

Brief Introductory

Drop Swing and *Edge-On By* are intended for use with landscape images.

Flipping By can use either landscape or portrait images but not both in the same slide.

2 Pair Around, *2 Pair Swing*, and *Flip 'Em* display side-by-side portrait images.

2 Pair Around, *2 Pair Swing*, and *Flip 'Em* are set to display the image in a 3:2 aspect window. The image used may adjust in size to fit the fixed size display window. Size changes should stop when the top image edge is at the top edge of the mask outline.

The *Drop Swing* and *Edge-On By* effects allow the full-screen image to adjust up or down from its default screen-centered position.

Drop Swing, *2 Pair Around*, and *2 Pair Swing* can change the side around which the images rotate. *2 Pair Swing* also allows the direction of the images rotation to change between rotating into and out of the screen as well as which side of the screen it rotates around. *Flip 'Em* allows the "flip" to occur at either the image's top or the bottom.

In each case, the design of the effect is such that each is has the equivalent multiple effects. Advanced techniques combine what would normally have required a separate style for each direction / side of rotation or the use of different aspects (as in the case of *Flipping By*). That's equivalent of 14 styles for the 6 provided!

The full screen image changes size and then rotates off screen to the side and while the next image rotates on-screen from the same side.

ROTATION CENTER - X (REF Mask, Layer 1). Changes the side on which around which the image rotates.

Rotation Center - X: 1 = Right Side of Screen, -1 = Left Side of Screen (Ensure both keyframes have the same value.)

Adjust image up / down (Image layers 2 or 3).

A “window” has been created that gives you a view of the full screen perspective of the image. To see the layer outline, right click over the Slide Options | Effects main preview window. In the popup menu, ensure there’s a checkmark next to “Show / Caption Layer Controls.” If not, select that option. This allows you to see how much of the image is overflowed above or below the viewing window. Now, change the Pan-Y value to adjust the image position accordingly. To keep the image from changing position while it’s being displayed, make sure both starting and ending values are exactly the same.

To see image 2 placement, move it from layer 3 to layer 2 and then make your position adjustments.

Only the first 3 layers have user adjustment. You can also change or replace the background layers located at the bottom of the layer stack.

IMPORTANT. Set the rotation center (rotation direction values) and zoom settings to both keyframes.

SETUP. Layer 1: Initial Image; Layer 2: Next Image

Edge-On By

The initial full screen image rotates edge-on while the next image rotates into view from edge-on to full face at the initial image's center vertical. Rotation is either to the left or right of the screen.

ROTATION DIRECTION (REF Mask, Layer 1):

Rotation Center-X: 1 = Rotate to Right, -1 = Rotate to Left

ADJUST IMAGE UP / DOWN.

A “window” has been created that gives you a view of the full screen perspective of the image. To see the layer outline, right click over the Slide Options | Effects main preview window. In the popup menu, ensure there’s a checkmark next to “Show / Caption Layer Controls.” If not, select that option. This allows you to see how much of the image is overflowed above or below the viewing window. Now, change the Pan-Y value to adjust the image position accordingly. To keep the image from changing position while it’s being displayed, make sure both starting and ending values are exactly the same.

To see image 2 placement, move it from layer 3 to layer 2 and then make your position adjustments.

IMPORTANT. Set the rotation center (rotation direction values) and zoom settings to both keyframes.

SETUP. Layer 1: Initial Image; Layer 2: Next Image

A 4-Portrait oriented carousel which displays 2 images at a time. The first two images are presented side-by-side. When they move off screen they do so as if rotating on the same page. As they rotate into or out of the screen, the next two images come into view as if they were located edge on to the viewer. So, as they become visible, they are rotating together as if on the same page. When the initial 2 images approach an edge toward the view orientation they disappear from view.

ROTATION DIRECTION (REF Mask, layer 1). The rotation direction is controlled by Layer 1's Rotation Center-X box.

Rotation Center-X: 1 = Rotate Right; -1 = Rotate Left

SIZE CHANGES (Image layers 2 through 5). Image size is valid only the point where at which the mask is filled. Do not increase the image size beyond the point where the last two image sides (top/bottom or left/right) touch the mask outline.

Change layer Zoom (Zoom-X and Zoom-Y) to fit image within the mask border (top to bottom, side to side). Next, enter the Zoom values into the associated Rotation Center boxes.

ROTATION CENTER-X: Set this to the ZOOM-X setting

ROTATION CENTER-Y: Set this to the ZOOM-X setting

IMPORTANT:

- 1) Set ROTATION CENTER settings to the same value for both keyframes
- 2) TO see image size adjustments, move layer to the layer immediately below the REF Mask.

NOTE: Image masks (used to keep a uniform image size) are 2:3 aspect (or 1:1.5). Images with a different aspect may require layer size changes.

SETUP. Initial: Layer 1= Left; Layer 2=Right;
Next: Layer 3=Left, Layer 4=Right

2 Pair Swing

2 Side-By-Side Portraits rotate off-screen while a 2nd image set rotates on-screen. The set of 2 images can rotate into or out of the screen on either screen side. This provides 4 different rotation variations (kind of like having 4 different effects in a single style).

ROTATION DIRECTION (REF Mask, layer 1). The direction is controlled by Layer 1's Rotation Center-X box.

Rotation Center-X: 1 = Rotate Right; -1 = Rotate Left

ROTATION SIDE (REF Mask, layer 1). The side is controlled by Layer 1's Rotation Center-Y box.

Rotation Center-Y: 1 = Rotate to the Right (out of screen); -1 = Rotate to Left (into screen)

SIZE CHANGES (Image layers 2 through 5). Image size is valid only the point where at which the mask is filled. Do not increase the image size beyond the point where the last two image sides (top/bottom or left/right) touch the mask outline.

Change layer Zoom (Zoom-X and Zoom-Y) to fit image within the mask border (top to bottom, side to side). Next, enter the Zoom values into the associated Rotation Center boxes.

ROTATION CENTER-X: Set this to the ZOOM-X setting

ROTATION CENTER-Y: Set this to the ZOOM-X setting

IMPORTANT. Set the rotation center (rotation direction values) and zoom settings to both keyframes.

SETUP. Initial: Layer 1= Left; Layer 2=Right;
Next: Layer 3=Left; Layer 4=Right

Flip 'Em

4 Portrait Images

Two Portrait images flip at their ends to reveal the next two portraits.

ROTATION DIRECTION (REF Mask, layer 1). The rotation direction is controlled by Layer 1's Rotation Center-X box.

Rotation Center-X: 1 = Rotate From Bottom; -1 = Rotate From Top

SIZE CHANGES (Image layers 2 through 5). Image size is valid only the point where at which the mask is filled. Do not increase the image size beyond the point where the last two image sides (top/bottom or left/right) touch the mask outline.

Change layer Zoom (Zoom-X and Zoom-Y) to fit image within the mask border (top to bottom, side to side). Next, enter the Zoom values into the associated Rotation Center boxes.

ROTATION CENTER-X: Set this to the ZOOM-X setting

ROTATION CENTER-Y: Set this to the ZOOM-X setting

IMPORTANT:

- 1) Set ROTATION CENTER settings to the same value for both keyframes
- 2) TO see image size adjustments, move layer to the layer immediately below the REF Mask.

NOTE: Image masks (used to keep a uniform image size) are 2:3 aspect (or 1:1.5). Images with a different aspect may require layer size changes.

SETUP. Initial: Layer 1= Left; Layer 2=Right;
Next: Layer 3=Left; Layer 4=Right

Flipping By

4 Images

4 Landscape or 4 Portrait

A 4 Image carousel in a 3D-like space.

Use only like-aspect oriented images in the carousel at a time. There should be no need to change image sizes or to change position.

SETUP. Layer 1: 1st Image; Layer 2: 2nd Image; Layer 3: 3rd Image; Layer 4: 4th Image

TROUBLESHOOTING

1. **White or Blank Images.** One or more layers are turned off immediately underneath the reference mask. Check to ensure that all image layers below REF Mask are all enabled.
2. **The Side of an Image is seen within the image area during rotation.** There is a bug in v5.0.3206 and earlier v5 releases, that doesn't let tilt and a calculated zoom setting to work together well. Small values of calculated zoom should work fine.
3. **Image does not rotate correctly.** Check the Rotation Center values of Layer 1 (REF Mask) and ensure that both the first and last keyframes have the same value. Also, DO NOT USE the value "0" as a value.
4. **Image Size Does not change as expected.** Review the image layer's "Set Size, Position" information. The *Rotation Center* values of that layer should match the associated zoom settings. Also, unless you want the zoom to change during the image presentation, make sure the zoom values (in the Rotation Center boxes) are the same for all keyframes). So, if Zoom (Zoom-X and Zoom-Y) are set to 70, then Rotation Center (Rotation Center-X and Rotation Center-Y) should also be set to 70. The reason for this is that the values in the zoom boxes are not directly usable. However, the values in the rotation center boxes are.

ADDITIONAL INFORMATION

1. None at this time.