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 Animation (Slide 1 of 1)	Comments and the second se		
🛒 M 🛄 📧 T 🔲 🗃	🍤 🕐 🖻 🐰 🛍 🗙 🔠 👻 50% 💌 🛛 Close		< >
		Properties	Animation
		1 Pap (%)	add modifier
		X 0 Y 0	Z 0
		V 100 V 100	add modifier
		X 100 1 100	00 100%
		V Rotate	add modifier
		C O Y O	X 0
		Center	add modifier
		X 0 Y 0	
		Framing	add modifier
Properties	Animation	s X	Y
Name		V Opacity	add modifier
Filmede Calida		A 100	
Fill mode		III Plus	add modifier
Color(s)		B 0	add modiner
Native size 1920	x 1080		10000
		Color correction	add filter
-	· · · · · · · · · · · · · · · · · · ·	Key frame time 0	ms
•		•	
$\bullet = \leftarrow \rightarrow = +$	0.000	•	
Frame1	0.000	🛄 Frame1	
Project Options Slide Options	Full duration: 7.0 s		1

%%*%% 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



 Project Options
 Slide Options
 Preview
 Preview
 Full duration: 7.0 s
 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

4 1

•

📶 Objects and	Animation (olide 1 of	1)																		-		×
🛒 M I	 OK	Г	Z	5	¢		*	8 ×		•	- 1	Auto	~ [Clo	se								• •
																	^	Propertie	s		Animat	ion	
																		Name		Object			
																		Fill mode		Solid			-
																		Color(s)	[]				
																		Native size	-	1920	× 108	0	
					<u> </u>					-								🗹 Edge antialiasin	9				
					Ī													Common					
					Ļ					,								Transparent to s	election				
																		Show front side					
																		Show back side					
					0													Hide child object	ts				
																		Shadow			Customize		
																		Fit mode		Fit			•
																		Time range		0	- 700	0	
																		Action on mouse c	ick				
																	~	None					•
<																	>						
•••	• -+			0.000											~		$\leftarrow_{\downarrow}^{\uparrow}$						
Object				0.000														✓ [™] Pan Frame					
																		V Zoom Frame					
																		× TRotate Fra	me				
																	1	Object					
																	1	- Object					-
Project Optio	ons S	lide Optic	ns	Previ	ew	2	Full du	ration: 7.0	s							Tools							

%%*%% Frames can be made "Transparent to Selection"

0	bjects a	nd An	imation	n (Slid	e 1 of 1)																		_	
	М		OK	Т		-		5	¢	6	*		×		+	Auto	~	CI	ose						٠.
																					^	Properties		Animation	1
•																					Ĩ				
																						Name	Pan Fran	ne	
																						Fill mode	Solid		•
																						Color(s)	0.000		
																						Native size	1920	x 1080	
																						Edge antialiasing			
																						Common			
•																					•	✓ Transparent to select	tion		
																						Show front side		Г	
																						Show back side			
																						Hide child objects			
																						Shadow		Customize	
																						Fit mode	Fit		•
																						Time range	0	- 7000	
																						Action on mouse click			
•		_		_			_	_	_		-			_	_						-6	None			-
<																					> [×]				
	•)	- +				0	0.000													$\stackrel{\uparrow}{\longleftrightarrow}$				
Pan F	ame						0	.000													_	✓ ☑ Pan Frame			
																						Y 🔲 Zoom Frame			
																				1		🛩 🛄 Rotate Frame			
											1											Object			
Pro	ject O	otions		Slide	Optio	ns] Prev	iew	٥	Full	duration	n: 7.0 s							Tool					

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.

%%*%% Open a second instance of PicturesToExe and make is project size equal to the frame that you want to create e.g. 600×600

%%*%% Go to Objects and Animation

%%*%% Add a frame, which will be 600×600

%%*%% In the Objects Panel Copy the 600×600 Frame

%%*%% Return to the original instance of PicturesToExe

%%*%% Paste into Objects and animation

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

Permanent link: https://docs.pteavstudio.com/en-us/9.0/how_to_v9/frame?rev=1518990700

Last update: 2022/12/18 11:20



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