STYLE MiniBUNDLE Volume G — Fenimore's Photo Video Productions LLC

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— *Making the Difficult Easier* —

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9 Styles (26 Total) ; SD (4:3), HD (16:9), or Any Aspect Formats

A variety of effects for portrait and landscape images. Note that *Setup* below refers to the placement of images on the slide prior to applying the style.

4 Corner Merge Full 1   16:9/4:3 Aspect Show   2 Landscape Images

2 Style

A constrasty landscape image is displayed initially. The full color version fades in. The four corners then merge to the center of the screen. The 4 corners of the next image come into view to make a complete, contrasty image as the initial image's four corners merge. The full color version then fades in.

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

This style includes a Master Image layer (layer 2). All associated image layers reference this layer for zoom and position information. There is a caveat tho. Because of the way Proshow is built, the layers that depend on another layers zoom must reference their zoom amount from the maximu zoom of their reference layer. So, if the largest amount of zoom for the Master Image layer is 150%, then all keyframes of the other associated layers must all be set to 150%.

The masking layers values should not be changed unless you know what you're doing. The LL masking layer is used as a Master positioning reference and zoom layer for the other 3 masking layers (UL, LR, and UR). So, if the maximum zoom of layer LR should change, then the zoom values for all keyframes on the layers UL, LR, and UR must change to match.

The layers UL/LR/UR/LR shad is used to create a border and shadow for the inward zooming of the initial image. If the zoom values of the masking layers (LL, LR, UL, UR) change then the zoom values for these layers may need to change as well. This will require finding the correct zoom values to use to keep a border/shadow around the image segments masked by UL/LR/UR/LR.

4 Corner Merge Landscape 1   16:9/4:3 Aspect Show   2 Landscape Images

I=16:9, II=4:3 Image Aspect   4 Style

A constrasty landscape image is displayed initially. The full color version fades in. The four corners then merge to the center of the image at an angle. The 4 corners of the next image come into view to make a complete image as the initial image's four corners merge.

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

4 Corner Merge Landscape 2

2 Landscape Images

I=16:9, II=4:3 Image Aspect   4 Style

A constrasty landscape image is displayed initially. The full color version fades in. The four corners then merge to the center of the image. The 4 corners of the next image come into view to make a complete image as the initial image's four corners merge.

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

4 Corner Merge Landscape 3

16:9/4:3 Aspect Show

2 Landscape Images

I=16:9, II=4:3 Image Aspect   4 Style

A constrasty landscape image is displayed initially. The full color version appears from the 4 corners to form a complete image. The four corners then merge to the center of the image to reveal the next image.

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

NOTES (4 Corner Merge Landscape 1, 2 & 3)

Positioning information for the other layers is determined by the Border Mask layer, including the Master Image layer. The initial image layers all reference the Master Image layer for their positioning information. So, if the initial image needs adjusted for better image presentation on the screen, change its position using the Master Image layer (layer 5). All associated image layers will reposition automatically.

To reposition the initial image, you may need to change the opacity of the Master Image layer from 0 to 100 (make it visible). Change the zoom and/or position (pan-x/pan-y) as desired. Then change the opacity back to 0%.

If you change the zoom of the Master Image layer, ensure the zoom values of that layer are reflected in the zoom values of the images layers 7, 9, 11, & 13 (4CML1); 8, 10, 12, & 14 (4CML2), or 4, 7, 9, & 11 (4CML3).

(Since rotation is used on these layers, no zoom following is possible at this time...)

4 Corner Merge Portrait 1

16:9/4:3 Aspect Show

2 Portrait Images

I=16:9, II=4:3 Image Aspect   4 Style

A constrasty portrait is displayed initially. The full color version enters from the four corners. The four corners then merge to the center of the image at an angle. The 4 corners of the next image come into view to make a complete image as the initial image's four corners merge.

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

See Notes below.

A constrasty portrait is displayed initially. The full color version enters from the four corners. The four corners then merge to the center of the image at an angle. The 4 corners of the next image come into view to make a complete image as the initial image's four corners merge.

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

See Notes below.

NOTES: 4 Corner Merge Portrait 1 and 2

The Border Mask layer is used to provide left/right/up/down positioning information to all other associated layers. This border mask layer and the border layer provide the border used by the other images. These associated layers will follow the position information set by the Border Mask layer, including the Master Image Layer.

A Master Image layer is used to provide fine tuning of image positioning information (up/down/left/right) to the other image layers used for the initial portrait (the Border Mask layer is used to provide the large positioning information). If you wish to include a zoom in or zoom out of the initial image, you may want to turn the Master Image layer opacity on (i.e., 100%). Adjust the positioning as appropriate for the zoom used and then turn the opacity off (ie. 0%). Now, you will need to manually adjust the zoom of layers 5, 7, 9, and 11 to the largest zoom value used by the Master Image layer.

Do not adjust the information contained in other layers unless you know what you're doing.

Contrasty Fade A   Any Aspect Show   1 Landscape Image

1 Style

A constrasty image is initially displayed and then the color fades in.

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

Contrasty Fade B   Any Aspect Show   2 Landscape Images

1 Style

A constrasty image is initially displayed and then the color fades in. It fades away to reveal a contrasty next image. The color version then fades in.

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

A constrasty image is initially displayed and then the color fades in. The four corners merge toward the center and fade away to reveal the next image. It's initially very contrasty and then the color fades in.

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

This slide will contain a master mask layer (UL, layer 2) and a Master Image layer (Layer 3). The Mask master layer (UL) determines the position changes of the other layers. This is only important in changing the positioning information of the image segments during the image transition section.

To reposition the initial image, change the pan-x and/or pan-y values accordingly. All other associated image layers will reposition automatically. This is useful for trying to avoid cutoff heads or to move the image down to keep a mountain from being cut off onscreen (many images when sized to fit the screen will have areas of the image that extend beyond the visible screen).

SUMMARY

NAME	Show Aspect	Image Aspect	Images
4 Corner Merge Portrait 1	16:9/4:3	3:2/4:3	OL/2P
4 Corner Merge Portrait 2	16:9/4:3	3:2/4:3	OL/2P
4 Corner Merge Landscape 1	16:9/4:3	3:2/4:3	2L/OP
4 Corner Merge Landscape 2	16:9/4:3	3:2/4:3	2L/OP
4 Corner Merge Landscape 3	16:9/4:3	3:2/4:3	2L/OP
4 Corner Merge Full 1	16:9/4:3	3:2/4:3	2L/OP
Framin Frame 1	16:9/4:3	Any	2L/OP
Contrasty Fade A	Any	Any	1L/OP
Contrasty Fade B	Any	Any	2L/OP