DVD Studio Pro

Creating Menus

Part **2**

Creating Buttons

Once you have added a background to your menu, you can create the buttons that will link to the other elements of your disc. For this exercise, we will start by creating a single button on top of your still background. You will then create additional buttons, name them, and modify their text properties.

NOTE ► Although you can import menu graphics with buttons already created, the purpose of this exercise is to demonstrate the menu- and button-creation features built into DVD Studio Pro.

Drawing Buttons

For this exercise, you will learn how to work with button areas and text for a simple menu, without other graphic elements. The button area you select is the location where users can click to activate a link.

In many cases, you will have decided already where to place your buttons by creating them as part of a background image and overlay file. But you can also begin drawing your buttons directly in the Menu Editor. You can always use overlays or add shapes later.

1   Click an area of the Menu Editor and drag to reveal a rectangular button shape.

The position you first clicked becomes the corner of a button. Dragging to an opposite corner reveals the button outline area, which is represented by dashed lines.

2   Resize the active area of the button by dragging a corner of the button outline.

When you draw buttons in the Menu Editor, you are defining the active button area. Make sure to create a bounding box that is a little bigger than the area you need for your button. This will make it easier for people viewing your disc with software players to select buttons with the mouse.

TIP ▶ You can maintain a button's aspect ratio as you resize it by holding down the Shift key as you drag an edge or corner.

3   Use the title safe area as a guide to position your first button in the menu.

NOTE ▶ You can also position buttons precisely by using the arrow keys to shift them one pixel at a time in any direction.
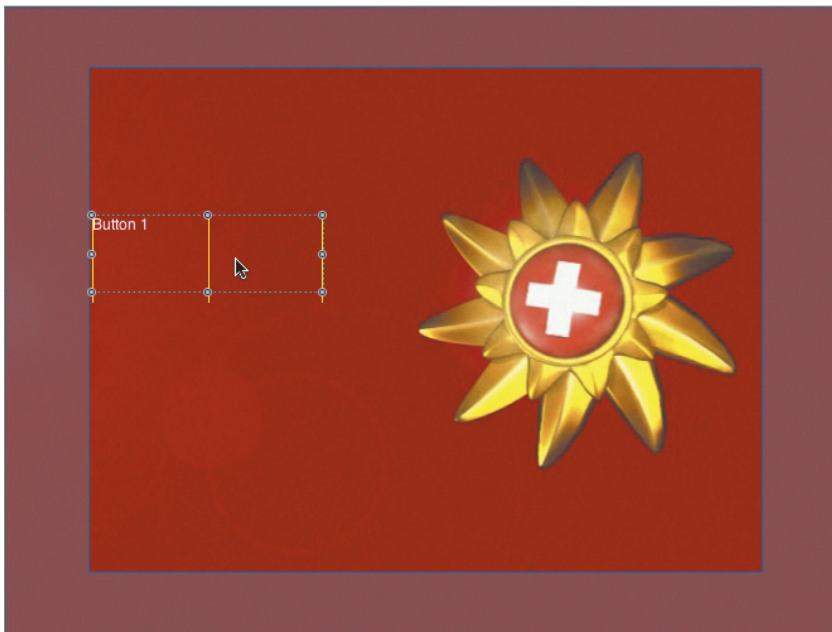
Naming Buttons

After your button is created, you should name it in the Inspector. If your Inspector window is not visible, press Command-Option-I or click its icon in the toolbar to make it appear, and click the Style tab if it is not already showing.

1 Click your button once to select it.

2 Type *Play Video* in the Name field at the top of the Inspector window.

The Name field is where you assign an identifier, which does not actually appear in the menu, for your button. It is simply a way to identify your buttons in DVD Studio Pro or to add navigation functions. Without names, your buttons might be difficult to distinguish from each other.
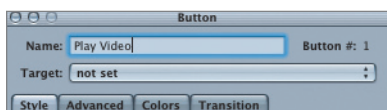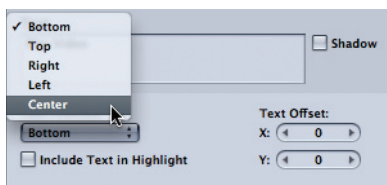

3 Click the Style tab, then at the bottom of the Inspector window, type *Play Video* in the Text box.

The Text box is where you input displayed text—the name that appears in the menu and that users see when they play your disc.
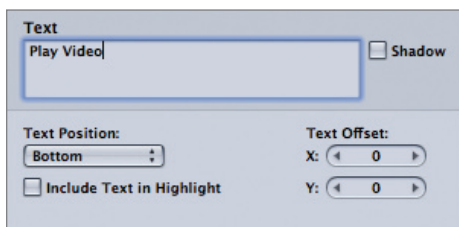

4 In the Text Position section, choose Center from the Position pop-up menu.

Adding Drop Shadows

Since your text is white, you should add a drop shadow to make it more visible against the background image.

1   Select the Play Video button in the Menu Editor to display its properties in the Button Inspector.

2   In the Text area at the bottom of the Button Inspector window, click the Shadow checkbox to add the drop shadow.
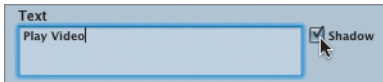

Choosing Fonts

With your button's text in place, you can use the formatting tools to modify the appearance of your text. The font used for the button is one of the first attributes you will want to change.

1   Select the Play Video button in the Menu Editor.

2   Select the text you want to format.

3   Activate the Font window by choosing Format > Font > Show Fonts or using the shortcut Command-T.
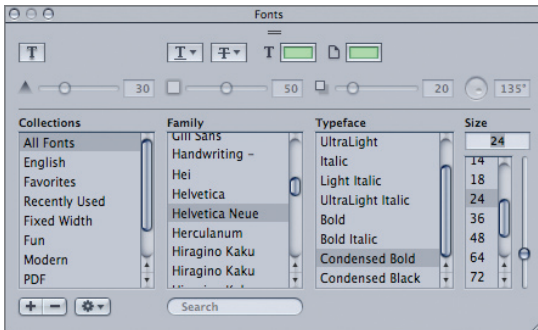
4   Choose Helvetica Neue Condensed Bold in 24 point size from the list of choices.

5   Close the Font window by clicking the Close button in the upper-left corner.

TIP ▸ You can change the default font for button text in Preferences. Open Preferences, click the Text icon to switch to the Text pane, then choose Menu Button Defaults from the Show pop-up menu. Changing settings here will change the default text that appears whenever you create a new button.
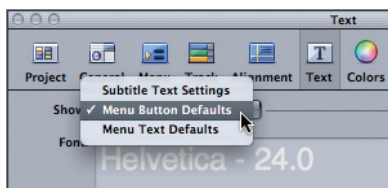

Setting Button Highlight Colors

You should add button highlights to each button you create for a menu. Button highlights, unique to DVD authoring, consist of different colors that display based on the state of your button.

Button states are defined as *normal, selected,* and *activated*. For a simple DVD, you need to set only the selected and activated highlights. When a user chooses a button with his or her remote control, the button becomes selected, and it displays the highlight color you have chosen for the selected state. The activated state shows up for a split second when the user presses the Play button on the remote control.

In this exercise, you will set the selected and activated highlight colors for the button you've created. Later in this book, you will learn more about buttons and about simple and advanced highlights, as well as how to create your own button overlays, which work with highlights.

1 Select the Play Video button in the Menu Editor to display its properties in the Button Inspector.

2 Make sure you have the Include Text in Highlight checkbox selected at the bottom of the Text Formatting section.
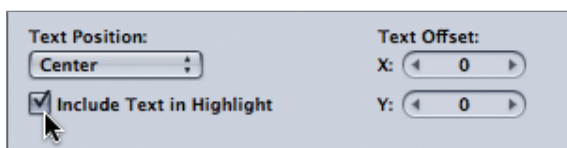
3   Click the Colors tab in the Button Inspector.

4   Choose yellow from the Selected pop-up menu, and leave the Opacity slider at 15.

When the viewer selects the Play Video button, the button's text will be highlighted yellow because the Include Text in Highlight checkbox is selected.
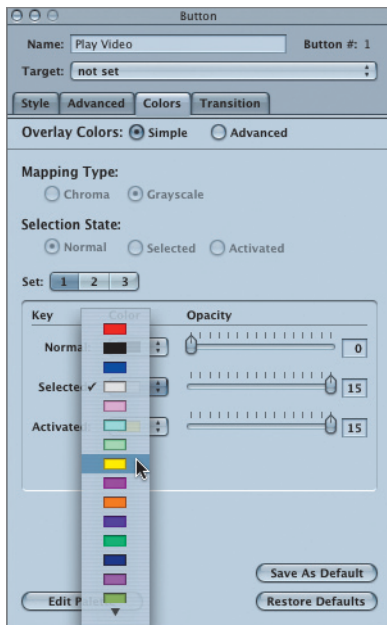
5   Choose red from the Activated pop-up menu, and set its Opacity to 7.

The activated highlight will show up for only a split second when the user activates the button.

6   In the Menu Editor, navigate to the button state icons at the bottom of the window and make sure that the Selected State icon (in the middle) is active.

When you click the button, you should see the yellow text overlay color that you have chosen for the text.

7   Click the Activated State icon to the right of the Selected State icon.

The text color should now switch to red for the activated state.
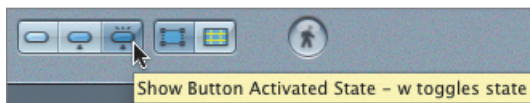
Creating More Buttons

This project requires a total of three buttons on the main menu, so you need to create two more buttons. In this exercise, you will learn how to easily create new buttons with the same button style.

1   Click the Play Video button to select it.

2   Press Command-D to duplicate the button.

3   Reposition the button by dragging it directly under the first button you created.

Use the yellow snapping guides to help align your buttons.

4   In the Text and Name fields of the Button Inspector, enter the name *Chapter Index* for the second button.

NOTE ▶ You may need to click the Style tab in the Button Inspector to access the Text field if you didn't switch back from the Colors tab.

5   Control-click the Chapter Index, and choose Set as Default Button Style from the shortcut menu.
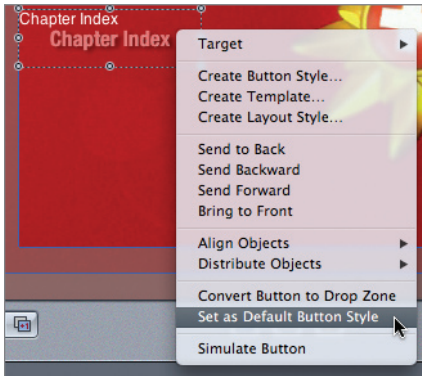
From now on, any other buttons you create will use this default button style.

6   Click below the Chapter Index button and drag to create a new, third menu button. Try to keep the size about the same as that of the other two buttons on the menu.
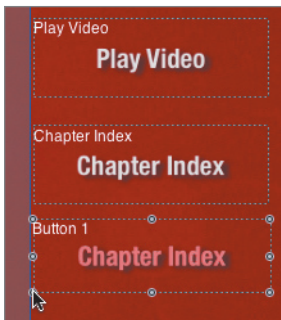
As you can see, DVD Studio Pro applied the default button style you set in the previous step.

7   In the Text and Name fields of the Button Inspector, enter the name *Slideshow* for the third button.

8   Select all three buttons on your menu by holding down the Shift key and clicking each one.

9 From the Arrange menu, choose Distribute Objects > Vertically and then choose Arrange > Align Objects > Center.


This step ensures that your objects are perfectly spaced and centered in relation to each other. Now you're now ready to test your button's appearance.

Testing Your New Buttons

After you have created your buttons, you will want to test their appearance by simulating the menu. You should simulate frequently while assembling a project to avoid making mistakes and to ensure proper operation. In this case, you just want to make sure that your buttons are displaying correctly.

1 Control-click the Menu Editor background (not a button), and choose Simulate Menu from the shortcut menu.
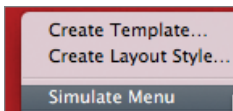
2 Use the Simulator to check that your buttons display correctly.

For this exercise, simply looking at the buttons as you use the remote control should tell you whether your fonts, colors, and images are working properly.

3 Exit the Simulator by clicking the close button in the upper-left corner.

Making Connections from Buttons to Video

Now that you have your buttons in place, you can begin linking them to the video tracks and other disc items in your project. In this exercise, you will link the Play Video button to the video track you created earlier in the last lesson. In DVD Studio Pro, the item that is being linked to a button is called the *target*.

After you have created the connection between your button and your video track, you will want to test it in the Menu Editor to be certain that your button is linked to a video asset.

1   Control-click the Play Video button in the Menu Editor.

2   Choose Target > Tracks and Stories > SwissMovie > [Track] from the shortcut menu that appears.
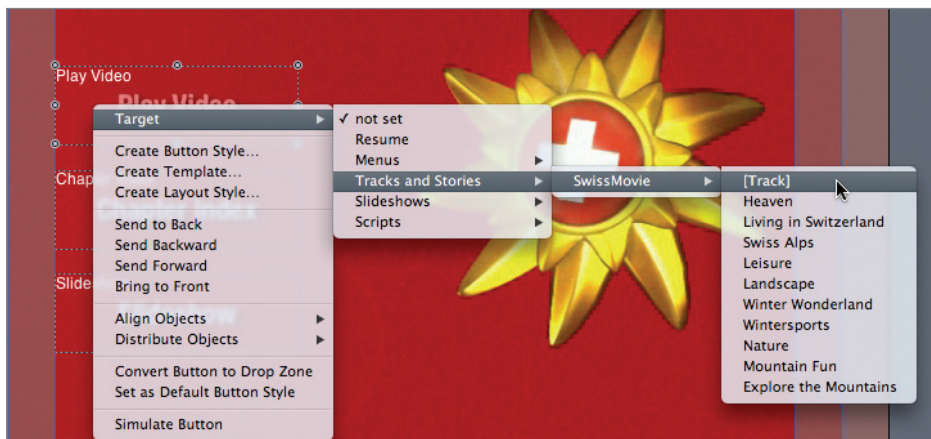
You may also set your links by using the Target pop-up menu at the top of the Inspector window. However, using the Control-click method is quicker and more intuitive.

3   Control-click the Menu Editor background, and choose Simulate Menu from the shortcut menu to activate the Simulator.

4   Click Enter to activate your Play Video button and test the link to the video track.

5   Close the Simulator and save your work.

You have now successfully created your first simple menu. Your menu includes three buttons, with the first one linked to a video track.