ARYA Training
Content creation

EURONEXT

Yann RENAUDINEAU - November 6th '24

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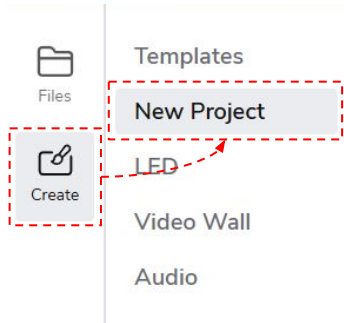Smart solutions for creative people.

Content creation with ARYA

Creating a new project:

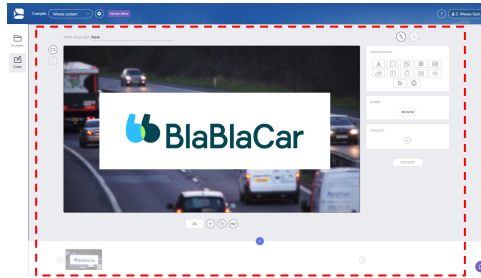| Step 1	Step 2	Step 3

Create
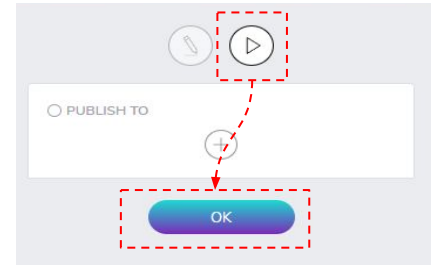
Go to
Create -> **Nouveau Project**

Edit

Enter the **Project name** and edit your **Page**, add new pages if necessary and set the **Duration** of each page.

Preview

Preview and publish the project by clicking the **Preview** and then **OK**. You can modify your project by clicking **Edit**.
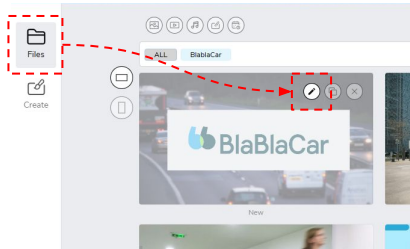
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Modifying an existing project:

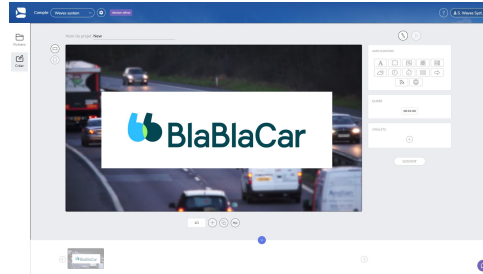| Step 1	Step 2	Step 3

Select a project

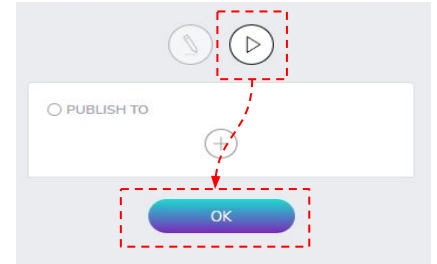Go to **Files** , Select the project you want to edit and click **Edit**.

Edit

Make the necessary changes in edit mode.

Preview

Preview and publish the project by clicking the **Preview** and then **OK**.You can modify your project by clicking **Edit**.
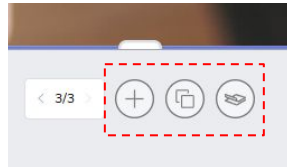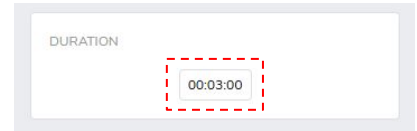

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Advanced Project Editing: **Pages**

Projects are built with one or more media compositions (images / videos / texts / web pages / …) called pages. Each page is played for a specific duration.
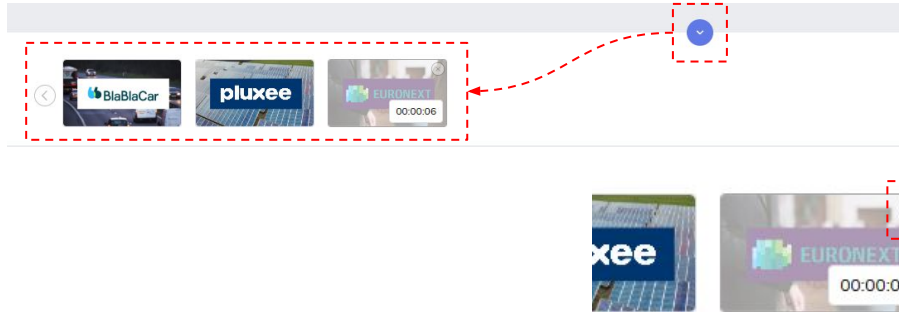
Add a **new** page, **duplicate** an existing page or add an **overlay page** on all pages of the project.

Change the duration of a page in the **Duration** section.

Sequencing and deleting pages is done in the lower section of the project edit.
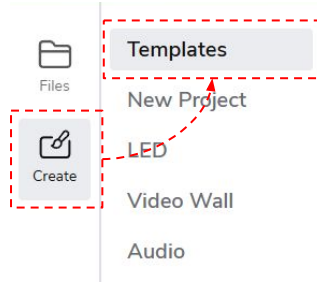
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Advanced Project Editing: **Customize Fonts**

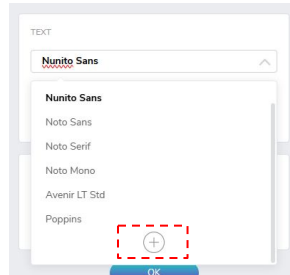| Step 1	Step 2	Step 3

Open template editing

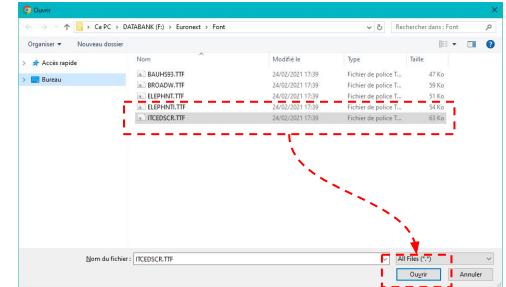Go to **Create** -> **Templates**

Edit TEXT properties

In the **TEXT** section of the **STYLE**, scroll down the list of available fonts and click on the **+**.

Add a new font

Select a new font **.ttf** file.
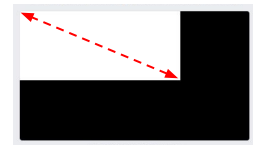
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Advanced Project Editing: **Display Formats**

Contents can be displayed on different hardware targets (screen, LED displays, video walls, video projectors, etc.) with different orientations and resolutions. To use the appropriate layout for each type of device, a number of tools are available.
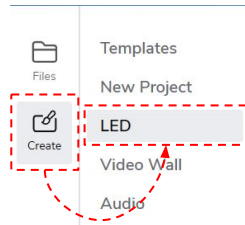
For HD or 4K displays, you can layout the same project to be displayed in landscape mode **(HORIZONTAL VIEW)** and portrait mode **(VERTICAL VIEW)**.
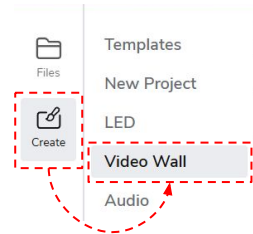
For non-standard resolution screens, you can create templates with a usable display area and an unused display area.

If you need to work exclusively in the native resolution of a LED controller, go to **Create** -> **LED**, select a resolution model and click **+** on the canvas **NEW**.

If you need to work with a multi-output player, go to **Create** -> **Video Wall**, select a layout template and click **+** on the canvas **NEW**.

Please note: In the initial phase of the Euronext project, **no players** are currently configured to use the **LED** and **Video Wall** display modes.
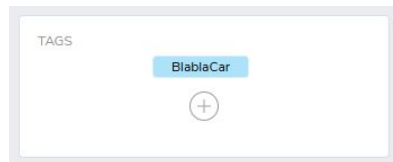
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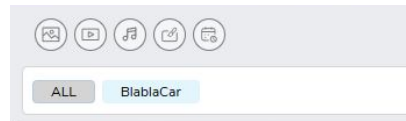
Advanced Project Editing: **Tags**

Content and displays can be tagged using customizable labels to ease their filtering in the different screens of the CMS.

As part of advanced user administration, these tags can be used to limit access to some resources to some users.
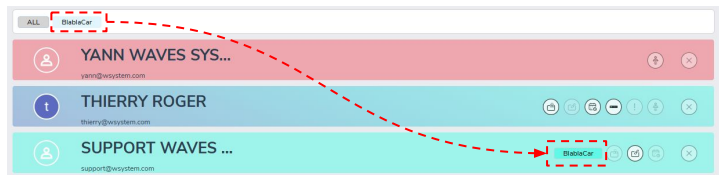
Adding and removing tags is done in the **Tags** section by selecting a content or a player, or when editing a project.

Filtering content or player lists is done in the filter bar at the top of some screens.

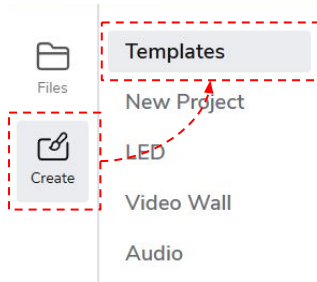Assigning tags to users is done by drag and drop in the **User Management** page.

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Advanced Project Editing: **HTML Overlay for the Euronext feed**

Step 1	Step 2	Step 3

Open template editing
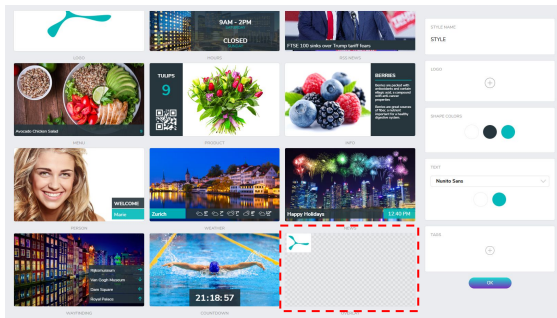
Go to **Create** -> **Templates**

Edit OVERLAY template

In your **STYLE** page, edit the **OVERLAY** template.

Add Euronext feed

Replace the existing logo with a **WEBPAGE** area indexing the HTML link of the Euronext feed.

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