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Consumer Products Division

Authoring
Environment
Guide

Doc. # ST-91-R1-062794

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REFERENCES

In translating/creating this document, certain technical words and/or phrases were interpreted with the assistance of the technical literature listed below.

1. *KenKyusha New Japanese-English Dictionary*
    1974 Edition

2. *Nelson's Japanese-English Character Dictionary*
    2nd revised version

3. *Microsoft Computer Dictionary*

4. *Japanese-English Computer Terms Dictionary*
    Nichigai Associates
    4th version

Authoring Environment Guide

Table of Contents

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1.0 Overall Process Overview

Introduction

The authoring tool allows title production, especially when utilizing animation. It is a powerful tool in the planning phase of simulation, but is not required when animation is not used in opening, editing, or during the game. It is also powerful in entertainment software production.

Overall Process Diagram

The following is the positioning of the authoring tool in the entire Saturn Development process.

Designing a Plan → Planning

Material Production → Graphic | Sound | Content Library | Movie

Authoring → AUTHORING TOOLS

Developing Environment → Program — CD-Emulator — SATURN
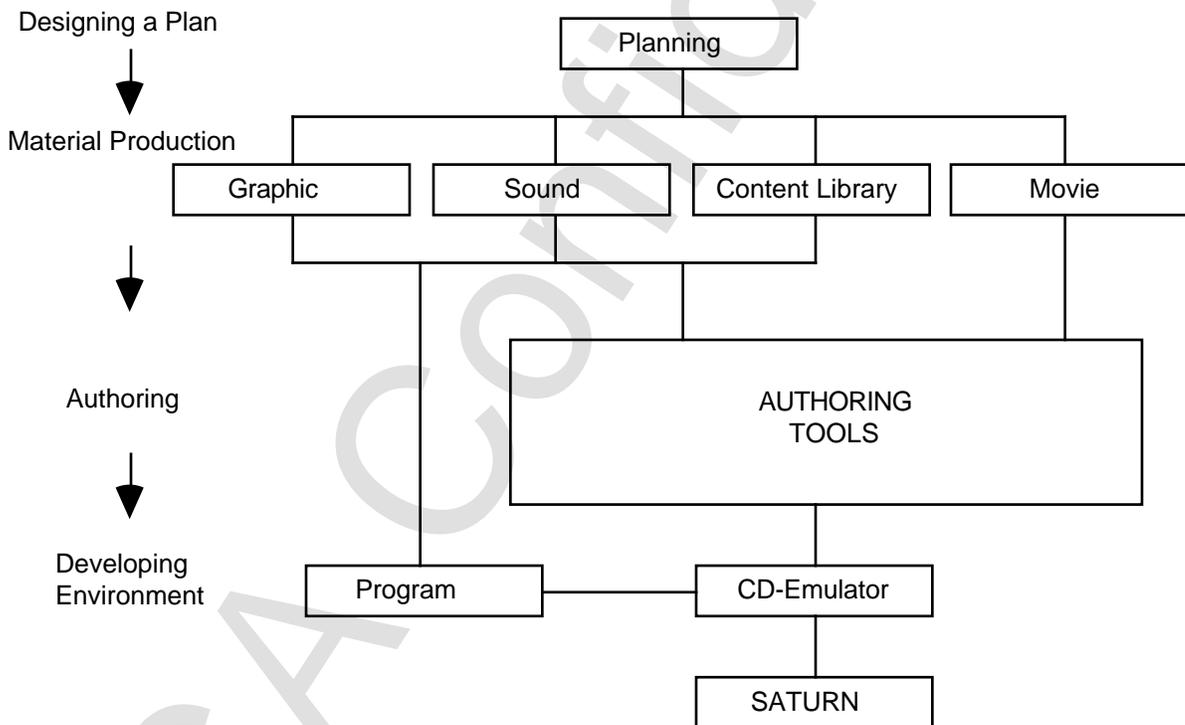
2.0 System Overview

Required Hardware

According to cost, three systems (low, medium, and high) are shown below as examples of hardware environment required to perform authoring. These are recommended systems, however, and other systems can be used.

- **Low cost**

Name	Function	Description
Development host Apple	Macintosh AV Series	RAM ≥32MB , HDD ≥ 500 MB
Monitor	RGB Monitor	13 inch~16 inch
Video capture board	Video Spigot (Super Mac)	Required for all except AV series
External HDD		1GB or greater
MO drive		3.5 inch
Video deck		S-VHS, Hi-8
Development host IBM	IBM PC/AT Compatible	RAM ≥8 MB

- **Medium cost**

Name	Function	Description
Development host Apple	Macintosh Quadra	RAM ≥64MB , HDD ≥ 500 MB
Monitor	RGB Monitor	13 inch~16 inch
Video sound capture board	VideoVisionStudio (Radius) Digital Film (Super Mac)	
VTR Control Board	Animaq (Diaquest)	
High-speed HDD		SCSI 2 I/F, Disk Array, 1GB or greater
CD-ROM drive		Double speed
MO drive		3.5 or 5 inch
Video deck		Beta CAM, S-VHS, Hi-8
Development host IBM	IBM PC/AT Compatible	RAM ≥8 MB
High-speed HDD		SCSI2 I/F, 1GB or greater
MO drive		3.5 or 5 inch

- **High cost**

Name	Function	Description
Development host Apple	Macintosh Quadra	RAM ≥64MB , HDD ≥ 500 MB
Monitor	RGB Monitor	13 inch ~16 inch
Video capture board	Video Explorer	DI, component input
Sound capture board	Audiomedia II	
VTR Control Board	Animaq (Diaquest)	
High-speed HDD		SCSI2 I/F, Disk Array, 1GB or greater
Real Time disk	A66 (Abekas)	
CD-ROM drive		Double speed
MO drive		3.5 or 5 inch
Video deck		DI, Beta CAM
Development host IBM	IBM PC/AT Compatible	RAM ≥8 MB
High-speed HDD		SCSI2 I/F, 1GB or greater
MO drive		3.5 or 5 inch

Required Software

The following is the software required to perform authoring.

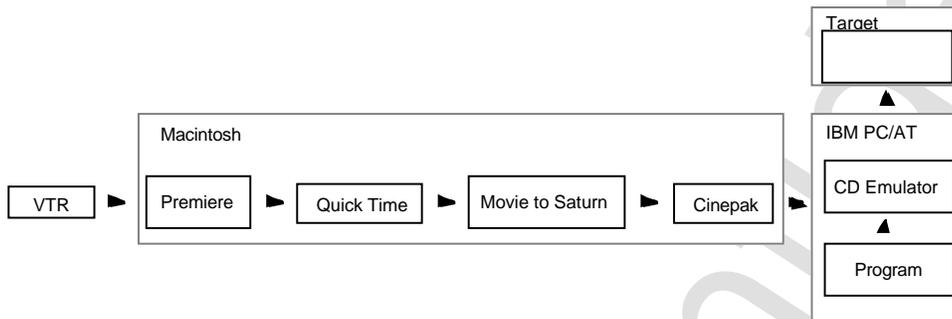| Tool	Software	Supplier	Description
Quicktime Editor	Adobe Premiere 2.0J (Adobe)	Commercial product	
	DiVA VideoShop (Avid)	Commercial product	
Animation Compression	Cinepak Saturn	SEGA	Contains MovieTo Saturn
Authoring	Saturn Author	SEGA	Author Editor
		SEGA	Author Converter
		SEGA	Author Player

3.0   Development Overview

Data Compression

Compression becomes the key point when title production uses animation. Saturn uses both Cinepak and MPEG systems.

Development Flow

Below are diagrams showing the development system for each authoring tool.
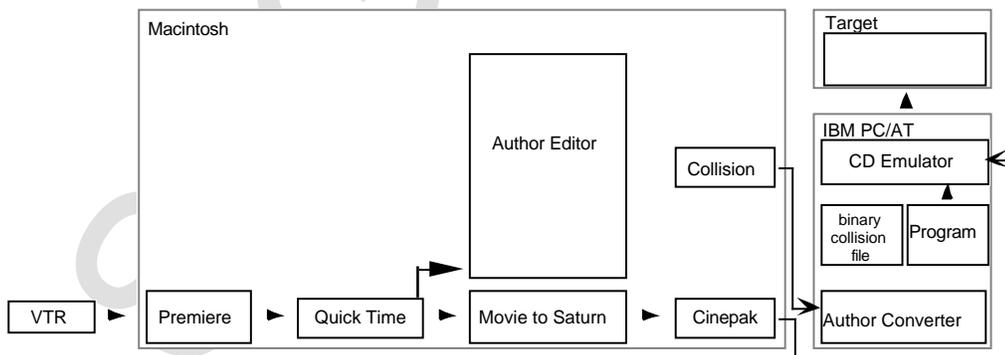See the manual for each tool for more information.
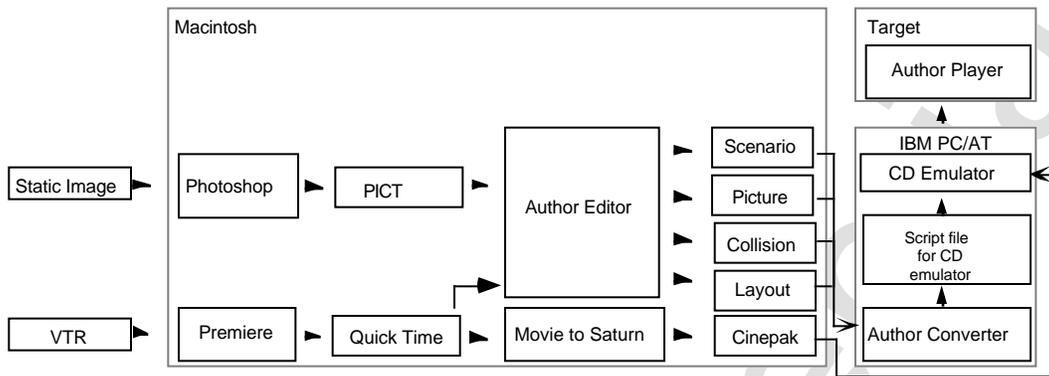
- Cinepak

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- MPEG

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- Author Editor + Author Converter + Cinepak

- Author Editor + Author Converter + Author Player + Cinepak

- Author Editor + Author Converter + Author Player + MPEG