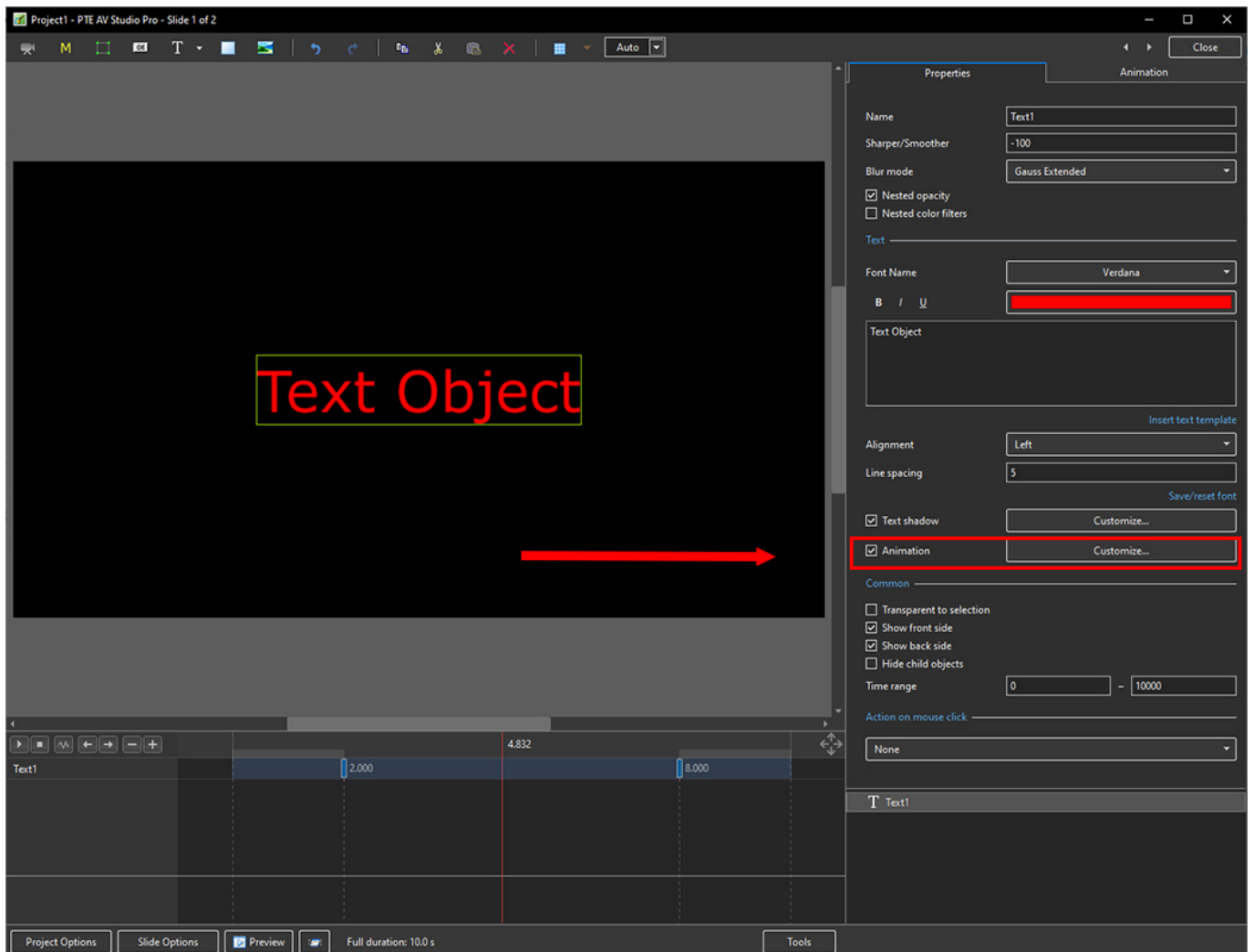


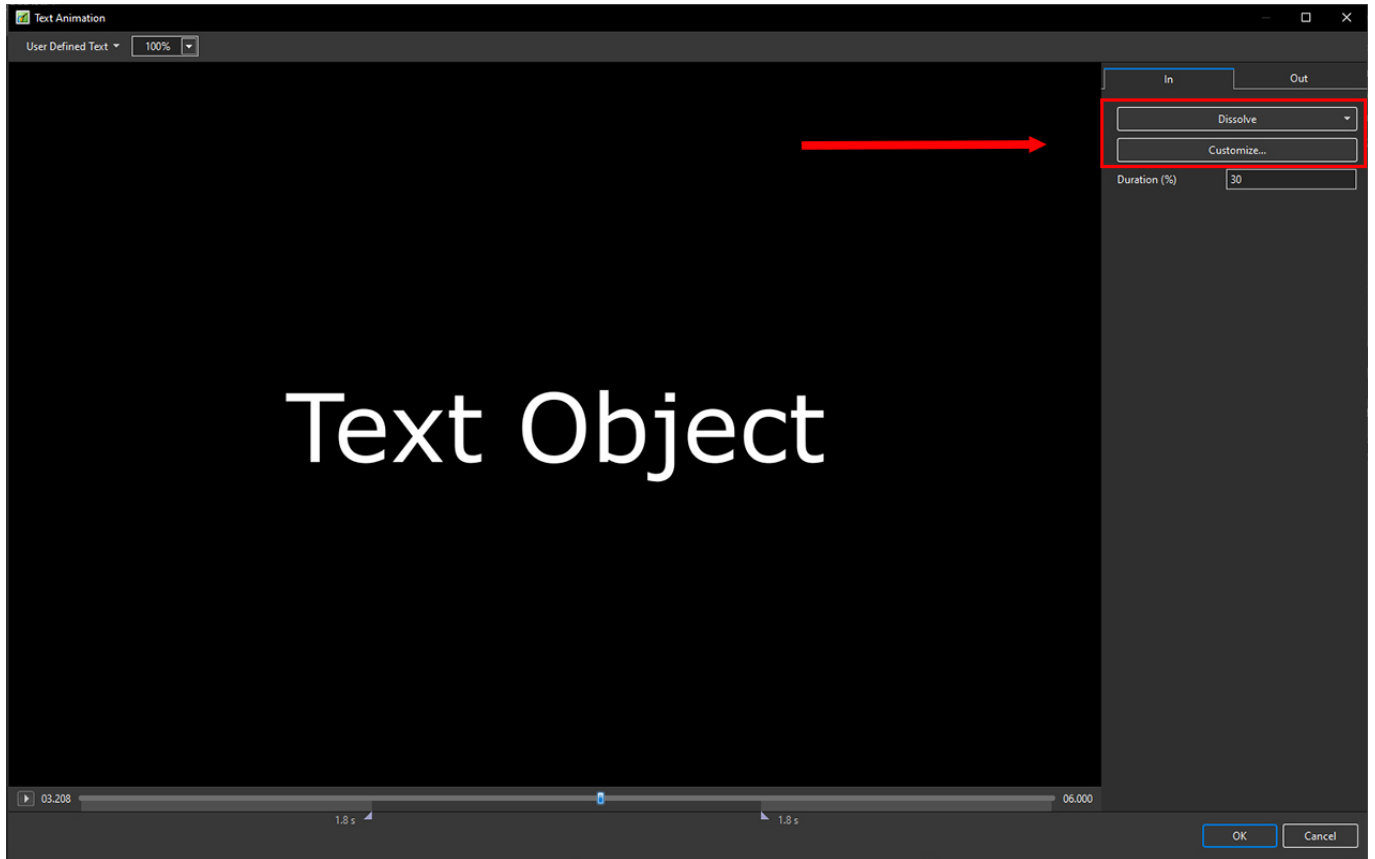
# What's New In Version 11

## Text Animations

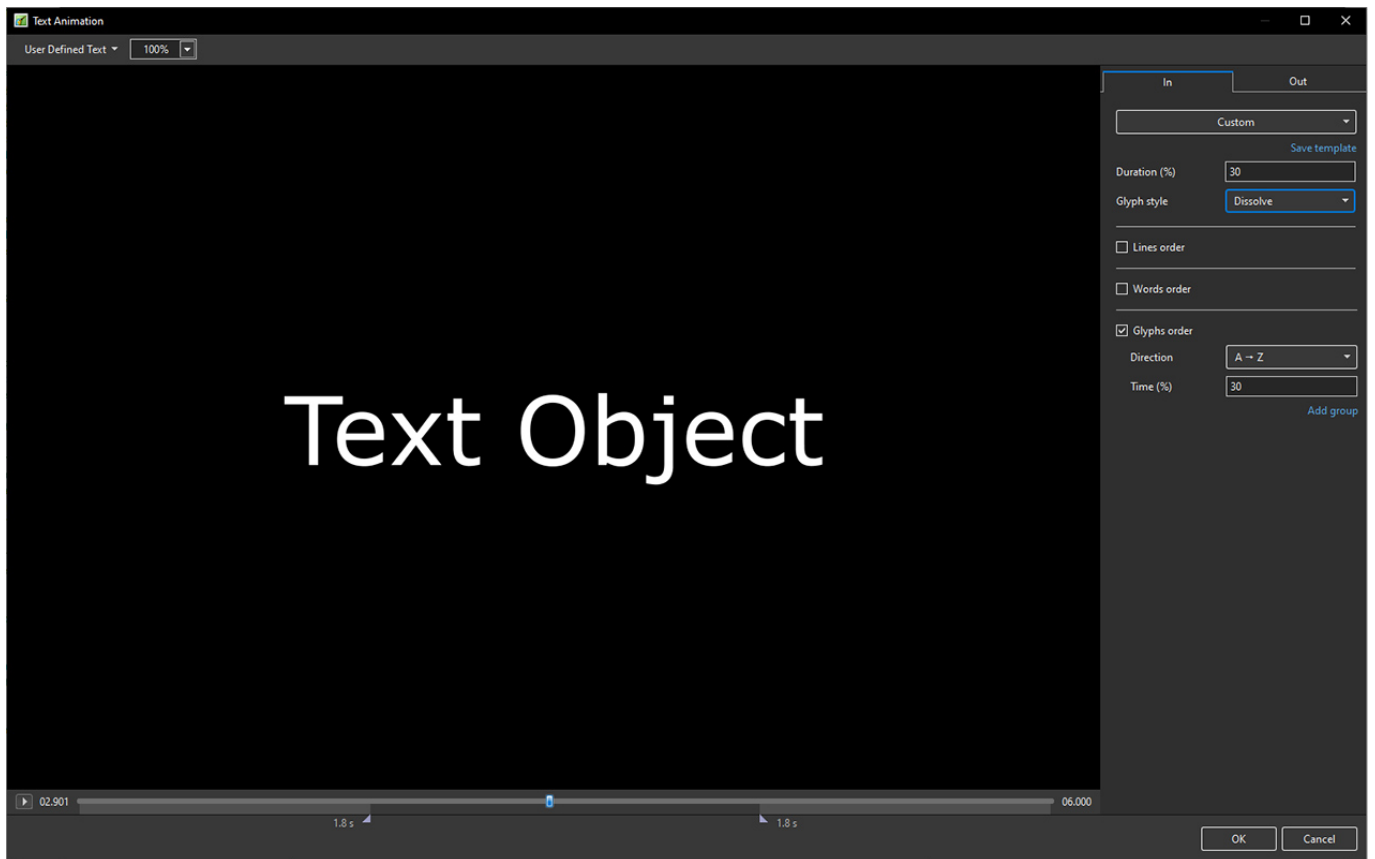
- Add a text object and click on Animation



- Click on Customize



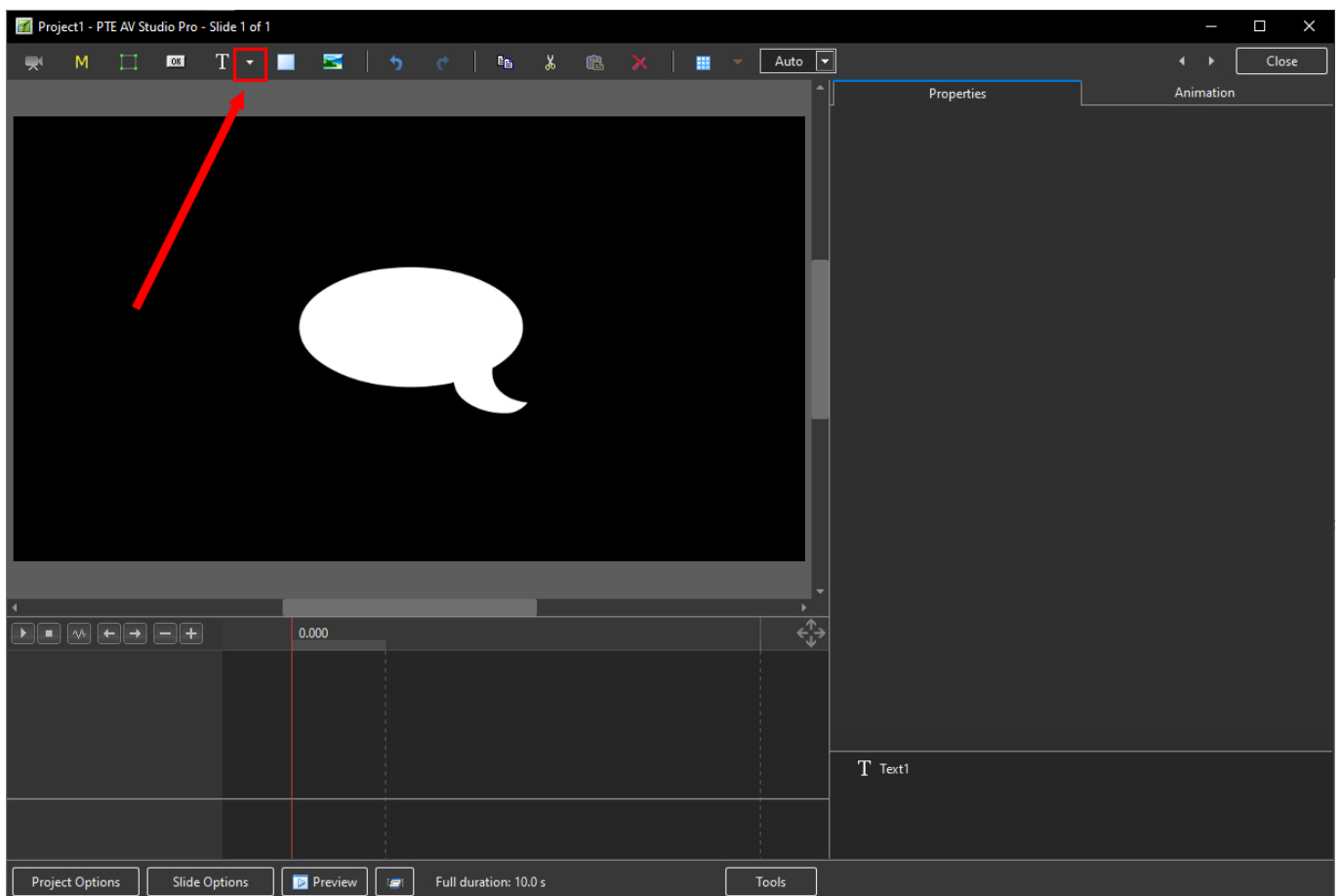
- Move the Cursor or press the Play Button to see the default effect for the “In” and “Out” Animations
- Click on “Dissolve” to see the available Preset Animations
- “Duration” shows the percentage of available time for the effect
- Click on “Customize”

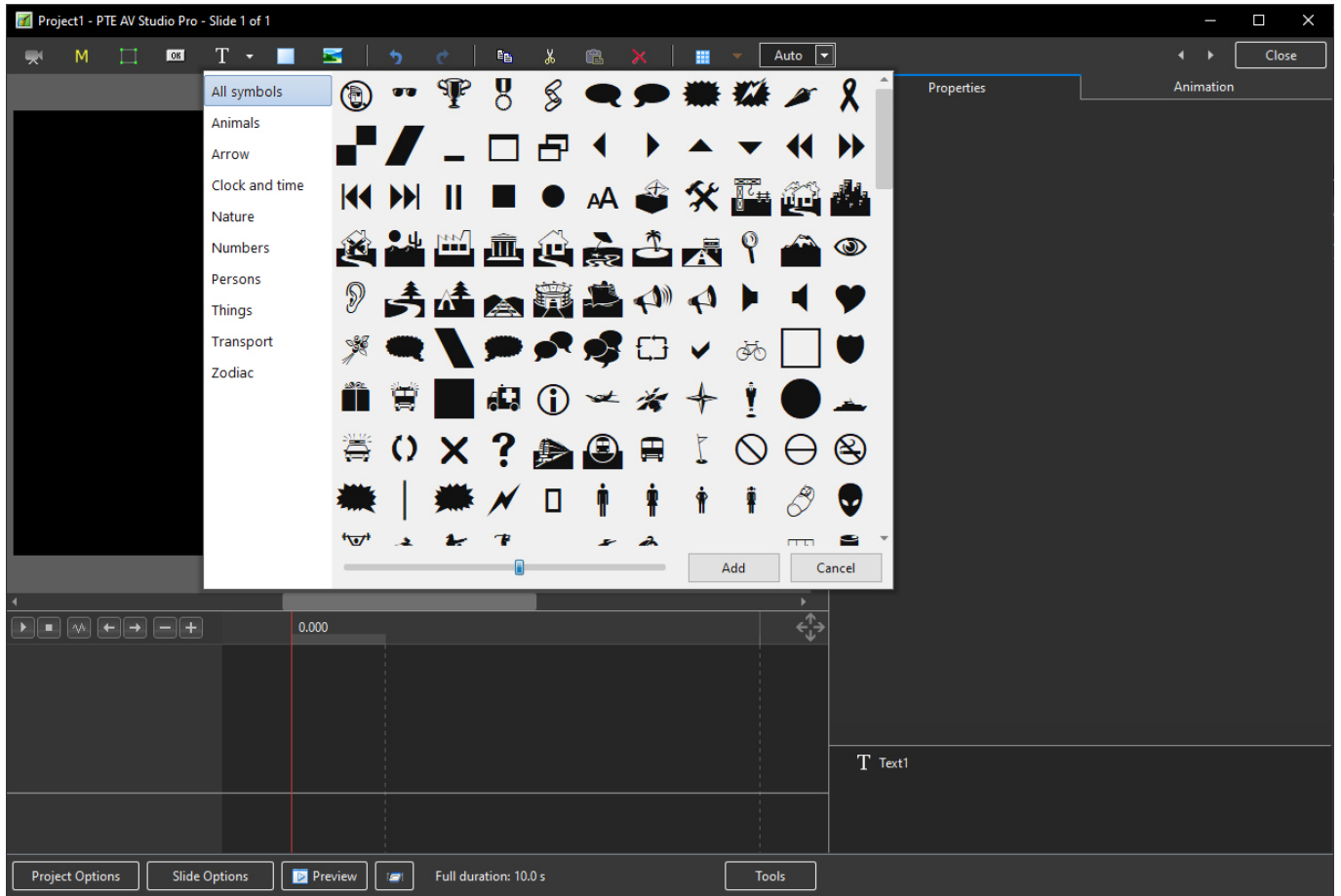


- Move the Cursor or press the Play Button to see the default effect for the “In” and “Out” Animations
- “Duration” shows the percentage of available time for the effect
- “Glyph Style” - select from Presets in dropdown menu
- Select from “Glyphs Order”, “Lines Order” or “Words Order”
- “Direction” - select preset from dropdown menu
- “Time (%)” - Varies the Intensity of the effect
- Click on “Out” tab
- The options are similar to the “In” Tab
- “User Defined Text” - Click on the text “User Defined Text” to see a dropdown menu with some options - “User Defines Text”, Sample Text 1, Sample Text 2 and Sample Text 3

## Add a Symbol (Vector Icon)

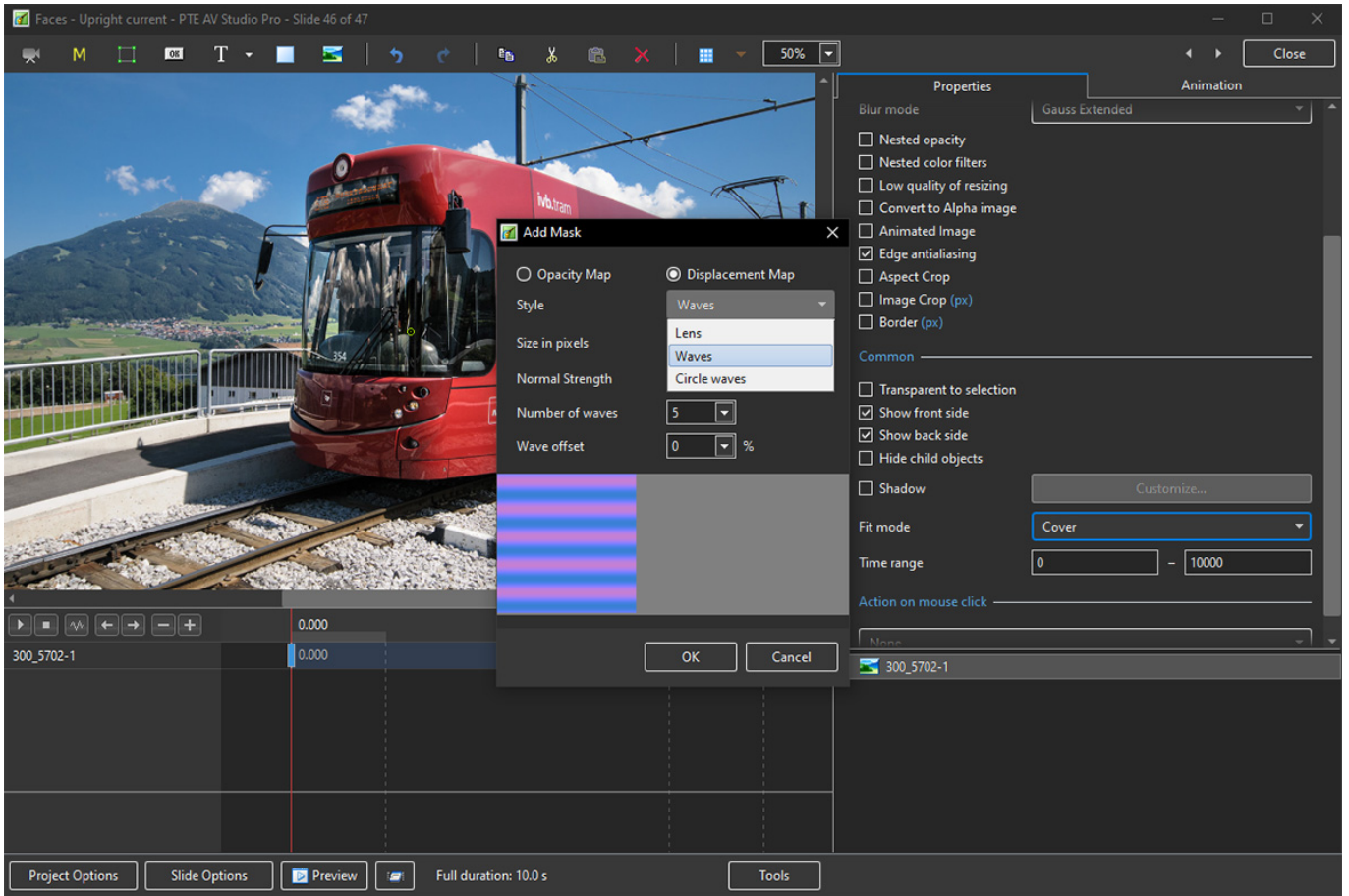
- Symbols can be scaled to any size without loss in quality
- The Colour of a Symbol can be changed
- The Shadow of a Symbol can be adjusted
- The Shadow of a Symbol can be adjusted
- In the Objects and Animation Editor Right click in a blank space and choose “Add > Symbol” (Ctrl 8) or click on the Icon next to the “T” for a dropdown Menu



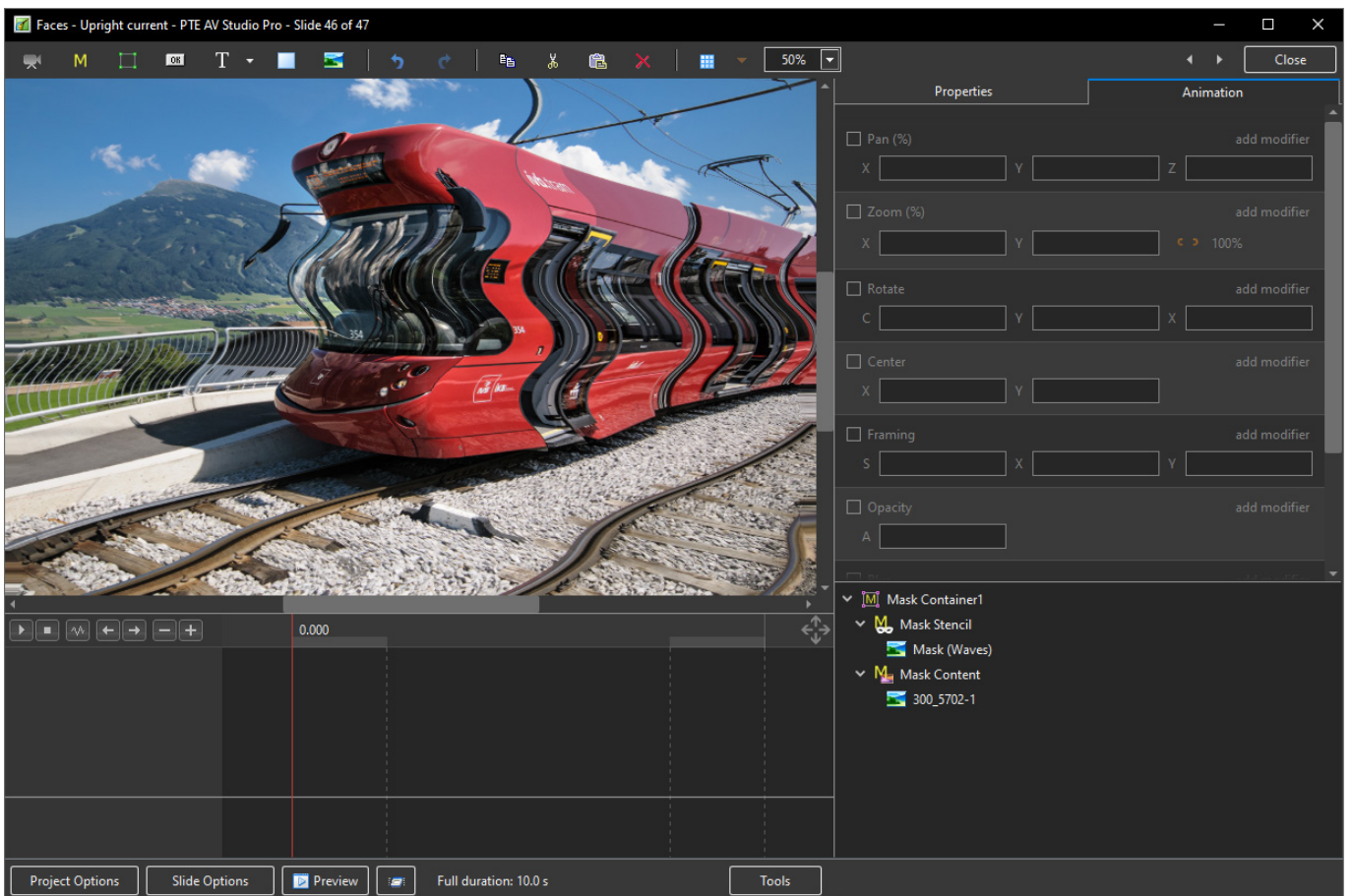


## Displacement Map effect

- Pro Version ONLY
- Add a Mask Template
- Choose Displacement Map
- Choose an option from the Style dropdown menu

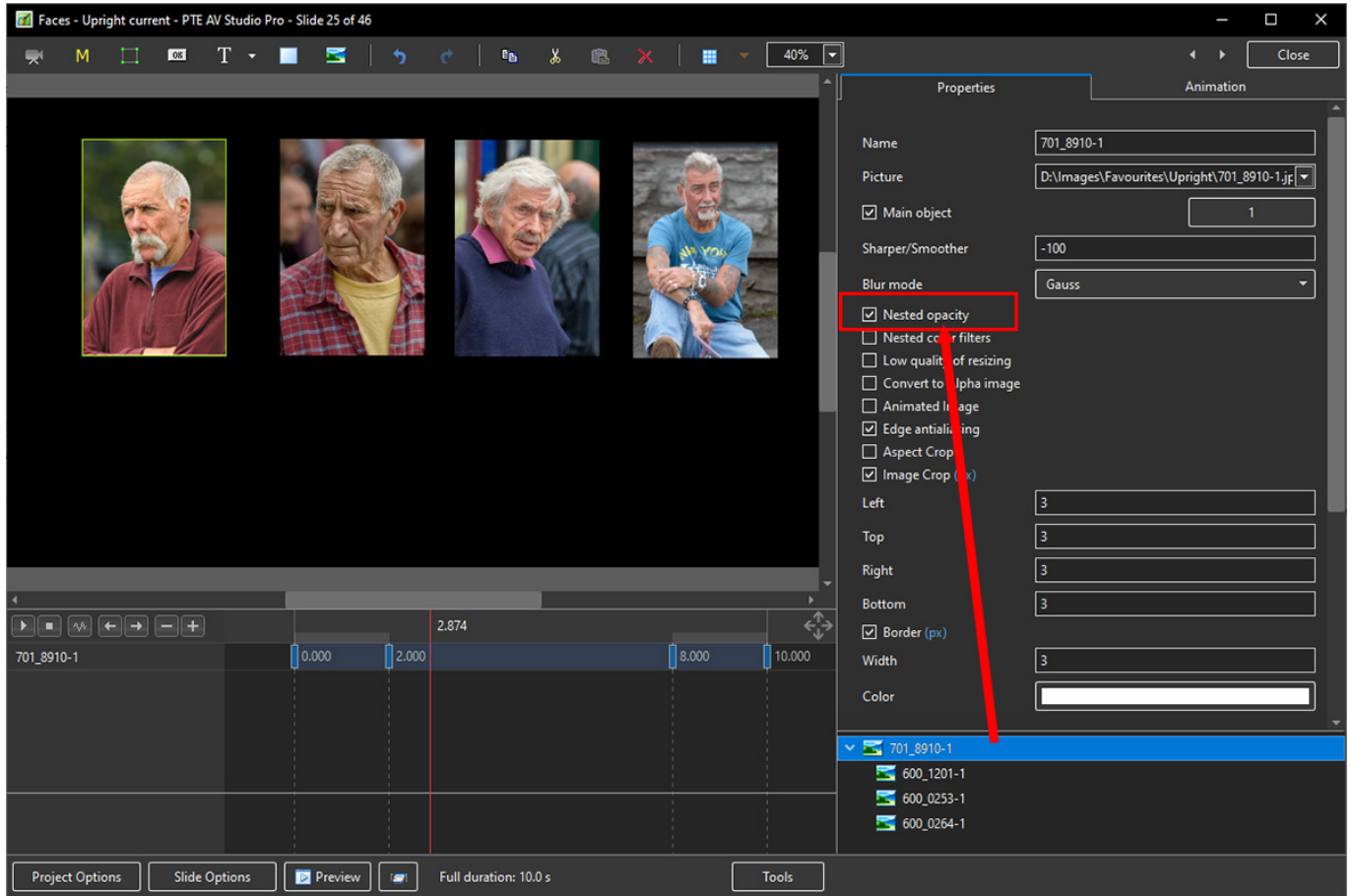


- Adjust other options to suit
- Click OK



## Nested opacity for child objects

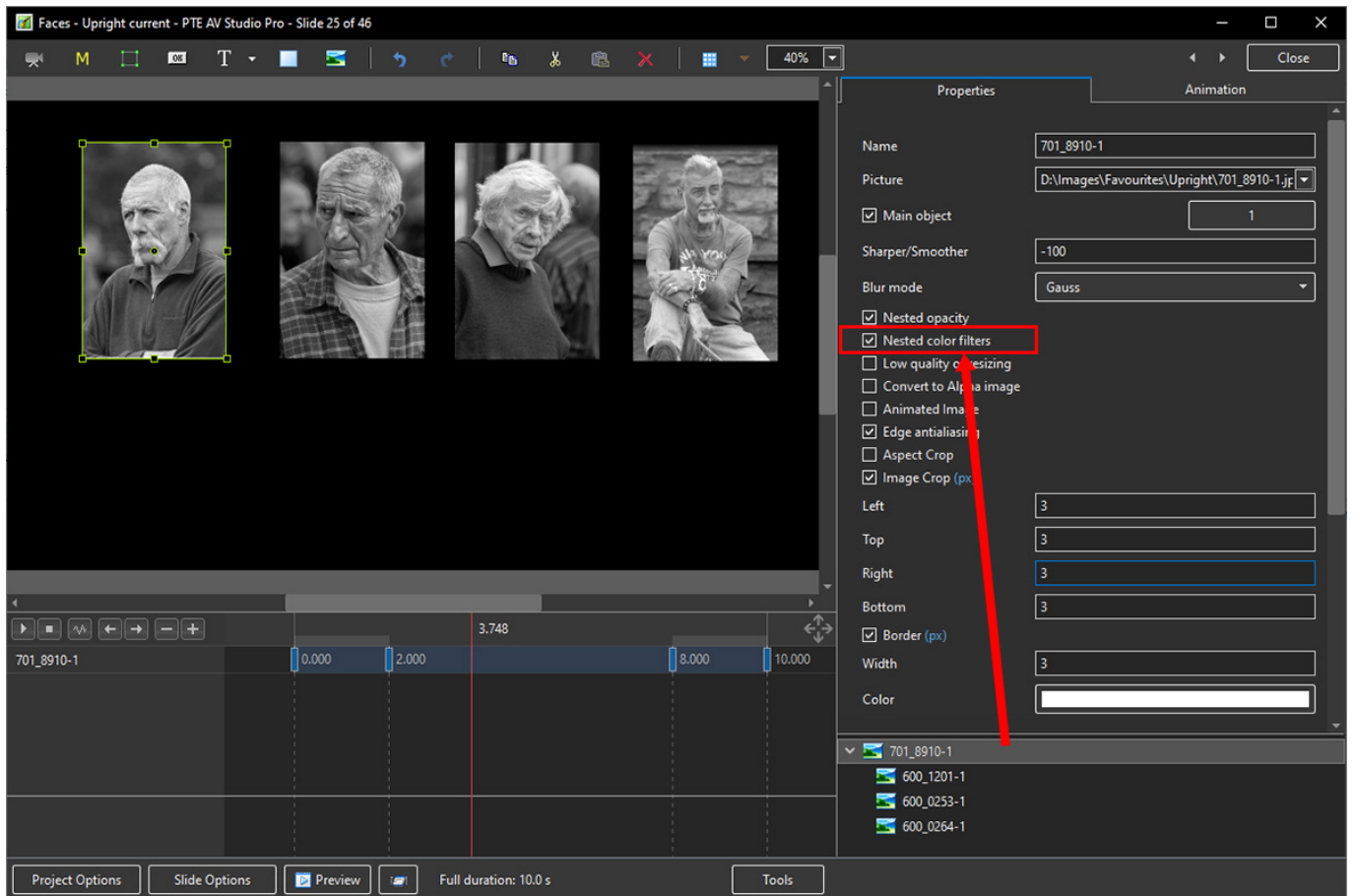
- Nested Opacity for Child Objects is turned OFF by default
- See Objects and Animation / Properties Tab to turn ON
- When turned on the Opacity for all child objects is controlled by the opacity of the Parent Object
- Use Opacity in the Animation Tab



## Nested colour filters for child objects

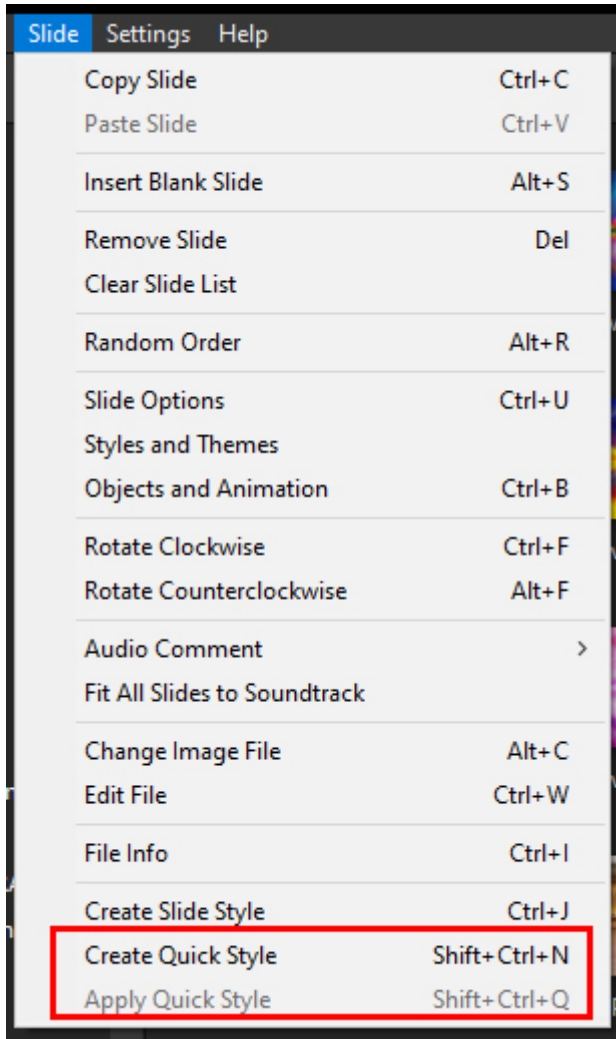
- Nested Colour Filters for Child Objects is turned OFF by default
- See Objects and Animation / Properties Tab to turn ON
- When turned on the Colour Filter Effect for all child objects is controlled by the Colour Filter Effect of the Parent Object
- Use Colour Correction in the Animation Tab
- Pro Version ONLY





## Quick Style for slides

- Using a Quick Style you can immediately copy all objects with animations from one slide to another slide or slides
- Transition, synchronization and duration of a target slide will be untouched
- Main image file name also will remain original
- See the Main menu > Slide > Create Quick Style (Shift Ctrl N) / Apply Quick Style (Shift Ctrl Q)

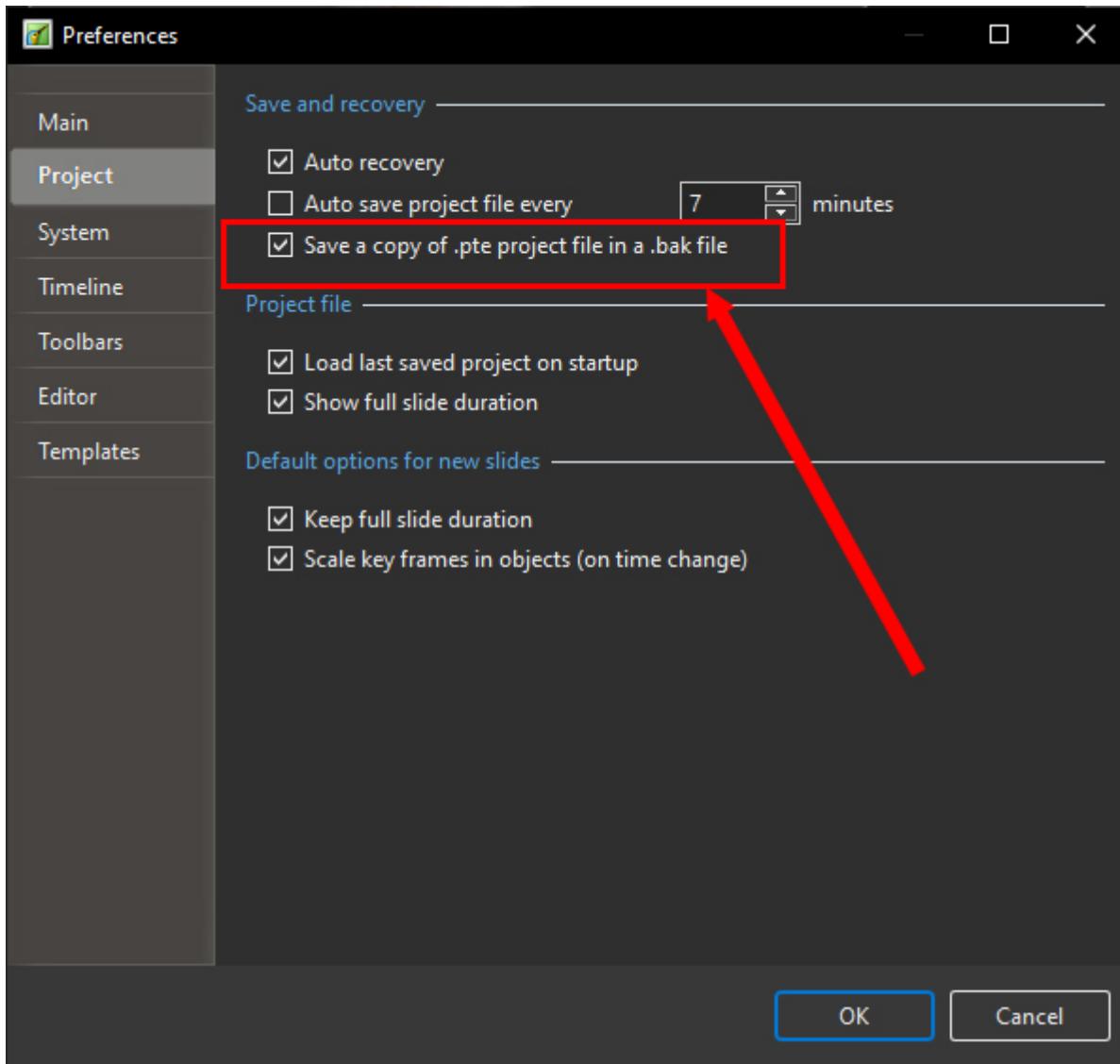


- Copy animation from one slide and apply to other slides

## Save a copy of .pte project file in a .bak file

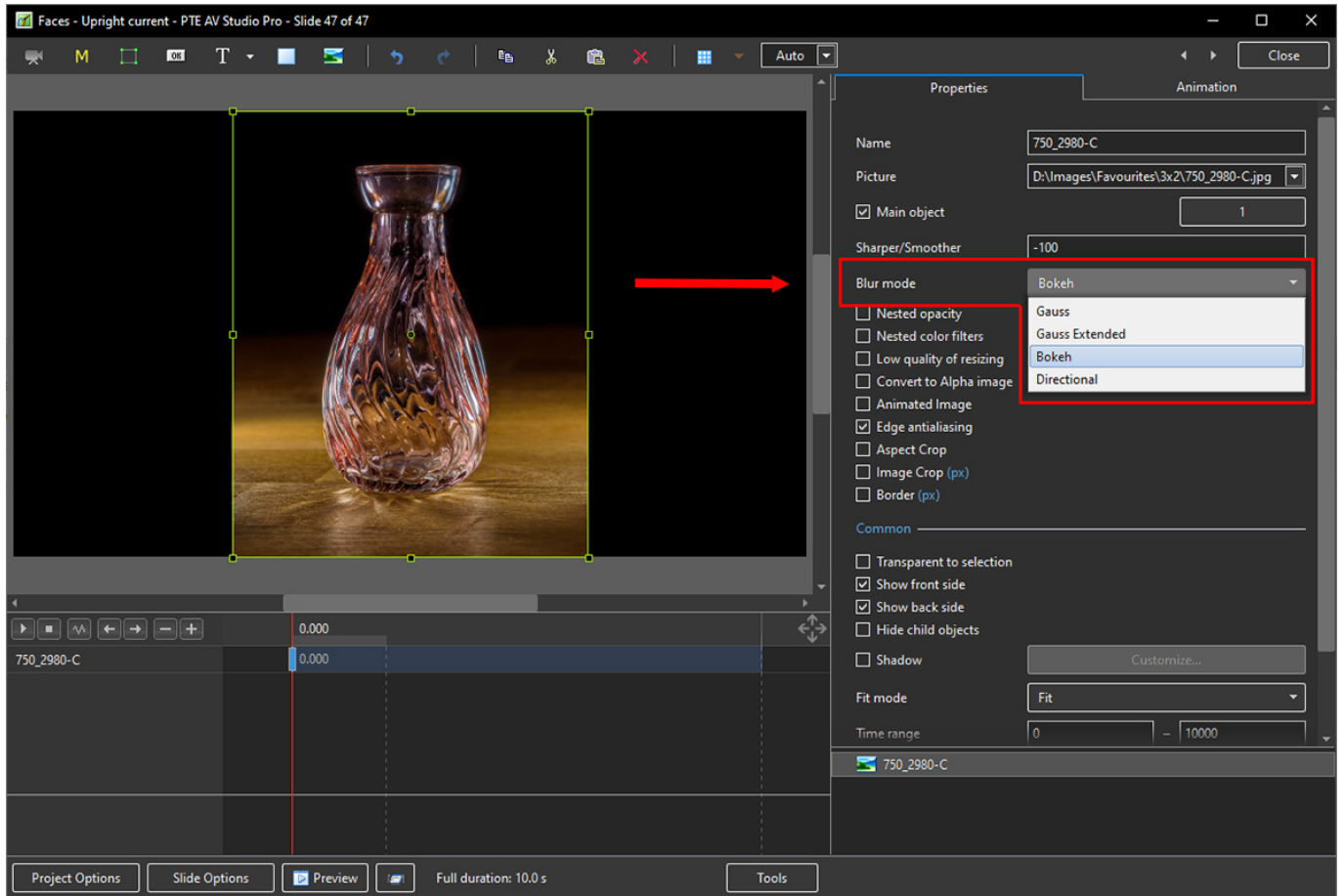
- Currently, it's not ticked by default.
- You'll always get a previous copy of .pte project file before last Save command in a .bak file. It's a renamed project file.
- In case of any problem with .pte project file, you always have a copy of a project from one previous step.



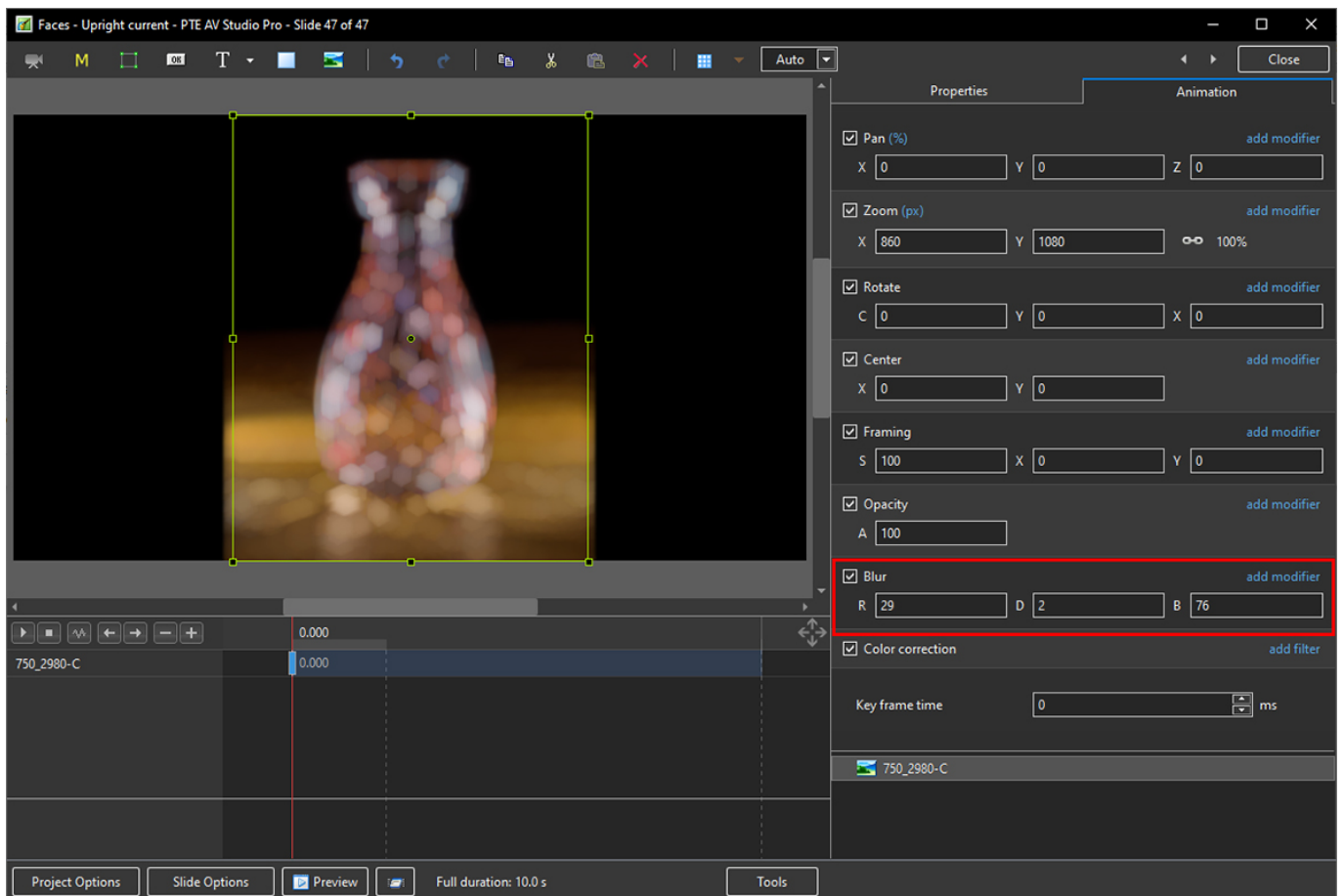


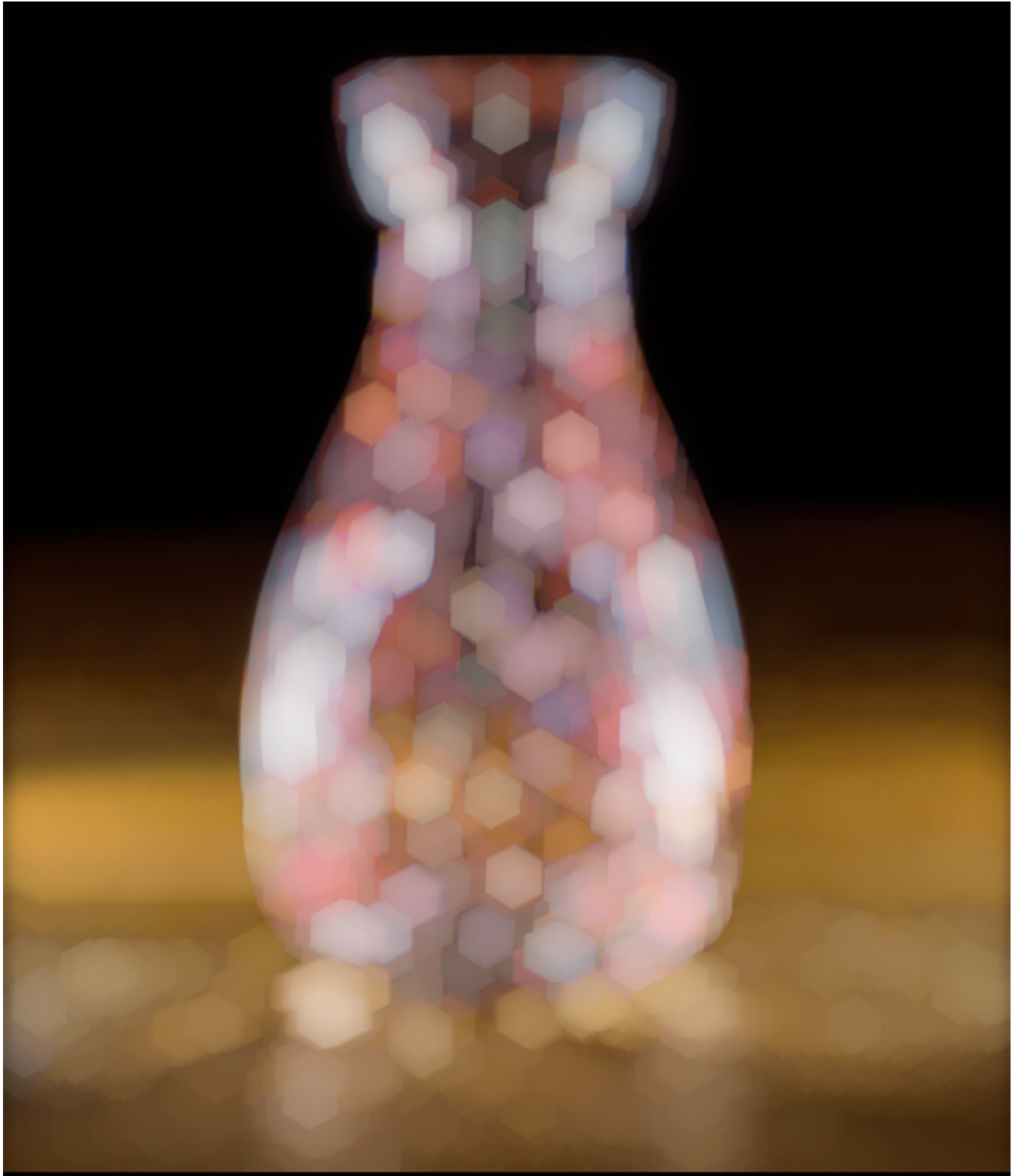
## Blur with Bokeh

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose "Blur Mode"
- In the dropdown menu choose "Bokeh"



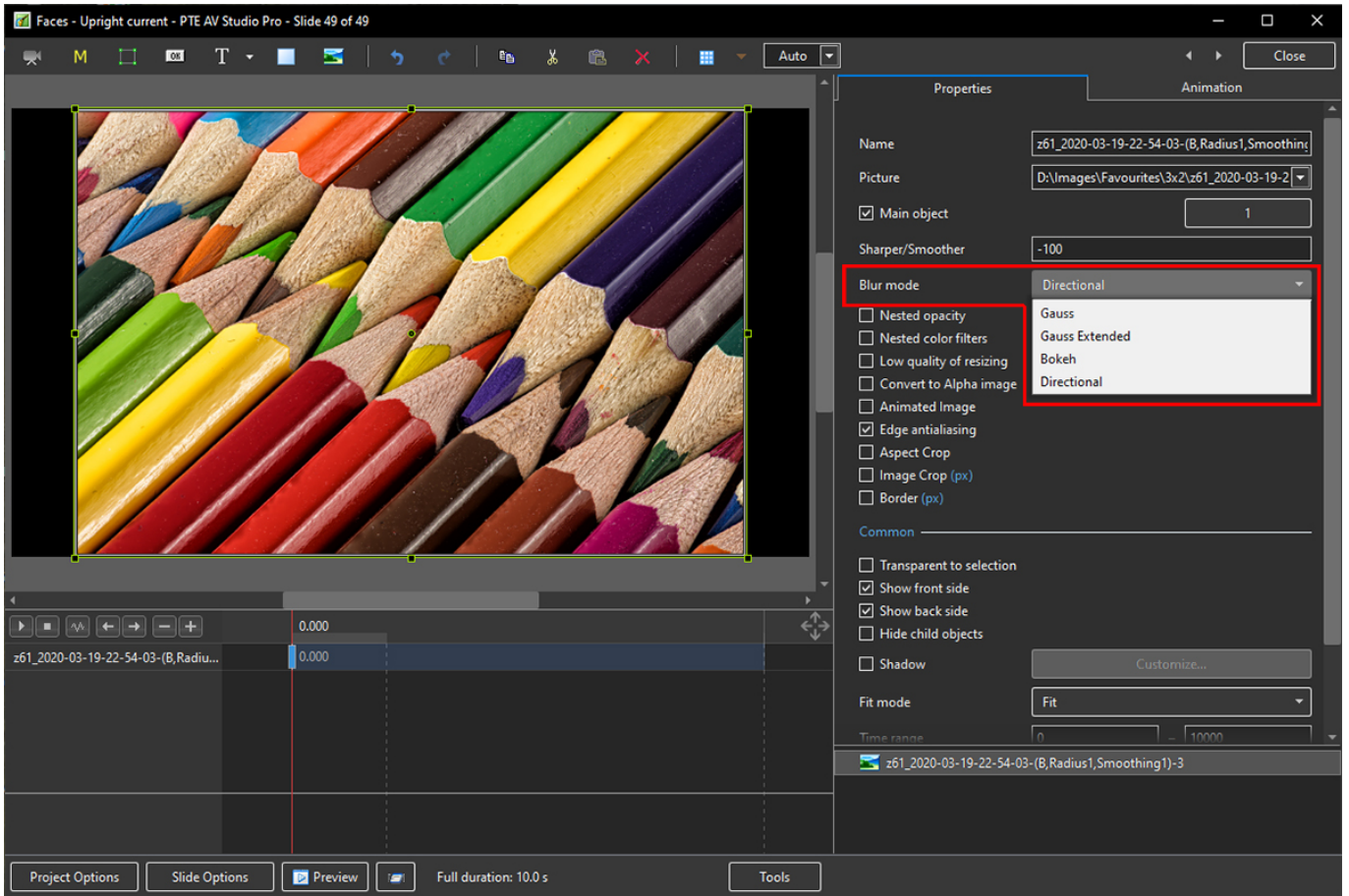
- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur; B = Intensity of the Effect



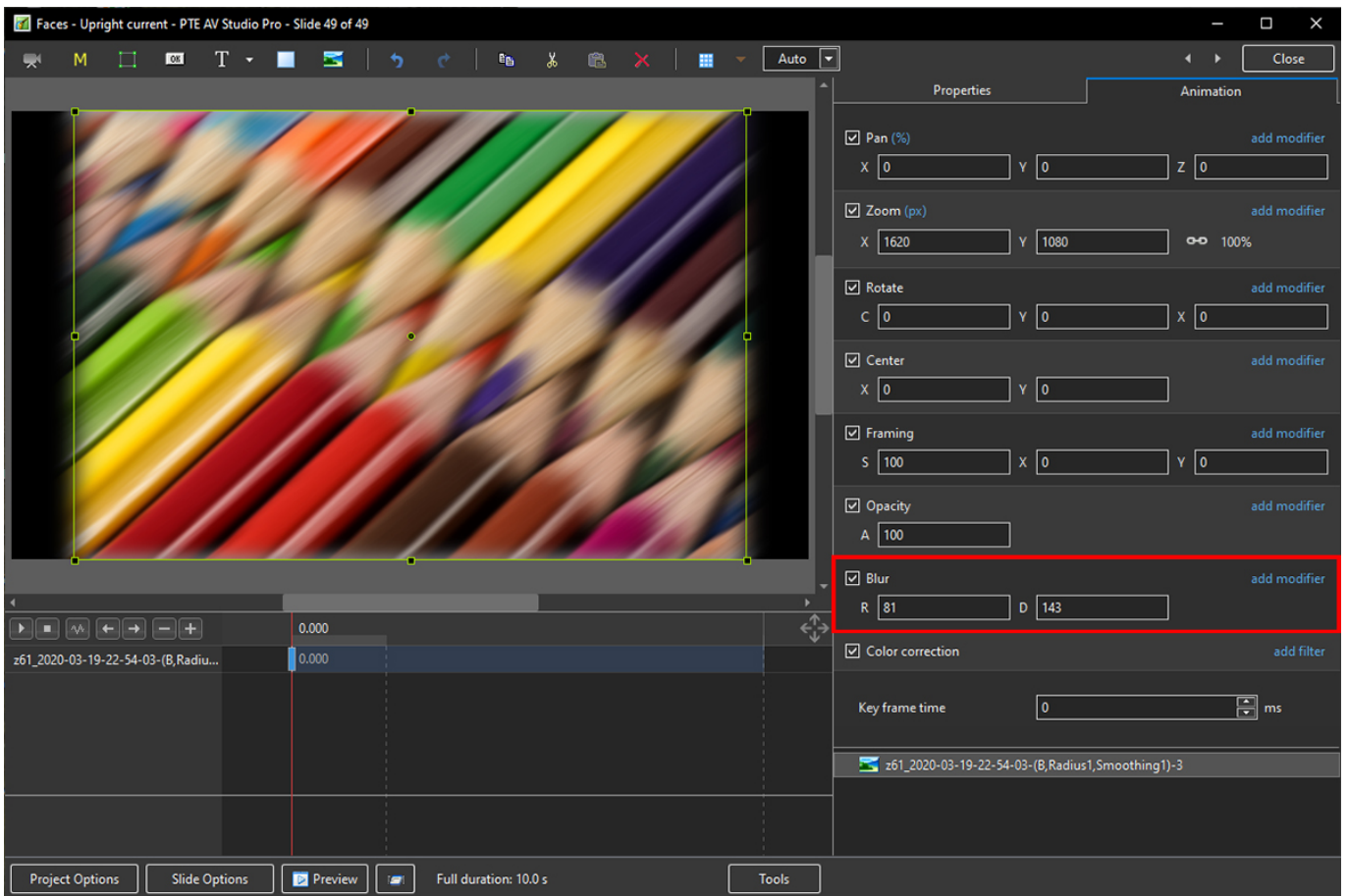


## Directional Blur effect

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Directional”



- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur

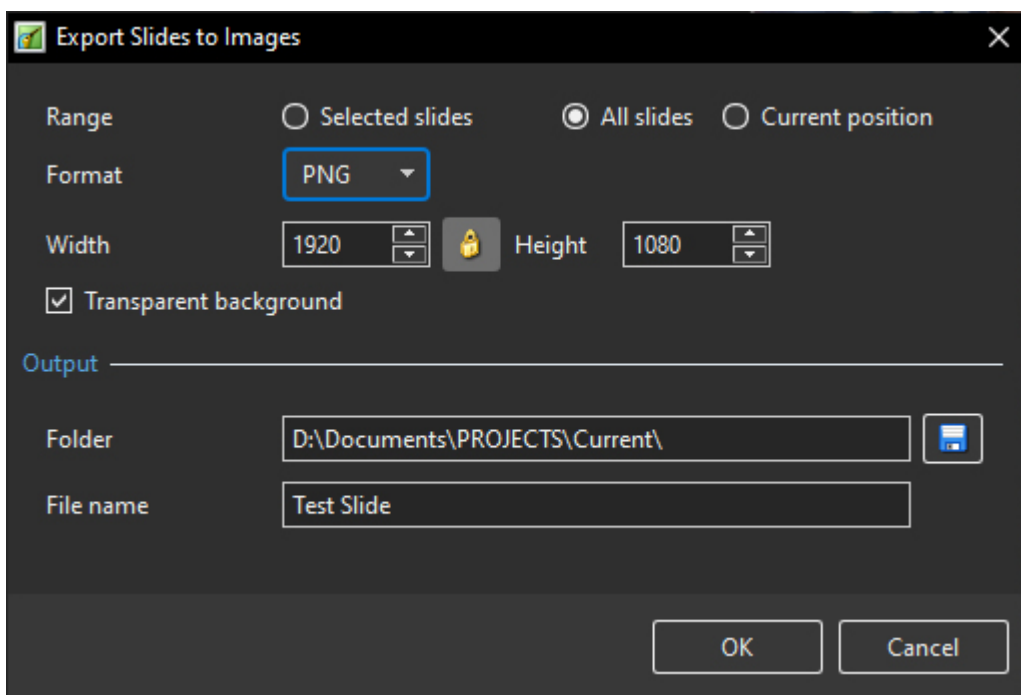






## Export Slides to Images

- Choose Publish / Export Slides to Images from Main Menu

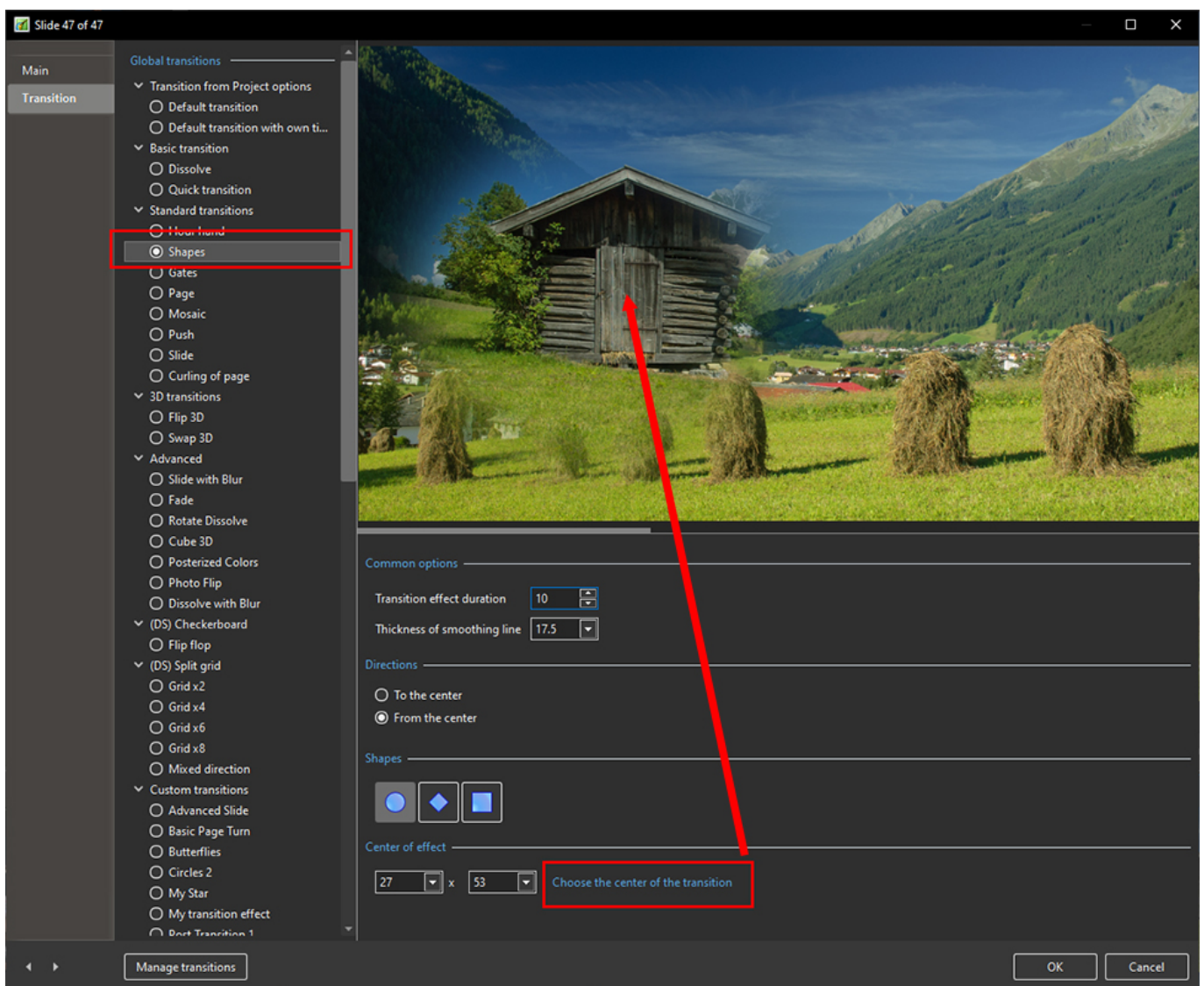


- Range - Choose Selected Slide(s); All Slides; Current Position (in Timeline)
- Format - Choose PNG or JPEG

- Size - Default is Screen Size in Pixels
- Transparent Background - Available for PNG
- Output - Choose Folder and File Name

## You can choose the centre of Shape transition with a mouse cursor using preview

- \* Click and HOLD the left mouse button on “Choose the centre of the Transition”
- \* Move the cursor to the position that you want as the Centre of the Transition
- \* Release the Mouse Button



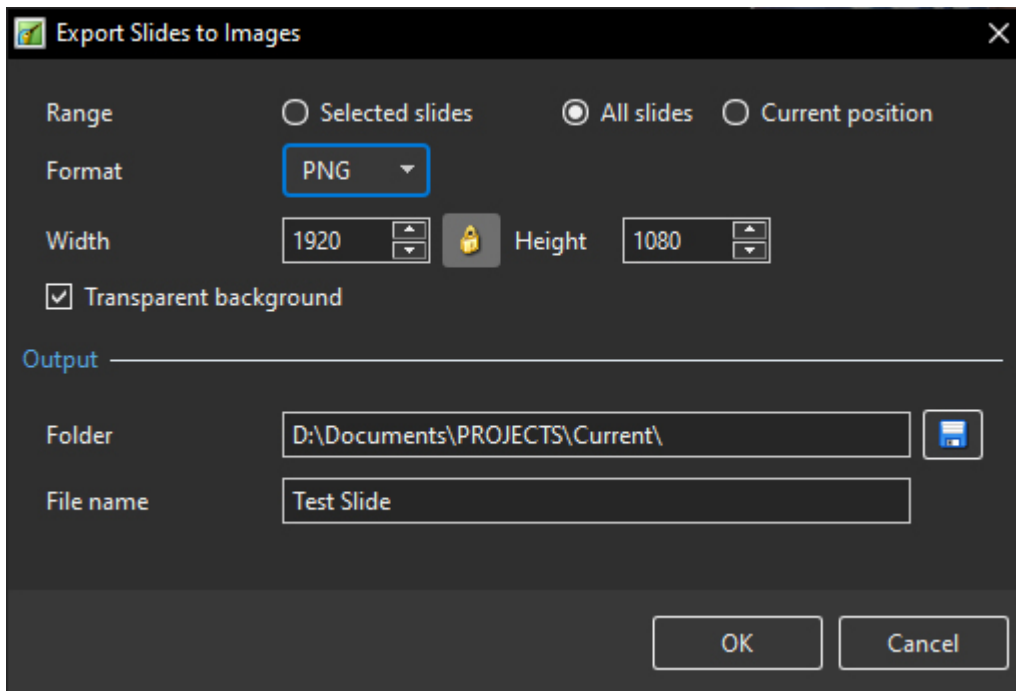
## Video encoding works faster on 20% when using a Hardware acceleration option with NVIDIA graphics

## Text Template for Multiple Images on same Slide

\* Add multiple Images to a slide as Main Images with Main Image Indexes \* Add a Text Template to each \* In the Text Box for Main Image 2 change the text to "MainImg2" a

## Export Slides to Images

- Choose Publish / Export Slides to Images from Main Menu

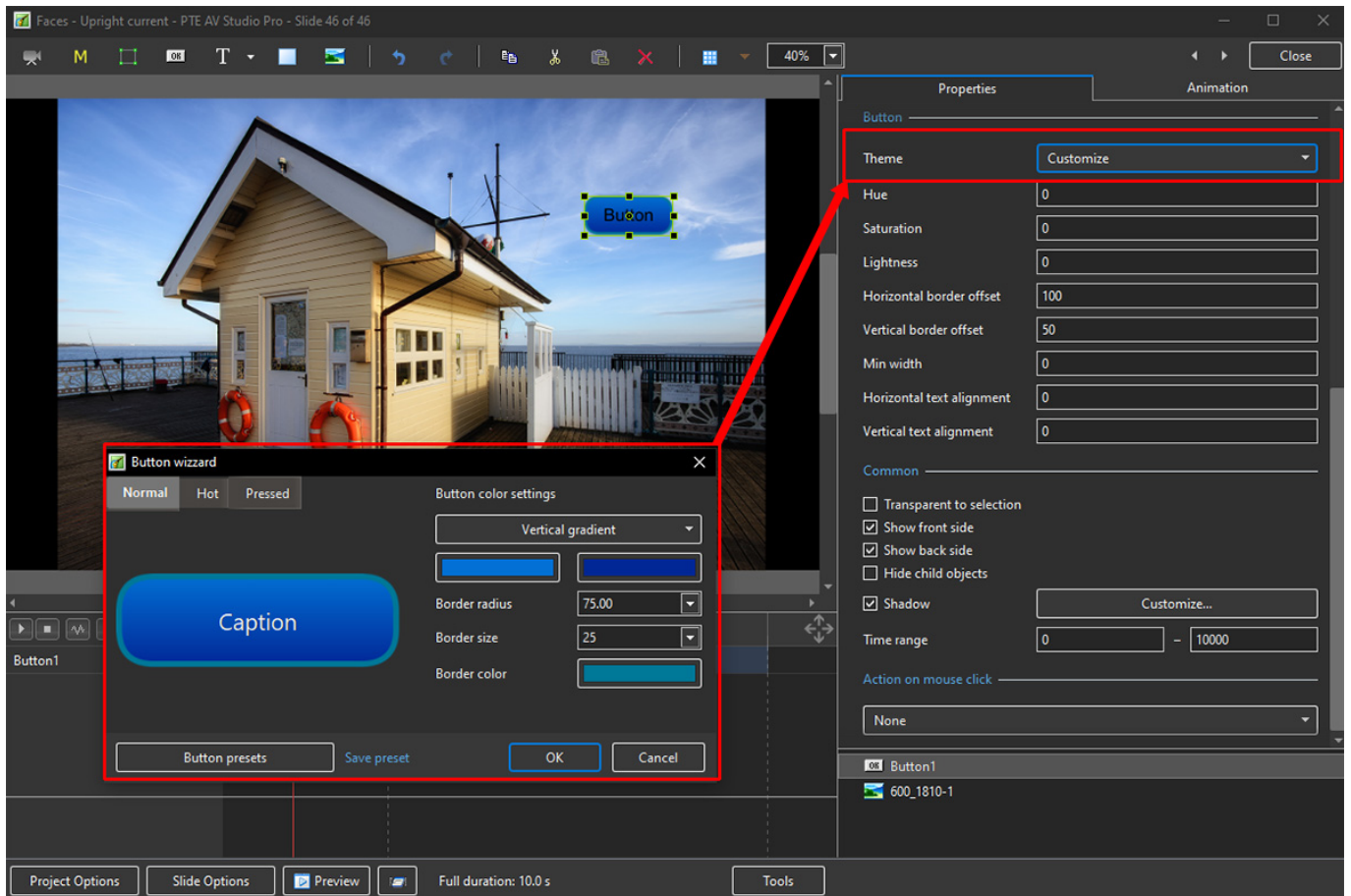


- Range - Choose Selected Slide(s); All Slides; Current Position (in Timeline)
- Format - Choose PNG or JPEG
- Size - Default is Screen Size in Pixels
- Transparent Background - Available for PNG
- Output - Choose Folder and File Name

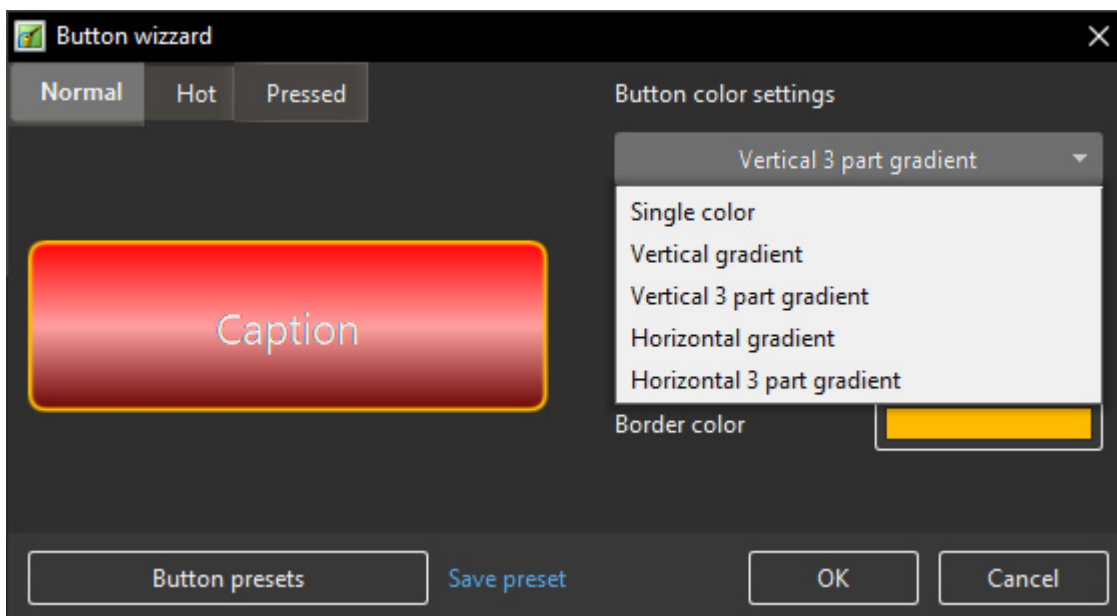
## Customise Buttons

- In Objects & Animation, with the Button selected, click on "Theme" in the Button Properties

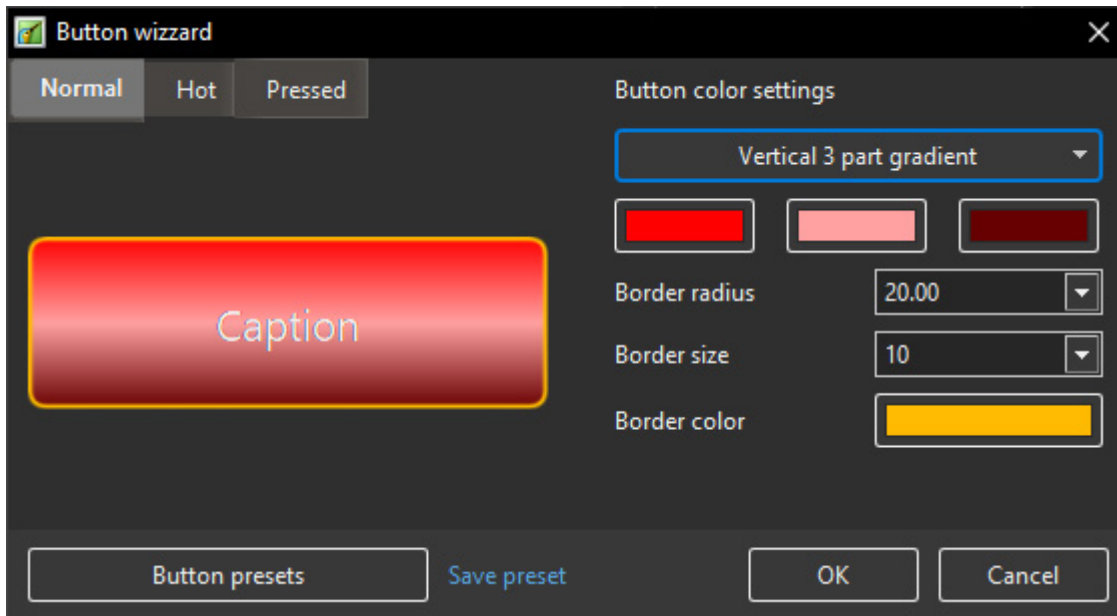




- In the “Button Wizard”:
- You can select different Themes for Normal, Hot (Hover Mouse) and Pressed (click with Mouse)
- Select Solid Colour or Gradient Type:



- You can choose the Colours, Border Radius, Border Size and Border Colour
- You can choose from a list of Presets and create your own Preset



## Quick Style for slides

- Copy animation from one slide and apply to other slides.

## New slide styles

- Collage,
- Photo Story,
- Album 3D,
- Gallery,
- Stack of 5 Pictures,
- 4 Pictures,
- Portrait - Zoom In/Out,
- Border - Portrait Zoom In/Out
- Circles

## New Transitions

- Circle Waves
- Waves with Dissolve
- Dissolve with Blur
- Photo Flip

## Improved Styles and Themes window

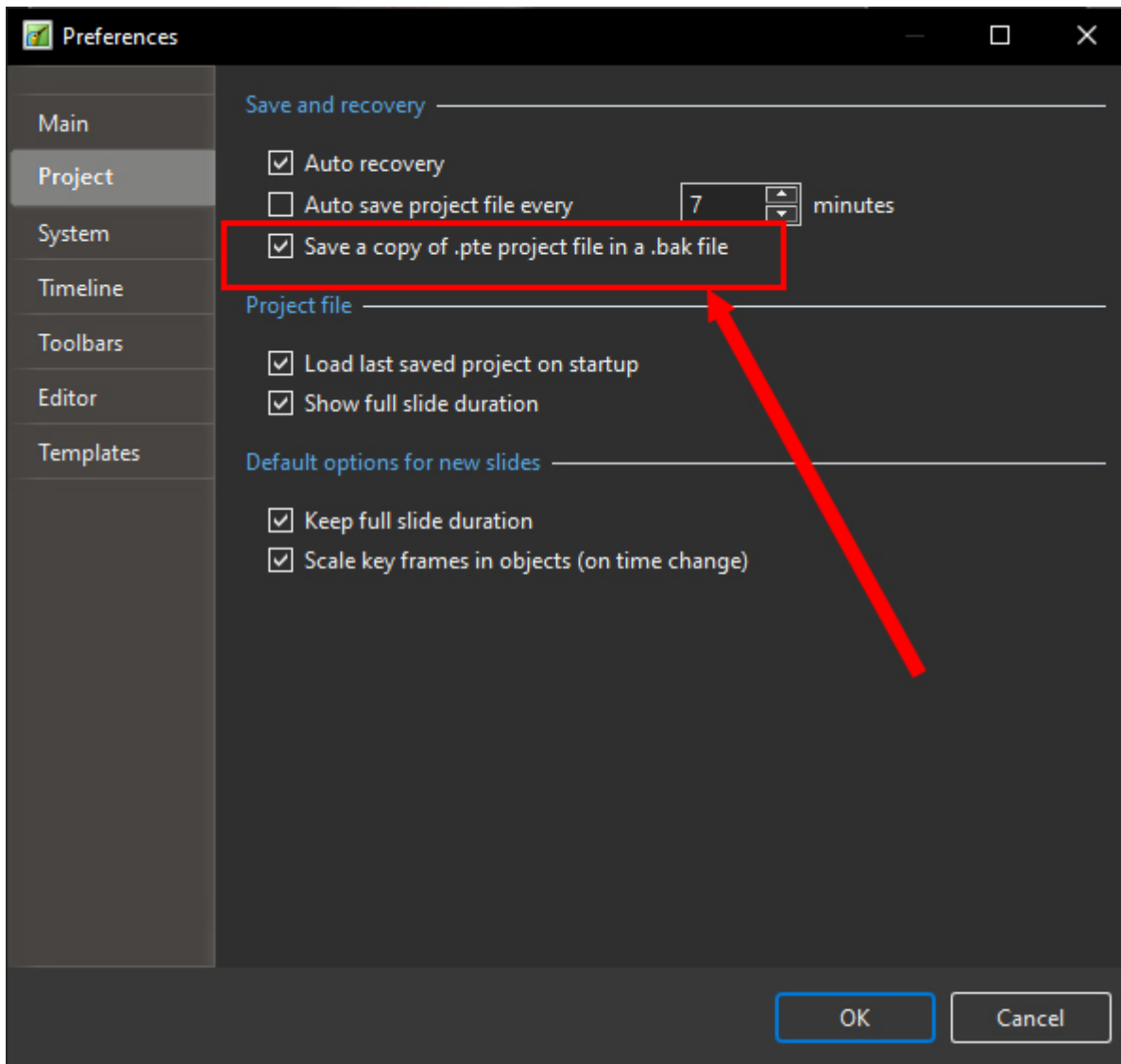
- It's possible to re-arrange images, add or remove images for a style.
- Sound for a preview in Convert/Trim Video Clip and also in Adjust Time Range for a video clip object.

## Save a copy of .pte project file in a .bak file

\* Currently, it's not ticked by default.

\* You'll always get a previous copy of .pte project file before last Save command in a .bak file. It's a renamed project file.

\* In case of any problem with .pte project file, you always have a copy of a project from one previous step.



## Smooth Move

- The Smooth Move Modifier simulates a Bezier Curve
- Pro Version ONLY

## Improved Styles and Themes window

- It's possible to re-arrange images, add or remove images for a style.
- Sound for a preview in Convert/Trim Video Clip and also in Adjust Time Range for a video clip object.

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