# textease
## Movies CT
### Produce exciting movies in minutes

Publisher   Draw   Spreadsheet   Movies
Database  Paint  Presenter  Turtle  Branch

# Getting Started Guide

lightbox
education

an RM company

# Foreword

**Textease** Studio CT is a fully integrated set of software tools. This revolutionary principle means that all the tools have the same easy to use interface and, because they all work in a similar way, having mastered one the others are easy to pick up. Textease Studio CT has been carefully thought out to give you **NINE KEY TOOLS** in a single application making it ideal for use across the curriculum.

**Textease** Publisher CT - For all your writing and publishing needs.

**Textease** Draw CT - A revolutionary vector drawing tool.

**Textease** Spreadsheet CT - The perfect introduction to simple spreadsheets.

**Textease** Movies CT - Produce exciting movies in minutes.

**Textease** Database CT - A truly easy to use, multi-user database.

**Textease** Paint CT - A vibrant, creative painting tool.

**Textease** Presenter CT - Create top-notch presentations to be proud of.

**Textease** Turtle CT - Flexible, progressive on-screen turtle graphics.

**Textease** Branch CT - An imaginative way to sort and classify.

All of the above tools except Textease Movies CT  share a common interface and therefore the same desktop icon  .

In addition to the Textease Studio CT tools, you will also be able to open Textease Timeline and Textease IdeasMap from the toolbar. These additional products are available to you for 30 days from installation so you can experiment and get a real flavour for their classroom potential. If these additional products are not purchased, the demonstration versions will expire after 30 days.

### @Home Licence

Don't forget our @Home licence for Textease Studio CT is a great way to provide pupils and teachers with the same software they have in school for use at home.

For further information about any of our products visit **www.lightbox-ed.com**, call sales on **+44 (0)1332 258384** or email **sales@lightbox-ed.com**.

# Contents

# Introduction

Textease Movies CT provides an easy and straightforward way to use video editing software to create imaginative and exciting movies. Designed specifically for use in education Textease Movies CT is an excellent way to enable pupil creativity across the curriculum.

Movies are created by linking video clips and/or a series of still images together. These images can be captured directly using a digital camera or taken from a folder already held on the computer. Transitions, effects, sounds and text are all easily added to the movie within the same video editing page. A colour coded timeline for each element of the movie (picture, transitions, text, effects and sounds) enables pupils to explore different movie possibilities and make adjustments as their project progresses.

Textease Movies CT can also be used to create stop frame animations from clipart or drawings (created in Textease Paint CT). These animations could be used to tell a story or bring a design for a moving object to life.

# Getting Going

- Go to the 'Start' button on your desktop and in 'All Programs' select 'Lightbox Education', 'Textease Studio CT' then 'Textease Movies'.
Alternatively double click on the shortcut on your desktop.


Fig.1

Textease Movies CT will open with a blank timeline already in place (Fig.1).

# Adding Items to Create a Movie

## Add Videos and Pictures

### • Import Videos and Pictures into the 'Bank'

~ - Click on either the 'Add Videos & Pictures' button (Fig.2), the 'Videos & Pictures' tab (Fig.3) or click on 'Bank' on the menu bar then 'Add Video or Picture…'.A window will open which will allow you to search for the video or picture you want from all folders stored on your computer (Fig.4). Each time this window is opened it will automatically open within the last folder accessed.


Fig.2


Fig.3

~ - Once you have located a video clip or picture to include in your movie select it with a double click. Or, click on it once then click 'Open'. The video clip or picture will automatically be added to the 'Bank' and the selection window will close.


Fig.4

### • Import Videos and Pictures Directly onto the 'Timeline'

~ Videos and pictures can be added to the 'Timeline' at the same time as they are added to the 'Bank'
- While selecting a video or picture to add to the 'Bank' click in the box at the bottom of the selection window next to the words: 'Add directly to the timeline' (Fig.4). The selected video or picture will be automatically placed at the start of the 'Timeline' or immediately adjacent to any videos and pictures already on the 'Timeline'.

### • Add Videos and Pictures from the Resource Bank

~ You can also drag videos and pictures directly from the Resource Bank into the 'Bank'.


Fig.5

- Click on the 'Resource Bank' button. The Resource Bank will open (Fig.5).
- Browse to the image or video you wish to use and drag it to the 'Bank'
- Repeat the process until you have all the resources you require then close the Resource Bank.

## • Capture Video

~ - Before opening Textease Movies CT connect a digital video camera or a webcam to your computer. (Most standard digital cameras can be used as a webcam.)

- Having opened Textease Movies CT, click on the 'Capture Video' button on the toolbar, or click on 'Capture' on the menu bar then 'Video…'. The 'Video Capture' window will open (Fig.6).


Fig.6

- Click on the 'Record' button to begin recording.

- Click on the 'Stop' button (to end the recording).

- Click on the triangular 'Play' button to play back the recording.

- If you are not happy with the recording click on the 'Record' button and repeat the previous three steps. All previous recordings will be overwritten.

If you are happy with the recording close the 'Video Capture' window by clicking on the cross in the top right hand corner. A 'Save as' window will open automatically.

- Name the video clip and select a folder to save it in, then click 'Save'. (A video clip must be saved before it can be placed in the 'Bank' or on the 'Timeline'.)  The captured video clip will automatically be placed in the 'Bank'.

## • Capture Images

You can capture still images from the 'Acquire' tab in the Resource Bank.  See the 'Resource Bank' section (page 27) for more details.

## • Transfer Video and Pictures from the 'Bank' to the 'Timeline'

- Select the video or picture to transfer to the 'Timeline' by clicking on it. (The selected item will appear to have a blue film over it.) Then, keeping the left mouse button held down, drag it onto the


Fig.7

'Videos & Pictures' section of the 'Timeline'. Release the mouse when the video or picture is in position (Fig.7).
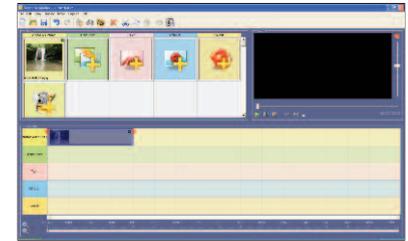
- Repeat the above processes to add more videos or pictures to the Bank or 'Timeline'.

## Add Transitions

Transitions are mostly used to enable a video clip or still image to run smoothly into another. A transition can also be placed at the start, or end, of a movie allowing the image to appear or fade out gradually. (See the example 'Water' in the 'Resource Bank'.)


Fig.8

- Click on either the 'Add Transition' button (Fig.8), the 'Transitions' tab (Fig.9), or click on 'Bank' on the menu bar then 'Add Transition…'.  The 'Transition' window will open (Fig.10).


Fig.9

- Use the scroll bar, on the right hand side of the window, to view the full range of transitions.
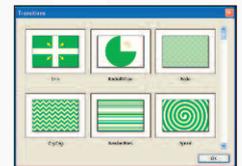

Fig.10

- Click on a transition to select it then click on the 'OK' button. The selected transition will be added to the 'Bank'.

Fig.11

- Drag the selected transition onto the 'Transitions' part of the 'Timeline'. Place it at the start or end of a video clip or still image, or between two items on the 'Videos & Pictures' timeline (Fig.11). (N.B. If the transition is placed between two items on the 'Videos & Pictures' timeline those items will automatically overlap each other.)
- Adjust the duration of the transition by selecting it, then clicking on the red tag and dragging the sizing arrow inwards or outwards.

- Repeat the above steps to add different transitions to the 'Bank' and then the 'Timeline'. Or, drag the same transition onto the 'Timeline' as many times as required.

## Add Effects

Effects can be added to videos and pictures to change their appearance. Effects can be added to the whole movie, a single video clip or picture, or to just a small section of a video clip. More than one effect can be used within a movie, although only one effect can be viewed at any one time. (See the example 'Bonfire Night' in the 'Resource Bank'.)

Fig.12

- Click on either the 'Add Effect' button (Fig.12) or the 'Effects' tab (Fig.13), or click on 'Bank' on the menu bar then

Fig.13

'Add Effect…'. The 'Effects' window will open (Fig.14).
- Use the scroll bar, on the right hand side of the window, to view the full range of effects.

Fig.14

- Click on an effect to select it then click on the 'OK' button. The selected effect will be added to the 'Bank'.
- Drag the selected effect onto the 'Effects' part of the 'Timeline', placing it under the image you want to display the effect on (Fig.15).

Fig.15

- Adjust the duration of the effect by selecting it, then clicking on the red tag and dragging the sizing arrow inwards or outwards.
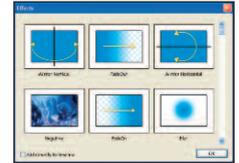
- Repeat the above steps to add different effects to the 'Bank' and then the 'Timeline'. Or, drag the same effect onto the 'Timeline' as many times as required.

## Add Text

Text can be integrated into a movie in many different ways. It can appear on its own or with a video clip, or still image, behind it. Movies can be produced where text is used as a title frame and then, if required, to label images. (See the example 'Heads, Shoulders, Knees & Toes' in the 'Resource Bank'.) Or, movies can be created around a text, where images (moving or still) are used to illustrate the words within the text. (See the

example 'Bonfire Night' in the 'Resource Bank'.)

- Click on either the 'Add Text' button (Fig.16) or the 'Text' tab (Fig.17), or click on 'Bank' on the menu bar then 'Add Text...'.The 'Text' window will open (Fig.18).
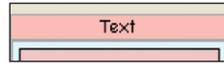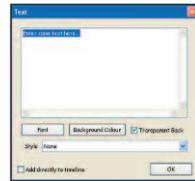

Fig.16

- Type in the text to be displayed, using the 'Return' key on your keyboard to place text on a new line. Text will be centred automatically when viewed as a movie. (N.B. As Textease Movies CT does not make adjustments to the layout of the text entered if the text is typed on just one line it will be displayed on only one line. Equally, text that doesn't 'fit' onto the screen will not be visible when playing the movie.)


Fig.17


Fig.18

- Text will automatically be displayed on a transparent background, enabling it to be placed over videos and pictures. If you want to view text on its own, without an image behind it, click on the tick next to the words 'Transparent Back' to deselect it (Fig.18).

- To add the text to the bank now, without adding text effects, click on 'OK'. Or, see the Add Text Effects section (on page 10) for further guidance.

## Add Sounds

Sound can be used within a movie in a number of ways. It can be played as a background to a silent video clip (or selection of images), used to open or close a movie and/or linked directly to text. A huge variety of sounds can be added to a movie. For example, the pre-recorded sound of a barking dog taken from the 'Resource Bank', or a direct recording of a group of children reading or singing along with the text. (See the example 'Heads, Shoulders, Knees & Toes' in the 'Resource Bank'.)

- **Add a Pre-recorded Sound**
  - Click on either the 'Add Sound' button (Fig.19) or the 'Sound' tab (Fig.20), or click on 'Bank' on the menu bar then 'Add Sound...'.  A window will open which will allow you to search for the sound you want from all folders stored on your computer (Fig.21). Each time this window is opened it will automatically open within the last folder accessed.
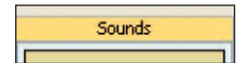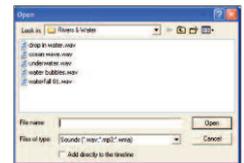

Fig.19


Fig.20

  - Once you have located a sound to include in your movie select it with a double click. Or, click on it once then click 'Open'. The sound will automatically be added to the 'Bank'


Fig.21

and the selection window will close. (Click in the box at the bottom of the selection window next to the words: 'Add directly to the timeline' to place the sound on the 'Timeline' as well as in the 'Bank'.)

  - Repeat the above process to add more sounds to the 'Bank'.

- **Add sounds from the Resource Bank**

  You can also drag sounds from the Resource Bank into the 'Bank'.

  ~
  - Click on the Resource Bank button. The resource Bank will open (Fig.22)

  

  Fig.22

  - Browse to the sound you wish to use and drag it to the 'Bank'.
  - Repeat this process until you have all the sounds you require then close the Resource Bank.

- **Capture a Sound**
  - Connect a microphone to your computer
  - Click on the 'Capture Audio' button on the toolbar, or click on 'Capture' on the menu bar then 'Audio…'. The 'Audio Capture' window will open (Fig.23)

  

  Fig.23

  - Click on the red 'Record' button to begin recording.
  - Click on the 'Stop' button to end the recording.
  - Click on the 'Play' button to playback the recording.
  - If you are not happy with the recording click on the 'Record' button and repeat the previous three steps. All previous recordings will be overwritten.
  - If you are happy with the recording save the sound by clicking on the 'Save' button. A 'Save as' window will open.
  - Name the audio clip and select a folder to save it in, then click 'Save'. (A sound must be saved before it can be

placed in the 'Bank' or on the 'Timeline'.) The recorded sound will be placed in the 'Bank'

- **Listen to an Individual Sound Stored in the 'Bank'**
  - Select the sound you wish to listen to by clicking on it. Then click on the 'Play' button (under the 'Movie' screen). The audio clip will play.

- **Transfer a Sound from the 'Bank' to the 'Timeline'**
  - Select the sound to transfer onto the 'Timeline' by clicking on it, then, keeping the left mouse button held down, drag it onto the 'Sounds' section of the 'Timeline'. Release the mouse when the sound is in position (Fig.24).
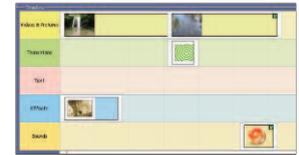
  

  Fig.24

# Reposition or Remove Items Placed on the 'Timeline'

Items placed on the 'Timeline' can be repositioned or removed at any time.

- **To reposition videos and pictures, sounds, effects and text placed on the 'Timeline':**
  - Select the item to be moved by clicking on it. (The selected item will appear to have a blue film over it.)
  - Then, keeping the left mouse button held down, drag it

along the 'Timeline' into a new position.

- **To remove videos and pictures, sounds, effects and text placed on the 'Timeline':**
  - Select the item to be removed by clicking on it. (The selected item will appear to have a blue film over it.)
  - Then, click on the 'Delete' button on the toolbar, or press 'Delete' on your keyboard.

# Viewing a Movie

## View an Individual Video Clip

Individual video clips stored in the 'Bank' can be viewed at any time.

- Select the video clip you wish to view by clicking on it. (The selected item will appear to have a blue film over it.)
- Click on the 'Play' button (under the 'Movie' screen). The video clip will play (Fig.25).
- Click on the 'Stop' button to stop the clip playing.

Fig.25

## View the Whole Project on the Movie Screen

Textease Movies CT allows you to use the 'Movie' screen to watch your movie at any time during the creation process.

- Click anywhere on the 'Timeline' then on the 'Play' button (under the 'Movie' screen) to begin playing your movie.

- Click on the 'Pause' button to view a "freeze frame" image of a section of your movie.
- Click on the 'Stop' button to stop the movie playing.

## View the Movie in Full Screen

- Click on the 'Full Screen' button (under the 'Movie' screen), or click on 'Movie' on the menu bar then 'Fullscreen'.
- Click on the left mouse button to play your movie.
- Click on the right mouse button to return to your movie editing screen.

# Editing a Movie

## Edit a Video Clip

Once a video clip has been placed on the 'Timeline' it can be edited. The clip can be cropped so that only a section of it is played, looped so that it plays more than once, and the speed the clip plays at can also be adjusted.

- Select the video clip, on the 'Timeline', you wish to edit by clicking on it. Red 'tabs' will appear at either end of the selected clip (Fig.26). These allow you to crop or loop a video.

Fig.26

- **Crop a Video Clip**
  Decide how you wish to crop the video clip. Do you want to remove footage from the start of the video clip, the last section, both the start and end, or the middle of the video

clip?  (See the example 'Water' in the Resource Bank.)

- With the video clip selected, move the mouse pointer over the red 'tab' (Fig.26 on page 17) on the side of the video clip you want to crop from.

- Click and drag inwards (keeping the left mouse button held down).  Watch the movie viewing screen as you crop to see what section of the video clip the cropping tool has reached.

- Release the mouse button to stop cropping.

- Click on the 'Play' button to view the clip.  Repeat the above steps until only the desired section of the video clip is shown.

N.B. If you want to remove the middle section of a video clip you will need to put two copies onto the 'Timeline'.  On the first copy of the clip crop from the end sequence up to the start of the section you want to remove.  On the second copy crop from the starting sequence to the end of the section you want to remove.

## • Loop a Video Clip

- With the video clip selected, move the mouse pointer over the red 'tab' (Fig.26 on page 17) on the side of the video clip you want to loop from.

- Click and drag outwards (keeping the left mouse button held down).  Watch the movie viewing screen as you drag to see what section of the video clip you have reached.

- Release the mouse button to stop looping.

- Click on the 'Play' button to view the clip.  Repeat the above steps until the video clip loops as required.

## • Adjust the Speed a Video Clip Plays At

- With the video clip selected, click on the 'Track Item Properties' button.  The 'Track Item Properties window will open (Fig.27).

- Adjust the playback speed by clicking on the up and down arrows.



Fig.27

If you reduce the speed of playback it will play less of the video over the duration of the clip.  If you increase the speed of playback it will play more of the video (it will loop) over the duration of the clip.  To prevent the loss of a section or the looping of a clip crop or stretch it.

- Click on the 'OK' button when you have finished editing.  The window will close.

N.B.  You can also use the 'Track Item Properties' window to make fine adjustments to looping and cropping.

## • Adjust the Volume of a Video Clip

- Right click on the video clip you wish to edit, then select Properties.  Or, with the video clip selected, click on the 'Track Item Properties button.  The 'Track Item Properties window will open (Fig.27).

- Adjust the volume slider in the 'Audio' section of the window.

- Once complete, click 'OK' to close the window.

## Edit a Still Image

Once an image has been placed on the 'Timeline' the duration it is shown for within a movie can be reduced or increased. (See the example 'Heads, Shoulders, Knees & Toes' in the Resource Bank.)

- Select the image, on the 'Timeline', you wish to edit by clicking on it (Fig.28)

Fig.28

- Move the mouse pointer over one of the red 'tabs' of the selected image so that it changes to a sizing arrow.
- Click on the sizing arrow and, keeping the left mouse button held down, drag the 'tab' inwards (to show the image for a shorter period) or outwards (to show the image for a longer period).
- Release the mouse button to finish.
- Click on the 'Play' button to view your project so far. Continue editing until the image is shown for the desired length of time.
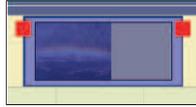
## Add Text Effects

Any changes made to the text will be applied to all the text contained within the selection. To apply effects to individual words or groups of words you will need to create them individually, i.e. repeat the steps of 'Add Text' on page 11 for each word or group of words.

Text effects can be added when the text is initially written or by selecting text in the 'Bank', or on the 'Timeline', with a double click. Changes made to text already placed on the 'Timeline'

will not be applied to the original text held in the 'Bank'.

- **Change the Text Font Style, Size and Colour**
  - Click on the 'Font' button within the 'Text' window (Fig.29) to open the 'Font' options window (Fig.30).
  - Select a new font type, style, size and colour.
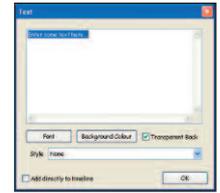  - Click 'OK' once all your selections have been made.

Fig.29

- **Animate Text**

Text can be animated so that it is scrolled horizontally or vertically onto the screen. Text animation is particularly effective within stories or poems. (See the examples 'Bonfire Night' and 'Number Story' in the Resource Bank.)

Fig.30

  - Within the 'Text' window (Fig.29) click on the drop down menu arrow to the right of the word 'None' and select an animation style (Fig.31).
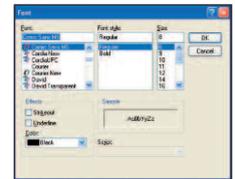
Fig.31

- **Change the Text Background Colour**

Text will automatically be displayed on a transparent background, enabling it to be placed over videos and pictures. If you want to view text on its own, without an image behind it:
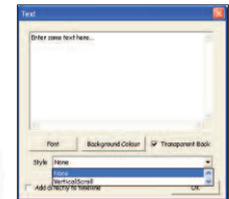  - Click on the tick next to the words 'Transparent Back' on the

'Text' window (Fig.29 on page 21) to deselect it.
- Click on the 'Background Colour' button in the 'Text window' to open the 'Colour' window (Fig.32).
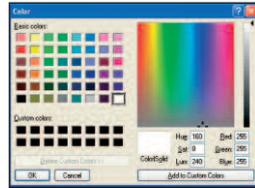- Select a background colour then click 'OK'.



Fig.32

• When you have finished adding text effects click in the box at the bottom of the 'Text' window to add the text directly to the 'Timeline', then click 'OK'. The 'Text' window will close and the text will be added to the 'Timeline'.

## Edit an Audio Clip

Once an audio clip has been placed on the 'Timeline' it can be edited in exactly the same way as a video clip. The clip can be cropped so that only a section of it is played, the speed the clip plays at and the volume level can all be adjusted. (Refer to 'Edit a Video Clip' on page 17 for details.)

## Using the Revert Button

The 'Revert' button allows you to return an item on the 'Timeline' to its original state no matter how many changes you have made to it, or how many other items you have added or edited.
• Select the item to be reverted to its original state.
• Click on the 'Revert' button on the toolbar.

## Adjust the 'Timeline' Display

The timeline at the bottom of the screen displays the duration items placed on the 'Timeline' will play for (Fig.33).
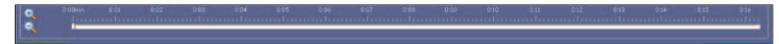


Fig.33

Being able to 'Zoom in' to the timeline enables you to edit video and audio clips more precisely. The 'Zoom in' tool reduces the total amount of time displayed on the screen from whole second blocks to fractions of a second. (N.B. Items already placed on the 'Timeline' above will appear to stretch, however the duration these items will play for remains the same.)

The 'Zoom out' tool increases the amount of time displayed in the screen, enabling you to view longer projects more clearly (i.e. projects which last for over a minute). (N.B. Once you have zoomed out, items already placed on the 'Timeline' above will appear to shrink, however the duration these items will play for remains the same.)

• Click on the 'Zoom in' or 'Zoom Out buttons (Fig,34) next to the timeline at the bottom of the screen. (keep clicking until the scale makes it easier for you to work on your project.)



Fig.34

# Create a Stop Frame Animation Using Paintings Created in Textease Paint CT

Stop frame animations using paintings created in Textease Paint CT are fun and easy to create. (See the examples 'Moving Toy Animation' and 'Number Story' in the Resource Bank.)

- Create a painting in Textease Paint CT.
- Click on the 'Animate' button on the 'Paint' toolbar.
- You will be automatically asked to save the painting. Give the painting a title with a numerical value at the end (for example 'owl1'), to make it easier to identify individual pictures within a series, then click 'Save'. (N.B. The Textease page will not have been saved. You will need to do this at the end of the process if you wish to keep the Textease file.)
- If Textease Movies CT is not already open it will automatically open. The painting will have been added to the 'Bank'.
- To add further images to the 'Bank' go back to Textease Paint CT and modify the painting on the Textease page. For example, on a painting of an owl change the position of its wings.
- Repeat the last four steps as many times as required.
- Create a title frame for your animation and place this at the start of the 'Timeline'.
- Place the pictures in sequential order on the 'Timeline', using the same image several times if appropriate. For example, three pictures where the owl's wings get higher each time, then the same images in reverse order showing its wings lowering again.
- Click on the 'Play' button to play your animation.

# Curriculum Examples

A number of curriculum examples using Textease Movies CT can be found in the 'Resource Bank'  .
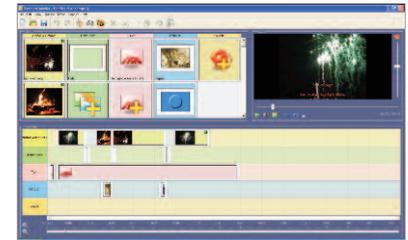
## Use Textease Movies CT in...

### Design and Technology
to animate the design of a moving object and combine it with a video clip showing the finished model in action.



### Literacy
to integrate text in a poem or story with visual and audio effects.

## Music

to add images and text to songs and pieces of music.



## Geography

to illustrate different geographical features through sound and images.



## ...use across the curriculum.

# Resource Bank

There is a wide range of resources that can be accessed through the 'Resource Bank' [icon] . It is divided up into four sections (Fig.35):
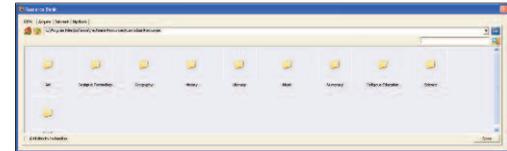


Fig.35

**Resources** - which includes:

- **Curriculum Resources:** Clip art, digital photos, videos, sounds and word banks categorised by curriculum subjects.

- **Curriculum Examples & Templates:** A wide variety of examples and templates providing ideas on how 'Textease Studio CT' can be used effectively across the curriculum by pupils of all ages and abilities.

• **Acquire** - Enables the user to import images directly from digital imaging devices e.g. digital camera or microscope.

• **Internet** - Provides a quick link to the Internet in the same way as clicking on 'Internet Explorer'.

• **My Resources** - Access your own resources, such as those saved within 'My Documents' or on your network.

By default the 'Resource Bank' is displayed at the bottom of the screen. However, if you would like to change its size or position you can do so. Click on any edge and drag the sizing arrows outwards or inwards to resize. Reposition the 'Resource Bank' by

clicking on the title bar and dragging it to the desired position. The 'Resource Bank' will remember its new size and position each time it is opened.

## Locate a Resource
### • Keyword Search:
- Click in the 'Search' box (next to the 'Search' button 🔍 ) and type in the name of the item you are looking for, for example 'horse'.
- Click on the 'Search' button 🔍 . All items containing your search word will be displayed within the 'Resource Bank' window.

NB. The search looks for all words that contain the given 'string' of letters. For example, if you search for 'cat' 'cathedral' will be included within the list of items.

### • Navigate Directly to a Resource:
- You can also navigate to the resources you require by typing into the address line and then clicking on the 'go' button ➡️ .
- Alternatively you can choose a folder from those listed in the drop down menu.

The 'Resource Bank' will automatically open where it last browsed to, but you can return to the start position at any time by clicking on the 'Home' button 🏠 .

## 'Resource Bank' Options
To make the 'Resource Bank' easier to use, several options can now be selected to match different pupils' or lesson requirements.

• **Reduce the Number of Sections Displayed**
Simplify the 'Resource Bank' by reducing the number of sections available to pupils. For example, if you do not wish pupils to access items directly from the Internet that section could be hidden.
- Click on 'Tools' (on the menu bar) and then on 'Options'.
- Select 'Resource bank'. (Fig.36)
- Enable or disable the 'Resource Bank' tabs from being displayed by clicking next to the corresponding titles.
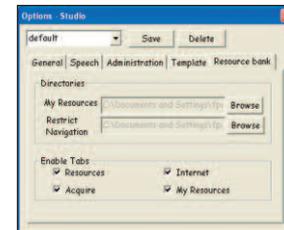

Fig.36

• **Set a 'Home' Location of Your Choice for the 'My Resources' Section**
By setting a folder or mapped drive as the 'Home' location for the 'My Resources' section pupils will be able to navigate to their own class, or individual folder much quicker.
- Click on 'Tools' (on the menu bar) and then on 'Options'.
- Select 'Resource bank' (Fig.36).
- Within the 'Directories' section click on the 'Browse' button next to the 'My Resources' location box.
- Navigate to the desired location then click 'OK'.

NB. Changes made to the 'Resource Bank' options will be remembered and applied each time the 'Resource Bank' is opened. However, these options can be readjusted at any time by simply repeating the above steps.

# Further Help

Over 70 **cross-curricular examples** for all year groups in KS1&2 are included in the Textease Studio CT 'Resource Bank'. A series of short **'Getting Started' video demonstrations** can also be found on our website (from within the product select 'Help' on the menu bar, then 'On the website' and 'Getting Started videos'). For further examples and ideas on how to use these software tools effectively in the classroom, including a regularly updated 'Top Tips' section, visit our website at **www.textease.com**.

For further information about how Textease can be used to support and extend pupils of all abilities visit **www.textease.com/resources** where you can download **'Using Textease to Promote Inclusion and Accessibility'.**

## Technical Support

Our products are designed to be easy to use, but from time to time everyone needs some help. You can access online support at **www.textease.com** where you will find a list of frequently asked questions, the answers to which we hope will solve your problem. If you still need help call our Technical Support team between 9am – 5pm, Monday to Friday. Outside of office hours you can email **support@lightbox-ed.com** and our support team will reply as soon as possible.

To contact the Technical Support team:
Tel: **+44 (0)1332 258386**
Email: **support@lightbox-ed.com**
Visit: **www.textease.com**

## Stay Up to Date

Don't forget to sign up for our regular email updates which give details of the latest product releases, twilight seminars in your area, new Top Tips, and lots more. Visit **www.lightbox-ed.com/register** to submit your contact details.

## Online Updates

Your software includes a new feature to make installation of future updates quicker and easier than ever before. The software now comes with an online update button  that automatically appears on the toolbar when there is a new version available. This button can only be accessed by administrators, otherwise it will appear greyed out. The online update is downloaded via the internet, and will automatically update any previous version 6 releases installed. See the 'Installation Instructions' for further details.

# Credits

(c) Copyright Lightbox Education 2009.

Certain clip art files provided are copyright Sherston Software Ltd. For further information on these resources, please visit www.sherston.com.

Certain Digital Video samples included are taken from the Digital Video Clips collections published by Sherston. These files are copyright Sherston Software Ltd and Croft Douglas

Education Ltd. For further information on these resources, please visit www.sherston.com and www.croftdouglas.co.uk

Certain images provided are copyright Nova Development and its licensors. Images (c)1997, 1998, 2004 Nova Development and its licensors; (c)1996 Cliptoart; (c)1995 Expressions Computer Software; (c)1997-98 Seattle Support Group; (c)1999 Software Syndicate Inc.; (c)Management Graphics, Ltd.; (c)1996-99 Hemera Technologies, Inc. All rights reserved.

Oxford Reading Tree Clip Art Story Characters, (c)Sherston Software Limited and Oxford University Press 1997.

## Development Team

Development Manager: Steve Taylor
Product Development: Richard Cunningham, Rob Davies, Jane Doran, Mark Harrison, Becca Hunt, Mark Ingram, Craig Robson, Ian White, Matthew Wilcoxson
Graphic Design: Paul Gowdridge
Educational Consultants: Doug Dickinson, Fiona Panni
Project Manager: Heather Hann

## Minimum System Requirements

Windows 98SE, 300 MHZ, 64 MB (128 MB recommended), 300 MB HDD space (600 MB recommended), resolution of 800 x 600.

### Textease Resources

700 MB HDD space.

# textease
## Studio CT
### A suite of nine Textease tools

**Publisher** **Draw** **Spreadsheet** **Movies**
**Database** **Paint** **Presenter** **Turtle** **Branch**

ALSO AVAILABLE TO BUY

lightbox
education

an RM company

Lightbox Education, Friar Gate Studios, Ford Street, Derby, DE1 1EE

T: +44 (0)1332 258381
F: +44 (0)1332 258382
www.lightbox-ed.com

Part No. 1KL-844

**Sales:**
sales@lightbox-ed.com
T: +44 (0)1332 258384

**Technical Support:**
support@lightbox-ed.com
T: +44 (0)1332 258386