

These effects use a single Portrait or Landscape image to create kaleidoscope effects. By utilizing zoom or zoom together with pan, considerable control is exercised over the creation of the screen effect.

### **KaleidoScope 4A Tiles**

### **KaleidoScope 4B Tiles**

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These effects use 4 separate tiles of 2 rows of 2 tiles each to create their effect. The difference between them is the relative image orientation in the tiles.

### **KaleidoScope 9 Tiles**

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These effects use 9 separate tiles in 3 rows of 3 tiles each to create their effect.

### **KaleidoScope 16 Tiles**

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These effects use 16 separate tiles in 4 rows of 4 tiles each to create their effect.

### **KaleidoScope 25 Tiles**

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These effects use 25 separate tiles in 5 rows of 5 tiles each to create their effect.

### **DISCUSSION (applies to all styles in this set)**

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Unless the user makes changes to keyframe settings, the effect is a static display. To create the kaleidocope effect, the user must make settings changes on the *Pan and Zoom* layer. Where there are settings changes between keyframes (pan and/or zoom), the kaleidoscope effect occurs.

**TILE INDICATOR.** Each of the styles has a representative "tile" box that indicates the size of the tile for that style. Adjust the zoom settings for the control image (*Pan and Zoom*) to change the size and the pan settings to give you an idea what part of the image will appear in what part of the tile. This is important for positioning the image right where you want it. **IMPORTANT:** the zoom-x and zoom-y boxes are NOT used to affect the zoom settings on other layers. The Rotation Center-X setting is used for that (for technical reasons). NOTE: the pan settings relative to the tile box are relative, they are not exact. You may have to adjust the pan settings slightly to keep the tile boxes from separating. You might observe the zoom and pan settings results in the main preview window.

#### **ZOOM.**

Changing Zoom settings (using Rotation Center-X) is the most basic effect. All tiles change at the same time and according to the zoom setting given in Rotation Center-X. Reducing the zoom to values below the default setting will result in tiles separating. You will use the Image Zoom settings (zoom-x and zoom-y) to set the size you want, relative to the virtual tile indicator. You will then enter that zoom value into Rotation Center-X.

#### **PAN.**

Changing Pan-X (Pan-Y) moves all tiles horizontally (vertically). Use the virtual tile indicator box as noted above to help determine your image's position within that box. Pan settings move the image edge to a location within the virtual tile indicator can result tiles separating. Also, forgetting to set the Rotation Center-X for a

given zoom may result in tile separation. If you scrub the slide and you see separate tiles, compare the Rotation Center-X value with the Zoom setting. If they aren't the same, the selected pan may actually position the image edge to somewhere within the tile's edges.

Add as many keyframes as desired and change the zoom (i.e., rotation center-x) setting and/or pan for each keyframe as appropriate. Scrub (that is, click on lower line composed of transition in/out and slide time and drag the red triangle left or right) the slide to see the result of your changes. Change your settings through trial and error until you get the effect that you seek. Note that changes in pan, zoom, and crop region (see below) affect the look of the effect.

## CROP.

This is another thing you may want to exercise to improve the effect on certain image types. So, after applying the style to the slide, you may want to crop your image layers to the same aspect as your show. A wide-screen or high definition show typically has an aspect of 16:9 while a TV or standard definition show has an aspect of 4:3. The following link is to an online calculator that you can use for calculating the proper image crop:

<http://www.calculatorsoup.com/calculators/math/ratios.php>

If you see lines between tiles when using the exact crop values, try reducing the calculated value by a few numbers. For instance, if your image is 4672 x 3104 in a 16:9 show, the proper crop is  $4672(9/16) = 2628$ . But, 2625 might work better (it has to do with how the crop affects the partially transparent pixels at the edge of the image).

Next, copy the crop to each image layer. Don't create a crop on each layer manually ... it is simply too much work and not worth the effort. Copying the crop to other layers is much faster, especially if you've moved the crop region up or down on the image.

To crop you must have slide options open. Select an image layer. Select the *Adjustments* tab. Click on the *Crop* button (not the crop checkbox). A Crop window will appear with the numbers populated in the Size boxes as well as the Right and Bottom values. Typically you will change the Bottom value to the calculated crop. Next, drag the crop region up or down as desired. Click on OK.

Now, right click on the *Crop* button. Select *Copy Cropping Region to Other Layers*. Click on the "+" for the slide on which you are working. This expands the slide to show the layers on it. Select all image layers on the slide and click on *Copy & Close*. You are done.

## SLIDETIME

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Choose a time that seems appropriate to you. Typically, 10s or longer might be very appropriate depending on the image and the number of keyframes you use to create your effect. Short times are more appropriate to static displays of the effect (that is, no change between the first and last keyframes of zoom and/or pan).

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## USING THE STYLE

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1. Place your image on the slide
2. Apply the desired style

3. Select the layer entitled *Pan and Zoom*
4. Change Pan and/or zoom (Zoom-X and Zoom-Y) for the first keyframe
  - a. Position the image within the green outline of the representative tile.
  - b. Add keyframes as usual.
  - c. Upon finalizing the image size and position for a given keyframe, enter the selected image zoom size into the ROTATION CENTER-X box. This value is used for both Zoom-X and Zoom-Y for that keyframe. The Pan and Zoom type (linear, smooth, etc) and the pan curve value will affect the pan and zoom for the effect. Other than those functions, ONLY Pan and Rotation Center-X are used to affect the other image layers. IMPORTANT: *Rotation Center-X* values are used to affect the size of the other layers. This is done for technical reasons beyond the scope of this document.

NOTE: If you play (or scrub) your slide and you see separate tiles instead of a continuous canvas, compare the *Pan and Zoom* layer's zoom and rotation center-x settings. If they are the same, check to see how close the image edge is to the virtual tile's edges. When the image is too close, the pan/zoom settings of linear, smooth, settings at a given curve setting may cause the image's edge to come within the file confines. Move the pan or change the value of zoom slightly or reduce the amount of curve.

Title	Images	Show Aspect
<b>KaleidoScope 4A Tiles</b>	1L or 1P	Any
<b>KaleidoScope 4B Tiles</b>	1L or 1P	Any
<b>KaleidoScope 09 Tiles</b>	1L or 1P	Any
<b>KaleidoScope 16 Tiles</b>	1L or 1P	Any
<b>KaleidoScope 25 Tiles</b>	1L or 1P	Any

**LEGEND**

**L**=Landscape, **P**=Portrait,  
**HD**=High Definition/Widescreen/16:9,  
**SD**=Standard Definition/TV/4:3, Any = HD or SD