displayed on the left side monitors. This enables the speaker to focus correctly on objects.



Right position

The right position is rarely used. If you are left-handed and want to interact with the presentation and write on the slides then you should select this position. Most of the slide will not be displayed on the projector background.
If we want our speaker to be able to interact with objects on the left or write with the left hand, we select right speaker position for the slide in the editor.
Only a very small part of the presentation will remain on the projector background: the speaker is meant to look either at objects on the left side monitors, or the camera, addressing the viewers.



No speaker

No speaker means that you will be heard, but the viewer will not see you on screen. The No speaker position is helpful if you need to show an object up close and you don’t necessarily need to be on screen to talk about it. You should use this position if there is too much information on a slide and you can’t divide it into two slides without making it difficult to understand the overall meaning, and also if there is no space left for the speaker.

If the presentation slides are not organized correctly, there simply may not be enough space left for the speaker because the objects positioned on the slide will cover the speaker in the frame. In addition, as the pictures change on the screens (left side monitors and the projector background) the speaker’s eye contact with objects of the presentation may be affected. This will be noticeable in the final video: it will look as though the speaker is looking past the objects.

Slide transition animation

Slide transition is used to make slide transitions more dynamic. The animation can be set for each slide individually or it can be left off. The animation will run when transitioning to the slide that it was set for.





Presentation objects - Files

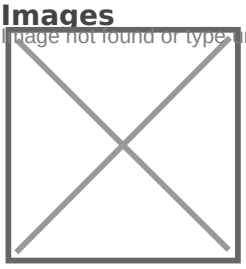
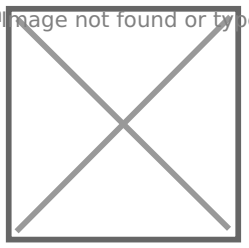
The files that can be added are

- images in jpeg, png
- gif
- audio in mp3 and aac
- video in mp4 format.

Other formats are not supported.

Images

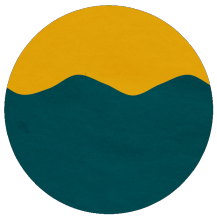
Image not found or type unknown Image not found or type unknown

Use images and diagrams in high resolution and without watermarks.

We recommend using images in PNG format with a transparent (cut-out) background.

GIF



Have almost the same features as regular images, but also has several additional options

- “Autostart” – start playback as soon as you transition to the slide;
- “Loop playback” – play a gif file continuously until you transition to the next slide.

Video

Audio and video playback on a slide is activated by touching the “Go to the next slide” arrow or using the alternative: swiping with two fingers to the left, or the right button on the presenter. To pause playback, use “Go to the previous slide” or swipe right, or the left button of the presenter.

When adding a video, you can expand it to a full screen so the speaker is no longer visible, but the voice can still be heard. This is a great way to provide commentary on a video.

Presentation objects - Text

To add text, you have to touch and hold it and move it onto the slide, or simply touch the text button and the object will automatically appear on the slide. To edit the text, double click on it with the mouse or copy and paste your text.
When you click on the text, the grey panel at the bottom will display text editing elements.



With text, we can format the font, the size and other functions available in most editors.

If the text does not fit in the area allocated for it, you can turn on the “scrolling text” function. You can scroll the text within the selected area. For the slider to work, you have to double click the text. When recording, the text can be scrolled up and down using your finger or the marker on the touchboard.
The “show control panel” button adds the up and down buttons next to the text. You can scroll the text using these buttons or the slider.

When you change the position of a text object on a slide, the arrows may move up/down right/left. If the text is in the top part of the slide, the arrows will go down, and if it is in the bottom part, the arrows will go up. The same is true for the right and left parts of the slide. This happens automatically to make it easier for the speaker to click them.

Presentation objects - Browser

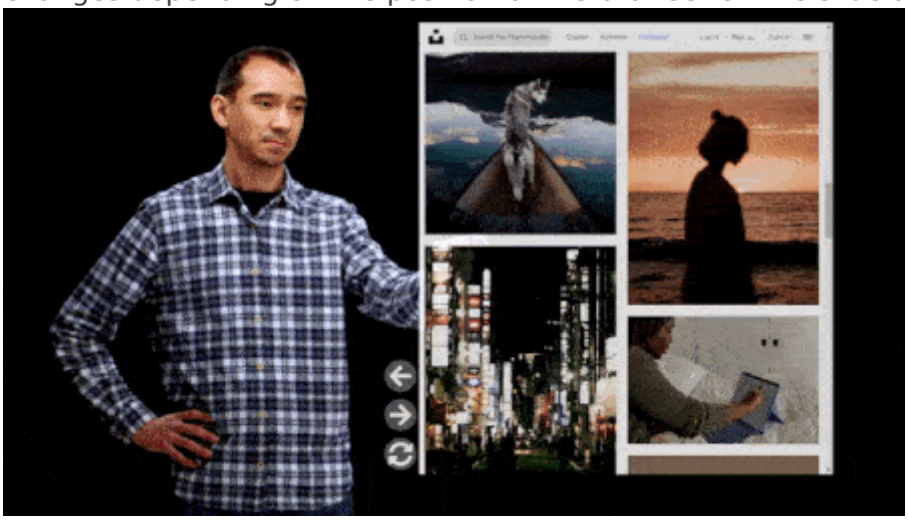
The Browser object allows you to interact with websites while recording a video.

To get started, all you have to do is fill out the address bar in editor mode. If the website address is short, you can enter it manually. Wait for the site to load. If the address is long, you should copy it from a computer. When recording, you can click on any links in the browser window. To fill in fields on the site using the keyboard or to go to another site (not available through the site you are on), you need to switch to editor mode (during recording mode this is not available).
It is best to position the browser window to the right of the speaker. This will make it easier to interact with it if you are right-handed. In addition, when it is positioned to the right, you'll interact with the browser looking into the projector screen, which is easier for seeing small details.

The size of the browser window should be selected based on 2 important points: ease of interaction and the appearance of the site. The website page will be displayed approximately the same as in most mobile versions.
Ease of interaction means that you need to consider the distance of the buttons that you will need to press, or the areas in which you'll be making notes. If you have to go outside a window (fully or with the upper part of your body) in order to reach a part of a site that you need, it's better to reduce the size of the window.

As you reduce the window, the site will adjust and after a certain point (you'll know this by trial and error) it will greatly alter the position of objects on the site. This is the second important point to consider.
Before recording, it is better to walk through the site in the same way as in your video, to make sure that you won't run into any problems. Set the opacity to 70-80%. If your hand goes outside of the website when you're writing or scrolling through the browser, your hand should still be visible. And if you point to something in the window, your hand should not be cut off too much.

The browser has control panel buttons: go back, go the last page you were on, reload page, enlarge and reduce browser window. The control panel can be turned off or stopped. Its position changes depending on the position of the browser on the slide and is set automatically.



Presentation objects - Map

A map is a high-resolution image that is too big for the screen size (resolution higher than 1920x1080), it doesn’t necessarily have to be a map. It could be a table, a diagram or another drawing.

The purpose of this object is to enlarge any part of the image, so that you can show them in detail or highlight only certain parts. Set the fragment of the map you want to show first on the slide.

Within the map area, the image can be scrolled, enlarged, or reduced.
If you won’t be changing the size during recording, you can remove the plus and minus buttons by clicking on “Show controls”. This is where you’ll find the button to change an image in a map. When you click it, the system will prompt you to choose another image from the file explorer.

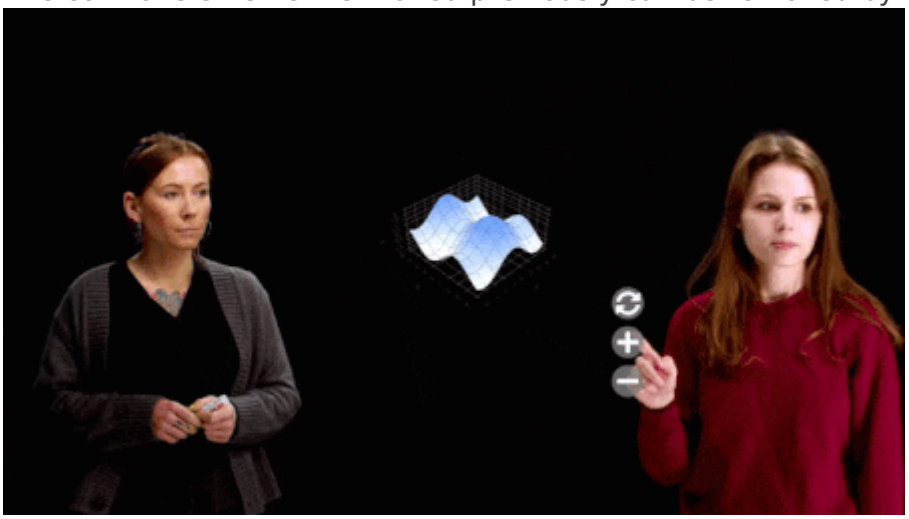


Presentation objects - 3D surface

The 3D surface object allows you to display the function of two variables as a 3D object. To add this function, drag the “3D diagram” object to a slide. After double clicking on the object, you will be able to edit the function and set the minimum and maximum values for constructing the function. There are limits to 3D diagrams: the function must be computable in the definition area, the function can only be given in one expression, only Cartesian coordinates are supported, and there is no guarantee that non-continuous functions will give the correct output.

Like any object, diagrams can be moved, resized and the opacity can be altered.

The control elements mentioned previously can be removed by clicking the corresponding button.



Presentation objects - Screen capture

Screen capture allows you to share the desktop of the studio computer. It is used to demonstrate a program during your presentation and control programs in real time.
Add an object to a slide by clicking on it and dragging it to the screen.

If necessary, we can change the size and position of the object on the slide. Screen capture has an aspect ratio of 16:9, which corresponds to the size of the screen and the slide.

If you plan to interact with an object when recording, change the opacity value so it is easier for you to click on the buttons you need. If you increase the size of the screen capture and select the “no speaker” position, you’ll be able to record screencasts without using third-party programs.

After you have put in the required object settings, you need to exit editor mode. Open the slide with the “Screen capture” object and the program or file you need to stream the image during your recording. Start the recording or stream. To hide the computer’s control panel, you can switch the program to full screen mode by pressing the F11 key.

To display small details, you can increase the size of program elements displayed using the ctrl and + keys or ctrl and the mouse wheel.



Presentation objects - External video stream

Using the “External video stream” object, an additional speaker can join you from a device that is not connected to the studio computer.

This could be useful for:
- Connecting a guest speaker’s camera when conducting webinars or online meetings
- An additional angle of the speaker displaying the same slide (for “B-roll” secondary footage)

In the presentation editor in the left menu, click on the “External video stream” object or drag this object to the slide. An image will appear on the slide with a QR-code and additional information to connect:
Click on the object to activate control mode. The object control panel will now display functions for object settings. As with other objects, in “External video stream” you can change various settings. In addition to the standard settings, you can choose to display object controls during recording. You will need to enter the connection code on the website in order to connect to the presentation, so before leaving the editor you should either remember it or enter it straight away.
A separate code will be generated for each device. If you transfer a presentation from one computer to another, be aware that the code will change.
Before starting recording, you need to check which code you will need to connect.
A code can only be used for one active connection. If you plan to connect multiple devices or multiple windows from the same device, use multiple objects on the slide – each one will have its own connection code. If you try to connect to an object and the code is already in use, a message will appear saying “This room is already occupied!”.

Connecting to a presentation

There are various ways to connect to a presentation in the “External video stream” object:
- Go to call.jalinga.studio and enter the connection code
- Scan the QR-code from the device

Your browser may ask for permission to use the camera and microphone; you’ll need to allow this. If you deny by mistake, go to the browser settings and allow access to the camera and microphone.

You can disable video and/or sound by clicking on the corresponding icon:
If there are any problems with receiving video or audio from the device, on the connection screen in the bottom right corner you will see a warning symbol and, if you click on this, you’ll be able to find out more about the problem. If you are unable to resolve the issue, contact technical support and describe the problem.
When everything is set up, you can switch to the “View stream” tab to “get into” the presentation.

If a slide is open in the presentation with the “External video stream” object, which a device is connected to, you’ll be able to watch the presentation with the object on the slide. If the speaker switches to another slide, a message will appear saying “Waiting for a partner…”
A video can be expanded to full screen by clicking on the “Full screen view” button.
To exit from full screen mode, click the cross in the center of the screen, the “back” button on a mobile device or the ESC key on a keyboard.

If you enable the “Show controls” function in the editor, the speaker will be able to turn on/off sound from the video
Unlike the “Screen capture” object, the “External video stream” object does not allow the speaker to control a device’s desktop: all the controls are from the device that is streaming the video.
Please note
“Error receiving video: [You denied access]” or “Error receiving audio: [You denied access]” means that the browser does not have permission to use your camera or microphone correspondingly. You do not need to allow access to your devices if you are not going to say anything and plan to only share the desktop. Otherwise, this problem can be solved by granting the required access to the site. For example, in Chrome, click on the padlock icon to the left of the address bar and allow access to the camera and microphone



Object animations

There are three animations available in Jalinga Studio:

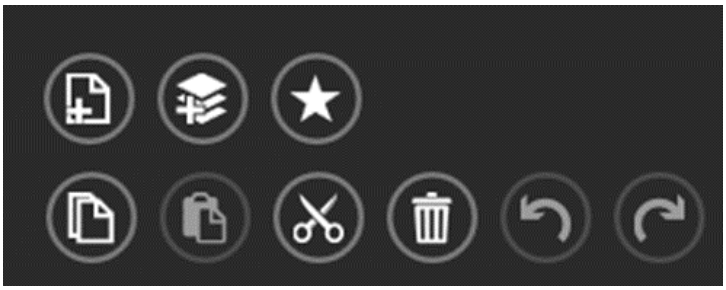
- **Show**
  During animation a hidden object will become visible
- **Hide**
  During animation a visible object will become hidden
- **Highlight**
  During animation a visible object will become hidden and then visible again

For the animation type, select one of the animation effects:

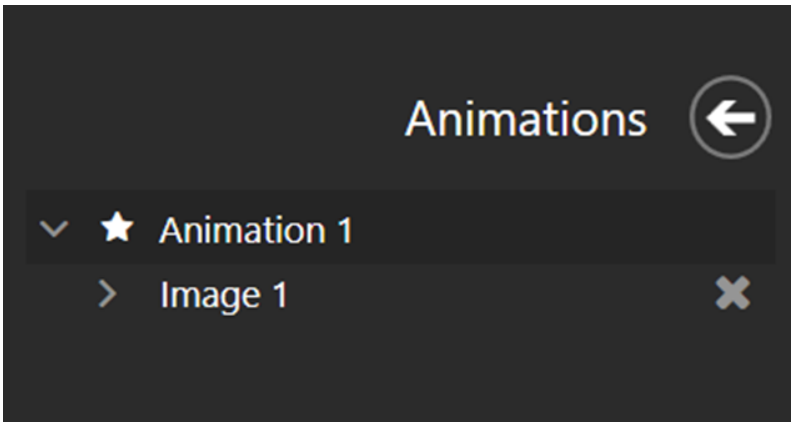
- **None**
  No effect applied; the object will immediately become visible or hidden
- **Appearance**
  A smooth change in opacity
- **Fade**
  A smooth change in opacity from top to bottom
- **Zoom**
  The size of the object will change from 0 to 100%
- **Slide and fade**
  The object will appear from left to right

Animation should only be used on files (images, gifs, videos) and text elements; other objects may not work correctly if animations are added to them.

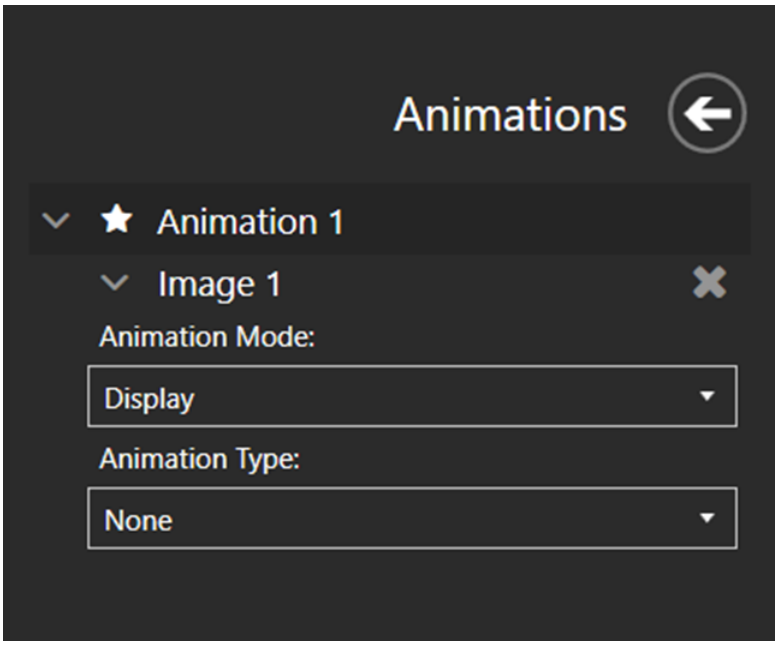
To configure animations, you need to go to animation editor mode by clicking on the **star-shaped** “Edit animations” button.



After that, an “Add” (“+”) button will appear over each element directly on the slide. Clicking on this button will create an animation for the selected object. The image name is generated automatically – in this case it is Image 1



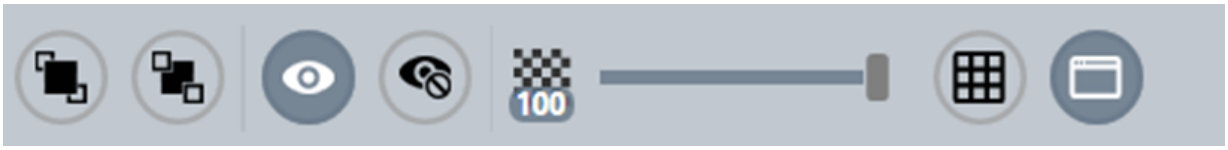
After opening the dropdown list, we can set the animation settings described above.



Simultaneous animation of two or more objects

You can set simultaneous animation of objects to make two or more objects play an animation on a slide at the same time. To do this, add an animation for another object on the slide. Use the mouse to drag the animation for “Text 1” to the “Animation 1” group. When they are in the same group, the animations will play at the same time.
There is no limit to the number of animations you can add to the same object. To do this, click on the plus sign each time.

Object properties



Objects on the slide have additional properties. They are displayed on the grey panel at the bottom of the editor

Layers
The first two buttons are for working with layers. They allow you to bring an object toward the front or send it toward the back.
If you have more than two objects on a slide, you may need to organize them into layers.
For example, if you have a picture and want to put text on top.
In order for the text to be on top, you need to select the object and touch the Bring forward icon on the grey panel. The result will be the same if you select the picture and touch Send backward.

Show/hide function

The buttons with the eyes are for the show/hide function. The first button controls the initial visibility of the object. If the button is pressed, the object will initially be visible to the viewers. If it is not pressed, the object will not be visible to viewers initially, only to the speaker.
The second button activates the interactive option show/hide object. This means that during the recording, the speaker will be able to show or hide an element with one touch. When this happens, an eye will be displayed on the object itself.

By default, this function is disabled (objects are initially visible and cannot be hidden or shown). To enable the function, you need to touch an object, allow it to be hidden or shown and select the initial display mode.

Opacity

The opacity button controls the opacity of each object on the slide. We recommend using an opacity in the range of 70-80% for images with a background, maps, browsers, screen captures, videos, and if you are planning to interact with them. If you do not control the opacity, the object will completely cover the slide and it will be more difficult to interact with.

Grid

The grid allows you to display a grid on the slide. This helps you to accurately position objects on the slide.

Show controls

This function allows you to turn on or off the controls for certain objects on the slide, e.g., for a map, browser, diagram, screen capture and an external video stream.

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