

17 Styles (41 Total) ; SD (4:3), HD (16:9), or Any Aspect Formats

A variety of effects for portrait and landscape images. There are 4 carousels, 3 are extendable and the fourth is of a length determined by the user. Three are for portrait images while the fourth may use either portrait or landscape images in the same carousel. There are two that act as a transition effect to the next image.

Note that *Setup* below refers to the placement of images on the slide prior to applying the style.

2 Portrait Scrunch 1

16:9/4:3 Aspect Show

2 Landscape Images

2 Style

Side-by-Side portraits each rotate in opposite directions, one vertically and one horizontally.

Setup. Layer 1=initial left; Layer 2= next left; Layer 3=initial right; Layer 4=next right

Notes.

1) The position of the images is crucial to providing a near seamless movement up/down or left/right. The values for the Left images are (as supplied) :

	KF3	KF1	KF3	KF1
(Pan-x, Pan-y)	Image 1 (L2)	Image 2 (L3)	Image 3 (L6)	Image 4 (L7)
3:2 images HD:	-15,0	15,0	0,40	0,-40
3:2 images SD:	-17,0	17,0	0,33.5	0,-33.5
4:3 images HD	-17,0	17,0	0,40	0,-40
4:3 images SD	-19,0	19,0	0,33.5	0,-33.5

Since not all images are exactly 3:2 or 4:3 or may be of some other ratio, these values may require adjustment to allow the effect to work correctly.

2) There are two layer sets to be concerned with: L and R. Under the mask of each are two image layers. The top layer is the left (initial) image, the lower layer is the right (next) image. Each layer has 3 keyframes.

3) Change the look slightly!

a) In the image layer, changing the sign of the keyframe value from “+” to “-” reverses the direction of the *rotation*. For the top layer, this is keyframe 3, for the lower layer it’s keyframe 1. For best visual effect, if you change the value of one image you should change it for the other as well.

b) The downside if you don’t have opposite signs on the keyframes is that the layer used for the border will become visible. Making the border layer hollow isn’t a problem, just duplicate the mask layer, position it above the border layer, turn on the mask and invert it. If you want to move the border with the images, you’ll need to add keyframes to the new mask layer and the border layer at the same positions as on the image layers. Then, add a keyframe in the middle of those two keyframes on both the new mask layer and the border layer. The pan-x will need to move an additional 6.5% when you change the zoom-x by 50% at the middle keyframe.

4) If you want to use these carousel style, use the last two image as the first two in the new slide and reduce the display time of those first two images.

5) Landscape images may be substituted for portrait images. Adjust accordingly and/or scroll the image!

Side-by-Side portraits each rotate horizontally in opposite directions.

Setup. Layer 1=initial left; Layer 2= next left; Layer 3=initial right; Layer 4=next right

NOTES:

- 1) The notes 2 – 5 for 2 Portrait Scrunch 1 also apply.
- 2) The position of the images is crucial to providing a near seamless movement up/down or left/right. The values for the Left images are (as supplied):

	KF3	KF1	KF3	KF1
(Pan-x, Pan-y)	Image 1 (L2)	Image 2 (L3)	Image 3 (L6)	Image 4 (L7)
3:2 images HD:	0,-40	0,40	0,40	0,-40
3:2 images SD:	0,-33.5	0,33.5	0,33.5	0,-33.5
4:3 images HD:	0,-40	0,40	0,40	0,-40
4:3 images SD:	0,-33.5	0,33.5	0,33.5	0,-33.5

Since not all images are exactly 3:2 or 4:3 or may be of some other ratio, these values may require adjustment to allow the effect to work correctly.

Side-by-Side portraits each rotate vertically in opposite directions.

Setup. Layer 1=initial left. Layer 2= next left; Layer 3=initial right; Layer 4=next right

NOTES:

- 1) The notes 2 – 5 for 2 Portrait Scrunch 1 also apply.
- 2) The position of the images is crucial to providing a near seamless movement up/down or left/right. The values for the Left images are (as supplied):

	KF3	KF1	KF3	KF1
(Pan-x, Pan-y)	Image 1 (L2)	Image 2 (L3)	Image 3 (L6)	Image 4 (L7)
3:2 images HD:	-15,0	15,0	15,0	-15,0
3:2 images SD:	-17,0	17,0	17,0	-17,0
4:3 images HD:	-17,0	17,0	17,0	-17,0
4:3 images SD:	-19,0	19,0	19,0	-19,0

Since not all images are exactly 3:2 or 4:3 or may be of some other ratio, these values may require adjustment to allow the effect to work correctly.

5 small shadowed windows appear in the initial image. While the image blurs, the small windows remain crisp. The outside windows narrow in width in place while their inside border remains stationary. When they again expand to their former size their content has changed. These windows then expand and merge to fill the screen.

Setup: Layer 1 = Initial Landscape; Layer 2 = Next Landscape

When the effect happens, bars of the next image rotate into view from the sides. Then, the center fills in and completes the image.

Setup. Layer 1=Next Image; Layer 2=Initial Image.

When the transition effect to reveal the next image occurs, it does so in a kind of checkerboard fashion. At times it's desirable to adjust the image(s) up or down. To adjust the location of the next image accordingly, just change the pan-y of layer 1 ONLY. This *master* layer was created just for this purpose. If the up/down location of the initial image is desired, change it in the last layer (layer 9, labeled: Initial).

Setup: Layer 1 = Initial Landscape; Layer 2 = Next Landscape.

A full carousel of three portraits, a large image flanked by two smaller ones. There are two rotations to display all three images. To extend the carousel beyond 3 images use *Carousel 3 Portrait Simple*.

Setup. Layer 1 = Center image; Layer 2 = Lower Left image; Layer 3=Lower Right image.

This extends *Carousel 3 Portrait Full* beyond 3 images. Use a cut transition (0s) between the *Carousel 3 Portrait Full* slide and the *Carousel 3 Portrait Simple* slides.

Setup

Refer to the last rotation of the *Carousel 3 Portrait Full* slide for the selection and placement of the proper images.

Layer 1: Center Image;

Layer 2: Lower Left image;

Layer 3: Next Lower Left Image;

Layer 4: Lower Right image.

NOTES for *Carousel 3 Portrait Full* and *Simple*.

These two styles are NOT the same styles as *Carousel 3 Portrait* (released in Volume 1 and Carousels I) where the carousel effect is built one slide at a time, the size and placement of the thumbnail images is different, and comes in HD (16:9) and SD (4:3) versions. In *Carousel 3 Portrait Full* and *Simple*, the Full version is a complete carousel(2 rotations) while the Simple extends the Full version beyond 3 images in a rotation per slide. Each is usable in either HD or SD (i.e., Any Aspect ratio). The Simple version begins the rotation to the next image as soon as the slide begins whereas *Carousel 3 Portrait* performs its rotation near the slide end. In the Simple version, preparing the next slide for display is also easier and less confusing than in *Carousel 3 Portrait*.

2) While *Carousel 3 Portrait Simple* can build a carousel of any length, it's not recommended to do so alone. It's much easier to use *Carousel 3 Portrait Full* for the initial 3 images and *Carousel 3 Portrait Simple* for the remainder of the carousel.

Carousel 5 Portrait Full

Any Aspect Show

5 Landscape Images

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

2 Styles

A full carousel of five portraits, a large image flanked by two smaller ones on each side. There are four rotations to display all five images. To extend the carousel beyond 5 images use *Carousel 5 Portrait Simple*.

Setup: Layer 1 = Center image; Layer 2 = Lower Left image; Layer 3=Lower Right image; Layer 4=Upper Right Image; Layer 5=Lower Right image.

Carousel 5 Portrait Simple

Any Aspect Show

6 Portrait Images

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

2 Styles

This carousel extends *Carousel 5 Portrait Full* beyond 5 image. Use a cut (0s) transition between this style and *Carousel 5 Portrait Full*

Setup

Images are entered according to their position at the end of *Carousel 5 Portrait Full*.

Layer 1=Center Image,

Layer 2=Lower Left Image,

Layer 3=New Lower Left Image,

Layer 4=Upper Left Image,

Layer 5=Upper Right Image, and

Layer 6=Lower Right Image.

NOTES for *Carousel 5 Portrait Full* and *Simple*.

1) These are not the same carousels as *Carousel 5 Portrait* (released in Volume 1 and Carousels I) where the carousel effect is built one slide at a time, the size and placement of the thumbnail images is different, and comes in HD (16:9) and SD (4:3) versions. In the case of *Carousel 5 Portrait Full* and *Simple*, the Full version is a complete carousel(4 rotations) while the Simple extends the Full version beyond 5 images in a rotation per slide. Each is usable in either HD or SD (i.e., Any Aspect ratio). The Simple version begins its rotation to the next image as soon as the slide begins to display whereas *Carousel 5 Portrait* performs its rotation near the end of the slide. *Carousel 5 Portrait Full* uses only 5 portrait images whereas *Carousel 5 Portrait Simple* uses 6 images. In the Simple version, preparing the next slide for display is also easier and less confusing than in *Carousel 5 Portrait*.

2) While *Carousel 5 Portrait Simple* can build a carousel of any length, it's not recommended to do so alone. It's much easier to use *Carousel 5 Portrait Full* for the initial 5 images and *Carousel 5 Portrait Simple* for the remainder of the carousel.

As the effect begins, the top and bottom sections the diamonds approach each other from the top and bottom of the screen. When they meet, the rest of the image slides out from beneath the diamonds to complete the image.

If the image layers need adjusting up or down, do so in the pan-y of the image layers (For the Next Image: 2, 5, 10, 12, and 13; for the Initial Image: layer 14). For the image used in multiple layers, ensure the same pan-y value is entered in each layer for both keyframes.

Setup: Layer 1 = Initial Landscape; Layer 2 = Next Landscape.

Dual Portrait Carousel

16:9/4:3 Aspect Shows

3 Portrait Images

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

4 Styles

Two Portrait images are displayed side-by-side. The rotation occurs when the initial left portrait is scrunched against the outside left border and the right image slides over it. The left image slides left while the new portrait image unscrunches from the right outside border.

Setup: Layer 1 = Initial Portrait, Left; Layer 2 = Initial Portrait, Right; Layer 3 = Next Portrait.

Dual Portrait Carousel Add

16:9/4:3 Aspect Shows

3 Portrait Images

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

4 Styles

Use to extend *Dual Portrait Carousel* beyond 3 images. Two Portrait images are displayed side-by-side. The rotation occurs when the initial left portrait is scrunched against the outside left border and the right image slides over it. The left image slides left while the new portrait image unscrunches from the right outside border.

Setup: Layer 1 = Initial Portrait, Left; Layer 2 = Initial Portrait, Right; Layer 3 = Next Portrait.

Lazy Susan

16:9/4:3 Aspect Shows

4 Landscape/Portrait Images

4 Styles

This is a carousel of any sized image. During its rotation it looks like a circle of images with the outside images rotating to edge-on view while the back and foreground images are facing the screen. This is a full carousel. To extend the carousel beyond 4 images, 3 new images at a time, use *Lazy Susan Add*. To add a single new image at time use *Lazy Susan Simple*. If the provided frame is turned off, this style is usable in either HD or SD shows without modification. See Notes below.

Setup: Layer 1 = 1st image; Layer 2 = 2nd image; Layer 3 = 3rd image; Layer 4 = 4th image.

Lazy Susan Add

16:9/4:3 Aspect Shows

4 Landscape/Portrait Images

4 Styles

This carousel is the same as the *Lazy Susan* except for the timing for the initial image. It was changed to allow putting an additional Lazy Susan carousel immediately behind another without requiring user changes. This style adds another 3 images onto the previous carousel. The first image in the carousel is the last image of the previous

Lazy Susan slide to provide a seamless transition. If the provided frame is turned off, this style is usable in either HD or SD shows without modification. See Notes below.

Setup. Layer 1 = 1st image (the last image displayed in *Lazy Susan*); Layer 2 = 2nd image; Layer 3 = 3rd image; Layer 4 = 4th image.

Lazy Susan Simple

16:9/4:3 Aspect Shows

4 Landscape/Portrait Images

4 Styles

This carousel is the same as the *Lazy Susan Add* except for the timing for the initial image and that there's only a single rotation at the beginning of the slide. If the provided frame is turned off, this style is usable in either HD or SD shows without modification. See Notes below.

Setup.

Layer 1 = 1st image (the last image displayed in *Lazy Susan* or *Lazy Susan Add*);

Layer 2 = 2nd image (the new image);

Layer 3 = 3rd image (the 2nd image displayed in *Lazy Susan*) or *Lazy Susan Add*;

Layer 4 = 4th image (the 3rd image displayed in *Lazy Susan*) or *Lazy Susan Add*.

NOTES (*Lazy Susan*, *Lazy Susan Add*, and *Lazy Susan Simple*)

This style is supplied with a frame. The frame can be removed by changing the opacity of layer 1 to 0%. If you keep the frame and do nothing, the content of the frame is derived from the image being viewed. If you wish to change the content of the frame (for the image being viewed) just drag and drop a new image onto the associated image layer (or use the *Select* function). If you wish to use a solid color, turn the frame image layers off (*Lazy Susan* and *Lazy Susan Add*: layers 4 through 7, *Lazy Susan Simple*: Layers 4 and 5). Layer 8 (layer 6 for *Lazy Susan Simple*) is named "Basic Border" and is setup with some default colors. As supplied, the colors change with the image. Modify the colors as desired.

TriWindow Switch

Any Aspect Show

2 Landscape Images

1 Style

3 windows appear in the first image. The outside windows swing shut and when they reopen their contents have changed content. The center window content changes as the outside windows open. The windows then expand and fill the screen with the new image.

Setup: Layer 1 = Initial Landscape; Layer 2 = Next Landscape.

SUMMARY

NAME	Show Aspect	Image Aspect	Images
5Window Switch	Any	n/a	2L/OP
2 Portrait Scrunch 1	16:9/4:3	3:2/4:3	OL/4P
2 Portrait Scrunch 2	16:9/4:3	3:2/4:3	OL/4P
2 Portrait Scrunch 3	16:9/4:3	3:2/4:3	OL/4P
Box and Bars	16:9/4:3	n/a	2L/OP
Carousel 3 Portrait Full	Any	3:2/4:3	OL/3P
Carousel 3 Portrait Simple	Any	3:2/4:3	OL/4P
Carousel 5 Portrait Full	Any	3:2/4:3	OL/5P
Carousel 5 Portrait Simple	Any	3:2/4:3	OL/6P
Checkerboard	Any	n/a	2L/OP
Diamond Swap	16:9/4:3	n/a	2L/OP
Dual Portrait Carousel	16:9/4:3	3:2/4:3	OL/3P
Dual Portrait Carousel Add	16:9/4:3	3:2/4:3	OL/3P
Lazy Susan ¹	16:9/4:3	n/a	4 L/P
Lazy Susan Add ¹	16:9/4:3	n/a	4 L/P
Lazy Susan Simple ¹	16:9/4:3	n/a	4 L/P
TriWindow Switch	Any	n/a	2L/OP

NOTE:

1. The style is usable for *Any Aspect* show if the provided frame is turned off. Remove the frame by setting the opacity of the slide's layer 1 to 0%.

LEGEND

- **Show Aspect:** HD (16:9 or Widescreen/High Definition aspect ratio), SD (4:3 or TV Standard Definition aspect ratio), or Any (typically, either HD or SD)
- **Image Aspect:** for images in either 3:2 or 4:3 aspect ratios. Other image sizes may be used.
- **Images:** indicates the number of landscape images (L) and/or portrait (P) images needed by the style.