ProShow Producer v4 and Later

6 Effects in SD (4:3), HD (16:9) and Any Aspect Formats.

Note: small differences may occur between the two formats

These are primarily Portrait-oriented effects for Producer. Two effects do require a landscape image in addition to portrait images.

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1 Splits into 2   HD/SD **Aspect**   3 Portrait Images

A tall image splits in half, top to bottom, each going into a different horizontal direction to expand, top to bottom, into a tall image. The 2 new images display side-by-side.

SETUP
Layer 1 = Initial image; Layer 2 = Next Image, Left; Layer 3 = Next Image, Right

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2 Split into 1   HD/SD **Aspect**   3 Portrait Images

Two side-by-side portrait images move together in the center of the screen. As they do, the top half of each kind of disappear as these two images merge into a single, new image.

SETUP
Layer 1 = Next image, Left; Layer 2 = Initial Image, Right; Layer 3 = Next Image

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2 Portraits Appear   **HD/SD Aspect**   **2 Portrait, 1 Landscape Images**

The landscape image displays first. Then, transparent boxes appear with shadow, the initial content rotates away to reveal the portrait image, and then the portrait borders appear.

SETUP
Layer 1 = Landscape image; Layer 2 = Portrait, Left; Layer 3 = Portrait, Right

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2 Portrait Scrunch A   ANY Aspect   4 Portrait Images

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2 side-by-side portraits transition to the next set of images by rotating inside their frame. The left image rotates from side-to-side, the right from top to bottom. The position of the left and right images may be swapped. The direction of rotation for each image is user selectable. The style is usable as either SD or HD depending on the switch the user selects. Since there are 4 variations of effect in either aspect, this style provides the equivalent of 8 different styles.

SETUP
Layer 1 = Initial Left; Layer 2 = Initial Right; Layer 3 = Next Left; Layer 4 = Next Right

USER CONTROL. The direction of rotation and whether the effect is used in an HD or SD aspect show is user changeable using certain "switches."

Note: Layers 1 through 4 control the order that images populate the slide when the style is applied.

LEFT, 1st (Layer #1). Used to change the *rotation direction of the Left images* as well as to *identify the show aspect as either Standard Definition (SD/TV) or High Definition (HD/Widescreen)*.

- • PAN-X. 1=Rotate to Right, -1=Rotate to Left
- • PAN-Y. 0=HD/Widescreen, 1=SD/TV

RIGHT, 1st (Layer #2). Used to change the *rotation direction of the Right images*
- • PAN-X. 1=Rotate Down, -1=Rotate Up

LEFT, 2nd (Layer #3). Used to *swap the rotation sides*. The Left Images move to the right and the Right images move to the left. This is used to effectively "swap" the rotation types.
- • PAN-X. 1 = Default positions, -1 = Left and right images swap position

2 Portrait Scrunch B   Any Aspect   4 Portrait Images

2 side-by-side portraits transition to the next set of images by rotating inside their frame from top-to-bottom. The direction of rotation for each image is user selectable. The style is usable as either SD or HD depending on the switch the user selects. Since there are 2 variations of effect in either aspect, this style provides the equivalent of 4 different styles.

Setup. Layer 1 = Initial Left; Layer 2 = Initial right; Layer 3 = Next Left; Layer 4 = Next Right

USER CONTROL. The direction of rotation and whether the effect is used in an HD or SD aspect show is user changeable using certain "switches."

Note: Layers 1 through 4 control the order that images populate the slide when the style is applied.

LEFT, 1st (Layer #1). Used to change the *rotation direction of the Left images* as well as to *identify the show aspect as either Standard Definition (SD/TV) or High Definition (HD/Widescreen)*.

- • PAN-X. 1=Rotate to Down, -1=Rotate Up
- • PAN-Y. 0=HD/Widescreen, 1=SD/TV

RIGHT, 1st (Layer #2). Used to change the *rotation direction of the Right images*
- • PAN-X. 1=Rotate Down, -1=Rotate Up

2 side-by-side portraits transition to the next set of images by rotating inside their frame from side-to-side. The direction of rotation for each image is user selectable.

Setup. Layer 1 = Initial Left; Layer 2 = Initial Right; Layer 3 = Next Left; Layer 4 = Next Right

USER CONTROL. The direction of rotation and whether the effect is used in an HD or SD aspect show is user changeable using certain "switches."

Note: Layers 1 through 4 control the order that images populate the slide when the style is applied.

LEFT, 1st (Layer #1). Used to change the ***rotation direction of the Left images*** as well as to ***identify the show aspect as either Standard Definition (SD/TV) or High Definition (HD/Widescreen)***.

- •   PAN-X. 1=Rotate to Right, -1=Rotate to Left
- •   PAN-Y. 0=HD/Widescreen, 1=SD/TV

RIGHT, 1st (Layer #2). Used to change the ***rotation direction of the Right images***
- •   PAN-X. 1=Rotate to Right, -1=Rotate to Left

Title	Images	Show Aspect
1 Splits Into 2	0L, 3P	HD/SD
2 Split Into 1	0L, 3P	HD/SD
2 Portraits Appear	1L, 2P	HD/SD
2 Portraits Scrunch A	0L, 4P	Any
2 Portraits Scrunch B	0L, 4P	Any
2 Portraits Scrunch C	0L, 4P	Any

L=Landscape, P=Portrait, HD=High Definition/Widescreen/16:9, SD=Standard Definition/TV/4:3