Temp

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

Properties		Animation	
 ✓ Pan (%) X 0] Y [0] z [0	add modifier
☑ Zoom (%)			add modifier
X 90	Y 90	Geo 100%	
✓ Rotate			add modifier
С 0	Υ 0	X 0	
Center			add modifier
x _0	Y 0		
✓ Framing			add modifier
S 100	X 100	Υ 0	
☑ Opacity	_		add modifier
A 100			
☑ Blur	_		add modifier
RO			
Color correction			add filter
Key frame time	0	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



The Illustration below shows a 640×480 rectangle at Original Size in a 1920×1080 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%

🚮 Austria 2010 - PTE AV Studio Pro - Slide 3	7 of 37			- 🗆 X
🛒 M 🗔 🚥 T 🛽	🛛 🚾 🤧 🦿 🗠	* 🖻 🗙 🖬 👻	25% 🔽	 Close
		^	Properties	Animation
			 ✓ Pan (%) X 0 Y 0 	add modifier
			🗹 Zoom (%)	add modifier
	· · ·		X 44.444 Y 44.444	•• 100%
	640x480		🗹 Rotate	add modifier
			C 0 Y 0	x 0
			Center	
	· · ·		X 0 Y 0	
			☑ Opacity	
			A 100	
			T Text1	×
	4:50.000 4:50.000	¢\$	Rectangle1	
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

🜠 Aus	tria 2010	- PTE AV	/ Studio P	ro - Slid	le 37 of 3	7										- 🗆 X
	м		08	Т		M			86	8	6 8			25% 💌		 Close
													^	Proj	perties	Animation
														 ✓ Pan (px) X 640 	¥ 300	add modifier
														Zoom (px)		
					_									X 640	Y 480	0-0 100%
					6	640)x48	30						🗸 Rotate		add modifier
							•							C 0	Y 0	x 0
														Center		
								_						X 0	Y 0	
														Framing		
														✓ Opacity		
4														A 100		
4													•			
			-+		4	:50.000							÷ →	T Text1		
Rectang	le1				4	:50.000						4		nectorigie		
Proje	ct Optio	ns	Slide (Options		Previe	··· 🖅	Full	luration:	8.0 s			Tools			

• In Points Mode

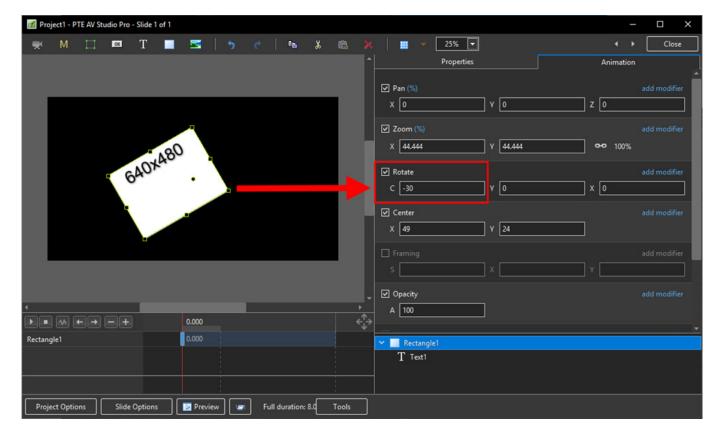
📶 Aus	tria 2010	- PTE AV	Studio P	ro - Slid	e 37 of 37											- 0	×
	м		OK	Т		s			8 <mark>6</mark>	¥	6		25% 🖵			•	Close
												^	1	Properties	An	imation	
													✓ Pan (pt) X 0	¥ 0	z [0		odifier
													Zoom (pt)	· · · · · · · · · · · · · · · · · · ·			difier
					-		•						X 100	Y 100	•••	100%	
					6	40	x48	30					🗸 Rotate				
					•		•						C 0	Y 0	X 0		
													Center				
								-					X O	Y 0			
													🕑 Opacity				
ta.													A 100				
4												, *					*
			-+		4:	i0.000						÷, →	T Text1	ale1			
Rectang	le1				4:	0.000											
Proje	ct Optio	ns"	Slide C	ptions		Preview	•	Full o	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:

📶 Pro	oject1 - P	TE AV St	udio Pro ·	- Slide 1	of 1												_		×
₩	М		08	Т		M	5		e _b	*	R		25% 💌				• [Close	
												$ ^{1}$	Properties		,	Animatio	on		
													 ✓ Pan (%) X 0) Y [0	z [0		l modifier	Î
			•	640)x48	80							 ✓ Zoom (%) X 44.444 	Y 44.444	e4	> 1009			
					[·							✓ Rotate C 0) Y [0	x [0		l modifier	
à			0								P		✓ Center X 49	Y 24					
												ŀ	☑ Opacity						
•		←→	=+		(0.000						• • • •	A 100						
Rectan					1	0.000						Ť	✓ Rectangle1						
													T Text1						
Proj	ect Optic	ons	Slide	Options		Previe	; w][Full	duration:	8.0	Tools	ר							

• 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:

Project1 - PTE AV Studio Pro - Slide 1 of 1		– 🗆 X
🛒 M 🖂 🚥 T 🔳 🖼 🤊 🕐 🖦 🐰	ne 🔀 🔳 👻 25% 🔽	 Close
	Properties	Animation
	✓ Pan (%) X 0 Y 0 Z [add modifier
640x480	✓ Zoom (%) X 44.444 Y 44.444	add modifier • 100%
	✓ Rotate C 0 Y 48	add modifier d
	✓ Center X 49 Y 24	add modifier
	S Y	add modifier
	A [100	
Rectangle1 0.000	Rectangle1	`
	T Text1	
Project Options Slide Options I Preview Full duration: 8.0	Tools	

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

📶 Pro	ect1 - P	TE AV Stu	udio Pro ·	- Slide 1	of 1												_		×
	М		08	Т		M		5		e <u>n</u>	*			25% 🖵				Cle	ose
													1	Properties		An	imation		
														✓ Pan (%) X 0 Y	(0] z 🛛			ifier
			r	640)x4	80	1							 ✓ Zoom (%) X 44.444 Y 	(44.444	000	100%		ifier
						·								✓ Rotate C 0 Y	(<u>0</u>	X 26		add modi	ifier
			0				0						ľ	✓ Center X 49 Y	(24				fier
																			ifier
														✓ Opacity					
4													،	A 100					
			-+			0.000						1	÷						
Rectang	le1					0.000								🛩 📃 Rectangle1					
														T Text1					
Proje	ct Optio	ins [Slide	Options		Previ	iew		Full	duration:	8.0	Tools							

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

🌠 Projec	t1 - PTE AV S	tudio Pro	- Slide 1 of 1									-	- 🗆 X
	M 🗌	06	T 🔳	M	5	è 🔤	ኡ 💼		25% 💌			< • •	Close
								^	Properties			Animation	
									 ✓ Pan (%) X 0) Y 0		z 0	add modifier
									 ✓ Zoom (%) X 44.444 	Y 44.	444	0-0 100%	add modifier
I.		Q	A0X480						✓ Rotate C -35	Y 48		x 26	add modifier
I.			`						✓ Center X 49	Y 24			add modifier
Ľ													add modifier
								-	✓ Opacity				
	^^ ←→			0.000				, €>	A 100]			
Rectangle				0.000				¥-	✓ Rectangle1				•
									T Text1			_	_
Project	Options	Slide	Options	🝺 Previ	ew 🖅	Full duratio	: n: 8.0 Too	ls					

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

7/13

• In the default 100% Scaling (S) the 4:3 Image has been "cut off" at the top and bottom of the Image and "Fits" the Width of the 3:2 Frame.

📝 Project1 - PTE AV Studio Pro - Slide 1 of 1					- 🗆 X
🛒 M 🗔 🚥 T 🗖	🚾 🦘 🕐 🖦 🐰 (8 X	25% 💌		↓ Close
		^	Properties		Animation
					add modifier
			C 0) Y [0	X 0
	Concerning of the second		Center		add modifier
	State of the second	_	X 0) Y [0	
			✓ Framing		add modifier
	Second Statements		s 100] x [0	Y 0
			✓ Opacity		add modifier
			A 100		
and the second second					
			♥ Blur R 0		add modifier
			Color correction		add filter
·		•	Key frame time		📮 ms
	.000	¢∱≯		-	
750_4188-HDR-Pano-1080			🛛 🔀 750_4188-HDR-Pano-108	0	
Project Options Slide Options	Preview Full duration: 8.0 To	pols			

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

📶 Project1 - PTE AV Studio Pro - Slide 1 d	of 1			- 🗆 ×
🛒 M 🗔 🚥 T	🔳 🚟 ๖ 🕐 🛍 -	* 🗈 ×	25% 💌	 ↓ Close
		^	Properties	Animation
				add modifier
			с о ү о	x 0
A TANK	Concerns and the second		☑ Center	add modifier
		- 112	x 0 Y 0	
	A CONTRACTOR		✓ Framing	add modifier
	· · ·		s 110 X -	34 Y 84
E Same			✓ Opacity	add modifier
			A 100	
	ALL AND		☑ Blur	
		_	R 0	
			Color correction	
·		,	Key frame time	e ms
$\blacktriangleright \bullet \leftrightarrow \leftrightarrow = +$	0.000	¢∱≯		
750_4188-HDR-Pano-1080	0.000		🔀 750_4188-HDR-Pano-1080	
Project Options Slide Options	Full duration: 8.	.(Tools		

Opacity and Blur

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

M Project1 - PTE AV Studio Pro	o - Slide 1 of 1					_	
🛒 M 🗔 🚥	T 🔳 🖼 ๖	e 📔 🐇	R ×	📰 🔻 Auto 💌			Close
			^	Properties		Animation	
	-						^
				🗹 Zoom (%)			add modifier
		And in case of the local division of the loc		X 100	Y 100	0-0 100%	
		State State		✓ Rotate			add modifier
		And Party in Concession.					
		Contraction of the local division of the loc					
				Center			add modifier
Same and the second			Territor .	X 0	Υ 0		
SAMAN AND AND AND AND AND AND AND AND AND A	Contraction of the second			✓ Framing			add modifier
State - Alter	No. State Tours	学部 図144					
Shine and the shine	T ALCONY AND A STOCK	Charlen of the		✓ Opacity			add modifier
A CARLON	Utera a sur a sur						add modifier
				A 100			
				🗹 Blur			
	0.000		, + + +	R 0			
750_4188-HDR-Pano-1080	0.000						
730_4100*HDK*Pall0*1000	0.000			🔀 750_4188-HDR-Pano-1080			
				750_4188-HDR-Pano-1080	Splitter for background objects		
Project Options Slide	e Options 🛛 🔯 Preview 🖉 🖅	Full duration: 8.0	Tools				

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

Project1 - PTE AV Studio Pro - Slide 1 of 1						
🛒 M 🗔 🚥 T 🗖	🚾 🤊 🕐 🖦 👗		📰 🔻 Auto 🔽			Close
		^	Properties		Animation	
			🗹 Zoom (%)			add modifier
	2		X 100	Y 100	~~ 100%	
	State of the second		🔽 Rotate			
	A CONTRACTOR					
		100	Center			
	Aller and a state of the state		X 0	Y 0		
			Framing S 100			
			S [100	^ [U		
			✓ Opacity			
			A 51			
		, -	🗹 Blur			
	0.000	, , ,	R 29			
750_4188-HDR-Pano-1080	0.000	Ť	50_4188-HDR-Pano-1)80		v
			750_4188-HDR-Pano-10	080		
		1				
Project Options Slide Options	Full duration: 8.0	Tools				

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

9/13

Click on "Modifier"

 ✓ Pan (%) X 0 	Y 0	add modifier Z
Zoom (%)	Y 100	add modifier
X 100	Y 100	add modifier
C 0	Y 0	X 0
Center	Y 0	add modifier
^ U ✓ Framing		add modifier
s 100	X 0	Y 0
✓ OpacityA 100		add modifier
✓ Blur R 0		add modifier

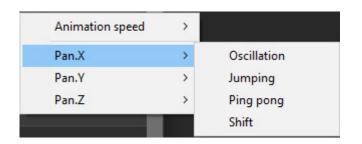
• The drop-down shows a number of options, the first being Animation Speed

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

- 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	٥.
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	٥.
Accel. time (%)	26
Decel. time (%)	26
Start speed	0
Final speed	0
✓ Animation speed	¢٠
Accel. time (%)	50
Decel. time (%)	50
	50 0

- Pan, Zoom, Rotate etc all have a set of modifiers labelled:
 - Oscillation
 - Jumping
 - Ping Pong
 - ∘ Shift



Colour Correction

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

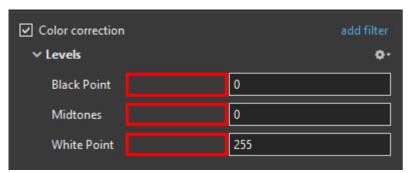
Project1 - PTE AV Studio Pro - Slide 1 of 1					-	
🛒 M 🗔 🚥 T 💻	🚾 🤧 🕐 🖦 🐰		📰 🔻 Auto 💌			Close
			Properties		Animation	(
			🗹 Rotate			add modifier
C. and			C 0	Υ 0	x 0	
			✓ Center			add modifier
	*	1000	x 0			
	2			Clic	k here	
and the second s	and the second second	- uda	✓ Framing S 100	x 0		add modifier
		and a state of the	s [100			
	National Contraction		☑ Opacity			add modifier
			A 100			
	A State of the second sec		🗸 Blur			d modifier
			R O			
		ENTERING .	Color correction			add filter
		-				oud miter
	0.000	, €↓→	Animation speed	>		ms
▶ ■ (**) ← → = + 701_4131-1	0.000	~ √ ~	Levels Brightness / Contrast			-
/01_4131-1	0.000		Hue / Saturation			
			Toning	-> <mark></mark>		
			Coloration	>		
Project Options Slide Options	Preview Full duration: 8.0	Tools	Negative			

The available Adjustments are:

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

Levels

• 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
- 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

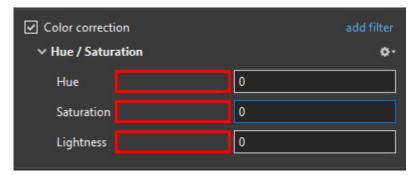
• The Adjustments:



- 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

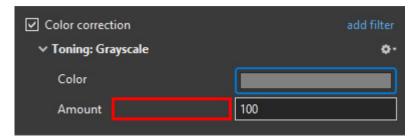
• The Adjustments:



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

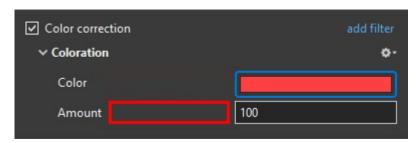
- The Adjustments:
- Choose from Grayscale, Sepia or Cyan



- 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



From: https://docs.pteavstudio.com/ - **PTE AV Studio**

Permanent link: https://docs.pteavstudio.com/en-us/11.0/temp?rev=1574632713



Last update: 2022/12/18 11:20