STYLE BUNDLET — Carousels II

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

1 with 4 on the Side   6 Landscape Images
I=3:2, II=4:3 Aspect Images

The slide opens with the background image displayed. Four small landscape images drift from the bottom left to center themselves top to bottom. When they stop moving, a larger sized image scrolls out from beneath them and positions itself to the right of the smaller ones. Then, each of the small images, in turn, strip away to the right, disappearing as they do. Then, just as quickly, they slide (again, in turn) into the bigger image window. When all images have been displayed in the bigger image window, that window moves left and disappears into the image.

SETUP:
Layer 1 top small landscape (from top to bottom as displayed on the screen) – last displayed,
Layer 2 is 2nd small landscape – 5th displayed,
Layer 3 is 3rd small landscape – 4th displayed,
Layer 4 is 4th small landscape – 3rd displayed,
Layer 5 is background image – 1st displayed, and
Layer 6 is 1st landscape displayed in the big window – 2nd displayed image.

NOTES.
1)When the slide style has been applied, the big window images will be in layers 16 through 20. Because not all images are the same dimensions, you may have to adjust the pan-x/pan-y and/or the zoom-x/zoom-y values of the particular image. Just type in a number and see if it works.
2) Do Not Delete any modifier (as indicated by the little red triangle in the upper right of the pan values).
3) Layers 1 - 12 deal with column of images on left.
4) Layers 13 and 14 mask the background image to provide an escape path for the big window.
5) Layers 21 and 22 provide the big window with a shadow and border.
6) Layer 23 is the background image.
7) If a less sharp edge is desired where the big window slides through, edit the gradient layer and move the black control tab to the right (say to 19% vs directly on top of the white tab ... which is located at about 17%.What this does is to create a gray region that creates a translucent region that effectively softens the sharp demarcation line.).

PhotoCube DLF   6 Landscape Images
I=3:2, II=4:3 Aspect Images

The background image is supplied by the image in the current cube face. It IS NOT recommended that you shorten the slide time to less than 26 seconds nor the transition time between slides to 0 seconds. Change the slide time appropriately to display images longer. Editing the keyframes to do this could get tricky.

SETUP: Layer 1: Side 1 (displayed 1st)   Layer 5: Side 4 (displayed 4th)
           Layer 2: Side 3 (displayed 3rd)   Layer 6: Bottom 2 (displayed 6th)
           Layer 3: Bottom 1 (displayed 5th)   Layer 7: Background (displayed last)
           Layer 4: Side 2 (displayed 2nd)

Hint: if you'd like to, you may use Portrait images in any of the layers versus landscape images (and you aren't intimidated by the use of keyframes and such). You will need to adjust the image layer scaling from *fit to frame* to *fill frame* (Slide Options – Layers). Then you'll need to go to each image layer in which you're using a portrait image instead of a landscape image and adjust the vertical pan (Slide Options – Motion Effects) to a value that positions the image appropriately. That is, typically when the image is full framed, the image is at 0,0. This setting is located between (for layers 1, 2, 3, & 5) kfs 4 and 5, (for layer 4) kfs 5 and 6, and/or (for layer 6) kfs 3 and 4. You'll want to move the image up or down to where you want it to display.

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

Twin Corner Rotations   Requires 4 Portrait Images

<div align="right">I=3:2 Aspect, II=4:3 Aspect Images</div>

The background image is derived from the displayed left portrait image. The slide starts out with two portrait images next to each other in the middle of the screen. Then, they rotate around on opposite upper corners to reveal the next two portrait images. The rotation continues until they are positioned behind the two newly revealed images.

SETUP: Layer 1: Left Image, Next;   Layer 2: Right Image, Next;
                     Layer 3: Initial Left;   Layer 4: Initial Right;

NOTES: The nice thing about this style is that you can string multiple slides together, carousel style, to have a longer sequence of portrait-style images rotating out to reveal the next image.

Important: If you do string slides back-to-back using this style, slides subsequent to the initial slide will need an adjustment to the display time of the images revealed by the rotation.
•   Initial Slide. Apply the style. No other changes are necessary.
•   Subsequent Slide(s).
     • •   Set the transition time between the previous and current slide to 0s.
     • •   Open the Slide Options dialog if not already open.
     • •   Go to the Effects — Motion Effects
     • •   Select layer 5 (the layer for the First Left Image)
     • •   Click on the space between keyframes 1 and 2 (you should get a blue line between the two keyframes and the keyframe boxes should be identified as "keyframe 1 (Starting Position)" and "Keyframe 2."
     • •   Remove time from kf1. Right click on kf1 and select *Add/Remove Time*. On the popup dialog, enter a NEGATIVE number to remove time (WARNING: keep at least 0.25 seconds between kf1 and 2). This reduces the amount of time the initial image is displayed. Since this image was the last image on the previous slide, it's prudent to not display it much longer than the other images in the carousel!

Because of the way the style is created, it's unnecessary to have time between slides. Just ensure your slide order is correct so that the transition from one slide to the next is smooth (and no image changes are observed, one slide to the next). Also, be sure the background images are coordinated if you changed have changes in size or position.

SETUP for use with more than one slide. Place your images onto your slide in this order before applying the style:

Image ID	Layer Nbr	Image Numbers			
		1st Run	2nd Run	3rd Run	4th Run
Next Image, Left	1	Img 3	Img 5	Img 7	Img 9
Next Image, Right	2	Img 4	Img 6	Img 8	Img 10
Initial Image, Left	3	Img 1	Img 3	Img 5	Img 7
Initial Image, Right	4	Img 2	Img 4	Img 6	Img 8

Image Rotation Note. The image's rotation pivot point isn't necessarily going to be at the image's apparent corner. This is particularly true when the image is effectively larger than the mask layer. To make the rotation of the image appear closer to the corner in this case you'll want to adjust the image's rotation center. This is one way of how you can do it:

Once the style is applied, select the image that you want to adjust.
- • Let's ASSUME for this case, that this image is in layer 8.
- • So, we select layer 8 in the motion effects tab of Effects.
  - • The rotation center of this layer is dependent upon the rotation center of the mask layer ... which is 50, -50 (don't worry about it. The modifier sets this up for you. DO NOT DELETE THE MODIFIER – indicated by the little red triangle in the upper right corner of the Rotation Center boxes).
  - • This important to know because you'll be entering an amount in layer 8's Rotation Center boxes that'll offset that rotation center to compensate for the larger size of your image relative to the mask.
- • Next, compare the movement of the mask layer with that of the image. So, to see how the mask layer is moving you'll have to tell it to NOT be a mask.
- • So, select layer 7, right click, select *use a masking layer* ... and the checkbox will disappear.
- • Now, select layer 8. Then select the area between keyframes 2 and 3 of the keyframe timeline.
- • Next, we'll make a change to the Rotation Center boxes values.
- • Click the cursor on the transition in/slide time/transition out region and drag until the little red triangle appears.
- • Drag the triangle around and observe the preview window.
  - • Observe how far from the corner the image actually rotates.
  - • Make a change to the X (left) or Y (right) box of both kf2 and kf3 (the range of the rotation motion)...Do one at a time to make it easier.
  - • Now, drag the mouse again and observe the change.
  - • Make an adjustment to the in the transition in section below the keyframes view and drag right/left (drag the little red triangle around to see how your change affected the rotation of the image relative to the white mask layer.
  - • When the effective rotation of the image doesn't appear to change in position relative to the mask layer during its rotation, then you're probably close enough! If the image layer

moves down/left/up/right of the mask layer, then you've probably got more adjustments to make!
- • • Once you have it where you'd like it, make the mask layer a mask again
  - • Right click on layer 7, select *use a masking layer ...* and the checkbox will appear).
  - • Check the play of the slide again to verify that it's acting like you want (i.e., the rotation of the image appears at its apparent corner).
  - • If the rotation is NOT at the corner of the image, you can always adjust the rotation center point again.

It may seem like a lot of work, but once you've done it a time or two the actual mechanics of the necessary changes are easily accomplished. Also, the viewer will appreciate the improved appearance of the final product (even if they don't realize it!).

SUMMARY

NAME	Aspect	Time (sec)	Images	Aspect
1 With 4 On The Side	HD/SD	29.5/2	6L/0P	3:2/4:3
PhotoCube DLF	HD/SD	26/2	6L/0P	3:2/4:3
Rotate Together 1	Any	8/2	1L/2P	3:2/4:3
Rotate Together 2	Any	8/2	2L/0P	n/a
Rotate Together 3a	Any	13/2	1L/4P	3:2/4:3
Rotate Together 3b	Any	13/2	1L/4P	3:2/4:3
Twin Corner Rotations	HD/SD	9/2	0L/4P	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

1 With 4 On The Side. Adjusted keyframe timing and slide time. Removed captions. Fixed background blurring problem. Background image is now supplied by the first carousel image. Desaturated background image when other images occupied the rest of the screen. Added 4:3 aspect image version.

PhotoCube. The single background layer was replaced by the image displayed on the photocubbe. The background layer is colored from the original. Added a 4:3 aspect version.

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.

Twin Corner Rotations. Added a variation that is for 4:3 aspect images. So, for 3:2 Aspect images use I and for 4:3 aspect images use II.