FPVP STYLES ROTATES

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These effects are designed to display images in a 3:2 aspect (1.5:1) window. Each effect has a larger central window with 2 much smaller windows on each side to give a kind of carousel look to the display. Any image with an aspect less than or equal to a 16:9 aspect are appropriate with and will work in this style. Portrait and landscape orientations may be mixed in the same slide. If desired, motion in the form of pan and/or zoom can be added to each image.

These 2 effects are somewhat unlike any other styles presently available anywhere except at FPVP. The coordinated rotation of the side images with the center image is performed using special techniques that, until now, were impossible to achieve. These new techniques mean that you need make no calculations yourself. Any necessary size, location, rotation center change, etc calculations are automatically performed for you. When your images are not approximately 3:2 aspect, you will need to provide a some information so that the correct calculations are performed for you. The setup for these effects is such that you can pan and/or zoom your images during their display or while they are being rotated. Until now, this was impossible to achieve.

SETUP.

Apply the desired style onto a slide: Layer 1 = Image 1, Layer 2 = Image 2, and Layer 3 = Image 3

Adjustments are allowed for the following layers and only for the settings noted:

- Layer 1. *(Ref Mask; Rotation Direction)*. The Rotation Center-X is used to set the carousel's rotation. The following settings determine rotation direction: -1 = Counterclockwise, 0 = None, 1 = Clockwise. Ensure all keyframe have the same setting.
- Layers 2, 3, and 4. *(Set Size, Position)*
  - Pan-X, Pan-Y, Zoom-X, Zoom-Y, Rotation Center-X, and Rotation Center-Y
  - Pan-X and Pan-Y are used to reposition the image layer, as necessary.
  - Zoom-X and Zoom-Y adjust the layer size relative to the mask, as necessary.
  - Rotation Center-X and Rotation Center-Y. Manually enter the values that are in each Zoom box.
- Layers 5, 6, and 7 (*Image Dimensions)*.
  - Pan-X and Pan-Y ONLY. Enter the image's horizontal dimension in the Pan-X box. Enter the images's vertical dimension into the Pan-Y box.

No other settings are required. Change any of the settings other settings ONLY if you know what you are doing. The style automatically performs any other required settings changes from the provided information. No other layers should require any changes. Do so only if you know what you're doing.

GETTING STARTED.

Step 1.   Select Images. Select 3 images, place them on a blank slide, apply the style.

Step 2.   Find Image Dimensions. Get the dimensions of each image by going to Slide Options | Layers | Layer Settings. Select each image layer in turn and note the layer's dimensions in the right-most lower column.

Step 3.   Enter Image Dimensions. Select each image's "*Dimensions*" layer in turn and enter the image dimensions in the Pan boxes. Enter the image's horizontal dimension in Pan-X and its vertical dimension in Pan-Y. The image dimension layers are: *Image 1. Dimensions*; *Image 2. Dimensions*; and *Image 3. Dimensions*.

Step 4.   Adjust Image Size to Image mask. Select the *Set Size, Position* layer for each image to verify and /or adjust the image to at least fit inside the image window. Change the layer's zoom values to do this. Notes: 1) If you cannot see the outline of the selected layer, right click over the preview window and select "Show / Layer Caption Controls." 2) You might find it easier to start with image 3. Disable image layers 1 and 2 off first by clicking on the checkmark box. Re-enable them as you finish. Adjust layer 3's zoom and position, as necessary. Do the same with layer 2 and then layer 1. At a minimum, the image layer must fill the image window.

Step 4a.   Enter the resulting values of zoom into the Rotation Center-X and Rotation Center-Y boxes. IMPORTANT: This is ensures proper image size when the slide is played.

Step 4b.   If the layer's zoom is LARGER than the mask (that is, the layer's borders extend beyond the visible portion of the image) then changing the Pan-X and/or Pan-Y settings may be appropriate. Set Pan-X and/or Pan-Y such that the desired portion of the image is visible in the mask window.

Step 4c.   Repeat steps 4, 4a and 4b for the other 2 images.

Advanced motion. Layers *Image 1, Image 2* and *Image 3 Set Size and Position* can each specify a motion and size change for their respective images. These layers control the motion and amount of "magnification" (zoom into) for both the main and side image versions their respective images. Enter keyframes for each image as desired while taking into consideration the caveats presented below.

Step 5.   Play the slide

Caveats.

Basics. The default times are 13 seconds for the slide and 2 seconds for the transitions on either side of the slide. Keyframes 1 and 8 are firewalled. Keyframes 2 – 7 are located at 5, 6, 7, 10. 11, and 12 seconds. Observe these keyframes on the *Main Mask* layer.

Adding Image Display Time. Add to an image's display time by adding time to the first image before keyframe 2, after the 2nd image by adding time to keyframe 4, and for the 3rd image by adding time to keyframe 7. Avoid adding time to keyframes 2, 3, 5, or 6 unless you know what you're doing.

Motion Speed. Pay attention to the motion speed between keyframes. It affects the image's motion during the slide play. Best results are often obtained when motion speed is set to *linear* (smooth is the default motion type).

Large Zoom Values. During setup, you may notice that large zoom values may make your image appear very blurry. This is because ProShow uses a temporary, low resolution image during setup to avoid image processing delays. The actual production will use much higher resolution. However, note that the sharpness of your final image will also depend on the quality of the image itself. Use large zoom values sparingly.

Acceptable Image Ratios. The images with a ratio less than or equal 1.778:1. An image aspect is generally identified by its horizontal dimension followed by its vertical dimension (e.g., 4672:3104 is for an image that is 4672 pixels wide by 3104 pixels high). Its ratio is the aspect divided by its vertical dimension. So, a 4672:3104 image ratio can be expressed as 4672/3104 : 3104/3104, or 1.505:1. Since 1.505 is less than 1.778, an image with an aspect of 4672:3104 (or 1.505:1) is acceptable.

A carousel of 3 Portrait-oriented images. The 2 smaller side images rotate as if attached to the central main image. Each image, in turn, is displayed in the larger central window. The Images are switched during rotation.

Note. All image aspects will fill the mask horizontally. However, images with a ratio of between 0.667:1 and 1.778:1 not completely fill the image mask in the vertical direction. The amount of disparity will be largest when the image has a ratio of 1.778:1 (that is, 16:9 aspect). If you see the image's outline anywhere within the confines of the mask then the image has not yet filled the mask. In this case, when the slide is played you will see a black region where the image is not completely filling the mask.

Triple-Wide Rotates   **3 Images: Any Combination of Landscape or Portrait**

A carousel of 3 Landscape-oriented images. The 2 smaller side images rotate as if attached to the central main image. Each image, in turn, is displayed in the larger central window. The Images are switched during rotation.

Note: All image aspects will fill the mask completely in the horizontal. Images that have a ratio less than 1.5:1 (that is , those images that have a portrait orientation) will be taller than the mask.

TROUBLESHOOTING

White side images. One or more layers are turned off immediately underneath the reference mask. Check to ensure that layers 1, 2 and 3 are all enabled.

Image sides are seen within the central image area. Check the layer's settings. The rotation center boxes should be set to the same zoom settings that are in the zoom-x and zoom-y boxes. Makes sure all keyframes have the same values.

Image does not rotate correctly. Ensure the image dimensions are correctly identified. Check image layers: *Image 1. Dimensions*, *Image 2. Dimensions*, and/or *Image 3 Dimensions.* The pan-x and pan-y boxes should contain the horizontal and vertical dimensions, respectively. You can find these values by going to Slide Options | Layers | Layer Settings. Select Image 1, Image 2, or Image 3 layers and observe the dimensions reported in the region under the layer view.

Image does not rotate with the others. If you have added keyframes to the *Set Size, Position* layers to control size and position of the image, it's possible you moved other keyframes that do main controlling functions. Refer to *Basics* and *Adding Image Display Time* (). If you have moved keyframes, you may want to move the control keyframes back to where they belong. Note that as supplied, there is a 1 second spacing between keyframes 2, 3, and 4. Also, there's a 1 second spacing between keyframes 5, 6, and 7. There is a 3 second spacing between keyframes 1 and 2, 4 and 5, and 7 and 8. Note: the 3 seconds is slide time display time for images 1, (keyframes 1 and 2), image 2 (keyframes 4 and 5), and image 3 (keyframes 7 and 8). Images 1 and 3 will also have slide transition time. So, the actual distance between them will be the slide transition time plus the slide time.

Image is Blurred during show build. Refer to *Large Zoom Values* above. While you are building your show, ProShow tries to avoid slowing your computer down by using low resolution copies of your image. This is a legacy action from the days when most desktop computers less powerful. ProShow can be quite computationally intensive and gets no assist from the video card processors. Therefore, the high resolution image only gets used when the show is converted to video.