# Temp

The Animation Tab is shown below. This provides the various adjustments and parameters to control animation of objects.

Properties		Animation
<ul> <li>✓ Pan (%)</li> <li>X 0</li> </ul>	] Y [0	add modifier
☑ Zoom (%)		add modifier
X 90	Y 90	<b>~~</b> 100%
☑ Rotate		add modifier
C 0	Y 0	X 0
✓ Center X 0	) Y [0	add modifier
✓ Framing		add modifier
s 100	X 100	Y 0
<ul><li>✓ Opacity</li><li>A 100</li></ul>	]	add modifier
☑ Blur R 0	]	add modifier
Color correction		add filter
Key frame time	0	e ms

- For Pan and Rotate, adjustments can be made in three planes
  - X,Y and Z for Pan
  - C,Y and X for Rotate
- These adjustments replace the 3D parameters provided in Version 8.
- A new adjustment called Framing is provided (see Framing)
- The Color Correction parameters have been expanded in Version 9 (Color Correction)
- The "Key Frame Time" box shows the time (in milliseconds) of the selected Key Frame

## **Parameter Controls**

### **Display Mode for Pan and Zoom**

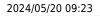
Click on the "%" sign or the "100%" sign:

- "%" = Percentage Mode
- "px" = Pixels Mode
- "pt" = Original Points Mode
- "100%" = Full Height of Project Screen
- "Original Pixels" = The Original Pixel Size of the Image

roperties		Animation					
✓ Pan (%)				add modifier			
X O Percentage (%) Pixels (px)	] Y [0	· [0	_				
☑ Zoc Original points (pt)				add modifier			
X 100	Y 100	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	100%				
☑ Rotate			100% Original Size	difier			
C 0	Y 0	X 0					

The Illustration below shows a  $640 \times 480$  rectangle at Original Size in a  $1920 \times 1080$  Project

- In Percentage Mode:
- The values for "X" and "Y" Pan are calculated for the Centre of the Object/Rectangle with respect to the Centre of the Slide
- The value of the Zoom Parameter is the percentage of the Full Height of the Project Screen (in this case 1080 pixels)
- 480/1080= 0.4444444444 = 44.44444444%



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_		✓ Pan (%) X 0 Y	add modifier 0 Z 0
		Zoom (%)	add modifier
	·	X 44.444 Y	<b>44.444 ••</b> 100%
	640x480	✓ Rotate	add modifier
		C 0 Y	0 X 0
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	• • •	X 0 Y	0
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		✓ Opacity	
		A 100	
•		T Text1	
	4:50.000	T Text1	
Rectangle1	4:50.000		
Project Options Slide Options	Full duration: 8.0 s	Tools	

- In Pixels Mode:
- The values for "X" and "Y" Pan are calculated for the Top Left Corner of the Object/Rectangle with respect to the Top Left Corner of the Slide
- The value of the Zoom Parameter is the Pixel Size of the Object/Rectangle

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• In Points Mode

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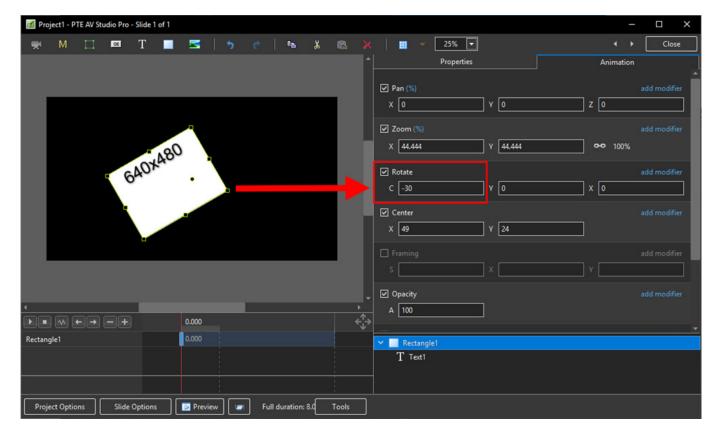
🚮 Austria 2010 - PTE AV Studio Pro - Slide 37	of 37		– 🗆 ×
🛒 M 🗔 🚥 T 🗖	🔼   🤊 🕐   🖻 🐰 🛍 🔅	🗙 📰 👻 25% 💌	<ul> <li>Close</li> </ul>
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	· · · · · · · · · · · · · · · · · · ·	<ul> <li>✓ Zoom (pt)</li> <li>X 100</li> <li>Y</li> </ul>	add modifier 100 ↔ 100%
	640x480	✓ Rotate C 0 Y	add modifier           0         X         0
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		Framing     S     X	
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Project Options Slide Options	Full duration: 8.0 s	Tools	

#### **The Centre Control**

• The "CENTRE" Control can be used to move the CENTRE or "Point of Rotation" of an Object as shown below:

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• The "Rotate C" Control will rotate an Object about its Centre Point in the same plane as the screen:



• The "Rotate Y" Control will rotate an Object about its Centre Point in 3 Dimensions Horizontally:

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640x480		Zoom (%) X 44.444 Y 44.444	add modifier
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• The "Rotate X" Control will rotate an Object about its Centre Point in 3 Dimensions Vertically:

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• The "C", "Y" and "X" Rotate Controls can be used simultaneously:

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6401480	✓ Rotate C -35 Y 48 X 26	add modifier
	✓ Center X 49 Y 24	add modifier
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#### **Changing Parameters with the Mouse**

- Place the Mouse on any Letter (e.g. X,Y or Z in the Pan Controls) and click and drag left or Right
- You can also Right Click on any Letter and access commonly used Preset Values (See Right Click Menus below)

• You can "double click" on any letter to change the value back to its default state

#### **Keyboard Entry**

• In any box, highlight the existing value and type in a new value

OR Place the cursor in a box and:

- UP arrow on Keyboard increases the value by one unit
- DOWN arrow decreases the value by one unit
- Pg Up on Keyboard increases the value by ten units
- Pg Dn on Keyboard decreases the value by ten units

The UNITS depend on the chosen Display Mode:

- In % Mode the units will increase/decrease by 1% or 10% of the Parent Frame (or Background)
- In Px Mode the units will increase/decrease by 1 Pixel or 10 Pixels relative to Project Size
- In Pt Mode the units will increase/decrease by 1 Pixel or 10 Pixels relative to the Original size of the Object

#### Pan

- The parameters can be read in Percentage, Pixels or Original Points
- X Horizontal movement of the Object relative to the width of the Object's Parent Frame
- Y Vertical movement of the Object relative to the height of the Object's Parent Frame
- Z Zoom "Closer to" or "further away from" the viewer

#### Zoom

- The parameters can be read in Percentage, Pixels or Original Points
- X The horizontal dimension relative to the native size/resolution of the Object's Parent Frame
- Y The vertical dimension relative to the native size/resolution of the Object's Parent Frame
- With the "Chain Link" deselected the object can be distorted
- With the "Chain Link" restored the distorted image/object can be scaled
- Click on 100% to return to default settings (100%)

The UNITS depend on the chosen Display Mode:

- In % Mode 100% = 100% of the Parent (Slide / Frame etc)
- In Px Mode the Pixel Dimensions of the Object are shown
- In Pt Mode 100% = 100% of the Native Pixels of the Object

#### The Right Click Menus for X, Y and Z

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Properties	Animation	Properties	Animation	Properties	Animation
✓ Pan (%) X 0 Y 1 -100	add modifier	✓ Pan (%) X 0 Y 1	add modifier	✓ Pan (%) X 0 Y 1	add modifier
✓ Zoom (%) 0 X 100 100	fier	Zoom (%) X 100 Y 10	add modifier 0	Zoom (%) X 100 Y 10	add modifier 0 @@ 100%
✓ Rotate       C     0     Y     0	add modifier X 0	✓ Rotate       C     0     Y     0	Original Size fier	C 0	add modifier -360
✓ Center       X     0     Y     0	add modifier	✓ Center X 0 Y 0	add modifier	Center X 0	-180 fier -90 0
Opacity A 100	add modifier	Opacity A 100	add modifier	Opacity A 100	90 fier 180 360
Blur R 0	add modifier	Blur R 0	add modifier	⊠ Blur R 0	add modifier
Color correction	add filter	Color correction	add filter	Color correction	add filter
Key frame time 7.000		Key frame time	7.000	Key frame time	7.000

	4 <b>)</b>		<b>∢</b> →		4 <b>&gt;</b>
Properties	Animation	Properties	Animation	Properties	Animation
<ul> <li>✓ Pan (%)</li> <li>X 0 Y 1</li> </ul>	add modifier	✓ Pan (%) X 0 Y 1	add modifier Z 0	✓ Pan (%) X 0 Y 1	add modifier Z 0
Zoom (%) X 100 Y 100	add modifier	✓ Zoom (%) X 100 Y 100	add modifier	Zoom (%) X 100 Y 100	add modifier
✓ Rotate C 0 Y 0	add modifier X 0	C 0 Y 0	add modifier X 0	✓ Rotate C 0 Y 0	add modifier X 0
✓ Center X 0 -1	add modifier	<ul> <li>✓ Center</li> <li>X 0 Y 0</li> </ul>	add modifier	✓ Center X 0 Y 0	add modifier
<ul> <li>✓ Opacity</li> <li>▲ 100</li> <li>0</li> <li>10</li> </ul>	) fier	Opacity	add modifier	Opacity	add modifier
Blur R 0	add modifier	□ 100 R 0	add modifier	✓ Blur R 0 -20	add modifier
Color correction	add filter	Color correction	add filter	0	add filter
Key frame time 7.0	00	Key frame time	7.000	400 Key frame time 7	.000

### Framing

- Framing can be used to Pan and/or Zoom an Image within a Frame without modifying the frame itself
- Framing can also be used to adjust an Aspect Ratio mismatch
- In the example below a 4:3 image is shown within a 3:2 frame at 90% of full screen in a 16:9 Project.

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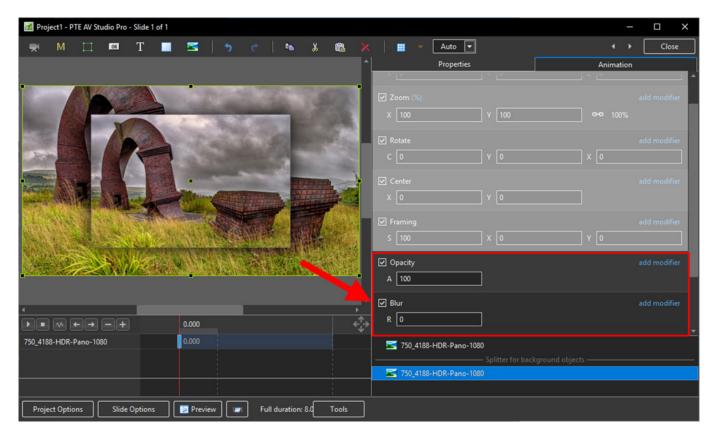
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- By adjusting the "S", "X" and "Y" Controls a "Best Fit" composition can be achieved
- Further Panning and Zooming is possible

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#### **Opacity and Blur**

• The Illustration shows Main Image used as a Background Image at 100% Opacity and Zero Blur



• The following Illustration shows the same Background Image with reduced Opacity and a little Blur

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#### Modifiers

- Modifiers can be applied to an Animation of an Object / Image between two Key Frames
- The Modifier is applied to the first Key Fame of a pair of Key Frames defining the animation
- Click on "Modifier"

<ul> <li>✓ Pan (%)</li> <li>X 0</li> </ul>	Y 0	z 0	add modifier
🗹 Zoom (%)			add modifier
X 100	Y 100	~	100%
🗹 Rotate			add modifier
C 0	Υ 0	X 0	
🗹 Center			add modifier
X 0	Υ 0	]	
🗹 Framing			add modifier
S 100	X 0	Y 0	
✓ Opacity			add modifier
A 100			
🗹 Blur			add modifier
R 0			

• The drop-down shows a number of options, the first being Animation Speed

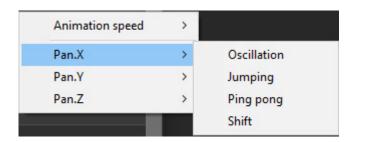
Animation speed	>	Accelerate
Pan.X	>	Slow down
Pan.Y	>	Smooth
Pan.Z	>	Custom

- $\bullet\,$  Acceleration the animation starts "slowly" and builds up to a maximum
- Slow Down the animation starts at maximum speed and finishes smoothly
- Smooth Starts an ends smoothly, with the maximum speed in the middle
- Custom Linear Acceleration to the Middle of the animation and Linear Deceleration to the finish a starting point for a Custom Setting

✓ Animation speed: Accelerate	¢٠
Accel. time (%)	56
Decel. time (%)	1
Start speed	0
Final speed	0
✓ Animation speed: Slow down	٥-
Accel. time (%)	1
Decel. time (%)	56
Start speed	0
Final speed	0
✓ Animation speed: Smooth	¢-
<ul> <li>Animation speed: Smooth</li> <li>Accel. time (%)</li> </ul>	<b>¢∙</b> 26
Accel. time (%)	26
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Accel. time (%) Decel. time (%) Start speed	26 26 0
Accel. time (%) Decel. time (%) Start speed Final speed	26 26 0 0
Accel. time (%) Decel. time (%) Start speed Final speed <b>V Animation speed</b>	26 26 0 0 0 ∞-
Accel. time (%) Decel. time (%) Start speed Final speed • Animation speed Accel. time (%)	26 26 0 0 ∞- 50

• Pan, Zoom, Rotate etc all have a set of modifiers labelled:

- Oscillation
- Jumping
- Ping Pong
- Shift



• The following Video demonstrates the various Modifiers

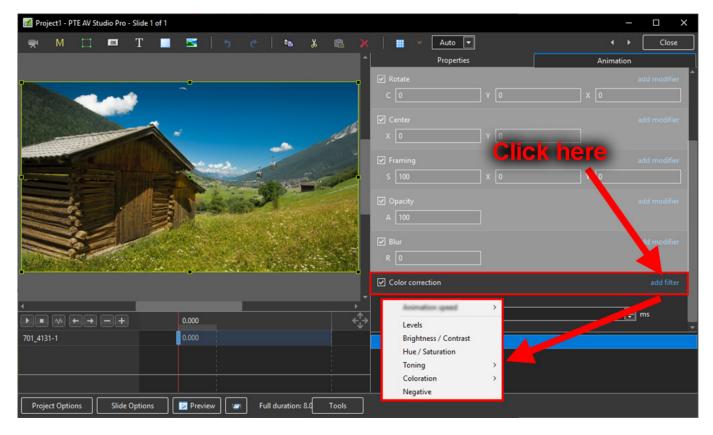




## Video

#### **Colour Correction**

• Click on "Add Filter" to display a list of available Colour Correction Adjustments:



The available Adjustments are:

- Levels
- Brightness / Contrast
- Hue / Saturation
- Toning
- Colouration
- Negative

#### Levels

• The Adjustments:

Color correction	add filter
Black Point	0
Midtones	0
White Point	255

- Click and drag within the area outlined to the Left and / or Right to change the value of the adjustment
- Values can be entered directly via the keyboard
- Increasing the Black Point and decreasing he White Point will apply Contrast to the Object / Image
- Increasing / Decreasing the Midtones will Lighten / Darken the Object / Image

#### **Brightness / Contrast**

• The Adjustments:



- Click and drag within the area outlined to the Left and / or Right to change the value of the adjustment
- Values can be entered directly via the keyboard
- Drag to the Left / Right to Decrease / Increase Brightness
- Drag to the Left / Right to Decrease / Increase Contrast

#### Hue / Saturation

• The Adjustments:



• Click and drag within the area outlined to the Left and / or Right to change the value of the

- Values can be entered directly via the keyboard
- Drag to the Left / Right to change the Hue
- Drag to the Left / Right to Desaturate / Saturate the Object / Image
- Drag to the Left / Right to Darken / Lighten the Object / Image

#### Toning

- The Adjustments:
- Choose from Grayscale, Sepia or Cyan

<ul> <li>Color correction</li> <li>Toning: Grayscale</li> </ul>	add filter
Color	
Amount	100

- Click and drag within the area outlined to the Left and / or Right to change the value of the adjustment
- Values can be entered directly via the keyboard
- Click on the Colour /Grayscale to open the Choose Colour Box and change the Tone
- Drag the Amount Slider to the Left to Decrease the Effect

#### Colouration

- The Adjustments:
- Choose from Red, Green or Blue



- Click and drag within the area outlined to the Left and / or Right to change the value of the adjustment
- Values can be entered directly via the keyboard
- Click on the Colour to open the Choose Colour Box and change the Tone
- Drag the Amount Slider to the Left to Decrease the Effect

#### Negative

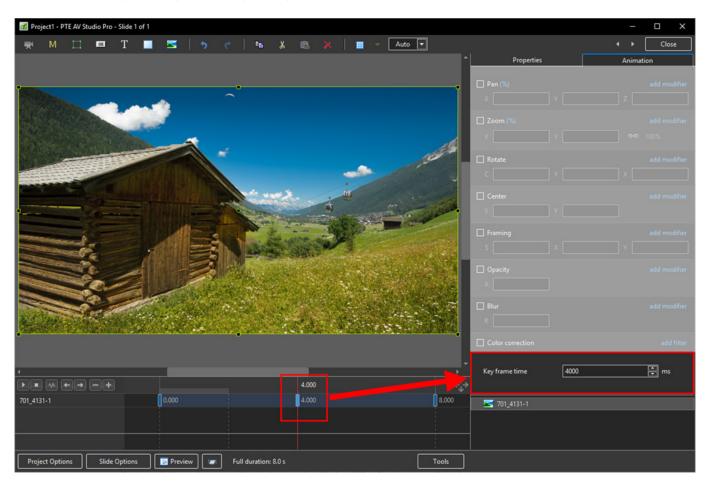
- No Adjustments
- Creates a Negative version of the Object / Image
- Combine with Grayscale Toning or Desaturation to make a Black and White Negative from a Colour Image

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#### **Key-frame Time**

• Allows for precise positioning of Key-Frames



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