# 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.

Objects and A	nimation (Slide 1 of	1)						
🛒 M [	1 📧 T 🚺	🖬   າ ເ	🖻 🔏 🋍 🗙	₩ ▼ 50% ▼	Close			< + >
						•	Properties	Animation
							✓ Pan (%)	add modifier
							X 0 Y 0	z o
							Zoom (%)	add modifier
							X 100 Y 100	ee 100%
							V Rotate	add modifier
							C 0 Y 0	X 0
							Center	add modifier
							X 0 Y 0	
			/				E Framing	add modifier
<b>^</b>	Properties	Animation					s x	Y
							☑ Opacity	add modifier
	Name	Frame1					A 100	add modifier
	Fill mode	Solid 👻						
	Color(s)						V Blur	add modifier
	Native size	1920 x 1080					R 0	
							Color correction	add filter
				3				
4			T	1			<ul> <li>Key frame time</li> </ul>	💼 ms
)		0.000						
Frame1		0.000					Frame1	
Project Optio	ns Slide Opt	tions 🕑 Preview 🖉	7 Full duration: 7.0 s			Tools		

- 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

🖬 Objects and Animation (Slide 1 of 1) - 🗆 🗙																											
	М		OK	Т			1	5	¢		*	<b>B</b>	×	6	•	A	uto	-   [	Clos	e							4 <b>&gt;</b>
1.57N											5.5										62	^ [	Properties		Animati	on	
1																					Ĩ						
																							Name	Rotate Fram	e		
																							Fill mode	Solid			•
																							Color(s)	00000			
																							Native size	1920	× 108	0	
																							Edge antialiasing				
																							Common				
																							Transparent to selecti	on			
																							Show front side				
																							Show back side				
																							Hide child objects				
																							Shadow		Customize		
																							Fit mode	Fit			•
																							Time range	0	- 70	0	
																							Action on mouse click -				
<b></b>											_	i.											None				•
<																					>	~					
	•	<b>→</b>	-)[+				0.0	000													€ţ	>					
Rotate	Frame						0.0	000																			
																							<ul> <li>Pan Frame</li> <li>Zoom Frame</li> </ul>				
																						F	Rotate Frame		_		
																						L					
-											1										1						
Pro	ject Op	tions		Slide	Option	s		Previ	ew	0	Full	duratio	n: 7.0 s	5							Tools						

- 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

#### Add a Frame Object

Objects and Animation (Slide 1 of 1)									
🛒 M 🛄 🎟 T 🔲	🛃   🤊 🦿   🖻 🐰 🛍 🕻	🗙 🛛 🏢 👻 🛛 Auto 🖂 📔 Close		٠,					
			Properties	Animation					
			Name	Object					
			Fill mode	Solid 👻					
			Color(s)						
			Native size	1920 x 1080					
			🗹 Edge antialiasing	·					
	Ĭ Š		Common						
			Transparent to select	ion					
			Show front side						
			Show back side						
	· · · · · · · · · · · · · · · · · · ·		Hide child objects						
			Shadow	Customize					
			Fit mode	Fit 🔻					
			Time range	0 - 7000					
			Constant Constant						
			Action on mouse click						
			None	•					
<			>						
$\mathbf{F} = \mathbf{F} \mathbf{F} \mathbf{F}$	0.000		$\stackrel{\uparrow}{\longleftrightarrow}$						
Object	0.000		✓ ☐ Pan Frame						
			V Zoom Frame						
			✓ □ Rotate Frame						
			Object	1					
			1						
Project Options Slide Options	Preview 😰 Full duration:	7.0 s	Tools						

# • Frames can be made "Transparent to Selection"

🗹 Objects and Animation (Slide 1 of 1) – 🗆 🗙									
	🖬   ๖ 🦿   🖻 🐰 🎘 🖊	🗰 👻 Auto 🗸 Close		4 •					
	The second s		^ Properties	Animation					
•									
			Name	Pan Frame					
			Fill mode	Solid 👻					
			Color(s)	E					
			Native size	1920 x 1080					
			🗌 Edge antialiasing						
			Common						
			Transparent to sele	ction					
			Show front side						
			Hide child objects						
			□ Shadow	Customize					
			Fit mode	Fit					
			Time range	0 - 7000					
			<ul> <li>Constants Constants and Constants</li> </ul>						
			Action on mouse click						
•	•		None	•					
(			>						
	0.000		$\stackrel{\wedge}{\leftarrow} \stackrel{\rightarrow}{\rightarrow}$						
Pan Frame	0.000		💙 🛄 Pan Frame	al contraction of the second se					
			Y 🔲 Zoom Frame						
			✓ ☐ Rotate Frame	•					
			Object						
Project Options Slide Options	Preview 🖅 Full duration: 7.0 s		Tools						

## 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

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

Permanent link: https://docs.pteavstudio.com/en-us/11.0/how\_to\_v9/frame



Last update: 2022/12/19 12:10