

Style/Transitions Bundle — Miscellaneous 1

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15 Styles and 14 Transitions Suitable for Any Aspect Shows In ProShow Producer 4.5 or later

IMAGES: Each style needs 2 landscape images.

Transitions Require ProShow Producer 4.5+

Disappearing Parts 1

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

Pieces of the current image zoom into the screen until the next image is completely revealed.

Disappearing Parts 2

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

Pieces of the current image fade out until the next image is completely revealed.

Floating Boxes 1

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

Boxes float on Screen. Each box contains a piece of the next image which they drop off. Each box then moves off-screen.

Floating Boxes 2

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

Boxes float on-screen over the current image. The float off-screen carrying away the current image and leaving the next image behind.

Panes 3

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

The current image is replaced by 3 different window panes that appear on screen. The panes each contain part of the next image. After revealing the next image, the pane lines move off-screen.

Panes 4

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

The current image is replaced by 3 different window panes that appear on screen. The panes each contain part of the next image. After revealing the next image, the pane lines move off-screen.

Rotate InOut TL

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

The next image is rotated on-screen while the current image is rotated off-screen. The rotation is to the top left of the screen.

Rotate InOut TR

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

The next image is rotated on-screen while the current image is rotated off-screen. The rotation is to the top right of the screen.

Triangle Fade 4

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

The next image is revealed via triangular shapes that come on-screen from the sides.

Wander Block CW

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

Blocks of the current image move under each other in a clockwise fashion to reveal the next image.

Wander Block CCW

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

Blocks of the current image move under each other in a counter-clockwise fashion to reveal the next image.

Zoom The Landscape 1

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

The current image zooms kaleidoscopically into the screen, gets replaced by the next image which then kaleidoscopically zooms back out to fill the screen.

Zoom The Landscape 2

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

The current image zooms kaleidoscopically into the screen, gets replaced by the next image which then kaleidoscopically zooms back out to fill the screen.

Zoom The Landscape 2a

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

The current image zooms kaleidoscopically into the screen, gets replaced by the next image which then kaleidoscopical zooms back out to fill the screen.

Zoom The Landscape 3

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

The current image zooms kaleidoscopically into the screen, gets replaced by the next image which then kaleidoscopically zooms back out to fill the screen.

NAME	ASPECT		Number of Images (L)andscape /(P)ortrait	COMMENTS
	Show	Image		
Disappearing Parts 1	Any	Any	2L/0P	TRANSITIONS REQUIRE PRODUCER VERSION 4.5+ Note 1: Style Only, No Transition
Disappearing Parts 2	Any	Any	2L/0P	
Floating Boxes 1	Any	Any	2L/0P	
Floating Boxes 2	Any	Any	2L/0P	
Panes 3	Any	Any	2L/0P	
Panes 4	Any	Any	2L/0P	
Rotate InOut TL	Any	Any	2L/0P	
Rotate InOut TR	Any	Any	2L/0P	
Triangle Fade 4	Any	Any	2L/0P	
Wander Block CW	Any	Any	2L/0P	
Wander Block CCW	Any	Any	2L/0P	
Zoom The Landscape 1	Any	Any	2L/0P	
Zoom The Landscape 2	Any	Any	2L/0P	
Zoom The Landscape 2a ¹	Any	Any	2L/0P	
Zoom The Landscape 3	Any	Any	2L/0P	