

This is a set of styles and graphics meant to provide a means to show your images as if they were attached to a page with photo corners. All styles in this set are for Portrait aspect except for two, which are for both Portrait and Landscape aspect. These styles are setup for images that have an aspect, or image ratio, of 3:2. All styles except for two require 4 images. Of those two, one uses 2 images (1 portrait and 1 landscape), the other uses 5 images (3 portrait and 2 landscape).

**Rotating Styles:** *Round About, Round About Too, Round About Again, Tall to Wide, and Show-Five.*

These styles need no adjustments unless their size is changed from their default value of 30%. Rotation is based on a certain distance from the screen center. Increasing an image's zoom value tends to change that distance. Therefore, each image for which the zoom has been changed will require adjusting the rotation center. Likewise, if a landscape image is substituted for a portrait image, an image size (zoom) adjustment is necessary along with the rotation center change. Further, if the exact center of the image is not being used, a pan offset value is required in the Pan-X box.

The Portrait Image Pan-X and Pan-Y settings should be automatic (except in the case of a landscape being substituted for a portrait). So, if any temporary settings changes are made, they should be removed when required adjustments are finished.

**DURING ROTATION:** If Image AND associated ImageMask ARE:

- The SAME: Rotation Center values ARE the same.
- DIFFERENT. Adjust the image rotation center to the Screen Center.
  - Selecting the image.
  - Temporarily enter the Pan-X image value of the mask layer into the image Pan-X value.
  - Change the Rotation Center value until the Rotation Center Icon is at screen center.
  - Use this value for all of this image's keyframes.
  - Remove the Pan-X value.

**NOTE** If no rotation center icon is visible, Right Click over the Preview Window and select "Show Layer / Caption Controls." You MAY need to turn OFF the "Show Motion Path." If this is highlighted, the motion path icon could hide the icon.

### All Styles.

- **CORNERS.** Corners are easily turned off or their opacity changed using either the *Corners On-Off* layer or the first corner of a 4-corner set (which starts Upper Left (UL), then Upper Right (UR), Lower Left (LL), and finally Lower Right (LR). Pan-X is used to turn the Corners On or Off (ON=1, OFF=0). Use the Opacity setting to globally change the opacity of all corners.
- **SHADOWS.**  
A single layer controls all shadows except for the shadow behind each image. Those shadows are controlled by the first image shadow layer in the layer stack. Vary the values of opacity and blur there to vary the others. All other shadows are controlled from the Shadow Offset/Opacity/Blur layer. This layer sets the size of the shadow (its offset from what it's providing a shadow for), its opacity, and the amount of the shadow's blur/fade.

NOTES:

1. Turn the corners OFF also turns off the corner shadows. If the photo corner Opacity is reduced to 0, the shadows will still show. Use the Shadows Offset/Opacity/Blur layer to adjust the shadows setting as necessary.
2. The opacity of each set of 4 corners and each of the corners shadows is also controlled by the first corner/corner shadow of that set (usually the UL corner).2

**Round About**

4 Portrait Aspect

Two side-by-side Portraits rotate around each other while fading into the next image. See Corners [Page 1](#), Rotating Styles [Page 1](#), and Shadows [Page 1](#).

Setup: Initial Images Layer 1=Left; Layer 2: Left; Next: Images Layer 3= Right; Layer 4:Left

**Round About Again**

4 Portrait Aspect

Two side-by-side Portraits rotate and merge at the screen top. They unmerge and continue their full rotation as new images. See Corners [Page 1](#), Rotating Styles [Page 1](#), and Shadows [Page 1](#).

Setup: Initial Images Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Right; Layer 4:Left

**Round About Too**

4 Portrait Aspect

Two side-by-side Portraits rotate around each other. At the center of their rotation they merge, unmerge, and finish the rotation as new images. See Corners [Page 1](#), Rotating Styles [Page 1](#), and Shadows [Page 1](#).

Setup. Initial Images Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Right; Layer 4:Left

**Tall to Wide**

1 Landscape and Portrait Aspect

A portrait image rotates to reveal a landscape image. See Corners [Page 1](#), Rotating Styles [Page 1](#), and Shadows [Page 1](#).

Setup. Layer 1=Portrait, Layer 2=Landscape.

**Show-Five**

2 Landscape and 3 Portrait Aspect

Two Portrait images rotate together to reveal another portrait beside two landscape images. The landscape images increase in size and display in-turn. The portrait image moves right off-screen. See Corners [Page 1](#), Rotating Styles [Page 1](#), and Shadows [Page 1](#).

Setup:

Portrait Aspect Images Layer 1: Initial Left; Layer 2: Next Right; Layer 3: Initial Right;  
Landscape Aspect Images. Layer 4: Top Left; Layer 5: Bottom Left;

**To Corner 1a**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the bottom left and right corners and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Corner 1b**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the bottom left and upper right corners and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Corner 1c**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the upper left and right corners and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Corner 1d**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the upper left and lower corners and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Side 1a**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the left and right bottom center and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Side 1b**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the left and right sides and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Side 1c**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the left and right bottom center and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

### **To Side 1d**

4 Portrait Aspect

Two side-by-side Portraits decrease in size to the top left and bottom right centers and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

Two side-by-side Portraits decrease in size to the left and right vertical center and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

**To Side 1f**

Two side-by-side Portraits decrease in size to the left and right vertical sides and then return as new images. See Corners [Page 1](#) and Shadows [Page 1](#).

Setup. Initial Images: Layer 1: Left; Layer 2: Right; Next Images: Layer 3: Left; Layer 4: Right

**NOTES**

**Aspect Change.** Changing the mask aspect of any style from the default 3:2 requires changing the border and shadow layers aspect (located below the mask set of image mask and images). For those styles having rotation in their effect (see Rotation Styles, [Page 1](#)), a rotation center change is required for each layer for which the zoom setting is changes. Note that this may NOT be a trivial task!

**TIPS****SHADOW OFFSET/OPACITY/BLUR**

Each style has the capability to vary the shadow size (via an offsetting pan position), the visibility of the shadow, and how sharply the shadow is defined via the *Shadow Offset/Opacity/Blur* layer. Note that the image shadow is controlled separately by adjusting the settings of the first image shadow layer in the layers stack.

1. Shadow Size. Adjusting the pan-x and/or pan-y values moves the shadow layer by the specified amount and in the specified direction. Positive numbers are for right/up and negative numbers for left/down.
2. Opacity/Blur. The strength of the shadow is determined by the opacity and blur values. Setting these values sets the strength of the shadow for all shadows, except the image shadow.
3. To turn off all shadows, set the opacity in *Shadow Offset/Opacity/Blur* to 0. To turn off all image shadows as well, select the first Image Shadow layer in the layer stack and set its opacity to 0%.

**PHOTO CORNERS SHADOW**

1. The Photo Corner shadows can be independently removed while leaving the other image associated shadows untouched. Set Pan-X of the *Corners On-Off/Opacity* to 0 to turn them off while leaving the other shadows untouched.
2. The four Photo Corner shadows of each image can be independently shut off as well, leaving the other photo corner shadows unaffected, To do this, set the first of the four corner's shadow layer opacity to 0% (Slide Options | Effects | Adjustment Effects). The other three corners will also become invisible.

**PHOTO CORNERS OPACITY**

Changing the photo corner's opacity can make for a more interesting look than with a fully opaque photo corner. Change the opacity of all corners at once using the opacity setting of *Corners On-Off/Opacity*. Vary the opacity of only one image's four corners by varying the opacity value of its first photo corner (usually the upper left).

## FINDING THE LOCATION OF A LAYER'S CORNER.

All styles assume a 3:2 aspect image because a 3:2 aspect mask is used to crop the photos. The corner graphics are placed accordingly. All graphics use the same scaling: Fill Frame. This is to make it easy calculate the location of the mask corners which is where the photo corners are placed. Corner placement is referenced from where the upper left corner is located. For these styles, the placement of the photo corners depend on the zoom setting for the image frame, not the image itself.

The following is a mathematical treatment for finding the pan-x and pan-y location of an image's corners. The calculated result gives a set of numbers that define how far away from the image center the corner is located. Those numbers are not image-relative, they are screen-relative. That is to say, if an image is zoomed to 30%, the image relative distance from image center to edge is still 50%. However, in terms of screen distance it is  $50 \times 0.3 = 15$ .

The topic is kind of complicated but its application is not. On the other hand, it's relatively easy to place the image corner correctly by trial and error. That is, by moving the photo corner image until it looks about right. But to give very accurate results, you may want to try the mathematical method. You just need to know how to add, subtract, multiply, and divide simple numbers by plugging the values into a formula.

The default values are for a 3:2 image aspect and a 16:9 show aspect.

$$H = 50 \cdot Z_x$$

$$V = A + C,$$

$$\text{where } A = 50 \cdot Z_x, B = I_x \cdot \frac{S_y}{S_x}, \text{ and}$$

$$C = \frac{(I_y - B)}{2 \cdot B} \cdot 100 \cdot Z_y$$

H=Horizontal (Pan-X) Position, V=Vertical (Pan-Y) Position

$Z_x$ =Zoom-X Value,  $Z_y$ =Zoom-Y Value,

Image Dimension:  $I_x$ =Horizontal,  $I_y$ =Vertical; (Image Aspect)

Show Dimension:  $S_x$ =Horizontal,  $S_y$ =Vertical; (Show Aspect)

Example with image at 70% zoom, Show: 16:9 ( $S_x=16$ ,  $S_y=9$ );

Image: 3:2 ( $I_x=3$ ;  $I_y=2$ )

$$H=50 \times 0.7 = \underline{35};$$

$$A=50 \times 0.7 = \underline{35}; B=3 \times (9/16) = \underline{1.6875};$$

$$C=100 \times 0.7 \times (2 - 1.69) / (2 \times 1.69) = \underline{6.4815}$$

$$V=A + C = 35 + 6.48$$

$$= \underline{41.48}$$

### Definition of H and A.

The horizontal and vertical distance from center to edge is 50% for each. So, if an image is resized, the distance from the image center to the image edge is proportional to the zoom applied to that image. Hence, the definition for H and A.

### Definition of B.

A is the screen portion of  $I_y$ . When an image that is wider than it is tall is set to the scale of fill screen, it expands until the sides reach the frame sides. But, a portion of the image is (or would be) above and below the screen unless the image aspect is 16:9 or less. That image portion that is off-screen then is  $I_y - B$ . When divided by B and multiplied by 100, we get the percent of the image that is off-screen. Since we're only interested in half of it (we're measuring from the screen center), we divide the result by 2. Finally, since the image is resized by a

zoom value, we multiply it by the Zoom-Y value to get the effective screen-relative Pan-Y value that is (or would be) above the screen.

### Definition of V.

V is the vertical portion of the image. It is composed of two parts: that portion that is showing on the screen (A) and the portion that is extended (or would extended) beyond the screen (C).

Since the screen is calculated in percent, we need to know the percent that is (or would be) off-screen. The part that is on-screen is B. Now, we need to calculate the percent of the top half of the image (since we are measuring from screen center) that is off-screen. We do that by subtracting the image's vertical dimension from amount on screen and dividing by 2. To get the percent, we multiply by 100, multiply by the image's zoom-y value ( $Z_y$ ), and divide by the amount of the image that's on-on-screen (B). This is the value C.

It sounds and looks complicated. However, just plug in the numbers to the formula to get the results. Note that these results are valid only when using the scale of Fill Screen. Any other scale factor and an adjustment value is required. It's not important for this discussion however.

For other mask size aspects, plug in the actual horizontal and vertical dimension values for the aspect values.

## WHAT'S INCLUDED

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### Styles — #15

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1.Rotate About	6.To Corner 1a	11.To Side 1b
2.Rotate About Again	7.To Corner 1b	12.To Side 1c
3.Rotate About Too	8.To Corner 1c	13.To Side 1d
4.Tall to Wide	9.To Corner 1d	14.To Side 1e
5.Show-Five	10.To Side 1a	15.To Side 1f

### Corner Graphics — #62 (18 Different Sets)

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There are 18 different user replaceable photo corner graphics types provided. Fourteen provide 4 different corners, 2 provide graphics that work as any corner, and 2 provide 2 separate corners that work as opposite corners to each other. UR=Upper Right, UL=Upper Left, LL=Lower Left, LR=Lower Right

- Corner\_Black (UL, UR, LL, LR)
- Corner\_BlackRinged (UL, UR, LL, LR)
- Corner\_BlackRingedAngle (UL, UR, LL, LR)
- Corner\_BlackTri (UL, UR, LL, LR)
- Corner\_Goldshine (UL, UR, LL, LR)
- Corner\_HalfCircle\_Black (UL, UR, LL, LR)
- Corner\_HalfCircle\_White (UL, UR, LL, LR)
- Corner\_Tape\_Black (UL, UR, LL, LR)
- Corner\_Tape\_White (UL, UR, LL, LR)
- Corner\_White (UL, UR, LL, LR)
- Corner\_WhiteTri (UL, UR, LL, LR)
- Corner\_WhiteTriLine (UL, UR, LL, LR)
- Corner\_WhiteTriLineV (UL, UR, LL, LR)
- Corner\_Wood-Strip (UL, UR, LL, LR)
- Corner\_Ellipse\_Black-Any (Use as any corner)
- Corner\_Ellipse\_White-Any (Use as any corner)
- Corner\_Ellipse\_Black\_UL-LR (UL or LR)
- Corner\_Ellipse\_Black\_UR-LL (UR or LL)
- Corner\_Ellipse\_White\_UL-LR (UL or LR)
- Corner\_Ellipse\_White\_UR-LL (UR or LL)

## REVISIONS

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None