

## **1 with 4 on the Side**

## **Requires 5 Landscape 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), Layer 2 is 2<sup>nd</sup> small landscape, Layer 3 is the third small landscape, Layer 4 is the fourth small landscape, Layer 5 is the background image, and Layer 6 is the first landscape displayed in the big window.

### 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 the 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) Layer 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.).

## **3 Windows to 2 Portraits**

## **Requires 2 Portraits, 2 Landscape Images**

The background image is not displayed by itself in this style. There is a landscape image window displayed with two portrait windows to the right of it displayed initially. Next, the portraits start rotating, moving to the left, and getting bigger. The landscape image starts rotating, moving to the right, and getting smaller – it disappears behind the right portrait image. Both portrait images appear side-by-side. Their positioning is similar to other styles with this final setup (2 portrait images side-by-side, slightly spaced apart) so that other FPVP styles that utilize this positioning (with borders and shadows, as designed) are compatible.

SETUP: Layer 1 is the top portrait, layer 2 is the bottom portrait, layer 3 is the large windows' landscape image, and layer 4 is the background image.

Note: this style is designed to create a slide that works as a follow-on slide to a slide formatted with the *To 3 Windows* style. If the *To 3 Windows* style has been used on the previous slide and the current slide is setup to be a follow-on to it, you will need to reduce the amount of time at the beginning of this slide so that the 3 windows are not shown an inordinate amount of time. To reduce this amount of time, a keyframe (KF2) has been added to layer 1. Go to this kf after applying the style and remove time as necessary. Note that the *3 Windows* style also has a keyframe on its layer 1 where time can be removed to reduce the amount of time the 3 windows displays too.

## Carousel 3 Landscape Full

## Requires 3 Landscape Images

The initially displayed image is rotated out and the left image is rotated into screen center. The 3<sup>rd</sup> image is then rotated into screen center and the 2<sup>nd</sup> image is rotated out. The movement is in carousel fashion. The center image is image 1, the left image is image 2, and the right image is image 3.

SETUP: Layer 1, Layer 2, and layer 3 images are displayed in turn. Layer 1 is used as the desaturated background image.

## Carousel 3 Landscape Simple

## Requires 3 Landscape Images

This style works with Carousel 3 Landscape Full, if needed, to extend the carousel beyond the initial 3 images. Or, this style can create a carousel as long as desired without working with another style. This is only 1 rotation in this style. A subsequent application of this style should take into consideration the new positions of the images to ensure a smooth transition.

SETUP:

You need to know the setup for *Carousel 3 Landscape Full* to properly setup a continuation of that carousel. Its initial setup is Layer 1 is image A, Layer 2 is image B, and Layer 3 is image C. When you continue it with this style you will find that Layers 1 and 2 have moved down a layer and layer 3 has moved to the top layer. Since this carousel provides the capability to add an image to the carousel, we need to insert it somewhere. You will do that by placing it between the last and next to last layers like this:

SIMPLE				
Full Setup	1 <sup>st</sup> Run	2 <sup>nd</sup> Run	3 <sup>rd</sup> Run	4 <sup>th</sup> Run
A	C	New A	New B	New C
B	A	B	C	New A
C	New A	New B	New C	New
	B	C	New A	New B

Where A, B, and C represent the image names and New, New A, New B, and New C represents the images added to the carousel.

Note: DO NOT set the transition time between slides to 0 seconds! Recommendation: no less than 0.5 seconds!

## **Four Corner Open**

**Requires 2 Landscape Images**

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The first image is displayed awhile. Then, all four corners rotate out of the way and the next image rotates into view as if attached to the initial image's top corners.

SETUP: Layer 1 is the initial image, layer 2 is the image.

## **Picture Pieces Swap**

**Requires 2 Landscape Images**

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The initially displayed is used as a background image. After displaying awhile, the full screen initially displayed image will get narrow in multiple parts until nothing remains. When the screen flips into view again, it's a different image.

SETUP: Layer 1 is the initially displayed image, Layer 2 is the next image.

## **Slide Down**

**Requires 2 Landscape Images**

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This is a more sophisticated version of PSPs *Push - Top to Bottom* transition. As the image being displayed is pushed to the bottom by the incoming image, it scrunches up on the bottom and blurs until it's gone.

SETUP: Layer 1 is displayed first, layer 2 is the next image.

## **Slide Left**

**Requires 2 Landscape Images**

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This is a more sophisticated version of PSPs *Push- Right to Left* transition. As the image being displayed is pushed to the left by the incoming image, it scrunches up on the left side and blurs until it's gone.

SETUP: Layer 1 is displayed first, layer 2 is the next image.

## **Slide Right**

**Requires 2 Landscape Images**

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This is a more sophisticated version of PSPs *Push - Left to Right* transition. As the image being displayed is pushed to the right by the incoming image, it scrunches up on the right side and blurs until it's gone.

SETUP: Layer 1 is displayed first, layer 2 is the next image.

## **Slide Up**

**Requires 2 Landscape Images**

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This is a more sophisticated version of PSPs *Push - Bottom to Top* transition. As the image being displayed is pushed to the top by the incoming image, it scrunches up on the top side and blurs until it's gone.

SETUP: Layer 1 is displayed first, layer 2 is the next image.

## **SlideSides-A 2LR**

**Requires 2 Landscape Images**

The first image is displayed awhile. Then, the left side slides down, the right side slides up and the next image portions slide into place. As the sliding portions reach the center of the image, those portions of the initial image then slide to the outside edge and the new images' portions follow to replace the initial image portion that just slide away.

SETUP: Layer 1 is the initial image, layer 2 is the image.

## **Slide Corner CW**

**Requires 2 Landscape Images**

The first image is displayed awhile. Then, the right side slides down, bringing part of the new image with it. When the new image is positioned, the initial image portion that moved and is still visible now moves left. When its left edge reaches the left edge of the screen it moves up until it disappears off screen. Basically, as the initial image slides away, it brings the next image into view one corner at a time.

SETUP: Layer 1 is the initial image, layer 2 is the image.

## **Split Wide 1**

**Requires 2 Landscape Images**

The initially displayed image blurs as the two parts of the next image come into display and merge together.

SETUP: Layer 1 is next image to display. Layer 2 is the initially displayed image

## **Split Wide 2**

**Requires 2 Landscape Images**

The initially displayed image blurs as the two parts of the next image come into display and merge together. The image then splits again and the background image comes into display.

SETUP: Layer 1 is next image to display. Layer 2 is the initially displayed image

## **To 3 Windows**

**Requires 2 Portraits, 2 Landscape Images**

The background image is displayed initially. Next, part of the image moves away to reveal three windows: 1 landscape image and two portrait images to the right of it.

SETUP: Layer 1 is the Background Image, layer 2 is the top portrait, layer 3 is the bottom portrait, and layer 4 large windows' landscape image.

Note: this style is designed to create a slide that works as a precursor slide to a slide to which the *3 Windows to 2 Portraits* style has been applied. You may want to reduce the amount of time that the 3 windows are displayed if the *3 Windows to 2 Portraits* style is applied to the next slide and it is formatted with the same images as the current slide. After you've applied the style to the current slide, go to layer 1 and located keyframe 2. Reduce time as necessary. Note that the *3 Windows to 2 Portraits* style has a keyframe on layer 1 where time can be removed to reduce the amount of time the 3 windows display at the beginning of slide display.

## **Tri-Window on Image**

**Requires 1 Landscape Image**

The image displayed is also used for the desaturated background. As the slide is viewed, a portion of the colored image slides into view, complete with a reflection. As time goes on, the *displayer* image flips to the next image segment and then again. When it's done, there are three displayed segments of a single image, with reflections.

## **Tri-Window to Image**

**Requires 1 Landscape Image**

The image displayed is also used for the desaturated background. As the slide is viewed, a portion of the colored image slides into view, complete with a reflection. As time goes on, the *displayer* image flips to the next image segment and then again. When it's done, there are three displayed segments of a single image, with reflections. After a moment, the three segments expand and merge into a single image and the reflection goes away.

## **Zooming Windows**

**Requires 3 Landscape Images**

The initial image is displayed full screen. Next, an image is zoomed to the center of the screen, not full screen. As it does so, a desaturated version is zoomed to full screen. This happens one more time. The slide ends with the 2<sup>nd</sup> image displayed in the screen center.

SETUP: Layer 1 is the first zoomed image. Layer 2 is the next zoomed image, layer 3 is the initially displayed image.