

NICKELODEON TOON TWISTER 3-D USER GUIDE

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Welcome

Welcome to *Nickelodeon Toon Twister 3-D* where **YOU** call the shots as Nickelodeon's newest cartoon director. Make your favorite characters from *SpongeBob SquarePants*, *The Adventures*

of *Jimmy Neutron*, *Boy Genius*, *Rugrats*, and *The Fairly OddParents*, do whatever you want! Pick from over 100 characters, backgrounds, and props, record your own voice*—even e-mail your 3-D cartoons to a friend!

*Microphone not included.

System Requirements

Check the **System Requirements** below to make sure your computer is compatible with *Nickelodeon Toon Twister 3-D*. If your system meets these requirements and you are still experiencing difficulty installing or using our software, please refer to the Troubleshooting section of this User Guide.

Windows®

- Pentium® III 450 MHz or faster processor
 - Microsoft® Windows 98, 2000, Me, XP, or later
 - 128 MB RAM
 - Minimum 200 MB hard disk space available
 - 16-bit color
 - CD-ROM drive
 - Windows-compatible sound card
 - Video Card with 8 MB RAM
 - Microphone optional
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Installing *Nickelodeon Toon Twister 3-D*

Windows:

1. Insert the *Nickelodeon Toon Twister 3-D* CD-ROM into the CD-ROM drive.
2. If the *Nickelodeon Toon Twister 3-D* start-up screen appears, click **Install**.
3. Follow the on-screen instructions for installation.

Note: If the start-up screen does not appear, you may have AutoPlay disabled. Double-click the **My Computer** icon on your computer's desktop, then double-click the *Nickelodeon Toon Twister 3-D* CD-ROM icon. Double-click the **AutoRun** application to start *Nickelodeon Toon Twister 3-D*. On Windows XP, **My Computer** is located in the Start menu.

Launching *Nickelodeon Toon Twister 3-D*

Windows:

1. Insert the *Nickelodeon Toon Twister 3-D* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play**.

Note: If the start-up screen does not appear, go to the **Start** menu and select **Programs**, then choose *Nickelodeon Toon Twister 3-D* from the **Scholastic** menu. *Nickelodeon Toon Twister 3-D* can also be launched using the *Nickelodeon Toon Twister 3-D* shortcut, which is placed on your computer's desktop during the *Nickelodeon Toon Twister 3-D* installation.

Screen Commands

Keyboard Shortcuts:

To quit the program on a Windows computer, press the **Control** and **Q** keys at the same time.

You may press the **spacebar** to stop and start playback of your scene on the Direct Page.

You may hold down the **Shift** key when clicking and dragging objects in the Movie window (shift + click) to move them vertically on the Prep and Direct pages. If you have a 2-button mouse, you may also **right-click** objects to rotate them on the Direct and Prep pages.

Saving a Cartoon:

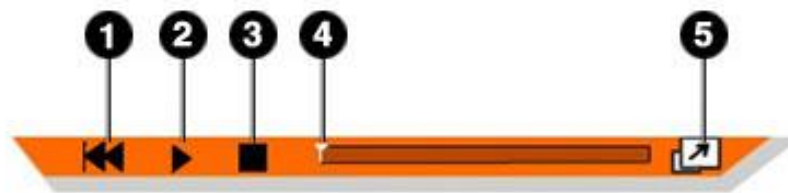
Your cartoon is automatically saved whenever you return to the Home Page. There you will see a thumbnail icon of your saved cartoon. Click its thumbnail, then click **Action** to open your saved cartoon. You may save up to 20 cartoons at a time.

Deleting Saved Cartoons:

To delete a saved cartoon, just click its icon on the Home Page and then click the **trashcan** icon.

Control Bar

Use the buttons on the control bar located under the Cartoon Movie Window on the Home, Direct, and Edit Pages to rewind, play, and stop your cartoon.



1. Click to rewind your cartoon to the beginning.
 2. Click to play your cartoon.
 3. Click to stop your cartoon.
 4. Move this left to right to jump to any spot in your cartoon or scene.
 5. Click to play your cartoon full screen.
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Getting Started

Home Page

Launching *Nickelodeon Toon Twister 3-D* brings you to Plankton's cartoon lab where you will see a short introduction. After the introduction, you will land at the Home Page where you can either choose to open a saved cartoon or start a new one.

If you want to start a new cartoon, click **New**, create a title (you may also create a title later) and then click **Action**. First, you will be taken to the **Prep** page where you choose your characters, backgrounds, and props and place

them in their starting positions. Next, click the **Direct** tab to add dialogue and actions, to time when your characters move and say their lines—even record your own voice*. Then, click the **Edit** tab to add the final touches to your cartoon—choose music, add transitions, rearrange your scenes, and design the title and credit pages.



1. Type your cartoon summary here.
2. Click the **Options** tab to choose the size of your cartoon playback window, character resolution, and to turn the help feature on or off.
3. Each thumbnail represents a saved cartoon. Click a thumbnail, then click **Action** to go to the Edit page.
4. Click **New** to make a cartoon, then click **Action** to go to the Prep Page.
5. Click **Action** after you click a thumbnail of a saved cartoon to go to the Edit page.
6. Use the scroll bar to see all of your saved cartoons.
7. Click to exit the program.
8. Type your title here.
9. Click for help.
10. Click to create a file of your saved cartoon that you can share with friends.
11. To delete a saved cartoon, click its thumbnail, then click the **trashcan** icon.

*Microphone not included

Prep Page

On the Prep page, you can choose the background, characters, and props for each of the scenes in your cartoon. Move your characters and props to their starting positions and then click the **Direct** tab to add dialogue and actions, to time when your characters move and say their lines—even record your own voice*!

You can also change or add elements to existing scenes by clicking the Prep tab to come back to this page. (Note: If you change a background for an existing scene, any recorded camera moves in that scene's timeline will be deleted.)



1. Displays the number of the scene you are currently working on. Use the arrows to change the scene.
2. Click to add a new scene after the one you are working on. You will remain on the Prep page where you can add characters and props. You can make up to 8 scenes in your cartoon.
3. Click to go to the Edit page.
4. Click to go to the Direct page.
5. This tab is highlighted when you are on the Prep page.
6. Click to view the background choices for your scene.
7. Click to view the characters you can add to your scene. You can add up to four characters per scene.
8. Click to view the props you can add to your scene. You can add up to four props per scene.
9. Click the background, character, or prop you want to add to your scene. Click again to take it out of your scene.
10. As you choose a background, characters, and props, they will appear in the Cartoon Movie Window.
11. Click and drag a character or prop to set their starting position. Right click to rotate, shift-click to raise or lower.
12. Click for help.
13. Click to return to the Home Page.

14. Scroll to view more selections.

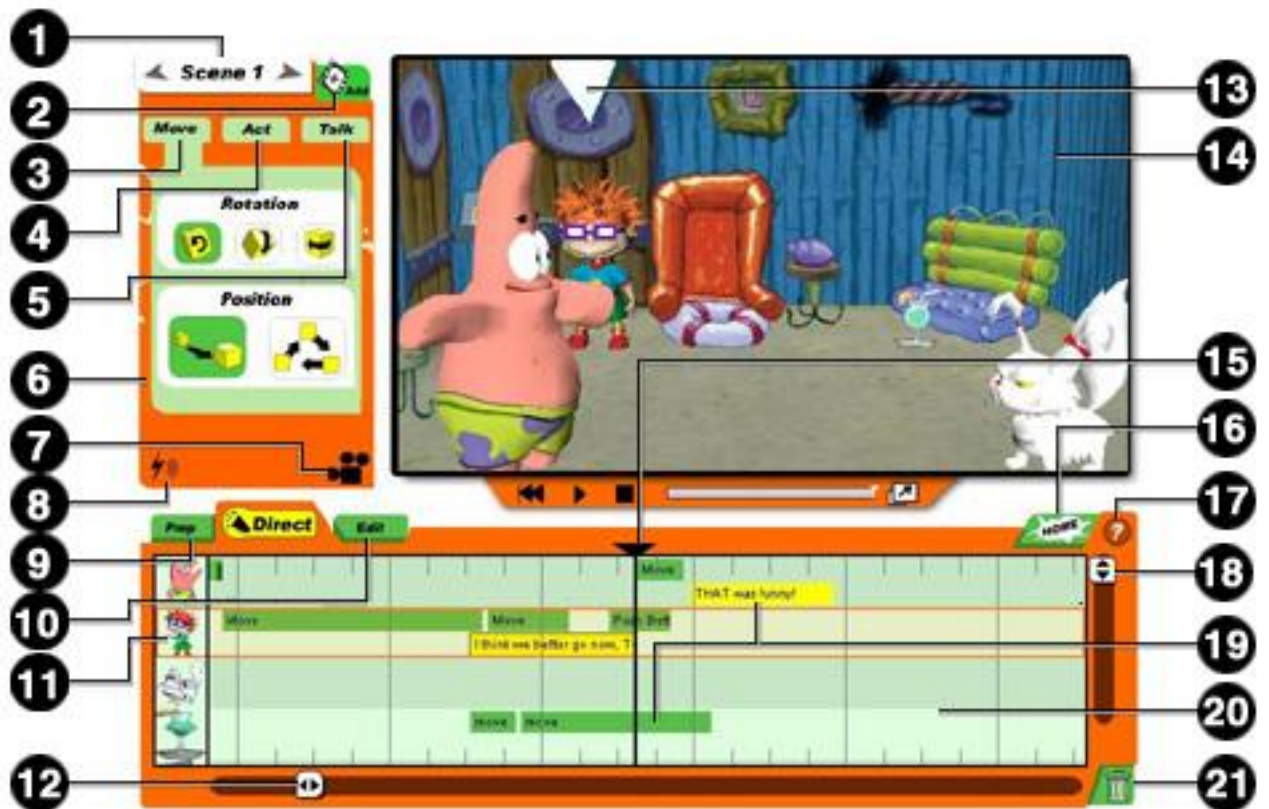
15. To delete a prop or character, click it in the Cartoon Movie Maker window, then click the **trashcan** icon.

*Microphone not included

Direct Page

Now that you've picked your background, and your characters and props are in place—you are ready to make them talk and move. Each character and prop you picked has their own row in the Timeline at the bottom of the screen. Use this Timeline to determine the order in which they say their lines and perform their actions. Use the Playhead, the triangle at the top of the Timeline, to determine at which point in the scene you want to record an action, movement, or dialogue. You can also change the camera angle, add sound and visual effects—even record your own voice*!

Note: A red line at the end of your Timeline indicates the maximum length of your scene.



1. Displays the scene you are working on.
2. Click to add a scene after the one that is selected. You will be taken immediately to the Prep page where you can add characters and props. You can make up to 8 scenes in your cartoon.
3. Click to rotate and move your characters and props.
4. Click to pick from a list of actions that your characters can perform.
5. Click to pick from a list of dialogue your characters can say, or to record your own dialogue.
6. The Toolbox.
7. Click to change the camera angle. Zoom in and out, or move right, left, up, or down.
8. Click to choose visual and sound effects.
9. Click to go back to the Prep page.
10. Click to go to the Edit page.
11. You must select a character or prop to move it or give it a new action or dialogue. Select a character or prop by clicking its icon located on the Timeline or by clicking it directly in the Cartoon Movie Window.

12. Use the horizontal scroll to see all the movements, actions, effects, and dialogue already put in place. Scroll far left to review the beginning of your scene.
13. The pulsing arrow identifies which character or prop is selected.
14. The Cartoon Movie Window will display the actions, movements, effects, and dialogue as you choose them.
15. The Playhead helps shows the point in your scene where you will add a movement, action, effect, or dialogue. It also keeps track of the movements, actions, effects, and dialogue already put in place. Move it all the way to the left (the beginning of your scene) and click **Play** to play back your entire scene.
16. Click to go to the Home Page.
17. Click for help.
18. Use the vertical scroll to see all of the characters and props in your scene.
19. The green bars in the Timeline represent the movements, actions, and visual effects you chose. The yellow bars represent the dialogue and sound effects you chose. If you want any movement, effect, dialogue, or action to start earlier, just click and drag its green or yellow bar to a different point in the Timeline.
20. The Work Window.
21. To delete a green or yellow bar, click it, then click the **trashcan** icon.

*Microphone not included

Direct Page:

Moving your characters and props

First, click a character or prop in the Cartoon Movie Window or click its icon located in the Timeline. A pulsing arrow in the Cartoon Movie Window will identify your selection.

There are several ways in which you can move your character or prop. You can rotate it by tilting it side-to-side, tipping it forward and backward, and turning it left and right. You can also move it to the left, right, near, far, up, and down. Just click the option you want in the Toolbox on the left, then click and drag your character or prop in the Cartoon Movie Window. The movement will be recorded in your Timeline as a green bar that will say “move” or “rotate,” to indicate the kind of motion you recorded.



1. Click to turn your selection left or right.
 2. Click to tilt your selection left or right.
 3. Click to tip your selection backward or forward.
 4. Click to move your selection left, right, near, or far.
 5. Click to move your selection left, right, up, or down.
 6. The Playhead shows you the point in the scene that your movement will be inserted. Move this to where you want your movement to begin.
 7. Go back to the Prep tab to change starting positions without recording them in the Timeline.
 8. Your selection's row in the Timeline.
 9. Movements appear as green bars in the Timeline. To start a movement earlier or later, click and drag it to a different point in the Timeline.
 10. Click and drag your selection to record its movement.
-

Direct Page:

Giving your characters actions and emotions

First, click a character in the Cartoon Movie Window or click its icon located in the Timeline. A pulsing arrow in the Cartoon Movie Window will identify your selection.

Click **Act** to see the three categories of animations appear in the Toolbox: *Walks*, *Moods*, and *Actions*. Click one of the categories to see a list of the choices available for your selected character.

Selecting an animation from *Moods* or *Actions* will add a single action into your Timeline as a green bar. The Playhead will remain at the end of the animation.

Certain actions and moods have a purple handle to the right of their green bar in the Timeline. You may drag this to change the action or mood duration. Some actions like *Fall Forward* will be entered as two green bars. You may drag the second bar later in the Timeline to make your character continue the action for a longer duration.

You may only add an animation where there is enough blank space in the Timeline. Plankton will tell you if an animation you are trying to insert doesn't fit.

The animations in the *Walks* category are slightly different because they play continuously for an extended period of time. After you select a walk animation, your character will start animating in place on the Cartoon Movie Window to show you what the *Walk* looks like. (This is only a preview and is not recorded into your Timeline.) Click and drag your character where you want him or her to walk, and when you lift up the mouse button the recorded *Walk* is entered into your cartoon's Timeline as a green bar. (Recording will end automatically if you bump up against an existing animation in your Timeline, or the end of a scene.)



1. Select a *Walk* and your character will demonstrate it. Click and drag your character to record where you want him or her to *Walk*.
2. Select a *Mood* or *Action* and it will be automatically added to your Timeline.
3. The Playhead shows you the point in the scene that your action will be inserted.
4. Your selection's row in the Timeline.
5. Your recorded action appears in the Timeline as a green bar. To start an action earlier or later, click and drag it to a different point in the Timeline.
6. Click the purple handle and drag it to make your animation longer.

Direct Page:

Giving your characters dialogue

First, click a character in the Cartoon Movie Window or click its icon located at the left of the Timeline. A pulsing arrow in the Cartoon Movie Window will identify your selection.

You can add dialogue two ways. There are pre-recorded lines that are grouped into three categories—Hellos, Goodbyes, and Sayings. You can also click the **Record** button to record your own dialogue*.

To add pre-recorded dialogue, click a category and you will see a list of choices. Place the Playhead on the Timeline at the point where you want him or her to begin talking. Every character can say *Hello* or *Goodbye* to every other character, and has a unique list of fun and silly *Sayings* to choose from. Scroll to see all of your choices, then click to select the one you want and add it to your scene.

Recording your own voice*

To record your own voice, your computer must have a microphone. Simply select the character and place the Playhead on the Timeline at the point where you want him or her to begin talking. Then, click **Record** and begin speaking into your microphone. You can record up to 10 seconds per piece of dialogue. A counter appears in the Toolbox to let you know how much time you have left. Recording stops when you run out of time or you click **Stop**.

The dialogue is added to the Timeline as a yellow bar, titled **Custom Audio**.



1. Pick a category of pre-recorded dialogue to add to your scene.
2. Click to record your own voice* .
3. The Playhead shows you the point in the scene that your dialogue will be inserted.
4. Your selection's row in the Timeline.
5. Dialogue is entered in the Timeline as a yellow bar. To start a piece of dialogue earlier or later, click and drag it to a different point in the Timeline.

*Microphone not included

Direct Page:

Adding visual and sound effects_

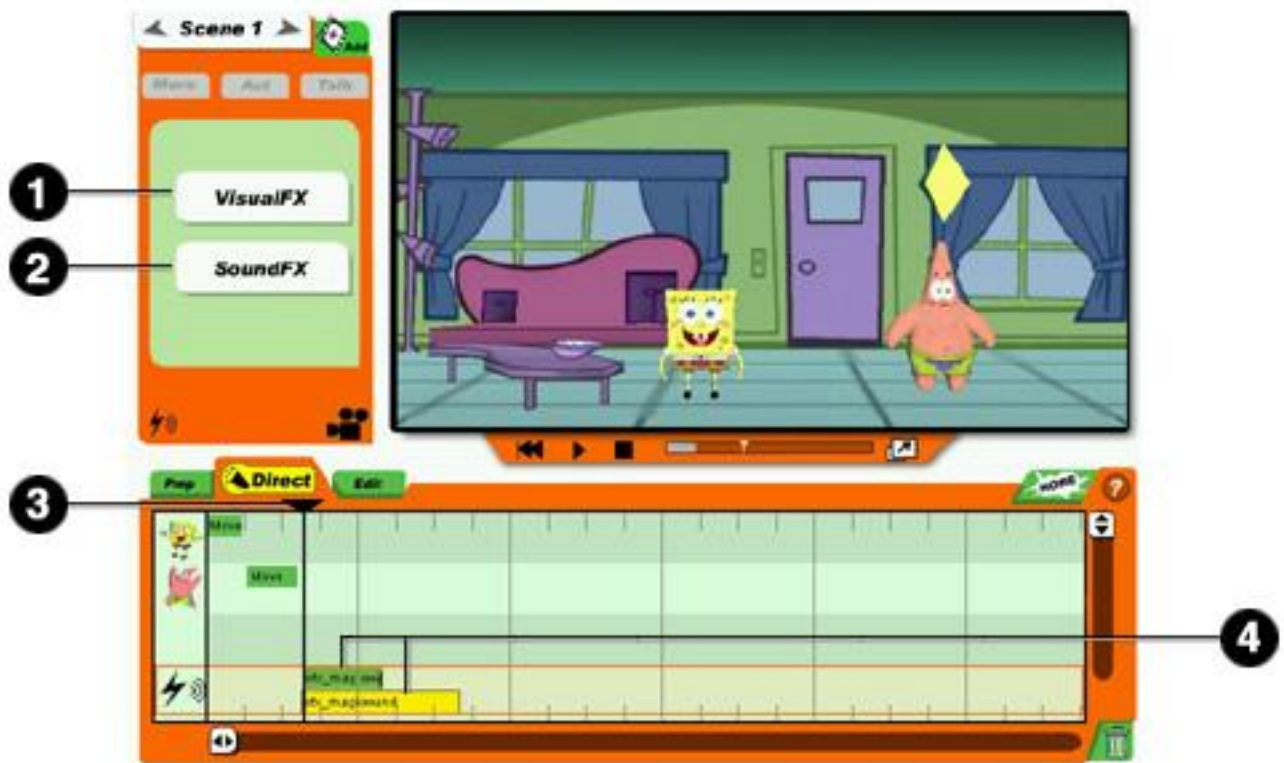
You can add visual effects and sound effects to your scenes by clicking the **Effects** icon in the bottom left of the Toolbox, and then clicking either **Visual FX** or **Sound FX**. There are five categories of sound effects and one list of visual effects.

Scroll the list of visual effects and click the one you want to add to your scene. It will appear in your Timeline as a green bar. Visual effects have sound effect components. Along with the visual effect, a sound effect will be added to the Timeline as a yellow bar. To move an effect, click its green bar then simply click it in the Cartoon Movie Window and drag it to a new location.

You may also drag a visual effects purple handle to extend its duration. The handle is at the right edge of its green bar in the Timeline.

For sound effects, click the category you want to explore, and then click the one you want to add. Sound effects are represented in the Timeline as a yellow bar.

You may only add effects where there is enough blank space in the audio and/or video portion of the Effects track. Plankton will tell you if there's not enough room to add an effect. You can only add 4 unique kinds of visual effects to a scene, but you can add those four as many times as you like. To add a different visual effect, you must delete all of one kind of effect.



1. Click to see your visual effects choices.
 2. Click to see your sound effects choices.
 3. The Playhead shows you the point in the scene that your effect will be inserted.
 4. Visual effects display as green bars. Drag the purple handle to change its duration. Sound effects show as yellow bars. Visual effects come paired with sound effects. To start an effect earlier or later, click and drag it to a different point in the Timeline.
-

Direct Page:

Changing the camera angle

You can record changes in the camera angles to add another dimension to your cartoon! Zoom in and out, or pan left and right to add motion to a scene. Click the **Camera** icon in the bottom right of the Toolbox to access these two options.

Click **Pan** to move the camera left, right, up, and down. Click **Zoom** to zoom in or zoom out. After selecting the type of movement you want, click and drag anywhere on the Cartoon Movie Window to change the camera angle. Your camera movement will be recorded in the Timeline as a green bar.

Note: To pan left and right, you may need to zoom in on a scene first.



1. Click **Pan** to move the camera left, right, up, and down.
 2. Click **Zoom** to zoom the camera in and out.
 3. Your camera movements are recorded in the Timeline as green bars. To start a camera movement earlier or later, click and drag it to a different point in the Timeline or click the **trashcan** to delete.
 4. Once you have selected a camera movement, click and drag anywhere on the background in the Cartoon Movie Window to change the camera angle.
 5. The Playhead shows you the point in the scene that your camera movement will be inserted.
-

Edit Page

Once you complete animating your cartoon, go to the Edit page to add the final touches. Edit your cartoon like a professional! Add music to your scenes, create a title and credits, and include transitions. You can change the order of your scenes by clicking and dragging any scene icon to a different position in the work area.



1. Displays the number of the scene you are currently working on.
2. Click to add a scene after the one that is selected. You will be taken immediately to the Prep page where you can add characters and props. You can make up to 8 scenes in your cartoon.
3. Click to add music to your scene.
4. Scroll to see all of your music choices.
5. Click to go to the Direct page for the selected scene.
6. Click to go back to the Prep page for the selected scene.
7. Click to design your title page. Pick a font style or color, or click **backgrounds** to see a list of available background patterns for your title screen.
8. Click a scene to add music. The selected scene is highlighted in yellow.
9. Click the circle icon between two scenes to add or change a transition.
10. Scroll to view all of your scenes.

11. Click to play your cartoon starting from the selected scene.
 12. Click to go to the Home Page.
 13. Click for help.
 14. Click to design your credits page. Pick a font style or color, or click **backgrounds** to see a list of available background patterns for your title screen.
 15. Click here to create a file of your cartoon that you can share with friends.
 16. To delete a scene, click its thumbnail, then click the **trashcan** icon.
-

Edit Page:

Adding transitions between scenes

You can change how your cartoon flows from scene to scene by adding different transitions. With at least two scenes in your cartoon, click the arrow in a circle icon between the two scenes. Then, select your transition. The default transition is **Cut**.

Transitions:

- **Dissolve**—the first scene dissolves into the next one
- **Fade**—the first scene fades to black, and the next one starts
- **Wipe**—the first scene slides down, in front of the second one
- **Text card**—text that you type appears on a background that you choose in between the scenes

When you choose the **Text Card** transition, you are presented with the text options. Click a font style and color, and then click on **background** to see a list of available backgrounds for your Text Card. Click the **red X** to go back to the main list of transitions.

Your selected transition will be represented as an icon on the transition circle between the two scenes in the Work window.

Sharing Your Cartoons

Share your cartoons with friends and family! Click your cartoon's thumbnail icon on the Home page and then click the **Share** icon. You may also click the **Share** icon on the Edit page. Your cartoon will be saved as a compressed file on your computer's desktop. Send it by e-mail, post it to a web site, or save it on a floppy or CD.

To view your cartoon, the people you share it with will either need to have the *Nickelodeon Toon Twister 3-D* CD-ROM installed and in the CD-ROM drive, or they will need to download the free **Standalone Player**. If they own *Nickelodeon Toon Twister 3-D*, they will be able to view and edit your cartoon. If they do not own *Nickelodeon Toon Twister 3-D* but download the Standalone Player, they will be able to view your cartoon.

First they will need to decompress the file you sent with a standard decompression tool such as Aladdin Expander or WinZip, and fully expand it to their hard drive. Then, they simply double-click the cartoon movie file. It will have your movie name, and end with ".tt3" (there is also a ReadMe included if they need any help). The shared movie will be imported into their list of saved movies in either the full *Nickelodeon Toon Twister 3-D* or the Standalone Player, where they can play it by selecting it and clicking the **Play** or **Play Full Screen** button.

Downloading the Standalone Player

The Standalone Player may be downloaded from the *Nickelodeon Toon Twister 3-D* website at www.toontwister3D.com. To download the player, choose the version for your operating system and follow the instructions. After downloading, it should be automatically decompressed by your browser. If not, you may use standard decompression tools like WinZip or Aladdin Expander. Double-click the resulting installer to install the Standalone Player. Full instructions and late-breaking details will be included on the website and in the ReadMe file with your new Player.

Note: Shared cartoon movies that use a lot of custom recorded audio may be large. Many ISPs and webmail services limit the size of attachments in email. Check the size of your shared movie, as well as both your and your friend's email attachment size limit, before emailing a movie that includes custom recorded audio.

FAQs

How do I make a character interact with a prop?

The rest of the scene plays along when you record a movement for a character or prop. You may move props along with characters or move them when characters perform an action like kick, for example. If the prop's movement starts too early or too late, no need to re-record it—simply drag the green bar that represents the move to an earlier or later position on the Timeline.

How do I sync up a sound effect with an action?

Move the Playhead to the beginning of the action and insert a sound effect. You can adjust the timing of the sound effect by dragging it to an earlier or later position on the Timeline. In general, sound effects are most effective when they precede the action slightly.

How do I get rid of an action/effect/dialogue that I just added to my scene?

Click once on the **green or yellow bar** in the Timeline that you want to delete. Then, click the **Trashcan** icon in the bottom right corner of the Timeline. Don't drag them to the trash—that will simply move them in the Timeline.

I've lost a character or prop. How do I make it reappear when I've moved it behind a wall?

Select the character or prop you've hidden or lost by clicking its icon on the Timeline. Click the background in the Cartoon Movie Window, which will start controlling the prop or character even if you can't see it (just don't click on another character or prop). Drag your mouse down, which will bring the selected item forward. If you still can't see it, try dragging left or right, in case it was off-screen to one side.

You may also delete the media bar that moved the item off-screen. Move the Playhead around until you find the movement that made the character or prop disappear, then simply click that media bar and click the trashcan icon.

If all else fails, you may go back to the Prep tab, remove the item, and add it back into the scene. It will appear in one of the default positions—but you will lose all your recorded Timeline elements.

How do I change the starting position/rotation of a character or prop without recording a movement in the Timeline?

You can only change position and rotation without recording the action on the Prep page. From Direct, click the Prep tab and change its position from there. Click and drag to change starting position, and right-click and drag to change starting rotation. To move vertically, you may also hold down the **Shift** key while clicking and dragging the character or prop.

How do I remove a character or prop from my scene?

You can only add and remove props and characters from the Prep page. Click the Prep tab, then click the thumbnail of the character or prop located in the Work Window. Or, click what you want to remove in the Cartoon Movie Window, and then click the **trashcan** icon. Note that if you remove a prop or character, you will also remove all of its recorded movements, actions, dialogue, etc. from your scene.

Why can't I select the high-resolution option?

The resolution options available to you depend on the available memory on your computer. For example, computers with only 128 MB of RAM may not have the highest resolution available.

Tips

Tip #1: You may change a character or prop's rotation on the Prep page by right-clicking on it and dragging. To move vertically, you may also hold down the **Shift** key while clicking and dragging the character or prop. You may also use these shortcuts on the Direct page, without using the Toolbar.

Tip #2: Some animations and visual effects can be drawn out to any length you want. If a green media bar has a purple 'handle' at its right edge, you can drag it out to extend or shorten the animation.

Tip #3: You can add an action, walk, or mood to an existing movement or rotation. Simply, select the green bar in the Timeline that you wish to add the animation to, and then select the animation you want to add from the Toolbox. You won't see a text label, but when you play your scene back, both will play at once.

Tip #4: Actions that have two parts, like "fall forward," will be entered in the Timeline as two media bars. Move the second half later to keep your character fallen down (for example) longer. Or, delete the second half to leave them fallen down for the rest of the scene.

For more helpful tips and answers to Frequently Asked Questions (FAQ's) about *Nickelodeon Toon Twister 3-D*, visit www.toontwister3D.com.

Troubleshooting

Problem

The *Nickelodeon Toon Twister 3-D* AutoPlay start-up screen does not appear when the *Nickelodeon Toon Twister 3-D* CD-ROM is placed in your computer's CD-ROM drive.

Possible Cause

AutoPlay is not enabled on your computer.

Solution

Double-click the **My Computer** icon on your computer's desktop. Right-click and open the *Nickelodeon Toon Twister 3-D* CD-ROM icon, in the My Computer window. Double-click the **AutoRun.exe** application to start *Nickelodeon Toon Twister 3-D*.

Problem

The CD-ROM cannot be seen from Windows Explorer.

Possible Cause 1

The CD-ROM drivers are not installed properly. (Other CD-ROMs also cannot be seen from Windows Explorer.)

Solution 1

Open the Add New Hardware control panel and follow the instructions.

Possible Cause 2

The *Nickelodeon Toon Twister 3-D* CD-ROM is scratched or dirty.

Solution 2

Make sure that the *Nickelodeon Toon Twister 3-D* CD-ROM surface is free of all fingerprints and is not scratched.

Problem

Nickelodeon Toon Twister 3-D is running slowly.

Possible Cause

Other programs are running in the background.

Solution

Quit any other running programs.

Problem

You see the message "The *Nickelodeon Toon Twister 3-D* CD-ROM cannot launch with your current Monitor Color Palette settings. Please check to ensure your computer is set to High Color (16-bit) or 1000's of colors and restart the game."

Possible Cause

Nickelodeon Toon Twister 3-D requires that your monitor settings be set to High Color (16-bit). An attempt was made to reset the color depth of your monitor and it failed.

Solution

Open Display Settings in the Control Panel. Select the Settings tab and change the color palette to High Color (16-bit).

Problem

On opening the Display control panel and choosing the Settings tab, High Color (16-bit) is not an option under the palette menu.

Possible Cause

On some computers, problems in the video driver software may prevent your monitor from resetting to High Color (16-bit).

Solution

Contact your computer manufacturer for instructions on getting updated video drivers.

Problem

When starting *Nickelodeon Toon Twister 3-D* the message "No sound drivers found" appears or audio does not play.

Possible Cause 1

The Windows sound drivers are either not installed or not installed correctly.

Solution 1

Contact your computer manufacturer for instructions on getting updated audio drivers.

Possible Cause 2

There may be another program running that is using the sound device.

Solution 2

Quit all other programs and try again.

Problem

Audio is not functioning within *Nickelodeon Toon Twister 3-D*.

Possible Cause

The speaker volume or system volume is turned all the way down.

Solution

Check your speaker volume control as well as the Windows system volume control.

Problem

The installation of *Nickelodeon Toon Twister 3-D* quits or *Nickelodeon Toon Twister 3-D* fails during the installation.

Possible Cause 1

You are logged onto your computer without administrative rights.

Solution 1

Log onto your computer as a user with administrative rights and re-install *Nickelodeon Toon Twister 3-D*.

Administrative rights allow users read and write access to their computers.

Possible Cause 2

Your computer does not have enough free disk space to install *Nickelodeon Toon Twister 3-D*.

Solution 2

Verify that you have at least 200 MB of free disk space on the computer drive which you are using to install *Nickelodeon Toon Twister 3-D*.

Problem

Using a microphone attached to my computer I am unable to record custom audio for my *Nickelodeon Toon Twister 3-D* movie.

Possible Cause

The Windows sound drivers are either not installed or not installed correctly.

Solution

Contact your computer manufacturer for instructions on getting updated audio drivers.

You can also use the DirectX installer to update the version of DirectX on your computer. In some cases this may also update your audio drivers. Execute the **DXSetup.exe** application in the DirectX directory of the *Nickelodeon Toon Twister 3-D* CD-ROM.

Problem

I am unable to play back my *Nickelodeon Toon Twister 3-D* movie or playback is slow.

Possible Cause

The Windows display drivers may not be the latest drivers available.

Solution

Contact your computer manufacturer for instructions on getting updated display drivers.

You can also use the DirectX installer to update the version of DirectX on your computer. In some cases this may also update your display drivers. Execute the **DXSetup.exe** application in the DirectX directory of the *Nickelodeon Toon Twister 3-D* CD-ROM.

Using all or many of the 19 available character models in one movie may decrease the performance or cause other problems in *Nickelodeon Toon Twister 3-D*. Try decreasing the number of different characters used in your movie.

Problem

When creating a *Nickelodeon Toon Twister 3-D* movie there are graphical problems with the character models or they do not appear in the Prep or Direct Screens, or there are graphical problems with the characters or backgrounds during movie playback.

Possible Cause

Your computer may have a display card that does not support the rendering mode used by *Nickelodeon Toon Twister 3-D*.

Solution

While running *Nickelodeon Toon Twister 3-D*, press Ctrl-Shift-R on your keyboard. This will pull up a dialog box; your available renderer choices will appear, and the active one will be highlighted in red. Select "SOFTWARE." Close the dialog box by clicking the "X" in the top right corner.

You must now quit out of *Nickelodeon Toon Twister 3-D* and restart the game for the new setting to take effect.

(You may also use Windows Explorer to locate the C:\Program Files\Scholastic\Nickelodeon Toon Twister 3-D directory. Open this directory and double-click the SetRenderer.exe file.)

Technical Support

Online: scholastic.com/support

Phone: (800) 946-0131

E-mail: software@support.scholastic.com

CUSTOMER SERVICE (800) 724-4718

Credits

SCHOLASTIC INC.

Producer

Rault Kehlor

Associate Producers

Nicole Keys

Helen Kalafatic

Executive Producer

Maggie McGuire

Game Design

Rault Kehlor

Maggie McGuire

Nicole Keys

Scriptwriter

Andrew Overtoom

Usability Consultant & Kid Test Moderator

Lisa Medoff

Interface Design Consultant

HorseBack Salad Entertainment

Yehudi Mercado

Quality Assurance Leads

Chad Green

Kamini Chandra

Quality Assurance

Russell Ballenger

Matt Mendelow

Danny Tunick

Charles Vickers

Quality Assurance Manager

Tarek Abousalem

Senior Technical Producer

Bill Metzger

Associate Technical Producer

Michael DeMarchis

Marketing Manager

Jennifer Morris

Director of Marketing & Sales

Juli Lennett

Sales Manager

Dorothy Weintraub

**Vice President and General Manager,
Scholastic Software**

Alan Waldman

Package Design
Price Design Team

Director of Finance, Scholastic Software
Leo Saulle

Voice-over Directors

Ginny McSwain

Charlie Adler

Voice Talent

Tom Kenny – *SpongeBob, Gary*

Mr. Lawrence – *Plankton*

Bill Fagerbakke - *Patrick*

Rodger Bumpass - *Squidward*

Clancy Brown - *Mr. Krabs*

Debi Derryberry - *Jimmy Neutron*

Carolyn Lawrence – *Cindy*

Crystal Scales - *Libby*

Rob Paulsen – *Carl*

Suzanne Blakeslee - *Wanda*

Daran Norris - *Cosmo*

Tara Strong - *Timmy*

Grey Delisle - *Vicky*

E.G. Daily - *Tommy Pickles*

Cheryl Chase - *Angelica Pickles*

Candi Milo – *Chuckie Finster*

Recording Studio
Hacienda Post (LA)

Tim Borquez, President

Morgan Gerhard, Engineer

Special Thanks:

Deborah Forte

Don Chase

Diana Kaplan Projansky

Amy Kraft

Global Strategies Group, Inc.

Andrew Hunt

Ben Wallace

Maxine & Bonk

Janey Keys

WAYFORWARD TECHNOLOGIES

Tyrannical Overlord

Voldi Way

COO

John Beck

Lead Programmer

James "LySiNe" Chan

Producer

Jeff Pomegranate

Assistant Producer

Mark Bozon

Additional Programming

Voldi Way

Giacomino "Mr. Furious" Veltri

Jimmy Huey
Jeff Campeau
Will Patrick

Jonathan "Dr. Jones" Hopkinson
Ian Wakelin

**Lead Animator, SpongeBob SquarePants Characters Modeler,
Intro Movie Director/Animator**
Sean "Hotsauce" Rodrigues

2D/3D Artist/Animator
David Noel Williams

Additional Art/Animation

Jeff "the guy with long hair" Hilbers
Abigail Goldsmith
Cole "SoleClaw" Phillips
Hyejin Kim
Sean Szeles
Morgan Kelly
Luis Tovar
Theresa Clark
Jeff Clark

Interface Artists

Paul Kite (concepts, animations, art, design)
Giacomino "Senor Furioso" Veltri
Jeff Campeau

Nick-style Music
Ron Sures

Intro Movie Sound Design
John "Toucan" Wasiel

Interface Sound Design
sonicboomsound's
J. David Atherton

Lipsync
Mark Bozon
Heather Chaldu

Production Assistants
Heather Chaldu
Palo Porazik

QA Lead
Christian "Pops" Campbell

QA
Mark Bozon
Marc Gomez
Steven "Draco" Lojero

Fairly OddParents Character Modelers

Studio Mythos Inc.

Newton Mapua - President

Irene Mapua - General Manager

Kevin Hendrickson - Project Manager

Christy Jue - Associate Producer

Moon Bae - Art Director

Sean McKinney - Lead Artist

Joo-Hyun Kim - 3D Artist

Jimmy Neutron Character Modelers

Critical Mass Interactive, Inc.

Austin, Texas

www.criticalmassinteractive.com

Modelers

Grant Pimpler

Matt Scibilia

Rugrats Character Modelers

AtGames

WAYFORWARD WOULD LIKE TO THANK

Carla Way

Julie Pomegranate

Sabrina Rodrigues

Emily Williams

The entire WayForward Family

And CoCo the petter of turtles

NICKELODEON**VP of Media Products Nickelodeon Consumer Products**

Steve Youngwood

Director of Licensing Interactive,

Home Video & Consumer Electronic

Stacey Lane

Marketing Coordinator

Erica David

Manager Development and Production

Erika "E" Ortiz

Production Assistant

Jack Daley

Nickelodeon Thanks:

Leigh Anne Brodsky

Russell Hicks

Chris Horton

Deb Krassner

Rob Lemon

Linnette Pastori

Joe Sandbrook

Gregg Schigiel

Brian Smith

Lori Szuchman

Stavit Young

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