

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

3 Windows to 2 Portraits **Any Aspect** **1 Landscape, 2 Portrait Images**

A landscape image next to 2 Portraits, one atop the other. The portraits rotate and change size to cover the landscape image and end up as side-by-side images.

SETUP

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

NOTES.

- 1) **SIZE.** The size of TopLeft A and LowerRight A should fill the mask between keyframes 1 and 2 as well as between keyframes 2 and 3. The size between keyframes 1 and 2 is the size at the initial location. The size at keyframe 3 is the final, larger size and is the size that TopLeft B and LowerRight B end with at their keyframes 2 and 3. Note that TopLeft B and LowerRight B start their zoom size at the zoom size that TopLeft A and LowerRight A start at (between their keyframes 1 and 2).

Drop Pieces Portrait **Any Aspect** **2 Portrait Images**

A portrait falls to pieces and reveals the next image

SETUP

Layer 1 = Initial Portrait; Layer 2 = Next Portrait.

SHOW ASPECT SELECTION. Use ROTATION CENTER-X (Layer 1, *Ref Mask; Set HD/SD*).

- ROTATION CENTER-X. 0 = HD (Widescreen/16:9), 1= SD (TV/4:3)

IMAGE ADJUSTMENT. When adjusting the image to fill the mask, it may require adjustments up or down to better display the image. For Layers 2 and 3 (1st and 2nd Size and Posn (Up/Down)).

- **ZOOM.** Change Zoom to fill mask.
- **ROTATION CENTER.** Set each rotation center value to match associated Zoom settings.
- **PAN-Y.** Adjust Image Up or Down as desired.

A portrait image expands to become a Landscape Image

SETUP

Layer 1 = Portrait Image; Layer 2 = Landscape Image

The landscape image starts zooming out as the portrait border and shadow regions appear. Then, the portrait images appear within the borders.

SETUP

Layer 1 = Initial Image (Landscape); Layer 2 = Next Left; Layer 3 = Next Right

USER CONTROL.

Sets Image order as 2nd image

- ZOOM. Adjust the image to just fill the mask.
- ROTATION CENTER. These values must match the associated Zoom values.
» Rotation Center-X = Zoom-X; Rotation Center-Y = Zoom-Y
- POSITION (PAN-Y). Adjust the image up or down as necessary,

Set All keyframes to the same value.

Two Portraits Rotate vertically to appear on the screen as the Initial full screen landscape image fades away

Setup. Layer 1 = Left; Layer 2 = Right; Layer 3 = Landscape (Initial Image)

Parts of the initial image move away to reveal 3 images: 1 landscape and two small portrait images (one atop the other)

SETUP. Layer 1: Upper Portrait; Layer 2: Lower Portrait; Layer 3: Window Image; Layer 4: Initial Image

USER CONTROL. The rotation direction and the slides aspect is user changeable using certain “switches.”

Layer 1 (*REF Mask: Portraits; HD/SD*). Set to Show's Aspect: Rotation Center-X=0 (HD/16:9), 1 (SD/4:3)

Layers 2 & 3 (*Upper & Lower Image; Size Adj*). Size the image to fill the mask.

Zoom. Change zoom to just fill the mask.

Rotation Center. Set Rotation Center-X and Rotation Center-Y to the Zoom-X and Zoom-Y values, respectfully.

NOTE: Set all keyframes on these layers to the same value.

| Title | Images | Show Aspect |
|---------------------------|--------|-------------|
| 3 Windows to 2 Portraits | 1L, 2P | Any |
| Drop Pieces Portrait | 0L, 2P | Any |
| Expanding Frame | 1L, 1P | Any |
| Image Zoom to 2 Portraits | 1L, 2P | Any |
| Portrait From Within | 1L, 2P | Any |
| To 3 Windows | 2L, 2P | Any |

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