# **Animation Tab**

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 Z
✓ Zoom (%) X 90	] y [90	add modifier
☑ Rotate		add modifier
C 0	Y 0	X 0
✓ Center X 0	) Y [0	add modifier
✓ Framing		add modifier
S 100	X 100	Υ 0
☑ Opacity A 100	]	add modifier
☑ Blur R 0		add modifier
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
  - $\circ\,$  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%

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https://docs.pteavstudio.com/

- 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



#### • In Points Mode

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## 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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															add modifier
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# The Rotate Control

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

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

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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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## **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
- Shift + Click and Drag on the "bounding box" will temporarily "unlink" the X and Y parameters and allow the object to be "distorted"
- 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

Properties	Close     Animation	Properties	Close     Animation	Properties	<ul> <li>↓ Close</li> <li>Animation</li> </ul>
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✓ Rotate C 0 Y 0	add modifier X 0	✓ Rotate       C     0     Y     0	Driginal Size I modifier	✓ Rotate C 0 ¥ 0	add modifier
✓ Center X 0 Y 0	add modifier	✓ Center X 0 Y 0	add modifier	✓ Center -18 X 0 -90	0° add modifier °
<ul> <li>✓ Framing</li> <li>S 100</li> <li>X 0</li> </ul>	add modifier	✓ Framing S 100 X 0	add modifier Y 0	<ul> <li>✓ Framing</li> <li>S 100</li> <li>360</li> </ul>	add modifier 0
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Properties	Animation	Properties	Animation	Properties	Animation
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✓ Zoom (px) X 1920 Y 1080	add modifier	✓ Zoom (px) X 1920 Y 1080	add modifier	✓ Zoom (px) X 1920 Y 1080	add modifier
✓ Rotate C 0 Y 0	add modifier X 0	✓ Rotate C 0 Y 0	add modifier X 0	✓ Rotate C 0 Y 0	add modifier X 0
Center	add modifier	✓ Center X 0 Y 0	add modifier	✓ Center X 0 Y 0	add modifier
♥ 0 100 K 0	add modifier Y 0	✓ Framing S 100 × 0	add modifier	<ul> <li>✓ Framing</li> <li>S 100</li> <li>X 0</li> </ul>	add modifier Y 0
✓ Opacity A 100		✓ Opacity     A 100     10	add modifier 00	Opacity	
♥ Blur R 0		☑ Blur R 0		R 0	add modifier
Color correction		Color correction		Color correction	add filter

# 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.
- 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.

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Project Options Slide Options 🗾 Preview	Full duration: 8.0 Tools		

- 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

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

#### Blur

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750_4188-HDR-Pano-1080 0.000	50_4188-HDR-Pano-1080	D	
		<ul> <li>Splitter for background objects ————</li> </ul>	
	2014188-HDR-Pano-1080	0	
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- Choosing Gauss Extended in Properties/Blur Mode prevents the vignetting effect which happens with Gauss Blur in a full screen image
- Additional controls are offered for Directional and Bokeh Blur Modes
- D controls the Direction of the Blur
- B controls the intensity of the Bokeh Blur



#### 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 "Add Modifier"

✓ Pan (%)		add r	nodifier
x 0	Υ 0	z o	
🗹 Zoom (%)		add r	nodifier
X 100	Y 100	<b>ee</b> 100%	
🗹 Rotate		add r	nodifier
C 0	Υ 0	X 0	
🗹 Center		add r	nodifier
X 0	Υ 0		
🗹 Framing		add r	nodifier
S 100	X 0	Υ 0	
🗹 Opacity		add r	nodifier
A 100	]		
🗹 Blur		add r	nodifier
R 0			

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

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

- 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	۰.
Accel. time (%)	56
Decel. time (%)	1
Start speed	0
Final speed	0
✓ Animation speed: Slow down	¢-
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	۰-
Accel. time (%)	50
Accel. time (%) Decel. time (%)	50
Accel. time (%) Decel. time (%) Start speed	50           50           0

#### **Smooth Move**

- To use the Smooth Move modifier it is necessary to have at least 3 keyframes and apply this modifier to the middle keyframe.
- It creates a Bezier curve for the motion.



## Pan X; PanY; Pan Z

- Pan, Zoom, Rotate etc all have a set of modifiers labelled:
  - Oscillation
  - Jumping
  - Ping Pong
  - $\circ ~ \text{Shift}$

	Animation speed Smooth Move	>
Oscillation	Pan.X	>
Jumping	Pan.Y	>
Ping pong	Pan.Z	>
Shift		

• The following Video demonstrates the various Modifiers



### **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:



- 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

Color correct	ion Iyscale	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

<ul> <li>Color correction</li> <li>Coloration</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 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

• Can also be used for "Inverting a Mask" (with "Convert to Alpha Image" unticked)



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

· Allows for precise positioning of Key-Frames



#### **Colour Correction**

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

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701_4131-1 0.000		Brightness / Contrast		· · · ·
		Hue / Saturation		
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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:

<ul> <li>Color correction</li> <li>Brightness / Contrast</li> </ul>		add filter
Brightness		0
Contrast		0

- 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:

Color correction		add filter
✓ Hue / Saturation		۰-
Hue		0
Saturation		0
Lightness		0

- 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

<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

<ul> <li>Color correction</li> <li>Coloration</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 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
- Can also be used for "Inverting a Mask" (with "Convert to Alpha Image" unticked)



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

• Allows for precise positioning of Key-Frames



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