2025/08/02 13:22 1/4 Add a Frame Object

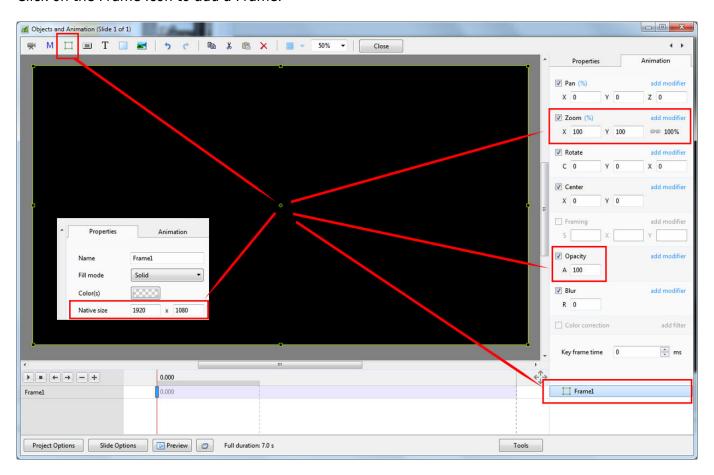
# **Add a Frame Object**

A Frame is a transparent object which can be used as a "Parent" object in Objects and Animation.

It can also be thought of as a Rectangle Object with Zero Opacity.

### **Add the Frame**

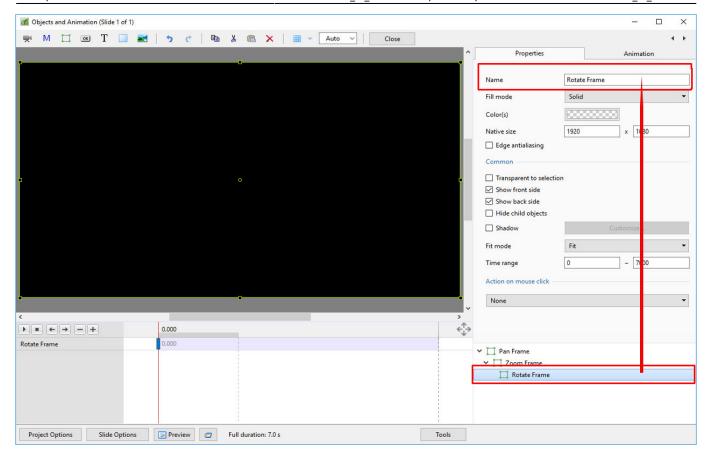
Click on the Frame Icon to add a Frame.



- The Frame is added to the Objects and Animation Screen
- The Size of the Frame is the Project Size and it "Fits" the Screen
- The Zoom for the Frame is 100% when it Fits the Screen
- The Opacity of the Frame is Zero

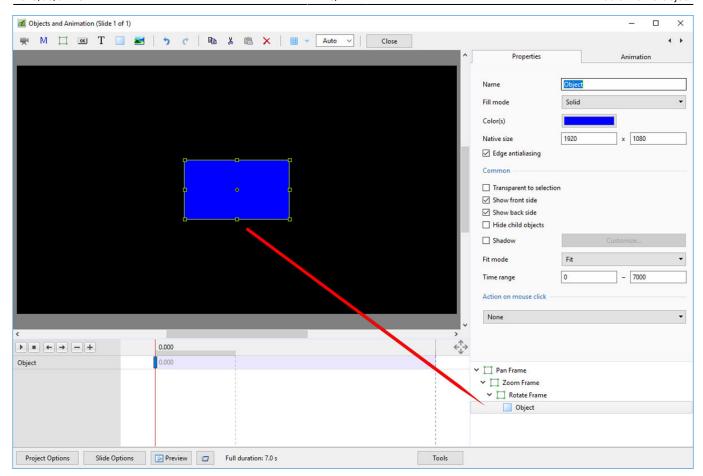
## **Multiple Frames**

• Frames can be added to other frames (Parent / Child) and can be renamed in the Common Tab

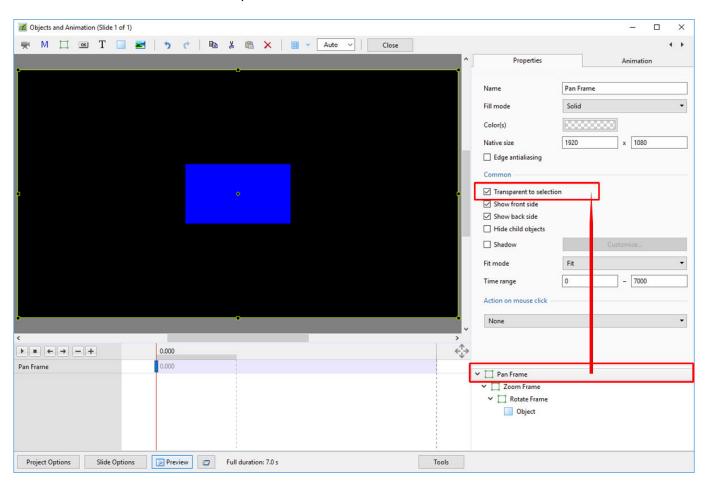


- Using the Multiple Frames approach animation can applied to each frame independently
- Pan motion is applied to the Pan Frame
- Zoom motion is applied to the Zoom Frame
- Rotation is applied to the Rotate Frame
- The Object can also be animated independently of the three frames

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• Frames can be made "Transparent to Selection"



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## **Hierarchy in Parent / Child Relationships**

- Note that in the above example:
  - The Object is at the "Front"
  - The Pan Frame is at the "Rear"

## **Hierarchy in Independent Frames / Objects**

- An Independent Frame or Object which is placed "above" another Independent Frame or Object in the Objects List is also "above" in terms of Selection
- "Higher" Independent Frames or Objects in the Objects List need to be made "Transparent to Selection" to be able to Click on and Select "Lower" Independent Frames or Objects
- This also applies to Published Exe Files which have HyperLinks on Objects

# A frame whose dimensions are different to the project size

When working in the Objects and Animations window it is sometimes advantageous to add a frame, the dimensions of which differ from the project size. An example would be to create a square frame in a 3:2 Project.

• Change the Native Size to the desired dimensions

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