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

Column Strips Away 2**Any Aspect****2 Landscape Images**

The next image is revealed when the initial image splits into vertical strips. These strips move and congregate toward the center of the screen before floating up and off the screen.

Setup: Layer 1=initial landscape; layer 2: next landscape. 100407-1700

Corners Rotate CCW**2 Landscape Images**

After the initial image is viewed awhile, the next image is revealed as each corner is rotated counter-clockwise out of view. Corner rotation occurs near the screen center.

Setup: Layer 1: landscape, initial; layer 2: next image.

Carousel 3 Portrait Reflect Full**3 Portrait Images**

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

The three portrait images rotate in a carousel until each image has been displayed. The reflection of the image is available while the image is in thumbnail size.

Setup: Enter the three images in the order you want them displayed.

The background image utilizes the image being displayed in the large center window. Two copies of this image are utilized; one portion on the left of the larger image and a copy to the right of it. Each image copy is sized differently. This style is set so that it can be used without modification in both 4:3 and 16:9 screen formats. However, given that images may vary in size, if the background image on the right does not cover the screen from top to bottom, you will need to change the zoom for that image. These background images are found in layers 25 through 30 and set to a *Fill Frame* scaling. Layers 25 through 27 are zoomed for a more portrait presentation and therefore have a zoom close to 55% (as provided). Layers 28 through 30 are zoomed to full screen at 100%.

Carousel 3 Portrait Reflect Simple**4 Portrait Images**

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

Three portrait images rotate in a carousel. The reflection of the image is available while the image is in thumbnail size. This style can be used in either a standalone fashion or as an extension of *Carousel 3 Portrait Reflect Full*. There is only a on image rotation per slide.

Setup (Standalone). Enter the four images in the order you want them displayed. Layer 1=Img1; Layer 2=Img 2; Layer 3=Img2a (img 2 replacment); Layer 4=Img3. After applying the style, the first image is in the large window. The 2nd image is the lower left portrait. And the 4th image is in the upper left portrait. After the carousel rotation, the image in the lower left was replaced by the 3rd image and is now the big image displayed in the big window. For additional slides enter image according to the following table:

Layer	Slide 1	Slide 2	Slide 3	Slide 4
1	Img 1	Img 2	Img 3a	Img 1a
2	Img 2	Img 3	Img 1	Img 2
3	Img 2	Img 3a	Img 1a	Img 2a
4	Img 3	Img 1	Img 2	Img 3a

NOTE: Before applying the style, layers 2 and 3 should be the same image.

Setup. (Extend Carousel 3 Portrait Full)

Note that C3PF has gone through 2 rotations.

- Initial: img1, img2, img3;
- Rotn 1: img2, img3, img1;
- Rotn 2: img3, img1, img2.

Therefore, to have a seamless transition:

- Layer 1=img3;
- Layer 2=img1;
- Layer 3=img1a; (new image)
- Layer 4=img2

The background image utilizes the image being displayed in the large center window. Two copies of this image are utilized; one portion on the left of the larger image and another to the right; each sized differently. Usable in either 4:3 or 16:9 screen aspect ratios. However, given that images may vary in size, if the background image does not cover the screen from top to bottom, change its zoom. These background images are found in layers 27 through 30 and set to a *Fill Frame* scaling. Layers 27 and 28 are zoomed for a portrait image and therefore has a zoom close to 55% (as provided). Layers 29 and 30 are zoomed to full screen at 100%.

When using this style as:

1. An Extender for *Carousel 3 Portrait Reflect Full*. No changes are necessary.
2. A Standalone Carousel. A change needed for the first slide Only.
 - a. Place the 3 images on the slide.
 - b. Duplicate the image in layer 2 and move it to layer 2
 - c. Make sure the transition time between this slide and the previous one is set to 0.
 - d. Select layer 1.
 - e. On keyframe 1, add 3 seconds of time.
 - f. Changes required are now done! When the simple carousel extends the full carousel, the simple's first image is the same the full's last. Normally, the display time of the full carousels' last image is kept minimal (to avoid displaying it longer than the other images) before the simple carousel rotates to the next image. The changes just made extend the amount of time the simple's first image is displayed before the next image is rotated into view. The duplicated image was the NEXT displayed image. Had it not been duplicated, a new image would have been required. This would be appropriate for a subsequent slide but not the first!

Dancing Circles Fade **Any Aspect** **2 Landscape Images**

After the initial image displays awhile, the next image appears in five dancing circles that grow until they overlap each other. They finally come to rest and completely fill the screen as a single image.

Setup. Layer 2: initial landscape; layer 1: Next image.

Dual Carousel 3 Portraits Full

6 Portrait Images

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

These are a set of two portrait carousels placed side by side and each of which have 3 images. Rotation for all images occurs at the same time. The rotations continue until all three images of each carousel have been displayed.

Setup: Layer 1: 1st image left Layer 2: Lower left Image Layer 3: Upper Left Image
Layer 4: 1st Image right Layer 5: Lower Right Image Layer 6: Upper Right Image

Notes: the background image is derived from the image located in the largest left image. So, the background image changes with each carousel rotation.

Dual Carousel 3 Portraits Simple

6 Portrait Images

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

These are a set of two 3-portrait carousels placed side by. There is a single during the slide which allows the building of a carousel as a *Dual Carousel 3 Portraits Full* extender or as an indefinite length carousel.

Setup:

	Slide 1	Slide 2	Slide 3	Slide 4	Slide 5	Slide 6
Layer 1	A1-L	B2-L	C2-L	A2-L	B3-L	C3-L
Layer 2	B1-L	C1-L	A1-L	B2-L	C2-L	A2-L
Layer 3	B2-L	C2-L	A2-L	B3-L	C3-L	A3-L
Layer 4	C1-L	A1-L	B2-L	C2-L	A2-L	B3-L
Layer 5	A1-R	B2-R	C2-R	A2-R	B3-R	C3-R
Layer 6	B1-R	C1-R	A1-R	B2-R	C2-R	A2-R
Layer 7	B2-R	C2-R	A2-R	B3-R	C3-R	A3-R
Layer 8	C1-R	A1-L	B2-R	C2-R	A2-R	B3-R

Where, *A*, *B*, and *C* are images; *L* = Left; *R* = Right.

At the end of the DC3PF the images are here: L1=C-L, L2=A-L, L3=B-L, L4=C-R, L5=A-R, L6=B-R
So DC3PS Setup is: L1=C-L, L2=A-L, L3=A-L-new, L4=B-L, L5=C-R, L6=A-R, L7=A-R-new, L8=B-R

Notes:

- 1) The background image is derived from the image located in the largest left image. So, the background image changes with each carousel rotation.
- 2) There's no reason why you can't also use landscape images instead of portrait images in the carousel. All you'll need to do once the style has been applied is to go to the layer where your landscape image is and enter the appropriate amount of pan-y to position the image to display the portion of the landscape image you want.

When using this style as:

1. An Extender for *Dual Carousel 3 Portrait Full*. No changes are necessary.
2. A Standalone Carousel. There is a change needed for the first slide Only.
 - 1) Place the 6 images on the slide.
 - 2) Duplicate the images that are in layers 2 and 5. These are images lower left and lower right.
 - a) Duplicate layer 5 first and move it to layer 5.
 - b) Duplicate layer 2 next and move it to layer 2.
 - 3) Make sure the transition time between this slide and the previous one is set to 0.
 - 4) Select layer 1.
 - 5) On keyframe 1, add 3 seconds of time.
 - 6) On each of the control layers (layer 1-*Image A*; layer 5-*Image B*; and layer 10-*Image C*) **and ONLY on the control layers**, you will need to select the first set of keyframes (kf 1 & kf2).
 - Click on the *Copy Settings Button* (it's the 3rd one down; two overlapping upside down triangles with a right pointing arrow on them).
 - Select *Start to End*. You're copying the settings from kf1 to kf2.
 - 7) Set the transition time between this slide and the previous one to what it was or at least something other than 0 seconds
 - 8) Changes required are now done! When the simple carousel extends the full carousel, the simple's first image is the same the full's last. Normally, the display time of the full carousel's last image is kept minimal (to avoid displaying it longer than the other images) before the simple carousel rotates to the next image. The changes just made extended the amount of time the simple's first image is displayed before the next image is rotated into view. The duplicated images were the NEXT displayed images. Had they not been duplicated, a new set of images would have been required. This would be appropriate for a subsequent slide but not the first!

FlipFlop A

Any Aspect

2 Landscape Images

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

The images do not fill the screen. The background is determined by the foreground image. The screen image *rotates* horizontally to nothing. When it rotates back to full size, the image is different. The slide ends when the image rotates back to nothing.

Setup. Layer 1: initial landscape; layer 2: next image.

Glide Slide to Big

2 Landscape Images

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

The initial image fills the background. It is viewed while the next image comes onto the screen, moves around a bit and then *hits a wall* that changes its character and color. The image grows in size and moves to the screen center. While it does this, color returns to the image and it also grows a border and shadow. The resulting image remains in the center of the screen but not completely filling it.

Setup: Layer 1:next image; Layer 2: initial landscape.

Gradiated Portrait

Any Aspect

2 Portrait Images

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

The background is obtained from the viewed image. When the next image is ready for viewing, the initial image shudders, slides out of the image frame and off-screen leaving behind the next image.

Setup: Layer 1: initial portrait; layer 2: next image.

NOTE: Landscape image substitution is inappropriate!

Portrait Twister

Any Aspect

2 Portrait Images

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

The initial image transitions to the next in a way that makes it seem to sort of twist out of view.

Setup. Layer 1: Initial Portrait; Layer 2: next image.

Portrait Twister Dual

4 Portrait Images

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

The initial images transition to the next in a way that makes them seem to sort of twist out of view.

Setup. Layer 1: left portrait, initial; Layer 2: left portrait, next.
Layer 3: right portrait, initial; Layer 4: right portrait, initial.

TriSquares Fade

Any Aspect

2 Landscape Images

As initial image is viewed, three diagonal squares zoom into view. Each square contains a view of the next image. As their corners reach the screen edges, the squares rotate until the screen is filled with a single merged view of the next image.

Setup. Layer :1 next landscape; Layer 2: initial image

Zoom the Landscape V2

Any Aspect

2 Landscape Images

As the initial image is viewed, it zooms away from the viewer in a kaleidoscopic fashion and the next image zooms kaleidoscopically from the screen center. Then the center kaleidoscope image zooms out kaleidoscopically to fill the screen (so there are two different kaleidoscope actions of the next image as it comes into view).

Setup. Layer 1: next landscape. Layer 2: initial image

NOTES:

1. Images not filling the screen (e.g., set to *Fit to Safe Zone*) are typically masked/cropped to a 3:2 ratio.
2. Portrait vs landscape images. When the style calls for a particular size of image, portrait or landscape, the other image orientation *may* possibly be used instead. This will not always work but may be worth investigating.
 - a. Portrait. If you use a landscape image, adjust the image left or right so that the interesting portion is in view.
 - b. Landscape. A portrait image may be used instead of a landscape image because the image is sized to *fill frame* (usually for backgrounds). For landscape images, this often means that a small portion of an image exists outside the frame (top/bottom/sides). In this case, the portrait zooms until the screen sides touch. As such, part of the portrait exists above and below the screen. This means the image may be adjusted up or down for proper positioning. From the user's perspective, they would have no idea the image wasn't a landscape image.
3. Producer v4.1.2737 has a peculiar bug that periodically affects the application of styles. If the style does not appear to work correctly, reapply it or remove the style and then reapply.

SUMMARY

NAME	Aspect	Time (sec)	Images	Aspect
Carousel 3 Portrait Reflect Full	Any	13/2	0L/3P	3:2/4:3
Carousel 3 Portrait Reflect Simple	Any	5/2	0L/4P	3:2/4:3
Column Strips Away 2	Any	9/2	2L/0P	n/a
Corners Rotate CCW	HD/SD	8/2	2L/0P	n/a
Dancing Circles Fade	Any	9/2	2L/0P	n/a
Dual Carousel 3 Portraits Full	HD/SD	16/2	0L/6P	3:2/4:3
Dual Carousel 3 Portraits Simple	HD/SD	6/2	0L/8P	3:2/4:3
FlipFlop A	Any	10/2	2L/0P	3:2/4:3
Glide Slide to Big	HD/SD	9/2	2L/0P	3:2/4:3
Gradiated Portrait	Any	7.25/2	0L/2P	3:2/4:3
Portrait Twister	Any	8.5/2	0L/2P	3:2/4:3
Portrait Twister Dual	HD/SD	10/2	0L/4P	3:2/4:3
TriSquares Fade	Any	8/2	2L/0P	n/a
Zoom the Landscape	Any	12/2	2L/0P	n/a

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

FlipFlop A. Added a 4:3 image aspect version. Removed unnecessary keyframes. Removed keyframes that tended to create ghost keyframes (at demarcation between slide and transition times). Added modifiers to control height of the images. Made minor adjustments to the keyframe timing.

Gradiated Portrait. Added a 4:3 aspect version. Reduced the number of layers. Adjusted some keyframe timing. Reduced the amount of time the initial image is displayed. Gave the next background changing size and rotation (it was static previously). Gave the next image a zoom.

Portrait Twister. Added a 4:3 aspect version. Adjusted the display time of the next image slightly. Added another layer for the next image and changed the transition effect. Changed to Any Aspect from HD and SD.

Portrait Twister Dual. Adjusted the relative keyframe times and transitions of the initial and next images. Removed time from the next image and added to the initial image to balance out their display times. Added a 4:3 aspect version.

Zoom The Landscapes. Changed to Any Aspect from HD and SD.

TriSquares Fade. Changed to Any Aspect from HD and SD.

Glide Slide to Big. Changed to Any Aspect from HD and SD. Added 4:3 aspect version.

Carousel 3 Portrait Reflect Full. Added 4:3 aspect version.

Carousel 3 Portrait Reflect Simple. Added 4:3 aspect version.

Dual Carousel 3 Portrait Full. Removed motion from the first portrait image, left. Removed unnecessary keyframes in layer 2. Added 4:3 aspect version. Fixed a modifier reference affecting blur on one of the layers. Adjusted positioning of the large portraits. Adjusted a couple of zoom values.

Dual Carousel 3 Portrait Simple. Added 4:3 aspect version. SD version is now similar to the HD version