

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 Landscape images only. The default image aspect is 3:2. However, they are adaptable to another image aspect as desired. All styles required 2 images.

Four Corner Swaps

Four photo corners move to the screen center and extract landscape image from it as they move out again. Next, the photo and image corners rotate out of view. During the rotate back into view another image is revealed.

If the *Frame background mask* mask aspect (dimensions) are changed there are some additional required changes required:

- Use *Corner Position* to specify the revised position of the Upper Left Photo Corner. This sets positioning for all other corners.
- Use *Masks Position* to set the mask positions used by the layers UL, UR, LL, and LR. *Masks Position* is used to determine the size of the image corners that move when switching to the next image. These masks are 3:2 aspect and sized such that 4 of them align to fill the space defined by the *Frame background mask* (as well as the space defined by *Inside Changes* layer).
- Layers that will need adjusting when the mask aspect is change *Frame Mask*, *Frame Border*, *Frame Shadow*, *UL*, *UR*, *LL*, *LR*, *Inside Changes*, *Image Adjustments*, *Frame background mask*, *Initial Frame mask*, and *Initial Frame background mask*.

Note: the *Corner Location* layer sets the rotation for the other layer's.

Meeting Corners 1

The two right corners meet the two left corners at the left image edge. Next, the top corners meet the bottom corners. When the corners return to their initial positions there's a new image in the window. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 1a

The two left corners meet the two right corners at the right image edge. Next, the top corners meet the bottom corners. When the corners return to their initial positions there's a new image in the window. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 2

The two right corners meet the two left corners at the left image edge. Next, the top and bottom corners meet and move right together. At the right image edge, the corners separate and reveal the next image. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 2a

The two left corners meet the two right corners at the right image edge. Next, the top and bottom corners meet and move left together. At the left image edge, the corners separate and reveal the next image. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 3

All corners meet at the lower left corner bringing a resized image with them. When the corners return to their original positions, they bring with a new image with them. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 3a

All corners meet at the lower right corner bringing a resized image with them. When the corners return to their original positions, they bring with a new image with them. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 4

The two right corners meet the two left corners at the left image edge. The resulting “column” is rotated 180° and then the upper and lower right corners move right, revealing the next image as they do. See notes below. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Meeting Corners 4a

The two left corners meet the two right corners at the right image edge. The resulting “column” is rotated 180° and then the upper and lower left corners move left, revealing the next image as they do. See notes below. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Rotate and Drop

The landscape image rotates to a vertical position and drops from view. As it does, the next image is revealed and it rotates back to a horizontal position. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

Corner AdjustZoom. This layer is used to set the zoom values of the images, mask, and photo corners during the rotation. Since the zoom value found in zoom-x or zoom-y cannot be directly used, this layer is used instead. If, for some reason, the mask

Rotate-Drop-Pan

Initial Landscape image is rotated 180 degrees around the image’s left edge. The rotated image then moves back to the screen center and falls out of sight as it does so to reveal the next landscape image. See Tips: *Shadow Offset/Opacity/Blur* and *Photo Corners Shadow vs Image Shadow Layers*.

If the mask aspect (dimensions) are changed there are some additional required changes.

- Use *Corner Location* to specify the revised position of the Upper Left Photo Corner. This sets positioning for all other corners.
- Adjust the settings of *Corner Path Adjust*. In this layer there should be 3 keyframes. Change keyframe 2 to a value of twice the *Corner Path Adjust Pan-X*. Leave keyframes 1 and 2 values at 0.
- Adjust keyframes 2 and 3 of *Image Path Adjust 2* to twice the *Corner Path Adjust Pan-X*. Leave keyframe 1 value at 0.

Note: the *Corner Location* layer sets the rotation for the other layer’s.

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).

A rotation center change is required of the following styles to accomplish their effect. For proper effect (for the photo corner to move exactly with the image), the photo corner must be positioned exactly at the image corner. Since the image is masked (to keep the images at the exact same size), this actually means the Photo Corner is aligned to the mask corner. There are two methods of finding the screen location for the mask corners: experimentation and mathematically. The experimentation method is often all that's needed and can be quick. But, to make the positioning exact, the mathematical method is very useful. The mathematical method is covered in the *Tips* section below.

This information is only important if you intend to change the mask aspect from its default 3:2 value to some other value (e.g., 4:3). Most of the modern digital cameras have a sensor aspect that is somewhere around the 3:2 aspect. However, older film cameras produced images with many varying aspects.

Meeting Corners 4 and 4a. These two styles use rotation as part of their effect. As part of that rotation, the rotation center for the Photo Corners is modified from the default position of 0,0. The user doesn't need to adjust the rotation center directly, that's automatically taken care of. However, the proper rotation of the photo corner implies its proper positioning at the image corner (which is actually the corner of the image mask). The location of the image (mask) corner is found by experiment or mathematically. Below is a treatment of how to find the mask/image corners pan-x and pan-y values. A short discussion is also provided for the rotation center change.

Corners Position. Find the distance of the image corner from the screen center either empirically (trial and error) or mathematically (the tips below provide the means to accomplish that). Corner values to the left and up are negative while those to the right and down are positive. As provided, each of the corners has its keyframe values. These are the default keyframe values:

MC 4/4a	KF1	KF2	KF3	KF4
UL	-35,-41.48	-35, Auto	35, Auto	35, -41.48
UR	35, (UL _y)	35, (UL _y)	-35, (UL _y)	-35, (UL _y)
LL	(UL _x ,-UL _y)			
LR	(UR _x ,LL _y)			

KF# = Keyframe, where # is 1, 2, 3, or 4.

MC=Meeting Corners, UL=Upper Left, UR=Upper Right, LL=Lower Left, LR=Lower Right

(≠UL_x) is a link to the Upper Left Pan-X value

(≠UL_y) is a link to the Upper Left Pan-Y value

(UR_x) is a link to the Upper Right Pan-X value

(LL_y) is a link to the Lower Left Pan-Y value

The Photo Corner keyframes are not all located at the same times.

So, if you change the mask and image aspects, you would need to change

- UL Pan-X Keyframes 1 – 4, Pan-Y keyframes 1 and 4;
- UR Pan-X keyframes 1 – 4.

Rotation.

- These two styles rely on a rotation center change to accomplish a coordinated rotation of the corners. Generally, the user need not worry about these since it's automatically set for the user. But, it might be useful to know that the rotation center is the negative of the pan-y value. What that means, in this case, is that the layer's rotation center is offset by the same amount as the graphic layer's vertical adjustment (pan-y) used to place the photo corner graphic (that is, putting the rotation center back to the screen's vertical center).
- Rotation is determined by the rotation setting of Layer 1

Rotate and Drop. The rotation center of this style also depends on the proper placement of the photo corners to the image. The rotation center is automatically adjusted according to the Photo Corners pan settings. This is why its important to get the Photo Corners positioned correctly.

Rotation-Pan-Drop. As with the styles noted above, the rotation center is a critical part of assuring proper photo corners positioning during the image rotation. While the rotation centers are automatically adjusted for the user, the proper positioning of the photo corners to the image mask is important.

TIPS

SHADOW OFFSET/OPACITY/BLUR

- Each style has the ability to vary the size of the shadow (via an offsetting pan position), the visibility of the shadow, and how sharply the shadow is defined. The shadow offset/opacity/blur layer is used by all shadow layers to set their offset from the image mask, their opacity, and blur.
- To turn off both the Photo Corner and the Image’s shadow layer set the opacity in *Shadow Offset/Opacity/Blur* to 0. Or set the opacity of the first corner shadow layer and the *Shadow* layer opacity to 0% independently.
- All Meeting Corner styles with rotation use this layer to determine their rotation. Do not change its value.

PHOTO CORNERS SHADOW vs IMAGE SHADOW LAYERS

- The Photo Corners shadow can be independently turned off while leaving the image shadow untouched. To do this, set the first corner shadow layer opacity to 0% (Slide Options | Effects | Adjustment Effects). The other three corners will also become invisible. To turn off the shadow layer while keeping the photo corner shadows visible, set the *Shadow* layer to 0%.
- To turn off both the Photo Corner and the Image’s shadow layer set the opacity in *Shadow Offset/Opacity/Blur* to 0 or go to the first corner shadow layer and set its opacity to 0% and then set the *Shadow* layer opacity to 0%.

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 places 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.

This determines the location for all other corners. The default values are for a 3:2 image aspect and a 16:9 show aspect.

$$H = 50 \cdot Z_x$$

$$V = B + \frac{(I_y - A)}{2 \cdot A} \cdot 100 \cdot Z_y$$

where $A = I_x \cdot \frac{S_y}{S_x}$

and $B = 50 \cdot Z_y$

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; Image: 3:2
 H=50(0.7)=35; A=3(9/16)=1.69; B=50(0.7)=35;

$$V = 35 + ((2 - 1.69) / 2(1.69))(100(0.7)) = 41.48$$

The horizontal distance from center to edge is 50%. Likewise, the vertical distance from center to edge is 50%. 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 B.

V is related to the screen portion of an image plus the amount that is not showing because of the scale (Fill Screen). The visible vertical portion is B. The portion that is off-screen is a portion of the entire image. This is found by finding A. This is the show equivalent of the vertical portion of the image divided by 2 (we only need to know the amount from image screen center) that's outside the screen frame. We then need to figure out the percent above the frame and that's why it's divided by A. Finally, we need to multiply it by 100 to get the percent and by the zoom-y value to get the proportional amount.

It sounds and looks complicated. Just plug in the numbers to the formula to get the results. Note that if you change the scale from Fill Screen, you'll need to figure out the adjustment. It's not germane to the styles here.

Default Image Mask Size Values

3:2 Aspect @ 70%: 35.00, 41.48; 40% (rotated): 20, 23.70

4:3 Aspect @ 60%: 30.00, 40.00; 40% (rotated): 20, 26.67

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

WHAT'S INCLUDED

Styles — #11

- Four Corner Swaps
- Meeting Corners 1
- Meeting Corners 1a
- Meeting Corners 2
- Meeting Corners 2a
- Meeting Corners 3
- Meeting Corners 3a
- Meeting Corners 4
- Meeting Corners 4b
- Rotate and Drop
- Rotate-Drop-Pan

Corner Graphics — #54 (16 Different Sets)

There are 16 different user replaceable photo corner graphics types provided. Twelve 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.

- Corner_Black (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

None