

2 Pair Around, 2 Pair Swing, Drop Swing, Flip 'Em, Flipping By, and Rotate In Out

Landscape Image Styles: *Drop Swing, Flipping By-L and Rotate In Out*

Portrait Image Styles: *Flipping By-P, Flip 'Em, 2 Pair Around, and 2 Pair Swing*

Multi-Use: *FillFrame, SideBySide Pair*

- FillFrame is used to set an image to a Fill Frame scale and 100% zoom. The effects Drop Swing, and Rotate In Out use this style for the first and last slide in the effect.
- SideBySide Pair sets two portrait images to a Fill Frame scale, 30% zoom, and adds a white outline, and a shadow. The left image is set to a Pan-X of -20 and the right image to a Pan-X of 20. The background is set to a dark green color for both styles. The effects Flip 'Em, 2 Pair Around and 2 Pair Swing use this style for the first and last slides in the effect.

## **2 Pair Around**

As the two displayed images rotate around the screen center, the next two image rotate into view from the screen center to replace the first two.

The effect is created using 3 slides. The 1<sup>st</sup> and 3<sup>rd</sup> slides are created using the *SideBySide Pair* style. The 1st slide uses the 2<sup>nd</sup> slide's first two images. The 3<sup>rd</sup> slide uses the 2<sup>nd</sup> slide's last two images.

### SETUP.

Slide 1. Layer 1: Initial Left; Layer 2: Initial Right

Slide 2. Layer 1: Initial Left; Layer 2: Initial Right; Layer 3: Next Left; Layer 4: Next Right

Slide 3. Layer 1: Next Left; Layer 2: Next Right

The slide transitions on either side of slide 2 are 0 second transitions. (R)otation Center varies according to the layer (Z)oom and (P)osition values. A POSITIVE Rotation Center refers to a point to the RIGHT of the layer, a NEGATIVE value to the layer's LEFT.

To calculate the distance from layer center to screen center, divide the Position by the Zoom, or

$R = 100 \text{ times } P \text{ divided by } Z$

The default Pan for the left image is -20 and for the right image it is 20. The default Zoom is 30. So, the default Rotation Center is  $R = 100 * 20 / 30 = 66.67$

If the image size adjustment needs a zoom of 75, the new rotation center would be  $R = 100 * 20 / 75 = 26.67$

NOTE: Change PAN settings only if necessary to keep differently sized images apart. The PAN Settings for the left image should be the same (but negative) value as the right. If the right is changed to a pan of 30, the left should be -30, for instance.

## 2 Pair Swing

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A 4-Portrait oriented carousel which displays 2 images at a time. The carousel is formed using 3 slides. The first and 3<sup>rd</sup> slides are created using the SideBySide Pair style. The 2<sup>nd</sup> slide is created using the 2 Pair Around G style. This particular style creates the transition from the two images in the first slide to the two images in the last slide. The transition occurs using the screen edge as the rotation center. Both images rotate together off/on screen as if on the same page.

### SETUP

Slide 1. Layer 1: Initial Left; Layer 2: Initial Right;

Slide 2. Layer 1: Initial Left; Layer 2: Initial Right; Layer 3: Next Left; Layer 4: Next Right

Slide 3. Layer 1: Next Left; Layer 2: Next Right.

The slide transitions on either side of Slide 2 are 0 second transitions

Slide 2 uses a rotation center. Note that (R)otation Center varies according to the layer (Z)oom and (P)osition values.

A POSITIVE Rotation Center refers to a point to the RIGHT of the layer whereas a NEGATIVE Rotation Center refers to a point to the LEFT of the layer. In Slide 2, ALL images have a NEGATIVE Rotation Center value because the rotation center is the LEFT SCREEN EDGE. The starting and ending rotation center values should match.

To calculate the distance from layer center to screen center you need to divide the Position by the Zoom or  $R = 100 \text{ times } P \text{ divided by } Z$  or  $R = 100 * P / Z$

The default Pan for the left image is -20 and for the right image it is 20. The default Zoom is 30. To calculate the rotation center to the screen side, the LEFT image is  $50 - 20 = 30$  (the Left "Pan" value). To calculate the rotation center to the screen side for the right image, the Right "Pan" value is  $50 + 20 = 70$ .

So, the default Rotation Centers are  $R (A) = 100*30/30 = 100$ ;  $R (B) = 100*70/30 = 233.33$

**IMPORTANT:** STARTING and ENDING Rotation Center values must match.

To change the side of the screen on which rotation will occur, there a few changes. The left image will now use a positive value of rotation center B above and the right image will use the positive rotation center A above. Also, change the sign of the rotation from a negative to a positive or a positive to a negative. So, if the value was -90 it should now be 90. If it was a 90 it should now be a -90. If you keep the same rotation values (that is, keep the default settings), move the top two image layers to the bottom two image layers.

## Drop and Swing

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The full effect has a full screen landscape image change to a smaller size on the screen and then rotate around the vertical axis of the screen edge. As it rotates off-screen, another image is rotating on-screen using same rotation center. Once the next image is face-forward it changes size until it fills the screen. The effect requires 5 slides. The 1<sup>st</sup> and last slides use the *FillFrame* style. Slide 1 displays the initial image for a set amount of time. Slide 2 changes the image's size. Slide 3 rotates one image off screen while the next image rotates on-screen. Slide 4 increases the image to full screen. Slide 5 then displays the next image for the desired amount of time.

### SETUP.

Slide 1. Layer 1: Initial Image

Slide 3. Layer 1: Initial Image; Layer 2: Next Image

Slide 2. Layer 1: Initial Image

Slide 4. Layer 1: Next Image

Slide 5. Layer 1: Next Image

SLIDE 3 requires a ROTATION CENTER (How Calculated/Determined).

This slide's rotation center is set to the LEFT screen edge. The Image is located at screen center. The distance from screen center to the left edge is 50 (Pan). The Default layer zoom is 65. If the zoom is changed and/or the pan-X is/are changed for whatever reason, the rotation center must be recalculated.

R = Rotation Center, P = Pan, Z = Zoom. Rotation Center is calculated as  $R = P * 100 / Z$ .

Default Rotation Center is  $R = 50 * 100 / 65 = 76.92$ .

A Negative Rotation Center is located to the left of the layer center.

A Positive Rotation Center is located to the right of the layer center.

## Flip 'Em

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2 Variations

This creates the FLIP of 2 side-by-Side Portrait Images. The effect is created using 3 slides. The 1<sup>st</sup> and 3<sup>rd</sup> slides are created using *SideBySide Pair*. The transition from the 1<sup>st</sup> two images to the 2<sup>nd</sup> two images is created with the 2<sup>nd</sup> slide.

### SETUP Images.

Slide 1. Layer 1: Initial Left; Layer 2: Initial Right.

Slide 2. Layer 1: Initial Left; Layer 2: Initial Right; Layer 3: Next Left; Layer 4: Next Right.

Slide 3. Layer 1: Next Left; Layer 2: Next Right;

The 2 variations of this effect rely on a change in image scale. Flip 'Em FF, uses a layer scale of Fill Frame while Flip 'Em F2F uses a layer scale of Fit to Frame. Depending on the relationship between the image sizes, one or the other variation may work better.

FOR BEST EFFECT, all 4 images should be the same size/Aspect (e.g, 3:2 or 4:3). Otherwise, you may see some "interesting" results.

A 4 Image carousel in a 3D-like space.

There are two carousel variations: landscape oriented images only (*Flipping By\_L*) and for portrait oriented images (*Flipping By\_P*). Landscape and Portrait images in the same carousel do not mix well. Each transition to the next image is composed of 3 slides. For a full 4 image carousel, 10 slides are needed.

Slide 1 of 3. A static display of the images. The main image is flanked by two smaller images.

Slide 2 of 3. The first half of the transition. It should be about 3 times as long a slide time as the next slide

Slide 3 of 3. This finishes the transition.

To make a complete carousel of 4 images:

SETUP:

Slides 1-3: Images 1, 2, 3, 4;

Slides 7-9: Images 3, 4, 1, 2;

Slides 4-6: Images 2, 3, 4, 1;

Slide 10: Images 4, 3, 2, 1

Basically, before applying the style, copy the first slide 3 times. On the last slide of this sequence (slide 4), move the top image layer to the last layer. Copy this slide 3 times. Move to the last slide in the sequence (slide 7). Move the top image layer to the last layer. Copy this slide 3 times. Move to the last slide in the sequence (slide 10) and move the top image to the last layer. Now, apply the styles according to the instructions below.

Apply Styles: 3 Slides each to display 1st 3 Images (as given below). The 10th slide displays 4th image.

FLIPPING BY-

(A) Stat to slides 1, 4, 7, and 10 (Main Image Display);

(B) Apply FLIPPING BY-TransA to Slides 2, 5, 8 (Start Transition to next image);

(C) Apply FLIPPING BY-TransB to Slide 3, 6, 9 (Finish Transition to next image)

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## Rotate In Out

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One image rotates off-edge into view from the screen side while the current image rotates out of view toward screen bottom.

This effect is composed of 3 slides.

SLIDE 1. Slide 2's 1<sup>st</sup> image. Use the *FillFrame* style to setup for Slide 2

SLIDE 2. Layer 1: Initial Image, Layer 2: Next Image

SLIDE 3. Slide 2's 2<sup>nd</sup> image. Use the *FillFrame* style to setup from Slide 2

Manual setup for Slide's 1 and 3:

SLIDE 1 Set the INITIAL image to full screen (Scale = Fill Screen, Zoom = 100)

SLIDE 3 Set the NEXT image to full screen (Scale = Fill Screen, Zoom = 100)

If the Pan-Y of the image is made, the same change is required in slides 1 and/or 3 as necessary.

- The Previous Slide, you must make the same pan setting change in this slide.
- This Slide, you must make the same pan setting change in the Next Slide.