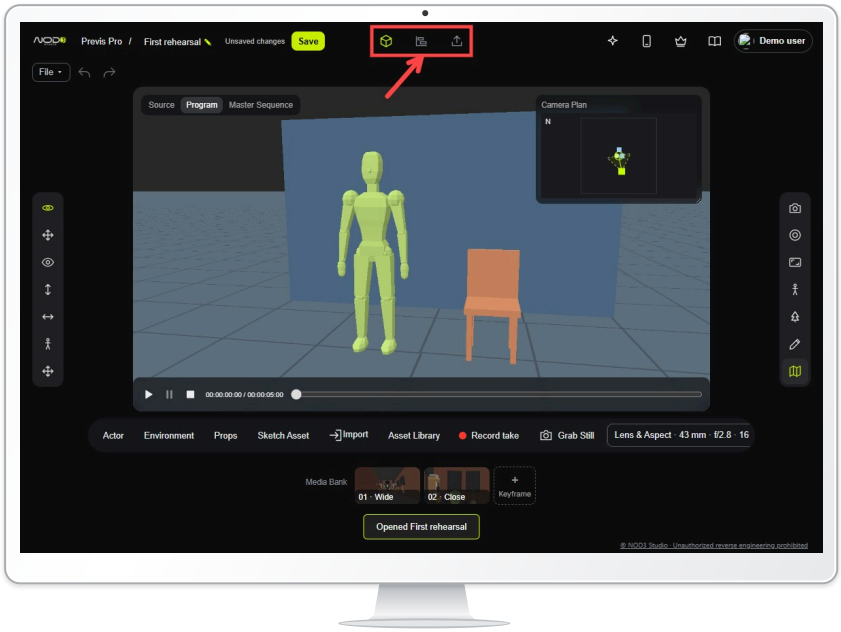
# Your first project

NOD3 Previs Pro • Public beta • English edition

> **UI location** Header → Block / Edit / Export.




At the top centre of Studio, use the cube (Block), timeline (Edit) and upward arrow (Export) icons in order for your first exercise.

Sign in at previs.nod3.studio with your approved Google account. If approval is pending, return with the same account after approval.

1. Open **File** → **New Project** and name it **First rehearsal**.

2. In **Block**, choose an environment and an actor. Frame a wide shot and click **Grab Still**. Move closer and capture a second still.

3. Open **Edit**. Drag the wide shot and then the close shot from the Media Bank onto the Master Sequence. Press Play to watch the cut.

4. Choose **File** → **Save to cloud**. Check the title and bookmark the project URL. In **Export**, enter a file name and choose **Export MP4**.

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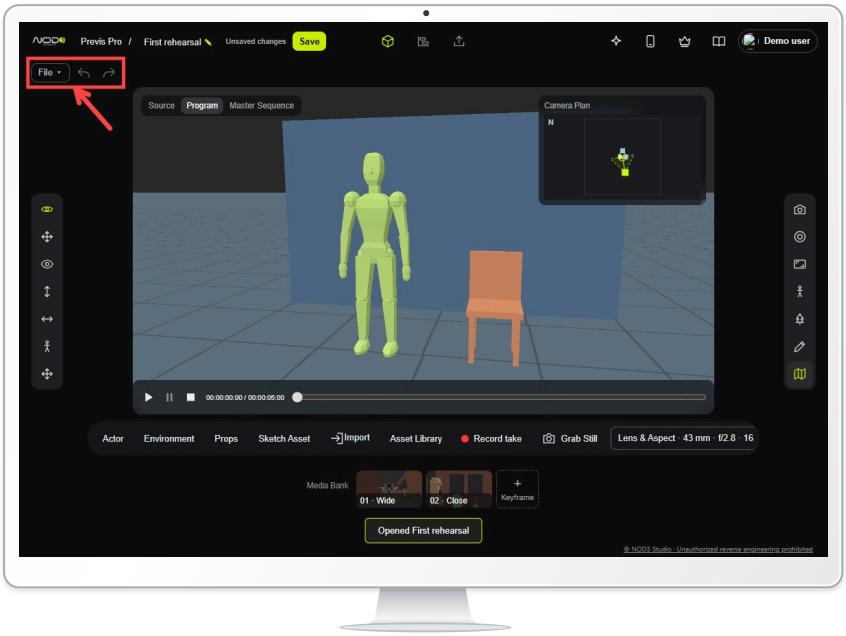
> The screenshots use a local practice project. Features described here follow the Clip Button and Chat Task Card builds. Availability depends on the beta release installed.

# Files, cloud projects and accounts

Choose where your work is saved and return to the same project tomorrow.

> **UI location** Header → File → New Project / Open Project / Save As... / Save to cloud. Account page → My files.




At the top left, open File for project actions. Undo and Redo are beside it.

| | |
|---|---|
| **New Project / Open Project** | Start a blank project or open a saved one. In Open Project, choose its location and name, or select a project JSON file on your computer. Check the title before editing. |
| **Save / Save As** | Save writes to the current destination. Use Save As to keep a separate version. Choose its destination and name, then check the title. |
| **Save to cloud** | Each cloud project has a URL containing its project ID. Bookmark it after the save succeeds. Renaming the project keeps its URL. |
| **Export JSON** | Download an editable copy for another computer or as a backup before a major change. Use MP4 or PDF to share work for review. |
| **My account → Files** | Find cloud projects and uploaded files. Click a cloud project to open it. The viewer needs access through the appropriate account. |
| **Project title / save status** | Click the title to rename it. If you see Unsaved changes, wait for Saved before closing the tab or signing out. |
| **Undo / Redo** | Step back or forward through the current editing history. |

## Recover a draft

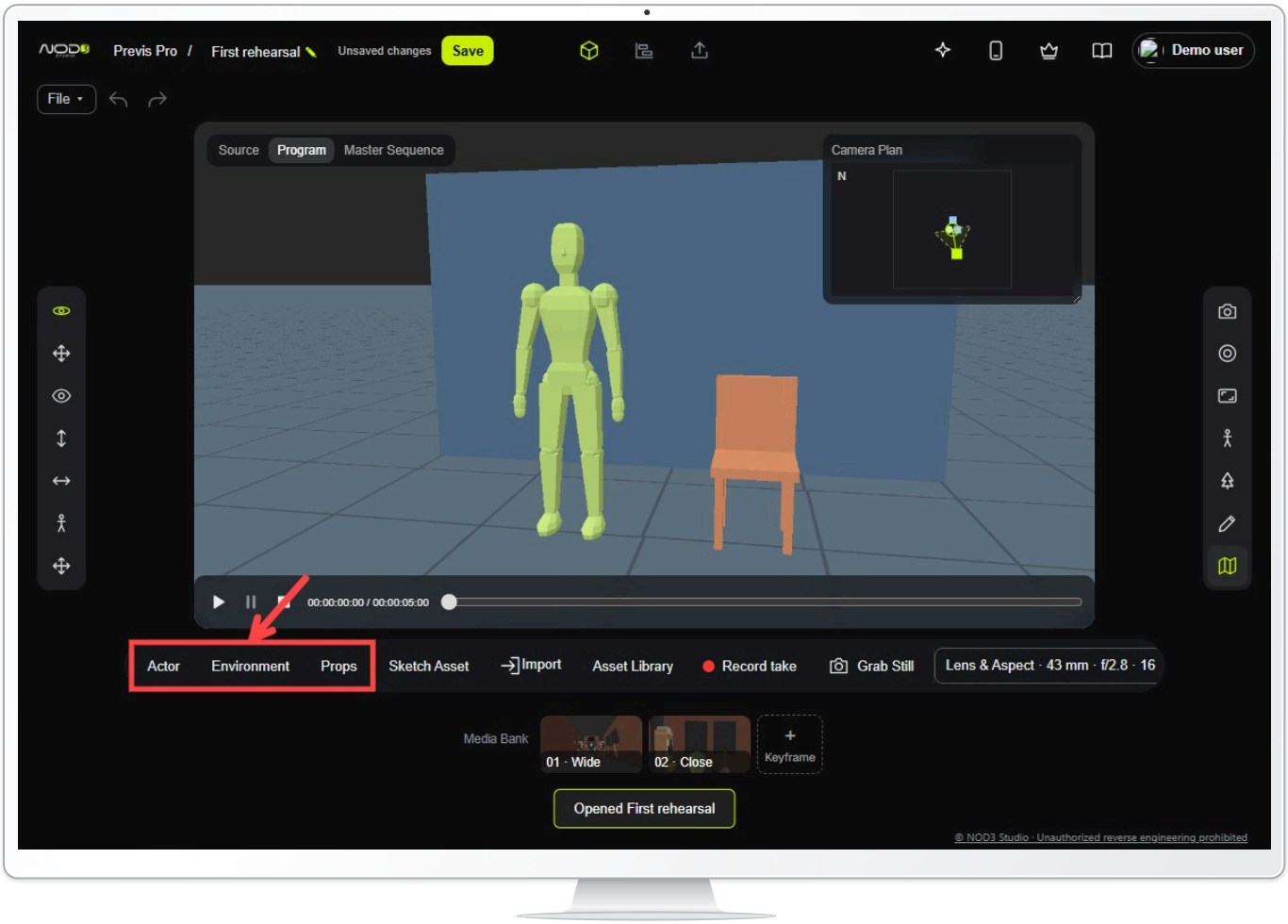
A browser draft can help restore work on the same device. Keep a cloud or JSON copy of important work. If a local draft and the cloud revision have diverged, save the draft as a separate copy before choosing which to continue.

> Two projects can share a name. Check the account, project URL and timeline. In chat, ask for matching projects or specify the project ID.

# Block a shot

Place the actor, set and props, then frame the action through the camera.

**UI location** Block → lower viewport toolbar → Actor / Environment / Props.



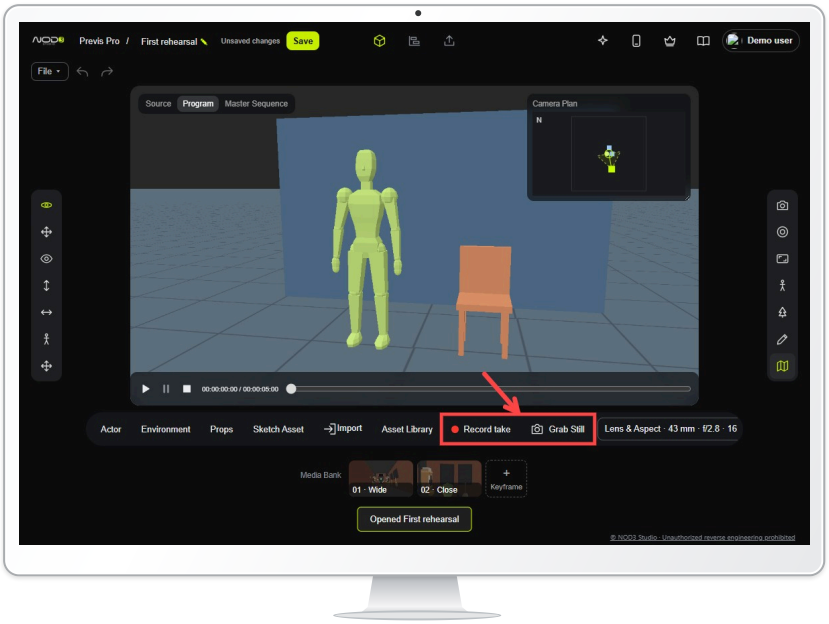

Start with Actor, Environment and Props in the toolbar below the viewport.

| | |
|---|---|
| **Actor / Environment / Props** | Choose a figure, set or prop. Click an object once to select it. Drag its handles to adjust its position. Press Escape to deselect. |
| **Camera / Move Camera** | Orbit around a subject, Pan across the set, or use Look / Tilt to change the viewing direction. Use Pedestal for height and Zoom / Dolly for distance. |
| **Lens & Aspect / Ratio** | Set the aspect ratio before framing. Adjust the focal length for the field of view you want. With depth of field enabled, adjust focus distance and iris in Lens. |
| **Actor POV / Map** | Actor POV shows an actor's viewpoint. Map opens the overhead Camera Plan so you can check camera, target and actor positions. Close it if it covers an object you need to select. |

# Actors, capture and assets

Capture a still, a performance or a camera move for use in the edit.

**UI location** Block → lower viewport toolbar → Record take / Grab Still. Phone operation is covered in chapters 14–17.




Record take captures movement. Grab Still captures the current framing.

1. Select a figure and open **Actor Settings**. Choose a posture. Double-click a joint and drag to rotate it. Double-click a wrist to access the fingers. Check the silhouette from the final camera angle.

2. Use **Save Posture** for the actor's pose, **Save Camera Pose** for a camera-pose source, or **Grab Still** to send the current framing to the Media Bank.

3. Select **Record take**, move the camera and stop recording. Review the take in Source. Use **Animate posture** for actor movement.

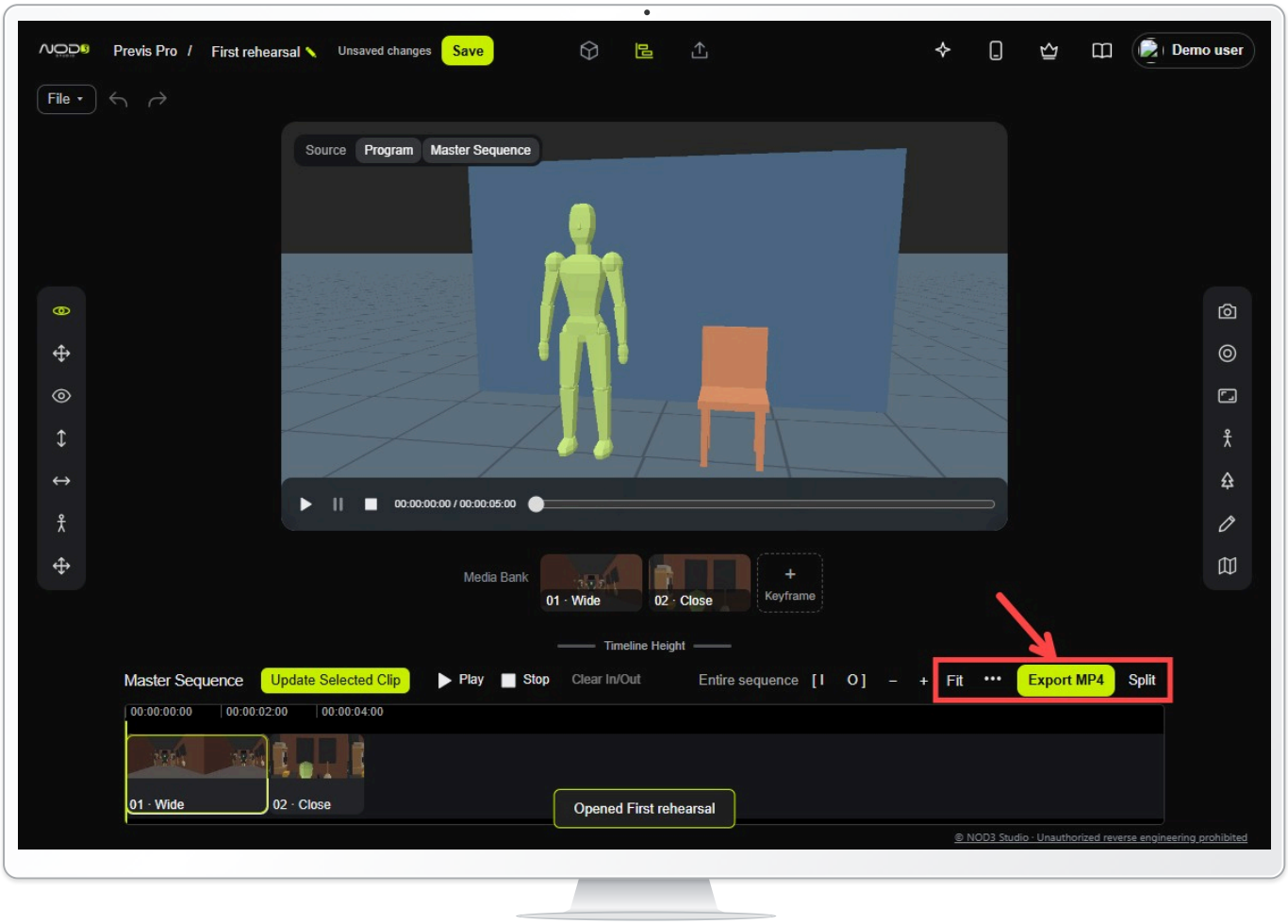
4. The Media Bank's **Keyframe** button takes you to Block to prepare a shot. Capture it with Grab Still or Record take.

| | |
|---|---|
| **Sketch** | Click the pencil before Map. Set pen colour and width. Shapes offers Line, Arrow, Rectangle, Ellipse, Triangle, Diamond, Star and Heart. Select a shape and drag to draw. Use Select, Text, Eraser and Undo/Redo as needed. |
| **Convert to 3D** | Click the check mark and inspect the result from several angles. When custom AI is offline, contour conversion can create geometry from the outline. Hidden surfaces may need refinement. |
| **Sketch Asset** | Successful conversions appear in the project's Sketch Asset collection. Its shortcut sits before Import. Select an asset to reuse it and save the project for the next session. |
| **Import / Prop Builder** | Import a model or sheet. The model picker accepts GLB, glTF, OBJ and ZIP, with supporting files such as BIN or MTL. Include the referenced files. Use Prop Builder to assemble basic shapes. |
| **Connect Phone** | Open Connect Phone, then follow the link or scan the QR code. Approve the permissions for the feature you chose. Check the preview before recording and disconnect when finished. |

# Edit the Master Sequence

The Media Bank holds source material. The Master Sequence controls which clips play, in what order and for how long.

> **UI location** Edit → Media Bank → drag a source into Master Sequence below.



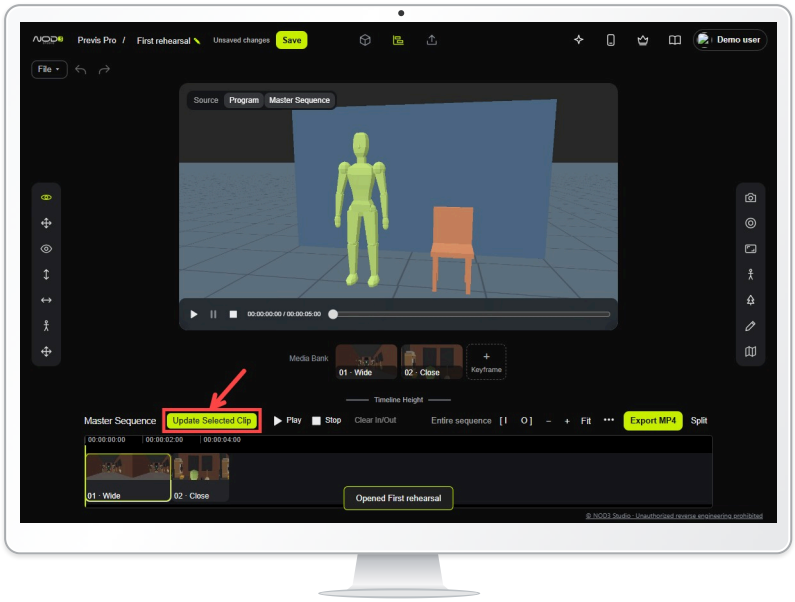

Fit shows the full timeline. Split cuts the clip at the playhead.

| | |
|---|---|
| **Preview a source** | Click a Media Bank thumbnail to view Source. Switch to Program or Master Sequence to see the timeline output. |
| **Add or reorder clips** | Append adds a source at the end. Drag its thumbnail to insert it elsewhere. Drag a timeline clip by its body to move it. The same source can appear more than once. |
| **Trim or split** | Drag a clip edge to trim it. To divide a clip, place the playhead inside it and press Split. |
| **Navigate the timeline** | Click the ruler or drag the playhead to scrub. Mark I and O to set a range. Clear In/Out restores the full sequence. Drag Timeline Height to adjust the workspace. |
| **Clip menu** | Right-click the target to see actions such as Duplicate, Copy, Cut, Paste and Delete. Select the timeline occurrence when that is the only one you want to remove. |

# Update a selected clip

Change one occurrence in the timeline while keeping its source available.

> **UI location** Edit → Master Sequence → select a clip → Update Selected Clip.




In Edit, find Update Selected Clip beside the Master Sequence controls.

1. Select the clip in **Master Sequence**. Check its name and the framing in Program.

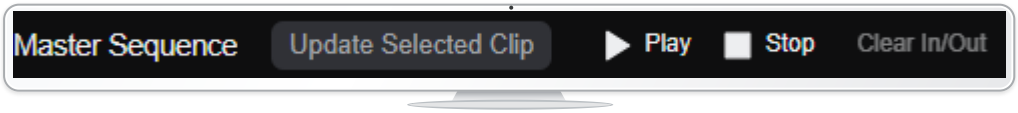
2. Move an asset or adjust the framing in the viewport. You can also switch to Block, make the change and return to Edit. Keep the playhead on the selected shot.

3. When the edit is ready, **Update Selected Clip** turns lime. Click it once.

4. Studio creates a new version in the **Media Bank** and assigns that same version to the selected timeline slot. The slot keeps its position and duration. Save the project.

## Example: Reveal appears twice

| | |
|---|---|
| **Media Bank** | After updating the second occurrence, the bank holds the original Reveal and the updated version. |
| **First timeline occurrence** | Still uses the original framing. |
| **Second timeline occurrence** | Uses the new Media Bank version with the adjusted framing. |




Grey button: there is no change to commit.



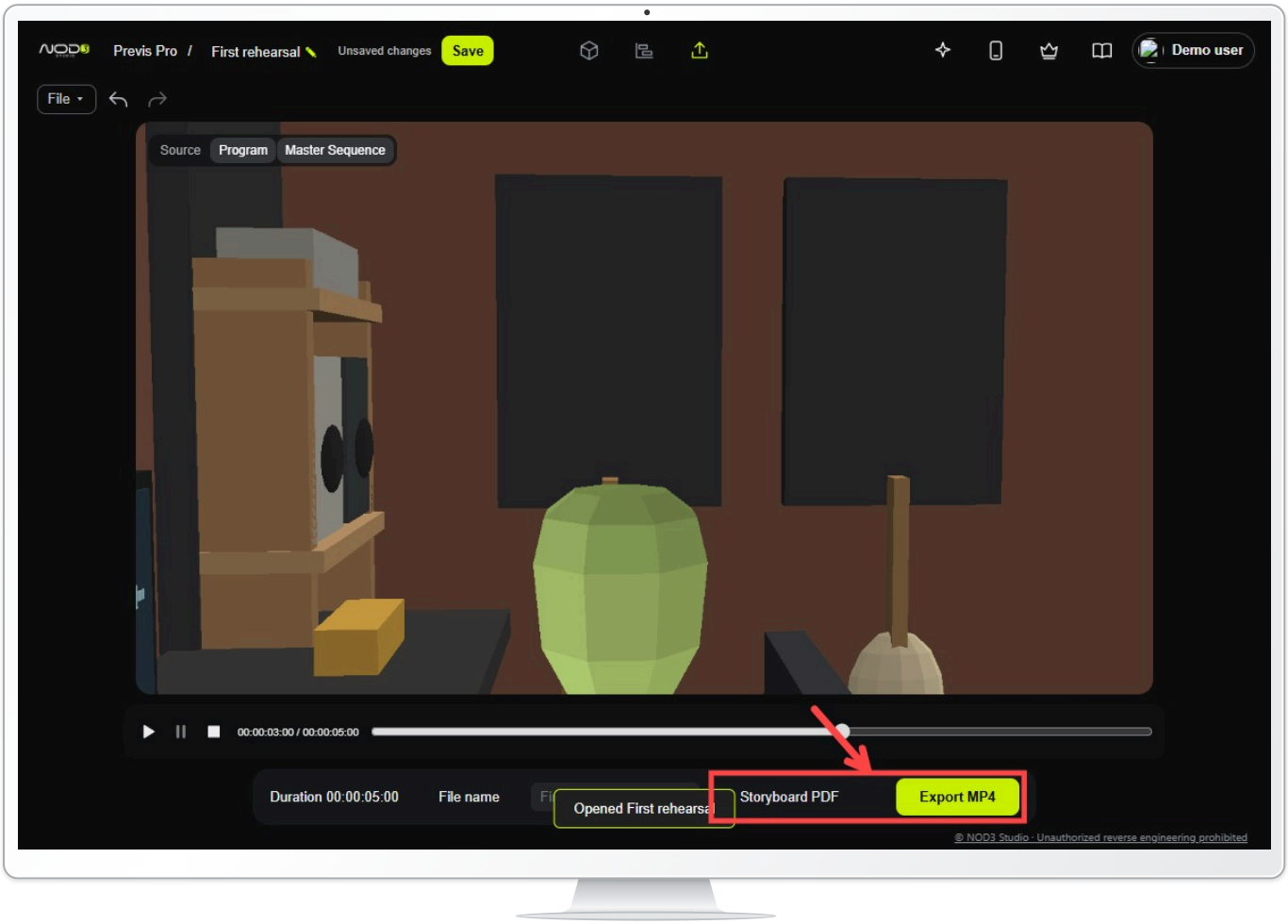

Lime button: the selected clip has a change ready to commit.

> Changed your mind? Move the playhead or select another clip before clicking Update. Studio discards the temporary adjustment. If you already clicked Update, use Undo.

# Export MP4 and storyboard

Review the sequence with the playback controls and scrub bar before downloading.

**UI location** Export → bottom bar below scrubber → File name → Storyboard PDF / Export MP4.



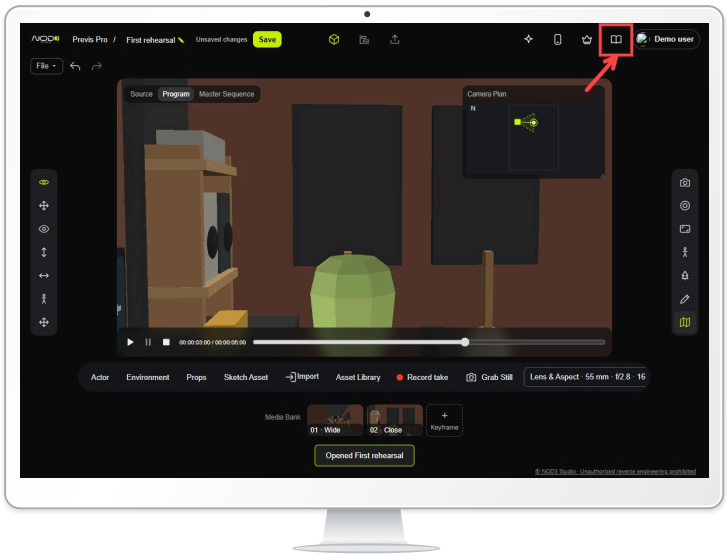

Export icon → bottom bar, below the scrubber. The red box marks Storyboard PDF and Export MP4, to the right of File name.

| | |
|---|---|
| **MP4** | Check the clip order, duration and In/Out range. Enter a File name and choose Export MP4. If prompted, choose Rename file or Use default name. Keep the tab open while encoding. Use Download MP4 once ready. |
| **Storyboard PDF** | Includes every Master Sequence occurrence in timeline order, even with an active In/Out range. A repeated clip receives a panel each time it appears. Each landscape page fits three columns by two rows. |
| **Individual still or take** | Use the download action on its Media Bank item. Use the Master Sequence export to combine shots into one video. |
| **Check the delivery** | Open the downloaded MP4. Play the beginning, middle and end. Check duration, orientation and file name. Open the PDF and compare its panel count to the timeline. Include a separate JSON export if someone needs to edit the project. |

# Keyboard shortcuts

Click the viewport, timeline or item you want to control first. A text field, dialog or browser can intercept a shortcut.

> **UI location** Header → book icon → Controls & Shortcuts.



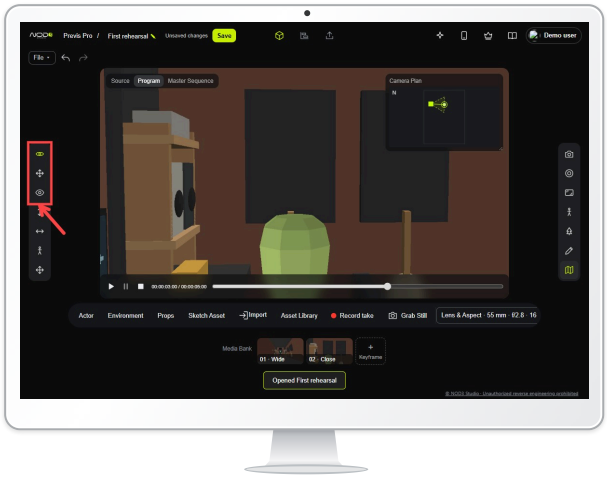

In the top-right toolbar, the book icon opens Controls & Shortcuts inside Studio.

| | |
|---|---|
| **Alt + 1 / 2 / 3** | Open Block / Edit / Export. |
| **1 / 2 / 3** | Select Orbit / Pan / Look-Tilt. |
| **4 / 5 / 6** | Select Pedestal / Zoom-Dolly / Actor POV. Choose an actor if prompted. |
| **M / L** | Toggle Map / open Lens & Aspect in Block. |
| **R / G** | Start or stop Record take / capture a still. |
| **Space or Enter in Block** | With focus on the viewport or recording controls, start or stop recording. For sequence playback in Block, use the monitor's Play button. |
| **Space in Edit or Export** | Play or pause the preview. |
| **I / O** | Mark the start or end of the range at the playhead. Clear In/Out removes both marks. |
| **Ctrl + B** | Split the clip at the playhead in Edit. |
| **− / + or =** | Zoom out / in on the timeline. Use Fit for the full sequence. |
| **Ctrl + C / X / V** | Copy / cut / paste timeline clips in Edit. The Media Bank also supports copying a source. |
| **Delete / Backspace** | Remove the selected timeline clip. Delete can also act on a selected bank item or viewport object. Check the highlight first. |
| **Ctrl + N / O** | New Project / Open Project. Use File if the browser intercepts the keys. |
| **Ctrl + S / Ctrl + Shift + S** | Save / Save As. |
| **Ctrl + Z / Ctrl + Shift + Z / Ctrl + Y** | Undo / Redo / Redo. On Mac, use Command for Ctrl shortcuts that Studio supports. |
| **Esc / Enter** | Escape dismisses a menu or clears the selection. When renaming, Enter confirms and Escape cancels. |
| **↑ / ↓ / Home** | With Timeline Height focused, adjust or reset its height. With a rig point focused, use ← / → to adjust the joint. |

# Mouse, touch and framing

Make small camera adjustments and check the framing before recording.

**UI location** Viewport → left rail → Orbit / Pan / Look / Tilt. Right rail → Map.



Use the side rail to switch between Orbit, Pan and Look / Tilt.

| | |
|---|---|
| **Middle-button drag** | Orbit around the camera target to inspect the space between subjects. |
| **Right-button drag / Shift + drag** | Pan across the set horizontally or vertically. |
| **Mouse wheel / Alt + right-drag** | Dolly toward or away from the target. To change the field of view optically, adjust focal length in Lens. |
| **Left-drag in the viewport** | Uses the active side-rail tool. Select Pedestal, for example, then drag to adjust camera height. |
| **Click / double-click** | Click an object to select it and drag its handles. On a figure, double-click a joint to pose it or a wrist to access fingers. |
| **Drag in Camera Plan** | With Map open, drag the camera or target marker to adjust camera position or direction. Check the viewport. |
| **Right-click a clip or source** | Open its contextual editing menu. Available actions depend on where you clicked. |
| **Drag playhead / scrub bar** | Seek to another time. Commit any temporary shot changes with Update Selected Clip first. |
| **Drag Timeline Height** | Give the timeline or viewport more room. Double-click the handle to restore the default height. |

## On a phone or narrow panel

Use the on-screen Play, Pause, Stop, Split and Fit buttons. Dolly closer when targets overlap. Close Map if it covers the object. For fingers, open Actor Settings and enlarge the figure before selecting a joint.

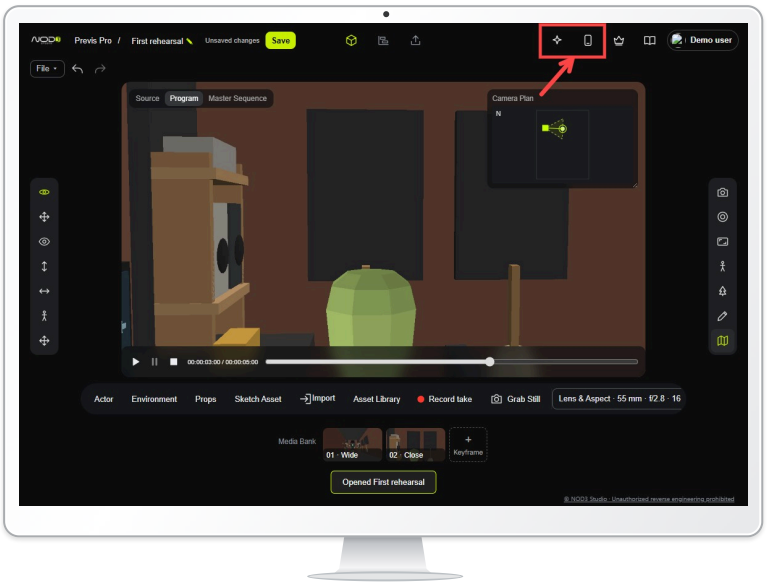
## Try it

Frame one actor. Pan sideways, then orbit around the actor. Capture both views with Grab Still and compare them in Source. Add the views you want to the Master Sequence for the storyboard.

# Use Studio in ChatGPT or Claude

The Model Context Protocol (MCP) lets your assistant work in the Studio project you authorise. Start with a practice project.

> **UI location** Header → Connect AI → ChatGPT or Claude → Studio panel in that chat.




Choose Connect AI for ChatGPT or Claude. Connect Phone is for a mobile device.

1. Open **Connect AI** and choose your host. Follow its setup prompt. Reuse your NOD3 connector if one is already available.

2. For manual setup, enter **NOD3 Previs Pro**, **https://previs.nod3.studio/mcp** and **OAuth**. In ChatGPT, open apps/plugins settings. In Claude, open Customize → Connectors. Your organisation may require administrator approval.

3. Review the access request and choose **Allow Studio in chat** for the embedded editor. If the panel needs a project, choose a file, folder or Cloud projects. You make the initial device-file or folder selection.

4. Check the project title and timeline. When a project is already active, ask “Show Studio” to resume it. Use **Hide Studio** or request text mode when you are done with the panel.

## After a task

The assistant should report the verified result in your language and show the camera preview for a visual edit. The compact result card has a lime-outlined **Show Studio** button. Click it to reopen the full panel, or type “Show Studio” in the same chat if the card is unavailable.

## Prompts to try

“Open First rehearsal. If two projects match, show the choices. Select the second clip, tell me its name and show the camera preview.”

“Keep the camera fixed. Add one standing figure on the left of the frame. Check the figure count and show the edited shot.”

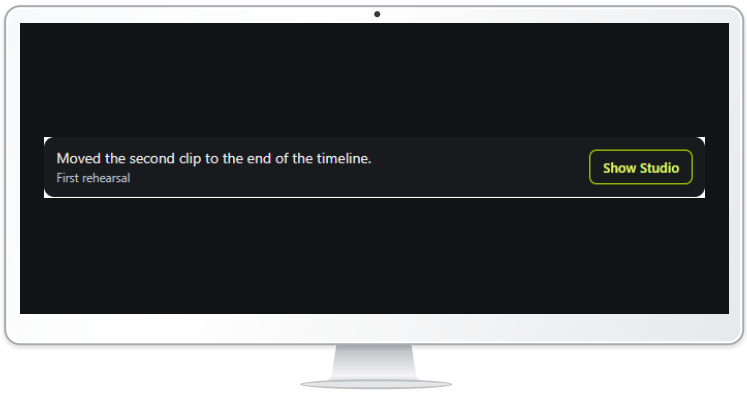
“Save a cloud copy named First rehearsal review. Reopen the copy and verify its clip order. Keep the original project.”

> Switching hosts? Save pending edits in the old panel. Check the account and access granted in the new host.

# Check your assistant's work

Ask for the result in ordinary language. These tool names help when you need to verify a change or report a problem.

> **UI location** Current chat → latest task result → Show Studio. For status, ask for studio_scope.




The verified task appears beside Show Studio in the latest reply.

| | |
|---|---|
| **open_studio_panel** | Opens Studio at initial connection or on request. The assistant should use the newest panel's workspace in the current chat. |
| **studio_scope** | Finds projects within the approved scope. To check a save, use the original requestId. This status check can run with the panel closed. |
| **read_scene** | Reads the project, timeline, Media Bank, active clip, playhead and available camera preview. Ask for a read before and after the edit. |
| **studio_command** | Targets a project revision and clip ID. Supported actions include open, select, seek, play/pause, append, move, trim, split, rename, remove, set, keyframe, optics, media, capture, ratio, undo/redo, save, storyboard and exportVideo. |
| **design_set** | Uses the scene and available presets to add an actor or prop. Select the intended clip first. Check the result before repeating an add request. |
| **show_task_result** | Displays the assistant's verified change summary in the latest reply. Show Studio requests the full editor again. |
| **hide_studio** | Hides the editor. The assistant continues in text until you ask to reopen it. |

## Verify an edit in three steps

1. Ask for the project name, target clip ID, playhead and starting object count. Identify repeated clip names by slot or ID.

2. Request a measurable edit, such as moving the second clip to the end while keeping its duration.

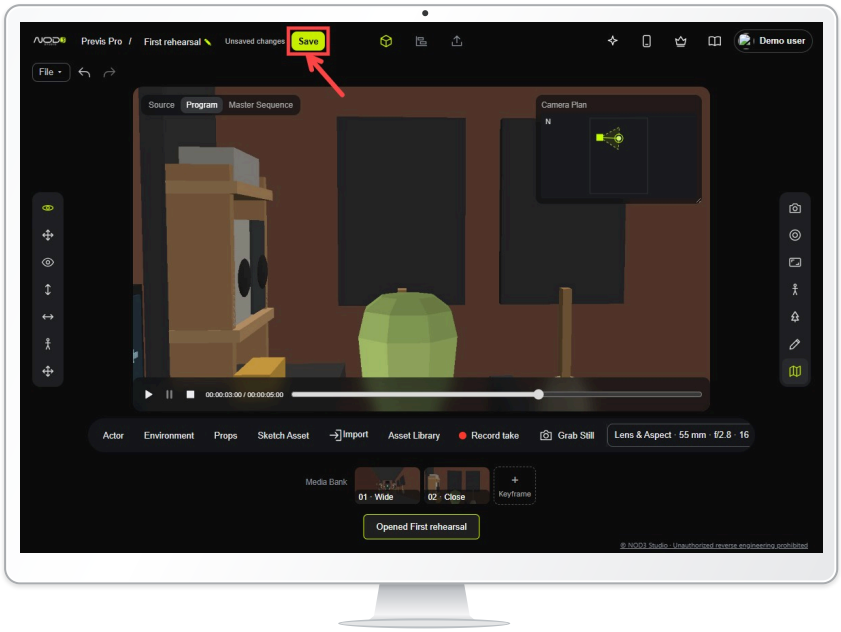
3. Ask for the before-and-after order and the active clip. For important saves, reopen a copy and verify that the edit is still there.

> A connection paired with a separate Studio tab may expose different tools from the embedded editor. Use Studio's controls for an action your host does not offer. The MP4 export path checked for this guide produced a video track. Verify audio separately before delivery.

# Troubleshoot projects and exports

Check the account, project title, save destination and file name first. Protect the current draft before switching projects.

**UI location** Header → Save or File → Export JSON. Export → File name → Export MP4.



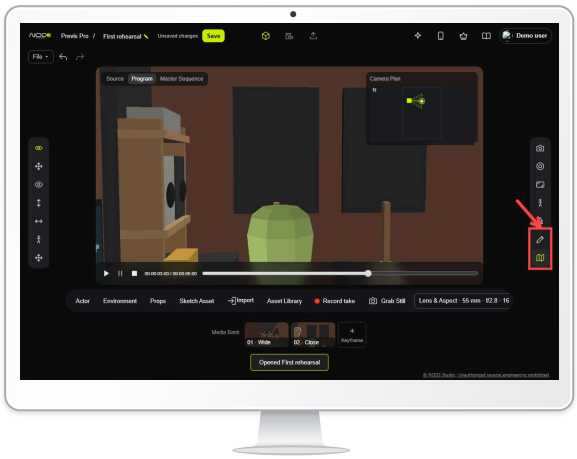

Check the save control and project status before closing the tab.

| | |
|---|---|
| **Refresh opens Untitled or another project** | Check the account and URL. In My account → Files, open the correct cloud project. Bookmark it after its title and clips appear. For a local project, reopen the original JSON. Save a copy of any edits in another tab first. |
| **Browser storage is full** | Keep the tab open. Export JSON or save to the computer and check that the file exists. Try Save to cloud if space is available. Clearing site data can remove local drafts. |
| **Save did not complete** | Read the specific error. For a revision conflict, save a separate named copy and compare it with the cloud version. For a quota error, save a local copy and check account storage. |
| **A clip is missing from the export** | Check the Master Sequence. Append or drag in any source that only exists in the Media Bank. Check In/Out if the MP4 contains only part of the sequence. |
| **MP4 export will not start** | Check that the sequence has clips and answer the naming prompt. Keep the tab open during encoding. Click Download MP4 when ready, then check Downloads. If the encoder is unsupported, try desktop Chrome or Edge. |
| **Only one project fails to export** | Back up the project as JSON. On a copy, export a short In/Out range, then extend it gradually. Record the first failing clip, frame, aspect ratio and message. Check clip boundaries near the failure. |
| **Storyboard covers more than the MP4** | The storyboard includes all sequence slots. MP4 can use the In/Out range. Check both before delivery. |
| **A shot reverts after scrubbing** | Click Update Selected Clip before moving the playhead to commit a temporary change. Use Undo to reverse a mistaken update. |

# Troubleshoot the scene and chat

Work from the panel you can see. Use its project title, timeline and camera preview to confirm where an edit landed.

> **UI location** Viewport → right rail → Sketch / Map. Chat → latest authorised Studio panel.



Sketch and Map sit on the side rail. Close Map if the overhead view covers a selection target.

| | |
|---|---|
| **Objects are hard to select when zoomed out** | Dolly closer. Close Camera Plan if it covers the target. Check the selection outline before moving or deleting the object. |
| **Update Selected Clip stays grey** | Select a timeline clip, switch to Program, stop playback and change the shot. Reverting to the original values leaves the button grey. |
| **Sketch conversion fails or custom AI is offline** | Keep the drawing. Check whether contour conversion is available or choose a catalogue prop. Inspect the result from the side. Refine the sketch or import a model if you need more detail. |
| **Cloud projects is empty / outside granted scope** | Check the account, host and panel. Choose Cloud projects in the current panel or approve the file or folder. Ask the assistant to search again and open the returned ID. |
| **Chat says open, editor says Untitled** | Check the title, timeline and file picker. Ask the assistant to verify the project ID and acknowledgement from this panel. Complete any pending selection before editing. |
| **Reauthentication / another panel is active** | Protect the draft in the older panel. Reconnect once in the host you are using and ask to resume the original project. Verify the title and preview. |
| **Acknowledgement timed out** | Ask the assistant to check the original requestId with studio_scope and read the scene again. Check the project list before making another copy. Reuse the requestId for a retry after checking the outcome. |
| **Only text appears / card missing** | Check the active connector and available actions. Type “Show Studio”. If the host supports only text, ask for read_scene and the camera preview. |

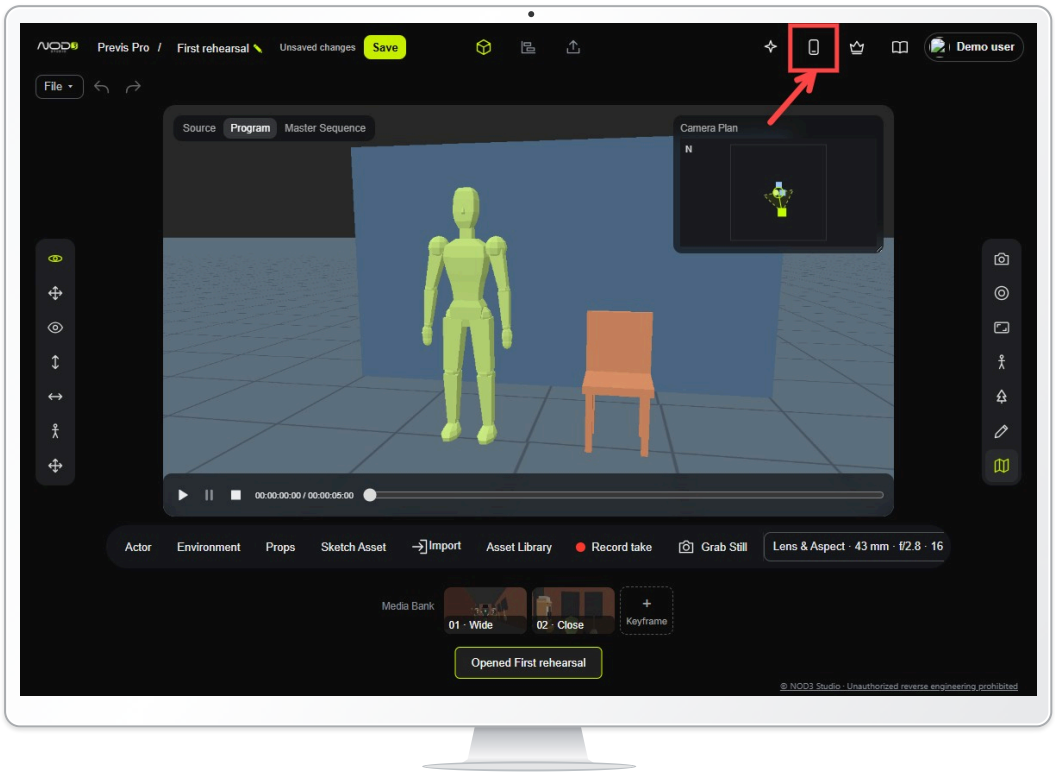
## When reporting a bug

Include the browser version, device, host, last action, time, test clip, expected result and actual result. Include the requestId when available. Crop private details from screenshots and keep passwords and tokens private.

NOD3 Previs Pro · ChatGPT apps help · Claude connector help

# Connect a phone to Studio

Desktop path: Studio → top utility bar → phone-shaped Connect Phone icon. Phone path: camera app → scan the desktop QR → Phone Camera → Connect.




Find Connect Phone beside Connect AI at the top of the desktop Studio.

1. On the desktop, sign in and open the project you plan to shoot. Choose **Block**, set the camera and leave the Studio tab open. Put the phone and computer on the same Wi-Fi. Open Connect Phone and wait for the QR code and “Scan on the same Wi-Fi.”

2. Scan with the phone and open the link in its browser. On the Phone Camera page, tap **Connect** if prompted. The QR carries the pairing information. A manually opened code-entry page expects an eight-digit code; use the scanned link when Studio shows a QR.

3. Look for **Phone connected** on desktop. The QR dialog closes when the control channel opens. On the phone you should see the Studio camera feed, Camera Plan and recording controls. Drag briefly on the preview and check that the desktop view responds before recording.

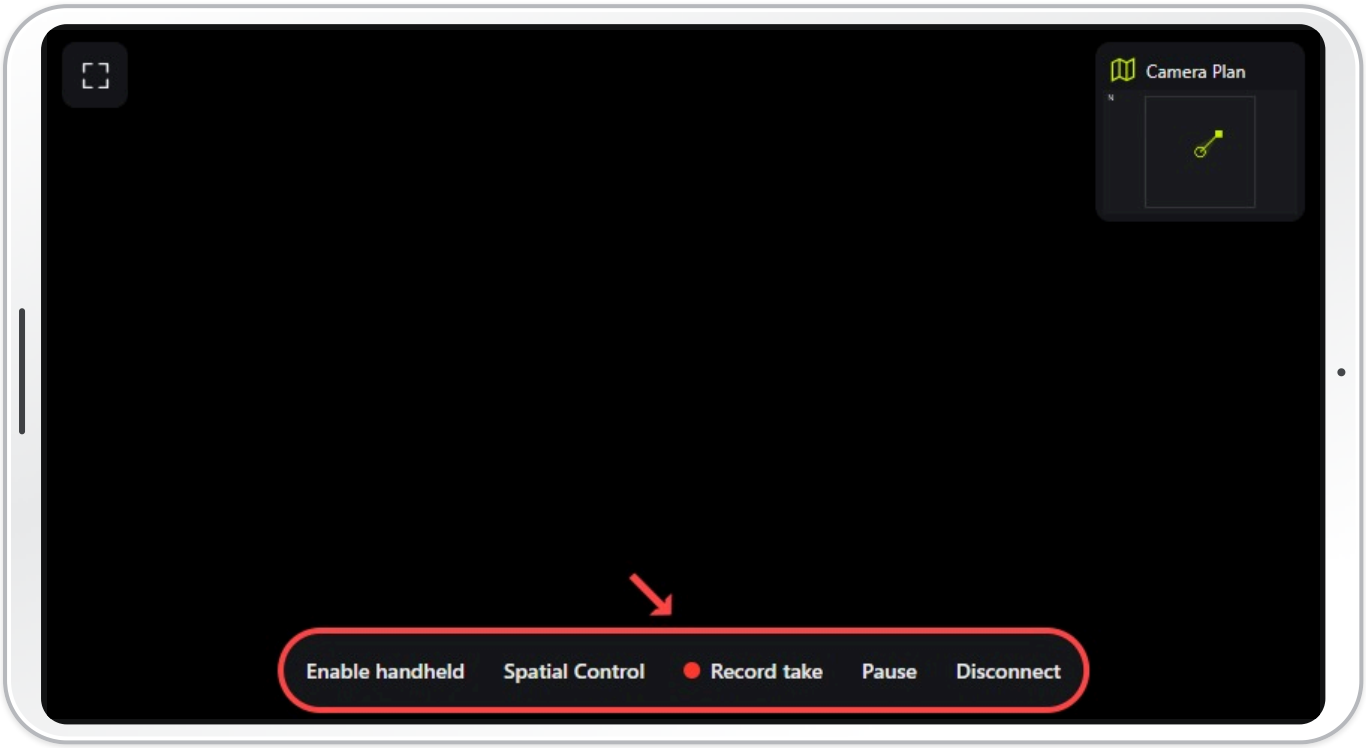
4. Keep that project open. To take a break, tap **Pause** on the phone. To end the pairing, tap **Disconnect**. On desktop you can also open the connected-phone control and choose Disconnect.

## If pairing stalls

| | |
|---|---|
| **No QR yet** | Leave the desktop dialog open during preparation. Closing it before connection cancels the attempt. Confirm the desktop is signed in. |
| **Expired QR or connection timed out** | Open a fresh pairing on the desktop and scan that QR. The initial offer lasts about three minutes. After joining, the phone can time out sooner while waiting for a connection. |
| **Connection failed** | Check both devices are on the same Wi-Fi and the browser can access the local network. Keep the desktop tab and phone page visible. If the saved pairing cannot resume, disconnect and pair again. |

# Operate the phone camera

Phone path: connected Phone Camera → live preview, Camera Plan overlay and operator buttons. Desktop path to review the result: Block → Media Bank → recorded take → Source.




Phone control layout with the operator buttons outlined. Local interface example; no live camera feed in this illustration.

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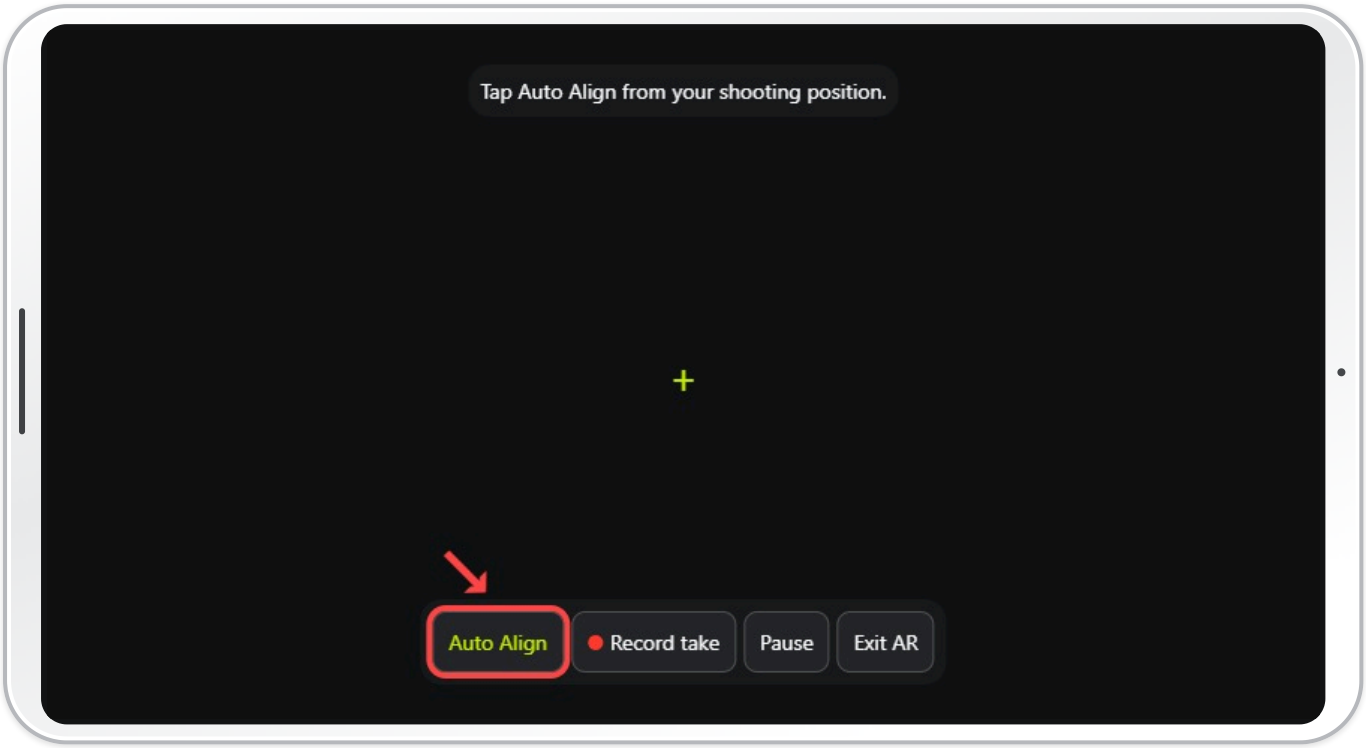
| **Touch aim and dolly** | Drag one finger across the video to change where the camera looks. Spread two fingers to move closer; pinch them together to move back. This changes camera distance. Use Lens on the desktop to change focal length. |
| **Handheld aim** | Tap Enable handheld. Grant motion/orientation permission if requested. Hold the phone at your starting angle, then turn or tilt it a little while watching the Studio preview. Tap Handheld on to turn sensor input off. Use Spatial Control when you need physical translation as well as orientation. |
| **Move with Camera Plan** | Tap Camera Plan to show or hide the overhead map. Drag the camera square to change the eye position. Drag the aim circle to move the target. Start the drag on the marker and check the framing in the video after each move. |
| **Record and review** | On desktop, stop playback and prepare the shot. On the phone, tap Record take, perform the move, then tap Stop take. On desktop, find the new source in Media Bank, play it in Source, then append or drag it into the Master Sequence. Save the project. |
| **Pause / Resume / Disconnect** | Pause suspends the connection and preview. End the take first if you want a clean end point. Resume restores control. Disconnect forgets the pairing. Returning to the phone browser can resume a remembered session while the desktop is still available. |
| **Full screen / Resume preview** | Tap the full-screen control to enlarge the monitor. If the browser blocks preview playback after returning from another app or AR, tap Resume preview. Verify the desktop frame before starting another take. |

# Spatial Control and Auto Align

Phone path: live operator screen → Spatial Control → allow AR camera access → Auto Align. Use this mode to move the Studio camera from a real shooting position.




Phone AR overlay. Auto Align is the marked control. This illustration shows the controls without a physical room feed.

1. Frame a recognisable actor or prop in the desktop project. Stop playback. On the phone, tap **Spatial Control**. The browser must support an immersive WebXR AR session with on-screen controls. Approve its AR camera permission.

2. Stand where you want to begin the shot and face the intended forward direction. Move the phone slowly so the device can establish positional tracking. Aim forward and tap **Auto Align**. The app uses the phone pose when tracking is available.

3. The set origin is placed roughly **two metres in front** of that pose. The set stays upright. Studio uses the reported floor when available; otherwise it estimates floor level at 1.6 metres below the phone at alignment. A different holding height can produce a floor offset.

4. Wait for **Room tracking**. Check the initial view, turn a little, then take a small sideways step. The desktop camera should change direction when you turn and shift position when you step. Confirm left/right movement and subject height before recording.

5. Tap **Record take**, make the move, then **Stop take**. Use **Exit AR** to return to the regular phone monitor. Review the recorded source on desktop. If the starting direction was wrong, realign from the intended mark and make a new take.

> Auto Align establishes a local position and heading for this session. It does not recognise a wall, match a floor plan to room corners or register two rooms automatically.

# Fix real-time alignment on set

Read the exact phone status first. Connection, positional tracking, asset loading and recording are separate stages.

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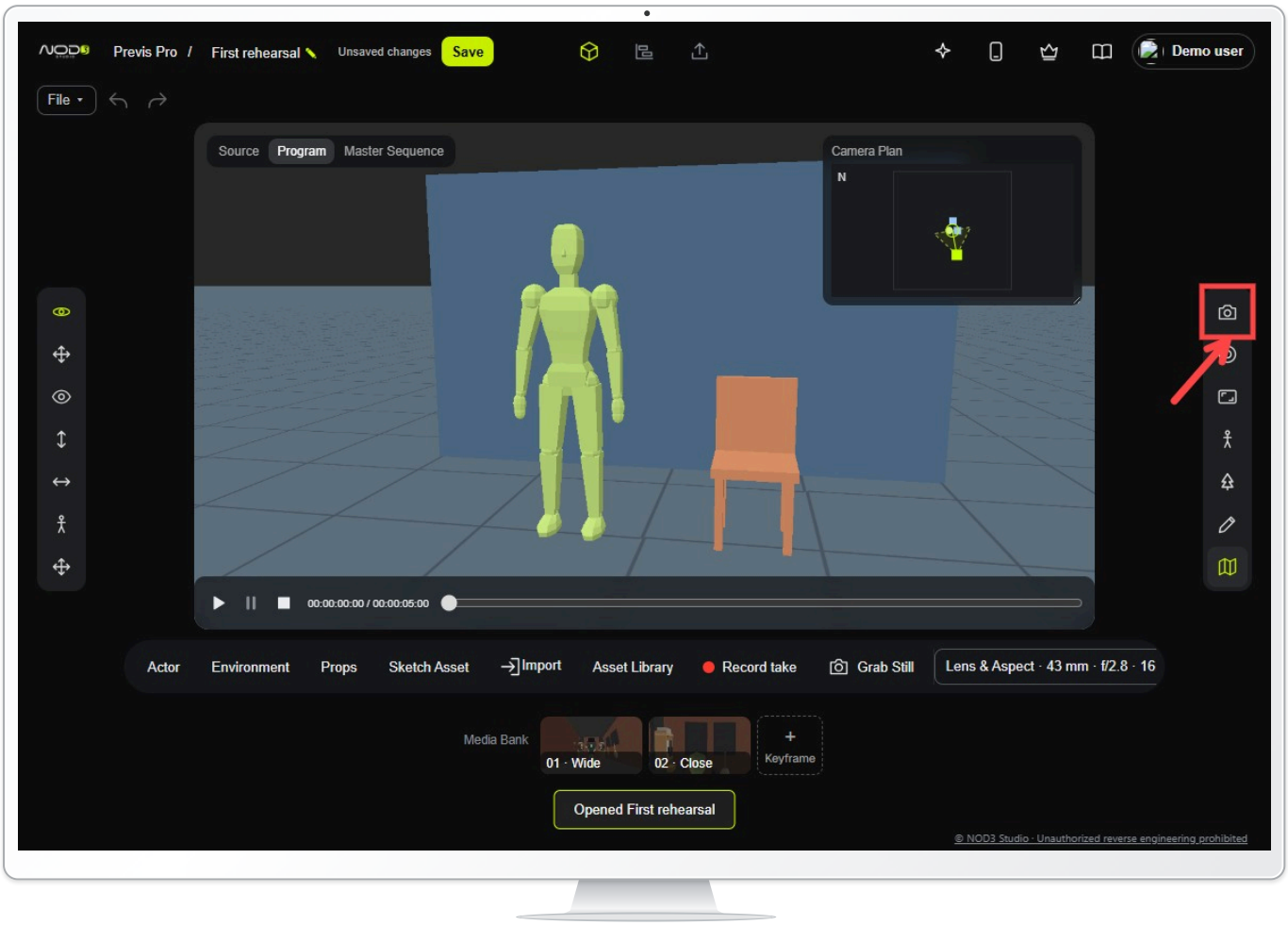
| **“Move the phone slowly here to establish tracking.”** | The device has no usable positional pose yet. Move slowly while viewing identifiable room detail. Once a pose is available, stand at the shooting mark, face forward and tap Auto Align. |
| **“Align pending. Move the phone slowly here.”** | Your tap is pending. Keep the phone near the intended starting position and move it gently until tracking resolves. The next usable pose defines the origin. If you moved away from your mark, return and tap Auto Align again. |
| **“Loading Studio assets…”** | Alignment can already exist while the set geometry is arriving. Pause the rehearsal and wait for Room tracking. Verify that the correct project is still active and that the desktop tab is open. |
| **“Room tracking” but set faces the wrong way** | Stop the take. Return to your shooting mark, face the direction you want the set to extend and tap Auto Align again. Test with a small turn, then a sideways step. |
| **Set looks too high, low or offset** | Check phone height at alignment. If floor tracking was unavailable, the app used its height estimate. Realign holding the phone at a consistent height. Use a known set object to check the result. Auto Align does not provide a manual floor-height field. |
| **Tracking lost after moving or resuming** | A tracking-space reset can clear the origin and restore the alignment prompt. Return to the mark, reacquire tracking and tap Auto Align. Pause exits the AR session. After Resume, enter Spatial Control again if you need room tracking. |
| **“Allow AR camera access…” / “Room tracking unavailable”** | Allow AR camera access in the browser and retry Spatial Control. If the device/browser cannot start immersive AR with an overlay, use handheld orientation, touch drag, pinch or Camera Plan. |
| **“This set is too large for room tracking.”** | The desktop cannot send that set to AR. Work on a saved copy, reduce complex geometry or use a simpler stand-in environment. Test again with the same camera mark. Regular phone monitor controls remain an alternative. |
| **Phone rotates but stepping has no effect** | Check whether Enable handheld is active instead of Spatial Control. Handheld uses orientation changes. Physical walking needs a tracked AR session and a completed Auto Align. |
| **Desktop view does not follow / phone screen is black** | Stop any preview playback, return to an editable shot, check Pause/Resume and the desktop connection status. Tap Resume preview if offered. Try touch aim first to separate streaming/control problems from AR tracking problems. |

# Lens, camera angle and shot size

Studio → Block → right-hand rail → Camera → Lens, Camera Angle, Shot Size or Manual camera. Quick route: toolbar beneath the viewport → Lens & Aspect.




The camera icon on the right rail opens the Camera inspector.

1. Select the subject you want to frame and open **Camera**. Under **Lens**, choose Ultra Wide (14mm), Wide (24mm), Standard Wide (35mm), Standard (50mm), Portrait (85mm), Telephoto (135mm) or Super Telephoto (200mm). The menu also offers Anamorphic, Fisheye, Macro and Custom Focal Length.

2. Choose **Shot Size** for Extreme Wide, Wide, Full, Medium Wide, Medium, Medium Close-Up, Close-Up or Extreme Close-Up. Check the headroom and subject edges in Program. Use Frame Selection to bring a selected subject into view; use Frame All for an overview.

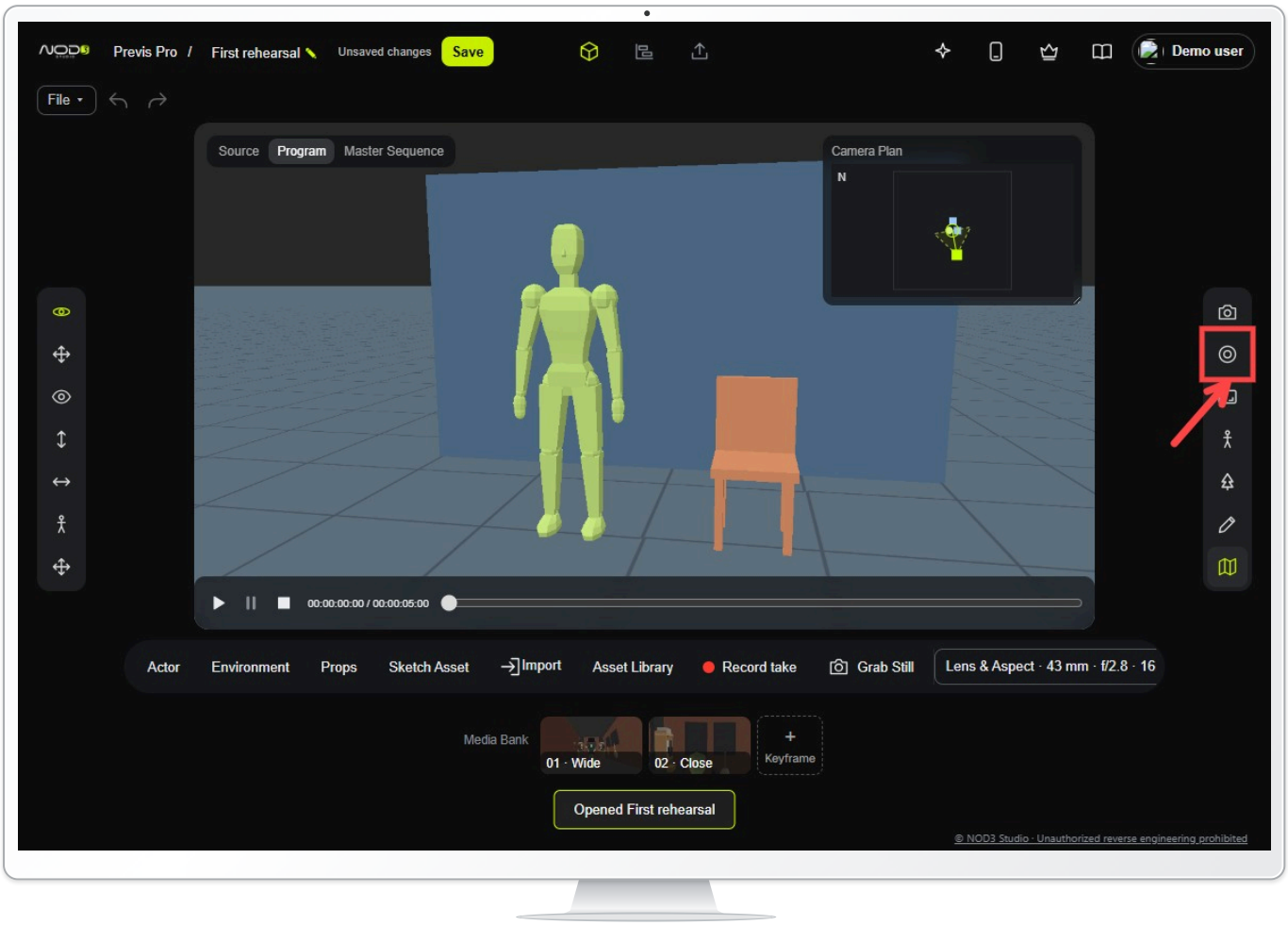
3. Choose **Camera Angle** for Eye Level, Low Angle, High Angle, Bird's Eye View, Worm's Eye View, Dutch Angle, Ground Level, Over-the-Shoulder or POV. Inspect the actual composition, especially when several actors share the frame.

4. Expand **Manual camera** for Focal length (4–500 mm), Camera distance (metres), Orbit angle, Elevation and Roll (degrees). Change one value at a time. Distance moves the viewpoint; focal length changes the field of view from that viewpoint. Roll tilts the horizon.

5. Use **Save Camera Pose** to keep the camera setup, or Grab Still to capture the framing. When changing an existing timeline shot, confirm the intended occurrence with Update Selected Clip before moving the playhead.

# Set focus and depth of field

Studio → Block → right-hand rail → Lens → Depth of Field, Focus Distance, Aperture and depth-layer buttons. Shortcut route: Block → Lens & Aspect → Lens Focus.




The right-rail Lens button opens the focus inspector. The Camera button above it contains focal-length presets.

1. Frame an actor with a foreground object and a background element. Open **Lens** and enable **Depth of Field**. Keep the viewport on the intended shot.

2. Choose **Foreground**, **Midground** or **Background** to focus on the measured depth layer in the current view. Watch the distance readout and inspect the subject's face or the edge you want sharp.

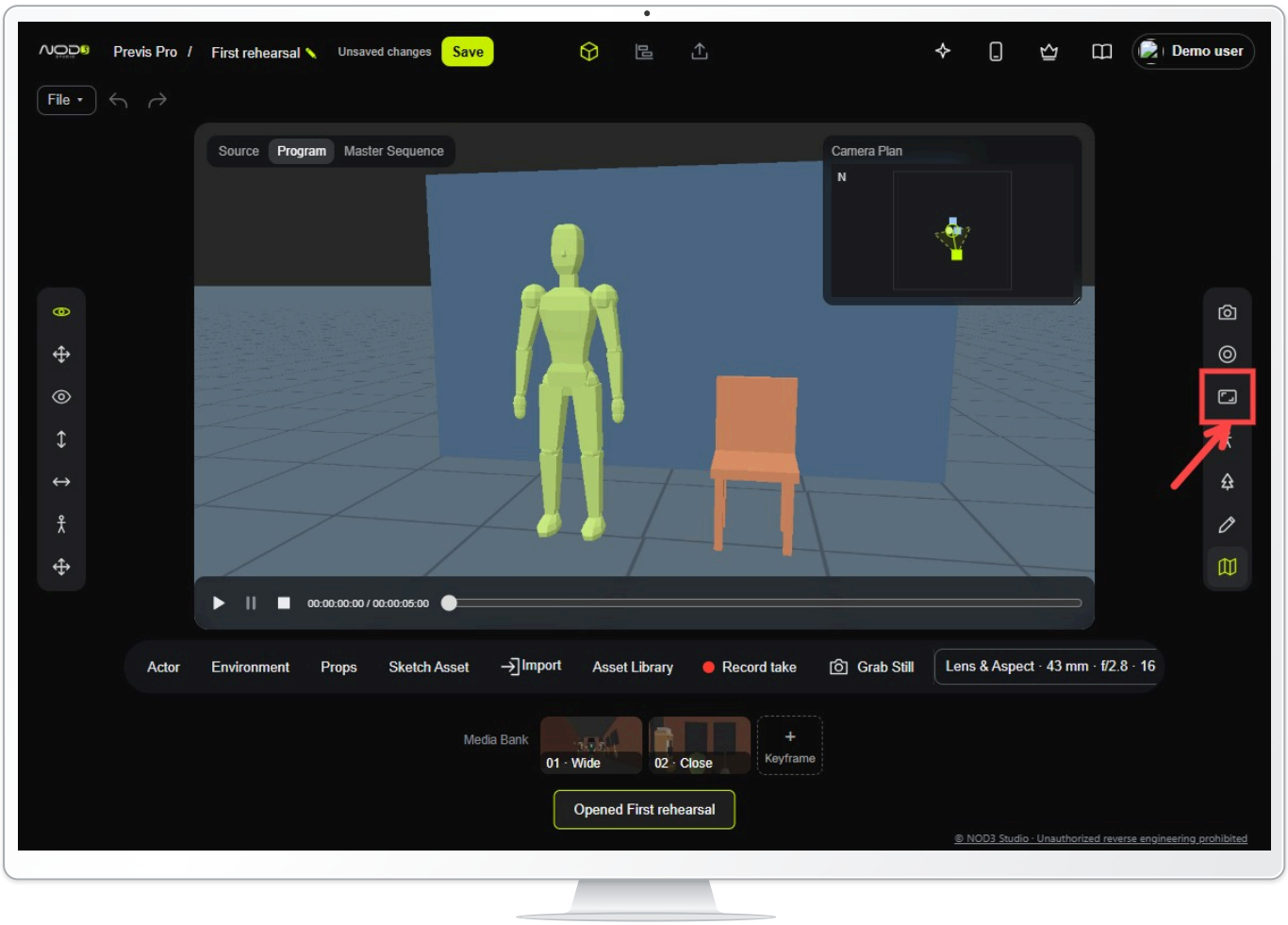
3. For a specific distance, drag **Focus Distance**. The readout is in metres. Manual adjustment replaces layer-driven focus. If the focus plane misses the subject, move the distance gradually through the subject and compare.

4. Adjust **Aperture** from f/1 to f/22. Try f/1.4, then f/11 without moving the camera. The lower f-number gives a shallower depth of field; the higher value keeps more depths sharp. Lens & Aspect offers quick chips for f/1.4, f/1.8, f/2.8, f/5.6 and f/11.

5. Compare with Depth of Field off. If you were judging a source thumbnail, switch back to Program and inspect the actual camera image. Capture a still or update the selected timeline clip, then save.

# Choose the frame ratio

Studio → Block → right-hand rail → Ratio → desired aspect ratio. Alternative: toolbar below viewport → Lens & Aspect → ratio buttons.




The rectangular frame icon on the right rail opens Aspect Ratio.

1. Stop playback and recording. Select **Ratio**. Choose the delivery frame before fine-tuning actor position, headroom and camera distance.

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| **21:9 / 16:9** | Wide frame / standard widescreen. Check lateral space and where subjects sit relative to the frame edges. |
| **4:3 / 1:1** | Landscape four-thirds / square. Check whether a second actor or side prop is now cut off. |
| **3:4 / 9:16** | Portrait / tall vertical. Check headroom, feet and horizontal camera moves across the entire shot. |

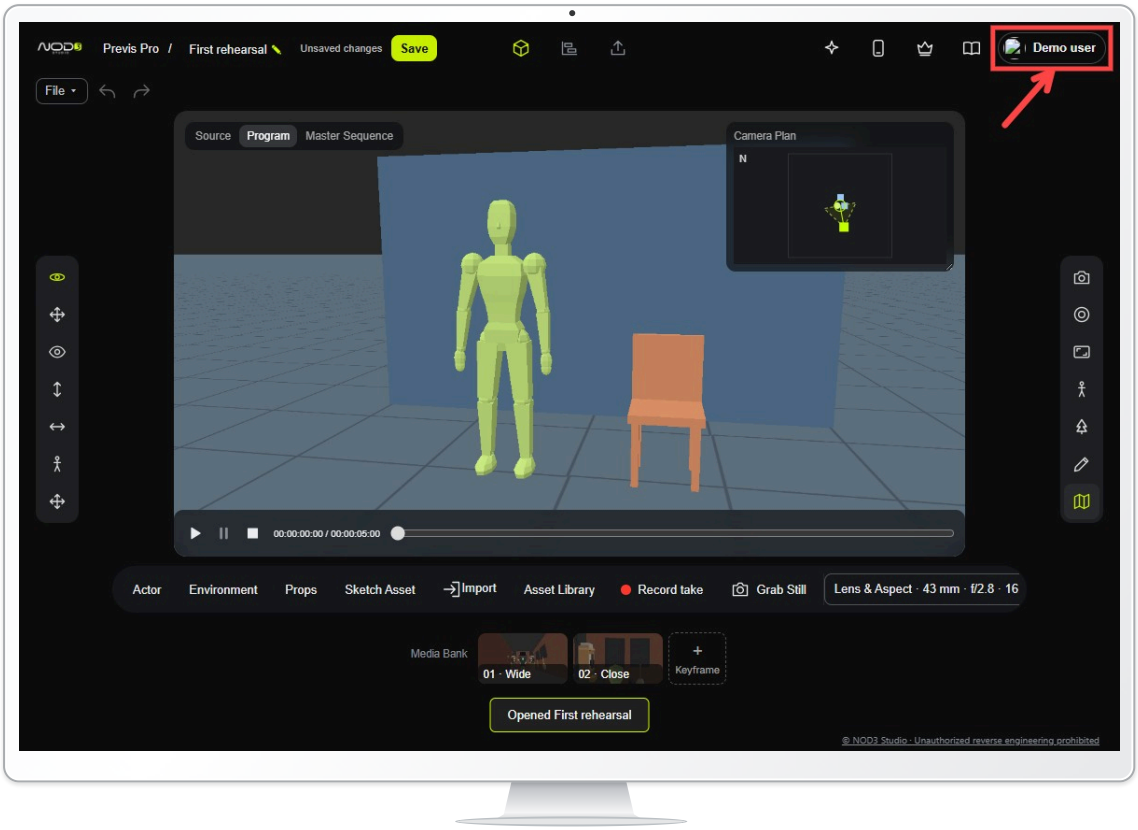
2. Check the selected ratio and the visible frame. Play the sequence and inspect the first and last frame of each moving shot. Return to Block to revise framing if needed.

3. Export a short test and open the downloaded MP4. Confirm orientation and framing in the file. The aspect ratio describes the shape of the frame; it does not specify a pixel resolution.

> Ratio buttons can be disabled during playback or recording. Stop and return to editing before changing the frame.

# Profile, account and storage

Studio → top-right avatar or display name → Profile → My account. The account page opens in a separate tab. Use Open Studio there to return.




Click the avatar or your name at the top right. On desktop, hovering can also reveal the menu.

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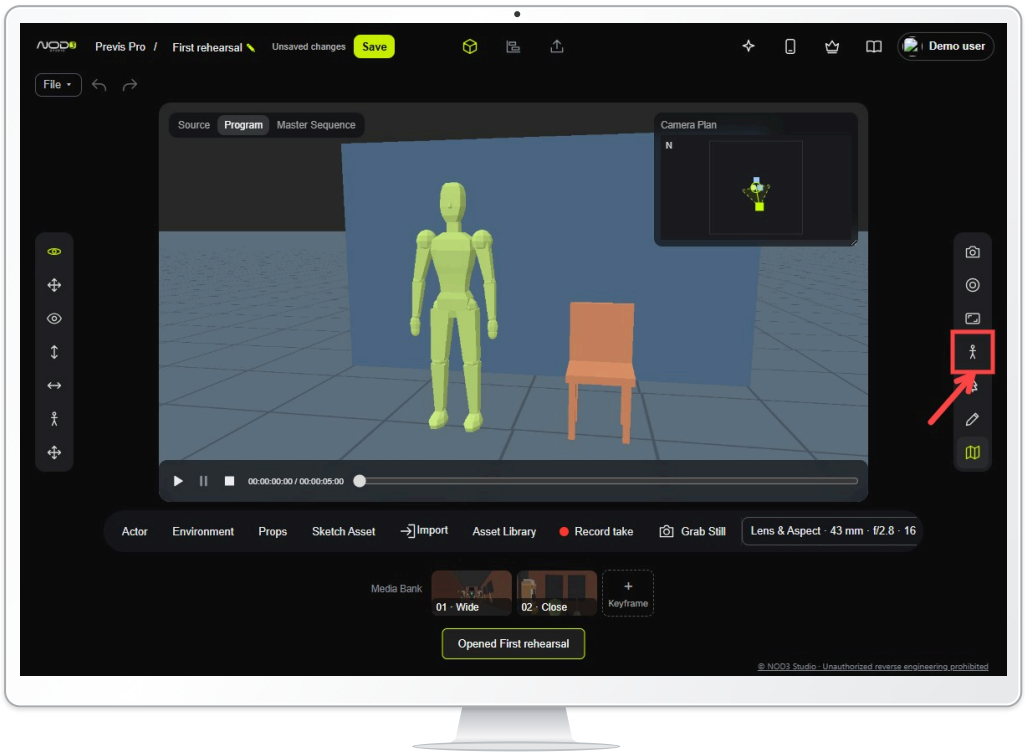
| **Display name** | My account → Profile → Display name. Enter the name to show in Studio (up to 60 characters), then click Save changes. Check the account name and avatar when you return. |
| **Profile picture** | My account → Profile → Profile picture. Choose a JPEG, PNG or WebP up to 4 MB and click Save changes. To revert, select Restore default picture and save again. |
| **My files** | My account → My files. The storage meter shows used space and capacity. Choose file → Upload adds a file. Click a cloud project's name to open its project URL. Download retrieves a copy. Delete asks for confirmation and permanently removes the chosen item. |
| **Subscription / Billing** | Avatar → Subscription shows the current plan, storage allowance and Manage files. Avatar → Billing opens billing information. The source build reports that billing is inactive during public beta. |
| **Settings / Upgrade** | Avatar → Settings → Reduce interface motion changes a browser preference. The crown-shaped Upgrade control in the top utility bar opens the plan comparison. Entries marked coming soon are previews. |
| **Beta applications / Sign out** | The application-review area appears only for authorised reviewers. Public applicants cannot approve access. Save work before selecting Sign out. Check the email under the account name if the expected projects are missing. |

# Actor and asset inspectors

Studio → Block → right rail → Actor Settings. To add a figure, use the Actor button in the toolbar below the viewport.




Use Actor Settings for the selected actor's pose and rig.

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| **Choose and place an actor** | Block → Actor → select a figure. Use Manage actors to work with cast already in the scene. Select the intended actor before changing position, posture or rotation. Compare the selection and silhouette in Program. |
| **Body controls** | Actor Settings → West / East and South / North position the figure on the set. Body Rotation turns the body; Head Rotation adjusts the head. Change one axis at a time and inspect from the camera. |
| **Pose and animate** | Actor Settings → Posture. Choices include Seated, Standing, Walking, Running, Jumping, Crouching, Kneeling, Reaching, Lying Down, Action, Dancing, Relaxing, Angry, Swimming and Falling. Use Animate posture when the motion is wanted. Name a pose, choose Save Posture and recall it from the saved posture menu. |
| **Joints and fingers** | Use the rig's Select joint and Joint rotation controls or double-click a joint and drag. Double-click a wrist for fingers. Check the arm or hand in the final shot before capturing it. |
| **Environment and props** | Block → Environment opens location presets and Empty Stage. Block → Props groups assets into Vegetation, Buildings, Home, Kitchen, Street, Vehicles, Travel and Saved props. Prop Builder assembles a custom prop from basic parts. |
| **Asset Library and Import** | Block → Asset Library → Imported Environments, Imported Props, Locations, Actors or a prop category. Block → Import → Upload 3D Model or Upload Sheet. Keep companion textures, BIN or MTL with the model. Use Sketch Asset before Import to reuse converted sketches. |

# Find any primary Studio control

Use these exact labels and locations in searches or chat requests. Locations describe the desktop layout. In a narrow embedded panel, scroll the relevant toolbar to reveal its controls.

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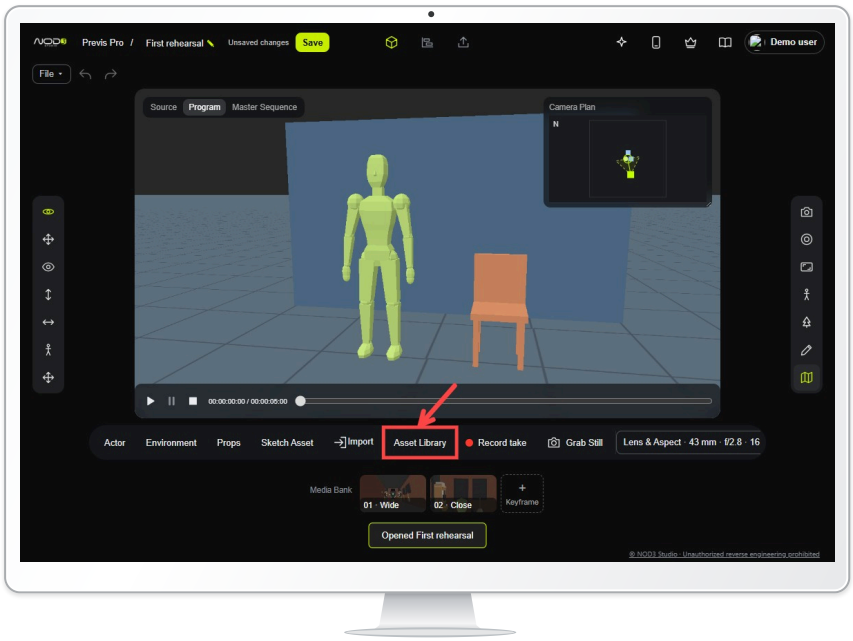
| **Header, top left** | Project title / Rename project, Unsaved changes / Saved, Save. File, Undo and Redo are below the title. File opens New Project, Open Project, Save As…, Save to cloud and Export JSON. |
| **Header, top centre** | Block, Edit, Export. Choose the page before asking the assistant to find a page-specific control. |
| **Header, top right** | Connect AI (sparkle), Connect Phone (phone), Upgrade (crown), Controls & Shortcuts (book), Profile (avatar/name). Connect AI offers Claude, ChatGPT, Connector settings and Setup & troubleshooting. |
| **Monitor, upper left** | Source previews a Media Bank item. Program and Master Sequence return to timeline output. Below the monitor, use Play monitor, Pause monitor, Stop and return to first frame, or drag Monitor playhead. |
| **Viewport, left rail** | Orbit, Pan, Look / Tilt, Pedestal, Zoom / Dolly, Actor POV, Move Camera. Click the tool and drag in the viewport. Actor POV can ask which actor to use. |
| **Viewport, right rail** | Camera, Lens, Ratio, Actor Settings, Asset Library, Sketch, Map. Sketch is the pencil before Map. Map opens the overhead Camera Plan. The camera and target can be dragged there. |
| **Block, below viewport** | Actor, Environment, Props, Sketch Asset, Import, Asset Library, Record take, Grab Still, Lens & Aspect. Below this toolbar, Media Bank contains captured sources and Keyframe. |
| **Edit, below Media Bank** | Master Sequence → select a timeline slot → Update Selected Clip. Use Play sequence, Stop, Clear In/Out, Mark In (I), Mark Out (O), zoom −/+, Fit, Sequence menu, Open Export and Split. Drag a clip edge to trim or its body to reorder. |
| **Export, below viewport** | Use playback and the scrub bar to review. In the bottom bar, File name sits before Storyboard PDF and Export MP4. After encoding, use Download MP4 if offered. |
| **Context-sensitive commands** | Right-click the source or timeline clip for its own menu. Actions such as Duplicate, Delete and Paste depend on the target and clipboard. Select the actual occurrence before acting on repeated clip names. |

> Example request: “In Block, open the right-rail Lens inspector, turn on Depth of Field and focus the midground. Keep the current ratio and show the Program preview.”

# Import, build and reuse an asset

Studio → Block → toolbar below the viewport → Import or Asset Library. Sketch Asset is immediately before Import. To draw, use the Sketch pencil on the right rail above Map.




The right-rail Asset Library opens the catalogue. The lower toolbar also has Import and Sketch Asset.

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| **Import a 3D model** | Choose Import → Upload 3D Model. Select the model and its matching resources. For a glTF with a separate BIN and textures, keep those files together. Review the imported object and its scale in the viewport before capturing the shot. |
| **Import a reference sheet** | Choose Import → Upload Sheet. Select PNG, JPEG or WebP. Under Import as, choose Editable 3D environment for estimated geometry, or Image panels for flat views. For Image panels, set Sheet layout to match the image arrangement. Check the preview and the import dialog before committing. |
| **Sheet import availability** | The build can require Advance or Pro for sheet import. When vision-based geometry estimation is enabled, the dialog discloses that new reference sheets are sent for processing when Import is pressed. Check this before importing client artwork. |
| **Build from parts** | Block → Props or Asset Library → Prop Builder. Enter Prop name, choose Start from, then add a Box or Ellipsoid. Select the intended Part before adjusting it or choosing Remove part. Set Scene position using East and North in metres. Choose Save prop and add to shot. Review the placed asset and look in Saved props for reuse. |
| **Sketch a new asset** | Right rail → Sketch → Pen or Shapes. Set Brush size and colour. Open Shapes, choose a shape and drag on the canvas. Use Select, Text, Eraser and Undo/Redo to refine it. Click the check mark, Convert to 3D. Orbit around the result to inspect hidden surfaces. |
| **Reuse and preserve** | Block → Sketch Asset → select the converted item. Save the project before closing. An outline describes a silhouette; if depth or the reverse side matters, compare the result against a side view or use an imported model. |

# Studio controls and save recovery

## Where are Block, Edit and Export?

In the top Studio toolbar, look for three icons in this order: cube (Block), timeline (Edit), and upward arrow (Export). Lime marks the active mode. Hover for the name or use Alt+1, Alt+2 and Alt+3 respectively.

## How do I play from the timeline cursor?

In Edit, click the Master Sequence ruler at the frame you want. Press Space to play from that frame. Press Space again to pause and once more to resume.

## How do I record a moving asset?

In Block, click Record Take, select the actor or prop in the viewport and drag its transform handle. Click Stop. Studio adds the take to the Media Bank and plays it back.

## What should I see when Studio opens?

Look for the Previs Pro logo and lime loading bar. When opening a cloud project, wait for the project title and timeline before editing.

## Why does right-click show no menu on the canvas?

The main viewport reserves right-click for navigation gestures. Use File for project commands. Clip and Media Bank items have their own context menus.

## What if Save fails because the cloud copy changed?

Keep the current tab open. Use File > Save As, choose cloud storage and give the copy a new name. Wait for Saved, then open the copy in another tab to check your latest edit. If newer edits were made during a successful save, save those too.