16 Styles in SD (4:3) and HD (16:9) Formats Note: small differences may occur between the two formats

2 Merge Over Image 2   2 Portrait, 1 Landscape Images

I=3:2, II=4:3 Aspect Images

The two portrait images are displayed side-by-side. They move to the center and merge together on a diagonal line. They rotate and fade away as they merge to leave the background image displayed.

SETUP: Layer 1 = Portrait, Right   Layer 2 = Portrait, Left   Layer 3 = Background

2 Merge Over Image 3b   2 Portrait, 1 Landscape Images

Two portrait images are displayed side-by-side. They move to the center, merge together vertically, and fade away to leave the background image displayed.

SETUP: Layer 1 = Portrait, Left   Layer 2 = Portrait, Right   Layer 3 = Background

2 Merge Over Image 3a   2 Portrait, 1 Landscape Images

The full screen image is displayed initially. A blurred image appears in the screen center that expands horizontally to becomes two merged images that split vertically to become two portrait images displayed side-by-side. T

SETUP: Layer 1 = Portrait, Left   Layer 2 = Portrait, Right   Layer 3 = Background

2 Portraits Appear   2 Portrait, 1 Landscape Images

I=3:2, II=4:3 Aspect Images.

The landscape image displays first. Then, transparent boxes appear with shadow, the initial content rotates away to reveal the portrait image, and then the portrait borders appear. At the same time, the background image rotates in two halves opposite to their respective portrait content rotation. This reveals of blurred, desaturated version of the same background image

SETUP: Layer 1=background image;   Layer 2=Left image;   Layer 3=Right image.

1 Splits into 2   3 Portrait Images

I=3:2, II=4:3 Aspect Images

A single portrait image is displayed in the center of the screen which then splits in half, top to bottom. Each half goes into a different horizontal direction. As they do, they expand, top to bottom, to become a full portrait image. The two new are displayed side-by-side. The background is supplied by the initial portrait image.

SETUP: Layer 1 = Initial image   Layer 2 = Next Image, Left   Layer 3 = Next Image, Right

2 Split into 1 3 Portrait Images

I=3:2, II=4:3 Aspect Images

Two side-by-side portrait images move together in the center of the screen. As they do, the top half of each kind of disappear as these two images merge into a single, new image.

SETUP: Layer 1 = Next image   Layer 2 = Initial Image, Left   Layer 3 = Initial Image, Right

2 Rotate and Merge 2 Portrait, 1 Landscape Image

I=3:2, II=4:3 Aspect Images

The two portraits fade onto the screen in-place. They then rotate 180 degrees to switch positions where they merge together while fading from view, to reveal the background landscape image.

SETUP: Layer 1: Portrait, Right   Layer 2: Portrait, Left   Layer 3: Landscape Image

Diamond Fade In   Any Aspect   2 Landscape Images

After the full screen image has been displayed awhile, the next image starts to appear. It does so on each of the screen corners on a diagonal (hence the *Diamond*). As the diamond shaped hole gets smaller, the center whirls about and fills in. Finally, a whole new image has taken the place of the original.

SETUP: Layer 1-Next Image;   Layer2-Initial Image.

NOTE: when you change the display length of the slide, you may need to make an adjustment to the *transition in* of layer 9. You'll have to move keyframe 1 left or right so that the transition effect fills the diamond hole before it closes (not before the diamond effect appears and not after the hole no longer exists!).

Expanding Strips Vt 2 Landscape Images

After the initial image display, vertical strips of the next image rotate and expand into a full screen image.

SETUP: Layer 1-Next Image;   Layer2-Initial Image.

Expanding Strips Hz 2 Landscape Images

After the initial images display, horizontal strips of the next image rotate and expand into a full screen image.

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

Expanding Strips Crosshatch   Any Aspect   2 Landscape Images

After the initial images display, horizontal and vertical strips of the next image expand into a full screen image.

SETUP: Layer 1-Next Image;   Layer2-Initial Image.

The landscape image is displayed initially. Then, a portrait image slides onscreen but disappears partway across the screen. It is replaced by a smaller, translucent version that then begins to get larger and more opaque until it hits both the screen top and bottom

SETUP: Layer 1-Portrait Image;   Layer2=Landscape Image

This particular effect has best impact if the original image has many dark areas in it. It's probably not suitable for use with an image that's made up almost entirely of light colors.

Rotate Together 1   Any Aspect   **2 Landscape Images**

I=3:2; II=4:3 Aspect Images; I-II= 3:2 1st Image, 4:3 2nd image; II-I=4:3 1st Image, 3:2 2nd Image

One of the images is displayed in the center of the screen. The next image then bumps up against the bottom that image. Both then rotate together a full 90 degrees counterclockwise. The previous image then moves to the left off screen.

SETUP: Layer1-Initial Image;   Layer 2-Next Image

Select the version that works best with your images, either 3:2 or 4:3 aspect. If the aspect ratio of the image is different than either of these, you may need to adjust the rotation center of the image in layer 2.

For the first image, in layer 2, enter rotation center x and/or rotation center y values for keyframes 1 & 5.
For the second image, in layer 5, enter the rotation center x and/or rotation center y values for keyframes 1 & 4.

Entering a positive number in the rotation center x will adjust the lower left corner rotation point to the right.
Entering a positive number in the rotation center y will adjust the lower left corner rotation point down.

Note. The style assumes that you use either 4:3 or 3:2 images in a slide, not both at the same time. If you use one image of 3:2 and one of 4:3, you will need to change the size of the respective mask to either 1600:1200 (4:3) or 1500:1000 (3:2). Changing the amount of zoom for the image layer will require you to change the rotation center (x and y) . . . which can get tricky to do right.

Rotate Together 2   Any Aspect   **2 Landscape Images**

The first image is displayed full screen. When the transition to the next image occurs, both rotate together a full 90 degrees counterclockwise. Both images are abutted to each other.

SETUP: Layer1-Initial Image;   Layer 2-Next Image

Rotate Together 3a   **4 Portrait, 1 Landscape Image**

I=3:2, II=4:3 Aspect Images

Two portraits fade and rotate onto the screen together. Next, they then rotate off screen to reveal the background. Finally, the next two portrait images rotate back onscreen.

SETUP: Layer1=Initial Portrait, Right;   Layer 2=Next Portrait, Right;   Layer 3=Initial Portrait, Left;
            Layer 4=Next Portrait, Left;   Layer 5=Landscape

The two portraits fade and rotate onto the screen together. They then rotate off screen and, as they do, the background landscape image comes into focus. As the two portrait images rotate back onscreen, they've changed to a different image and the background image goes back out of focus.

SETUP: Layer1=Initial Portrait, Right;   Layer 2=Next Portrait, Right;   Layer 3=Initial Portrait, Left;
            Layer 4=Next Portrait, Left;   Layer 5=Landscape

SUMMARY

NAME	Aspect	Time	Images	Aspect
1 Splits Into 2.	HD/SD.	8s/2s.	2P, 1L.	3:2/4:3
2 Split Into 1.	HD/SD.	8s/2s.	5P/2L.	3:2/4:3
2 Merge Over Image 2.	HD/SD.	8s/2s.	2P, 1L.	3:2/4:3
2 Merge Over Image 3a.	HD/SD.	9s/2s.	2P, 1L.	3:2/4:3
2 Merge Over Image 3b.	HD/SD.	9s/2s.	2P, 1L.	3:2/4:3
2 Portraits Appear.	HD/SD.	10s/2s.	2P, 1L.	3:2/4:3
2 Rotate and Merge.	HD/SD.	8s/2s.	2P, 1L.	3:2/4:3
Diamond Fade In.	Any.	8s/2s.	2L	n/a
Expanding Strips Crosshatch.	Any.	8s/2s.	2L	n/a
Expanding Strips Hz.	HD/SD.	7s/2s.	2L	n/a
Expanding Strips Vt.	HD/SD.	7s/2s.	2L	n/a
Mask Zoom.	Any.	8s/2s.	1P/1L	n/a
Rotate Together 1.	Any.	8s/2s.	2L.	3:2/4:3
Rotate Together 2.	Any.	8s/2s.	2L	n/a
Rotate Together 3a.	HD/SD.	13s/2s.	5P/2L.	3:2/4:3
Rotate Together 3b.	HD/SD.	13s/2s.	5P/2L.	3:2/4:3

LEGEND
HD/SD = 16:9 (Widescreen)/4:3 (TV). Any = Any Aspect
3:2/4:3 = Aspect ratio of 3 x 2 and 4 x 3
#s/#s = the slide time in seconds/the transition region between slides in seconds
#P/#L = the number of portrait images/the number of landscape images.

REVISIONS   April 4, 2010

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1 Splits Into 2. Background image is now replaced by the initial portrait, desaturated and blurred. Adjusted timing of keyframes. Gave initial border layer a shadow and removed a keyframe. Removed initial keyframes from the next portrait layers borders. Removed some time from the display of the next two portraits. Added 4:3 Aspect version.

2 Split Into 1. Named a few layers from their default values. Added 4:3 aspect version. Background layer removed. It is now supplied by the image in the final portrait. Renamed from 2 Splits Into 1.

2 Merge Over Image 2. Removed keyframes on layers 1 and 2. The visibility of these layers wasn't needed at those points. Renamed a couple of layers. Added a 4:3 aspect version. The slide time of the SD version is now the same as the HD version. Removed unused layers from the SD version.

2 Merge Over Image 3a. Removed unnecessary keyframes. Adjusted keframe timings. Added 4:3 aspect version.

2 Merge Over Image 3b. Removed unnecessary keyframes. Removed shadow layers and replaced with PSP shadows. Adjusted keyframe timing. Adjusted display time of the final image slightly. Adjusted the border display slightly. SD and HD slide times are now the same. Added 4:3 aspect version.

2 Portraits Appear. Revised the timing of the slide. Adjusted the timing of when things occur. Masked the initial "background" image into two halves that rotate opposite to the rotation of the initial content of the portrait region. Took the transition out away from where the portrait appears (as it appears) and replaced it with a rotation of the contents instead. As the portrait region appears, the background image and the portrait content region zoom at different rates. The shadows appear first to further identify the portrait region. As the portrait contents rotate away the border region appears. Added a 4:3 version (II). The 3:2 version is I.

2 Rotate and Merge. Documentation now matches the style. Adjusted the slide time. Tweaked the timing of the keyframes to adjust the effect. The right image layer now is the master layer. All other portrait image layers use the right image layer for position, rotation, and opacity (the two border layers though still control their own opacity). Removed unnecessary keyframes. Adjusted the slidetime slightly. Added a 4:3 aspect version (II). The 3:2 version is I.

Diamond Fade In. Removed unneeded keyframes on multiple layers. Adjusted the timing before and after the effect as well as during the effect. Overall, reduced the slide time. Change from SD and HD to Any aspect.

Expanding Strips Crosshatch. Removed unncessary keyframes. Adjusted settings for some of the crosshatchs (zoom and time). Slight rearrangement of the crosshatches. Gave mask layers a fade transition in of either several different lengths. Reduced the overall slidetime. HD and SD times are no longer different: the style is now Any Aspect.

Expanding Strips Hz. Removed unnecessary keyframes. Added layers to give the strips borders and shadows. Removed slidetime at the beginning and end of the slide. Removed the 50% smoothing. Added "movement" to the initial image as it's being hidden by the strips. Adjusted the expanding strips so that they each appear to expand from a fixed position.

Expanding Strips Vt. Removed unnecessary keyframes. Added layers to give the strips borders and shadows. Removed slidetime at the beginning and end of the slide. Removed the 50% smoothing. Added "movement" to the initial image as it's being hidden by the strips. Adjusted the expanding strips so that they each appear to expand from a fixed position.

Mask Zoom. The slide time was reduced. Unnecessary keyframes were removed. Keyframe timing was adjusted. Changed the style from HD and SD versions to an Any Aspect version. Added an additional effect layer to the small translucent version of the portrait image.

Rotate Together 1. Removed extra, unnecessary keyframes. The image and border rotation, rotation center, and panning are now linked to the same as the mask layer for both the initial and next images. An adjustment was made to the initial image size that was causing the image to not rotate correctly with the mask and border. The background images were desaturated. The border layers were renamed. Added a 4:3 aspect version is identified by II after the title whereas the 3:2 aspect version has an I after the name. Changed the style from HD and SD versions to an Any Aspect version.

Rotate Together 2. Changed the style from HD and SD versions to an Any Aspect version. Reduced the length of the 2nd image's display to the same as that of the 1st image.

Rotate Together 3a. Removed unneeded keyframes, adjusted keyframe timings. Added time to increase the display time of the background image when the initial images rotate off-screen. Added a 4:3 aspect version (II). The 3:2 version is I. Renamed several layers. Adjusted display time of the initial and final portrait images. SD and HD versions now have the same length. Desaturated the background when not covered by portrait images.

Rotate Together 3b. Adjusted keyframe timings. Added time to increase the display time of the background image when the initial images rotate off-screen. Added a 4:3 aspect version (II). The 3:2 version is I. Renamed several layers. Adjusted display time of the initial and final portrait images. SD and HD versions now have the same length. Desaturated the background when not covered by portrait images.