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 8 Styles (28 Total) ; SD (4:3), HD (16:9) Aspect Formats
 

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A variety of framing effects and presentation for portrait and landscape images using frames provided by *FrameLocker's Chroma Kit*.

Note that *Setup* below refers to the placement of images on the slide prior to applying the style. The full *Chroma Kit* can be obtained at the FrameLocker ([www.framelocker.com](http://www.framelocker.com)). You'll also find *Chroma Kit refills* that provide an alternative look and feel to the *Chroma Kit*.

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**4 Corners Move**

16:9/4:3 Aspect Show

**1 Landscape Image**

3:2 and 4:3 Image Aspects

4 Styles

A small framed image is in the screen center. 2 vertical and 2 horizontal bars move on-screen. The small window breaks into 4 parts to become corners for the 4 bars to form a new frame. As the corners move, the small window image expands to fill the new frame.

*Setup.* 1 Landscape image

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

If your image is smaller than the mask layer, select layer 19. Open the Slide Options Dialog and click on the Effects tab and then select the Motion Effects tab.

**Initial Size.** The zoom value between keyframes 1 and 2 define the size of the image in the small thumbnail image in the middle of the screen. Change the value of Zoom-X and/or Zoom-Y for keyframe 1 until the image appears to fill the mask. When you've found the right values, put them in keyframe 2.

**Full Size.** The full sized image is determined by the Zoom-X and Zoom-Y settings of keyframes 3 and 4. Make sure the values for both are the same value if a static image is desired. Set keyframe 3 to a larger value than keyframe 4 if you wish the image to appear to get smaller (zoom out). Make the zoom values for keyframe 4 larger than keyframe 3 if you desire to zoom in. The smallest value of zoom for this image is the one in which the frame is entirely filled. Change the image size as given above.

ChromaKit Layers (as supplied)

2, 4, 6, 8, 10, 12, 14, 16, 17 (White-Landscape); 22 (Bkgrd-YellowPlaid\_16-9)

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**Dual Landscape Swap**

16:9/4:3 Aspect Show

**4 Landscape Images**

3:2 and 4:3 Image Aspects

4 Styles

2 Landscape Images in 2 different frames move to overlap. An new image appears in the overlap region and then moves into the top frame. The next image in the overlap region then moves into the bottom frame. The frames then move to their former positions with their new images.

*Setup.* Layer 1= Next Top, Layer 2 = Next Bottom, Layer 3=Initial Top, Layer 4=Initial Bottom.

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

The small thumbnail images in the frames overlap region are located in layers 4 and 5. Layer 3 is the mask layer for those images. The layer 4 image will go to the top frame while the layer 5 image will appear to go to the lower frame. The size of the images will not vary during the operation of the effect. So, ensure that all Zoom-X and Zoom-Y values of each image are the same. If keyframe 1's Zoom values are 22,22 (zoom-x, zoom-y) for "Your Photo top left 2," then all other keyframes for that layer should also be set to 22,22.

ChromaKit Layers (as supplied)

1, 2, 12, 13 (White-Landscape)

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Framed Oval 1	16:9/4:3 Aspect Show	2 Landscape <sup>1</sup> Images
3:2 and 4:3 Image Aspects		4 Styles

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An oval image is paired with a rectangle image.

*Setup.* Layer 1: Oval image; Layer 2: Rectangle Image

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

Oval Image. The image in the oval is located in layer 3. Refer to notes references above on how to make size adjustments for images that don't completely fill the mask. In the slide options dialog preview window you will see what will be in the oval (note that the oval itself and the image will NOT appear together until the layer is played). Adjust the pan-x and/or pan-y values to position the image as desired and within the limits of the image size. Panning of a portrait image is limited by the image size unless larger zoom values are used. Panning a landscape image is more probably given the extra width of the image. Panning up or down is, again, limited to the height of the image (and according to the zoomed size of the image). Note that you probably do not want to pan the image in any direction that would expose the edges of the image.

Landscape Image. This image is located in layer 6. Panning constraints noted above apply. Size to fill the mask as noted above apply as well.

NOTES.

- 1) The Oval image (layer 3, style applied) may be either a landscape or portrait image.
- 2) To add another aspect to the slide add zoom to 1 or both images. The image layers, after the style is applied are layer 3 (oval) and layer 6 (landscape). Add any keyframes as desired to layers 3 and/or 6 as necessary to control the start/stop of the zoom. Do not reduce the zoom below the default, as supplied zoom values or the image(s) will no longer fully fit into the frame.

ChromaKit Layers (as supplied)

1 (White-Oval); 4, 7 (White-Landscape)

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Framed Oval 2	16:9/4:3 Aspect Show	2 Landscape <sup>1</sup> Images
3:2 and 4:3 Image Aspects		4 Styles

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An oval image is paired with a rectangle image. The oval image attaches to the rectangle from via a bar through its vertical center.

*Setup.* Layer 1: oval image; Layer 2: Rectangle Image

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

Oval Image. The image in the oval is located in layer 3. Refer to notes references above on how to make size adjustments for images that don't completely fill the mask. In the slide options dialog preview window you will see what will be in the oval (note that the oval itself and the image will NOT appear together until the layer is played). Adjust the pan-x and/or pan-y values to position the image as desired and within the limits of the image size. Panning of a portrait image is limited by the image size unless larger zoom values are used. Panning a landscape image is more probably given the extra width of the image. Panning up or down is, again, limited to the height of the image (and according to the zoomed size of the image). Note that you probably do not want to pan the image in any direction that would expose the edges of the image.

Landscape Image. This image is located in layer 9. Panning constraints noted above apply. Size to fill the mask as noted above apply as well.

#### NOTES.

- 1) The Oval image (layer 3, style applied) may be either a landscape or portrait image.
- 2) To add another aspect to the slide add zoom to 1 or both images. The image layers, after the style is applied are layer 3 (oval) and layer 10 (landscape). Add any keyframes as desired to layers 3 and/or 10 as necessary to control the start/stop of the zoom. Do not reduce the zoom below the default, as supplied zoom values or the image(s) will no longer fully fit into the frame.

#### ChromaKit Layers (as supplied)

1 (White Oval); 4, 6, 7, 8 (White Landscape)

Interlaced Frames 1	16:9/4:3 Aspect Show	1 Image (Landscape or Portrait)
3:2 and 4:3 Image Aspects		2 Styles

A 16-point star formed by interlaced frames outlines an image.

*Setup.* After applying style, if a portrait image is used, increase size by at least 5%. The image (layer 8) should fill the mask. Refer to the information referenced above to accomplish this.

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

#### Notes.

1. Frame Rotation: Set layer 1 rotation value (i.e., Mask A2).
  - In the slide options dialog | Effects | Motion Effects, set the Rotate for either keyframe 1 and/or keyframe 2. A positive value rotates the entire frame clockwise, counterclockwise for a negative number.
2. Frame Shadow: Set layer 9 shadow opacity value (*shadow B*).
  - In the slide options dialog | Effects | Adjustment Effects, set the Opacity of keyframe 1 to 0 and keyframe 2 to a value other than 0 to have the shadow fade in on the frame. Set the opacity of keyframe 2 to 0 and keyframe 1 to a value other than 0 to have the shadow fade out over the course of the slide. Set the opacity of both keyframes to 0 to turn off the shadow effect.
  - It is NOT recommended to change the opacity of layers 10, 11, or 12 separately. These are the other shadow layers.
3. Frame Position: Set layer 1 frame position or movement by setting pan-x and/or pan-y values.
  - Set the pan-x and/or pan-y values of keyframes 1 and 2 to create a position change. If the two pan values are different, the frame will transition between the two locations specified. If the values are the same, the frame will be repositioned to the new values. If the keyframe 1 pan-x value is larger than the keyframe 2 pan-x value, the frame will move from right to left. If the larger value is in keyframe 2, the frame will transition from left to right across the screen.

Hint: Setting a position along with a rotation value can make it appear as if the frame is rolling across the screen. For instance, setting keyframe 1 to a pan of -20, 0 and keyframe 2 to a pan of 20, 0 will move the frame across the screen from one side to the other. Putting a rotation value of 90 in keyframe will make the frame appear to roll across the screen.

### ChromaKit Layers (as supplied)

2, 3, 4, 5, 6 (White-Square)

Interlaced Frames 2

16:9/4:3 Aspect Show

1 Image (Landscape or Portrait)

3:2 and 4:3 Image Aspects

2 Styles

A 16-point star formed by interlaced frames outlines an image.

**Setup.** After applying style, if a portrait image is used, increase size by at least 5%. The image (layer 8) should fill the mask. Refer to the information referenced above to accomplish this.

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

Notes.

1. Frame Rotation: Set layer 1 rotation value (i.e., Mask A2).

- In the slide options dialog | Effects | Motion Effects, set the Rotate for either keyframe 1 and/or keyframe 2. A positive value rotates the entire frame clockwise, counterclockwise for a negative number.

2. Frame Shadow: Set layer 13 shadow opacity value (*shadow B*).

- In the slide options dialog | Effects | Adjustment Effects, set the Opacity of keyframe 1 to 0 and keyframe 2 to a value other than 0 to have the shadow fade in on the frame. Set the opacity of keyframe 2 to 0 and keyframe 1 to a value other than 0 to have the shadow fade out over the course of the slide. Set the opacity of both keyframes to 0 to turn off the shadow effect.
- It is NOT recommended to change the opacity of layers 14, 15, or 16 separately. These are the other shadow layers.

3. Frame Position: Set layer 1 frame position or movement by setting pan-x and/or pan-y values.

- Set the pan-x and/or pan-y values of keyframes 1 and 2 to create a position change. If the two pan values are different, the frame will transition between the two locations specified. If the values are the same, the frame will be repositioned to the new values. If the keyframe 1 pan-x value is larger than the keyframe 2 pan-x value, the frame will move from right to left. If the larger value is in keyframe 2, the frame will transition from left to right across the screen.

Hint: Setting a position along with a rotation value can make it appear as if the frame is rolling across the screen. For instance, setting keyframe 1 to a pan of -20, 0 and keyframe 2 to a pan of 20, 0 will move the frame across the screen from one side to the other. Putting a rotation value of 90 in keyframe will make the frame appear to roll across the screen.

### ChromaKit Layers (as supplied)

2, 4, 6, 7, 8, 9, 10 (White-Portrait)

Rounded inFrame

16:9/4:3 Aspect Show

1 Landscape Image

3:2 and 4:3 Image Aspects

4 Styles

An image appears in a frame with rounded ends and is itself contained in a rectangular frame.

**Setup.** Landscape Image

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

**IMPORTANT. Zooming the Image.** The image in the inner rounded frame is actually composed of 3 images (in layers 9, 11, and 13). To zoom the image, change the zoom level of layer 9. To ensure layers 11 and 13 zoom the same as layer 9, make sure their keyframes are set to the maximum zoom used in layer 9. So, if the layer 9 image starts out with a zoom of 90 and ends at 110, then set the first and last keyframes of layers 11 and 13 to a value of 110.

### ChromaKit Layers (as supplied)

7, 14, 15 (White-Landscape); 2, 3, 5 (White-Oval)

### Swap Frames

16:9/4:3 Aspect Show

### 1 Landscape Image

3:2 and 4:3 Image Aspects

4 Styles

A frame with a false color image expands from the top while another similar frame with a different false color image reduces in size from the outside edges. The inside frame merges with the outside frame, their positions reverse, and the image becomes normal color.

**Setup.** Landscape image. To ensure the image fits within and fills the mask, read the referenced material below.

Also see *MASK*, Layer Notes, and Adjusting an image layer to a mask hint notes below.

#### NOTES.

1. To zoom the image, change the keyframe values on layer 7. The zoom and color switch ends at keyframe 3 of layer 7. So, to cause the image to zoom larger, change kf4 to a zoom value larger than 90 (the default supplied zoom value). If a zoom in (image getting smaller) is desired, change the values of kfs 1 through 3 to a value larger than 90% and the value of kf4 to 90%.
2. Ensure the images fill their respective masks. The layer 7 image is associated with the frame that comes down from the top. The image in layer 9 is associated with the frame that appears from the bottom of the screen.
3. For the layer 7 image, the size of the image between keyframes 1 and 2 are for the initial frame resizing portion (from small to large). The full sized image zoom values are determined by keyframe 3 and 4 values. To cause an appearance of the image to increase, set the zoom-x and zoom-y value of keyframe 4 to a larger value than the keyframe 3 value. To have the image zoom in (image get smaller), set a larger value in keyframe 3 than in keyframe 4. Make sure that in either case, the image completely fills the mask at all times.
4. For the layer 9 image, the size of the image between keyframes 2 and 3 are for the initial frame resizing portion (from small to large). Since the image is obscured after keyframe 3, the zoom value for keyframe 4 is basically unimportant.

### ChromaKit Layers (as supplied)

1, 5 (Black-Landscape); 2 (White-Landscape)

### MANUAL NOTES

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If the image is smaller than the mask, you will need to increase the size of that image until it completely fills it. Select the layer containing the image (it will be the one below the mask layer). Make sure you only change the image zoom and not the mask layer itself.

**Layer Notes.** Layers with additional information will have a little yellow square with horizontal lines on it. To view these notes, select the Slide Options Dialog | Layers. Click on Layer Settings. Read the extra information under Layer Name and Notes in the upper left.

**MASKS.** The photos need to fill the mask completely. If not, determine the image aspect. Make sure the proper aspect variation of the style is used. The styles do not handle mixed image aspects. The style uses either 3:2 images or 4:3 images. If mixed aspect ratio images are utilized, you'll have to compromise on how much of the image is cropped to accommodate the image to the mask.

Adjusting an image layer to a mask hint. to make it easier to determine if you've make the right size change to the image, locate the 4 arrow buttons on the left side of the *Layers* box. With the image layer highlighted, click on the ← button to undo the mask set link. You should now see the mask layer as a normal white layer. This can make it easier to verify the size of the image layer relative to the mask layer size. When the correct size has been found for the image layer, then select the image layer and hit the → button or select the mask layer, right click and select "Use as Masking Layer" or activate the layer as a mask (intensity (grayscale)) under the Layer Settings in the Layers tab.

## SUMMARY

NAME	Show Aspect	Image Aspect	Images
4 Corners Move	16:9/4:3	3:2/4:3	1L/OP
Dual Landscape Swap	16:9/4:3	3:2/4:3	4L/OP
Framed Oval 1	16:9/4:3	3:2/4:3	2L/OP*
Framed Oval 2	16:9/4:3	3:2/4:3	2L/OP*
Interlaced Frames 1	16:9/4:3	3:2/4:3	1L/OP
Interlaced Frames 2	16:9/4:3	3:2/4:3	1L/OP
Rounded inFrame	16:9/4:3	3:2/4:3	1L/OP
Swap Frames	16:9/4:3	3:2/4:3	1L/OP

NOTE:

\* The style may use 1 landscape and 1 portrait (for the oval) instead of 2 landscape images.

## 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: Typically for images in 3:2 or 4:3 aspect ratios although other image aspect ratios may be used. N/A means the aspect is not an important consideration.
- Images: indicates the number of landscape images (L) and/or portrait (P) images needed by the style.

## Chroma Kit Resources Used

- Bkgrd-YellowPlaid\_16-9
- Black-Landscape
- White-Oval
- White-Landscape
- White-Portrait
- White-Square

Chroma Kit used with Permission from The Frame Locker

[www.TheFrameLocker.com](http://www.TheFrameLocker.com)