

Animation Tab

The Animation Tab is shown below. This provides the various adjustments and parameters to control animation of objects.

The Animation Tab interface shows the following parameters and controls:

- Pan (%)**: X: 0, Y: 0, Z: 0. [add modifier](#)
- Zoom (%)**: X: 90, Y: 90, [100%](#). [add modifier](#)
- Rotate**: C: 0, Y: 0, X: 0. [add modifier](#)
- Center**: X: 0, Y: 0. [add modifier](#)
- Framing**: S: 100, X: 100, Y: 0. [add modifier](#)
- Opacity**: A: 100. [add modifier](#)
- Blur**: R: 0. [add modifier](#)
- Color correction**: [add filter](#)
- Key frame time**: 0 ms

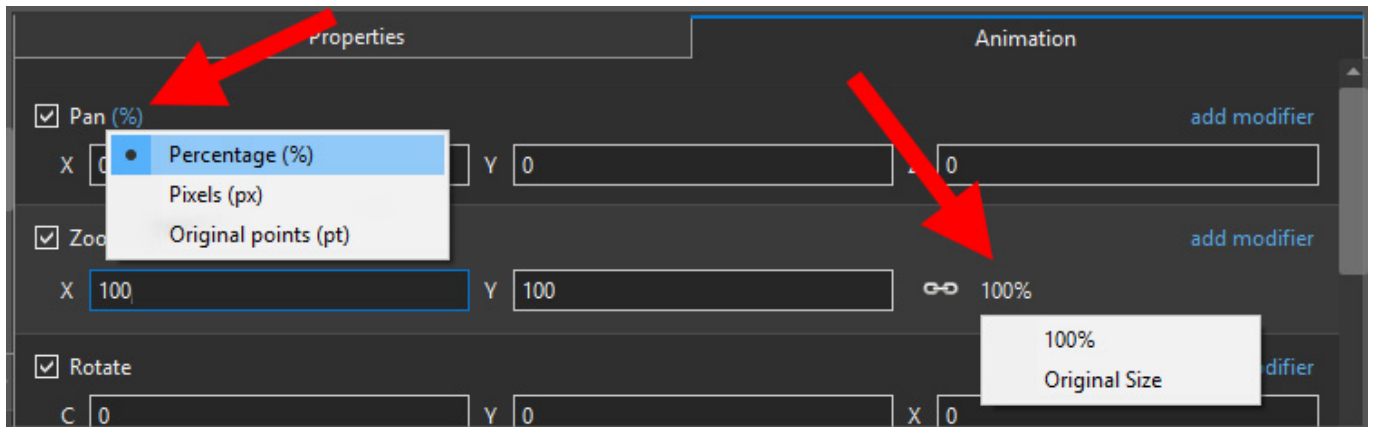
- For Pan and Rotate, adjustments can be made in three planes
 - X,Y and Z for Pan
 - C,Y and X for Rotate
- These adjustments replace the 3D parameters provided in Version 8.
- A new adjustment called Framing is provided (see [Framing](#))
- The Color Correction parameters have been expanded in Version 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

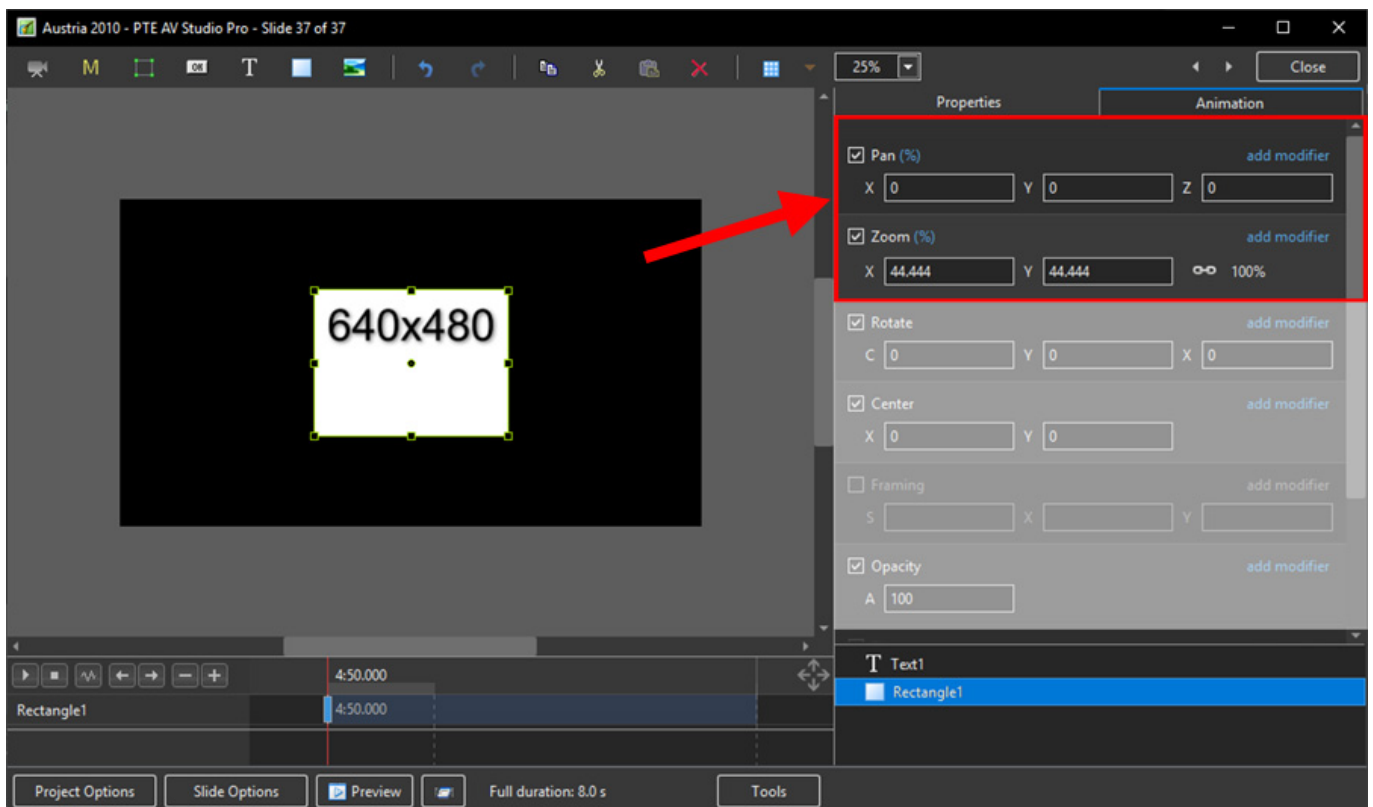
Click on the “%” sign or the “100%” sign:

- “%” = Percentage Mode
- “px” = Pixels Mode
- “pt” = Original Points Mode
- “100%” = Full Height of Project Screen
- “Original Pixels” = The Original Pixel Size of the Image

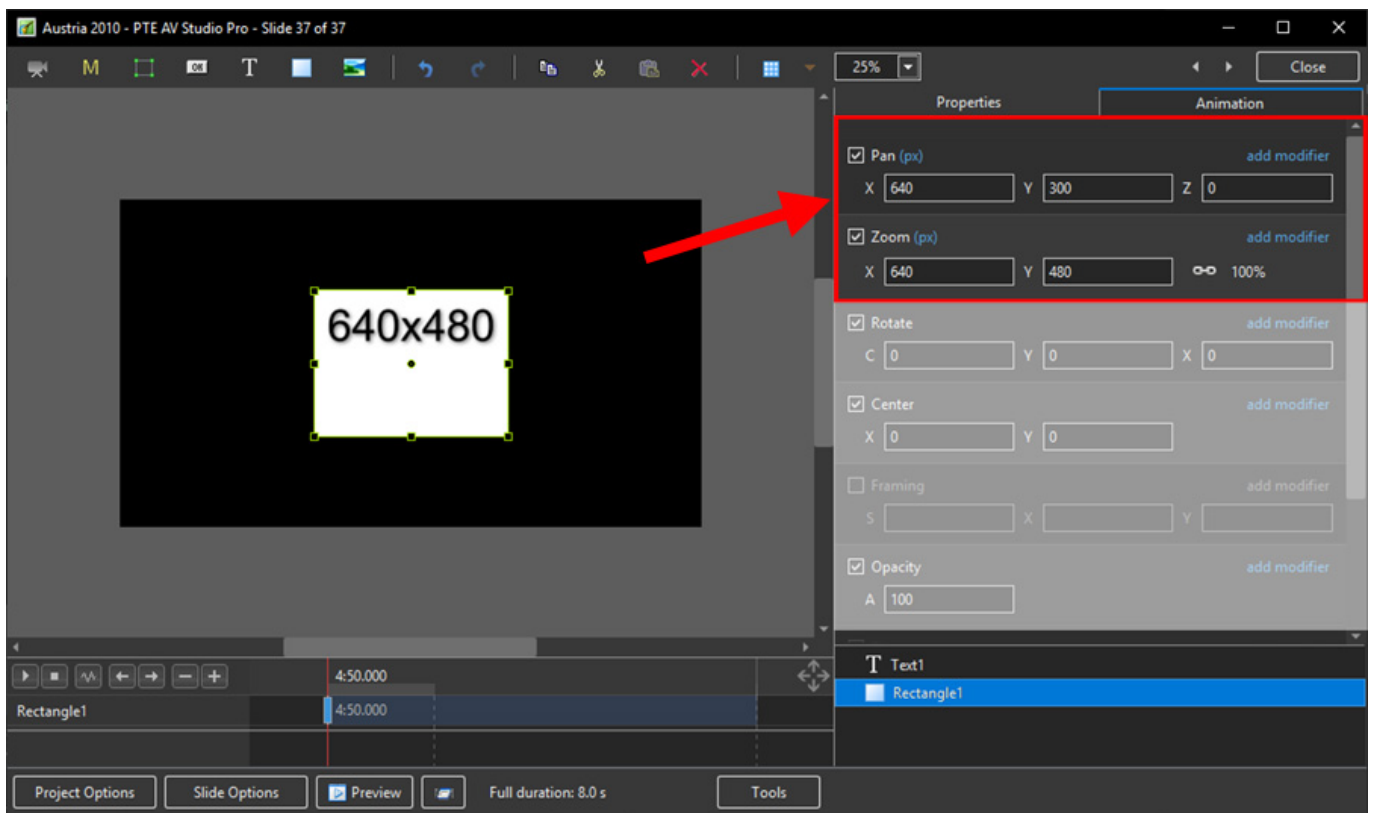


The Illustration below shows a 640×480 rectangle at Original Size in a 1920×1080 Project

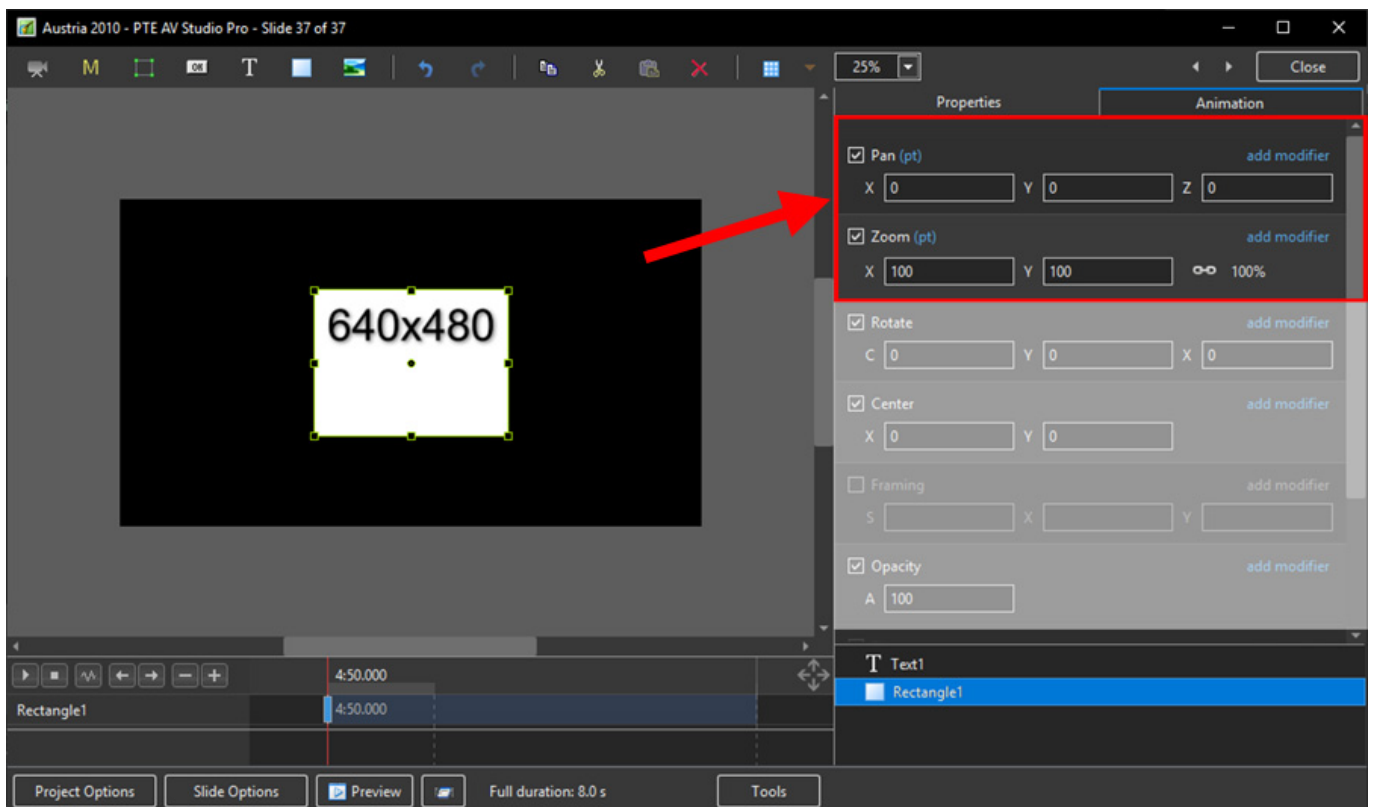
- In Percentage Mode:
- The values for “X” and “Y” Pan are calculated for the Centre of the Object/Rectangle with respect to the Centre of the Slide
- The value of the Zoom Parameter is the percentage of the Full Height of the Project Screen (in this case 1080 pixels)
- $480/1080 = 0.444444444444 = 44.44444444\%$



- 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

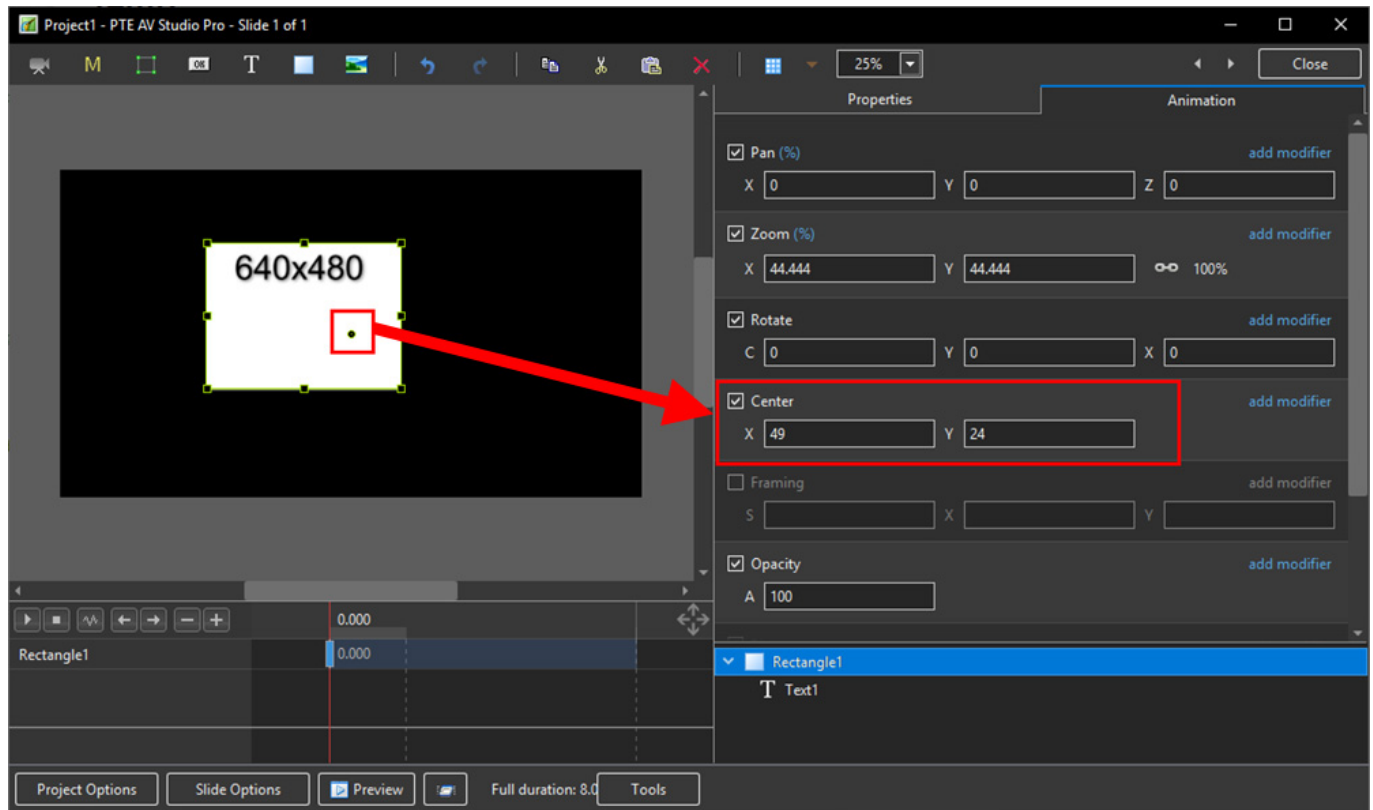


- In Points Mode



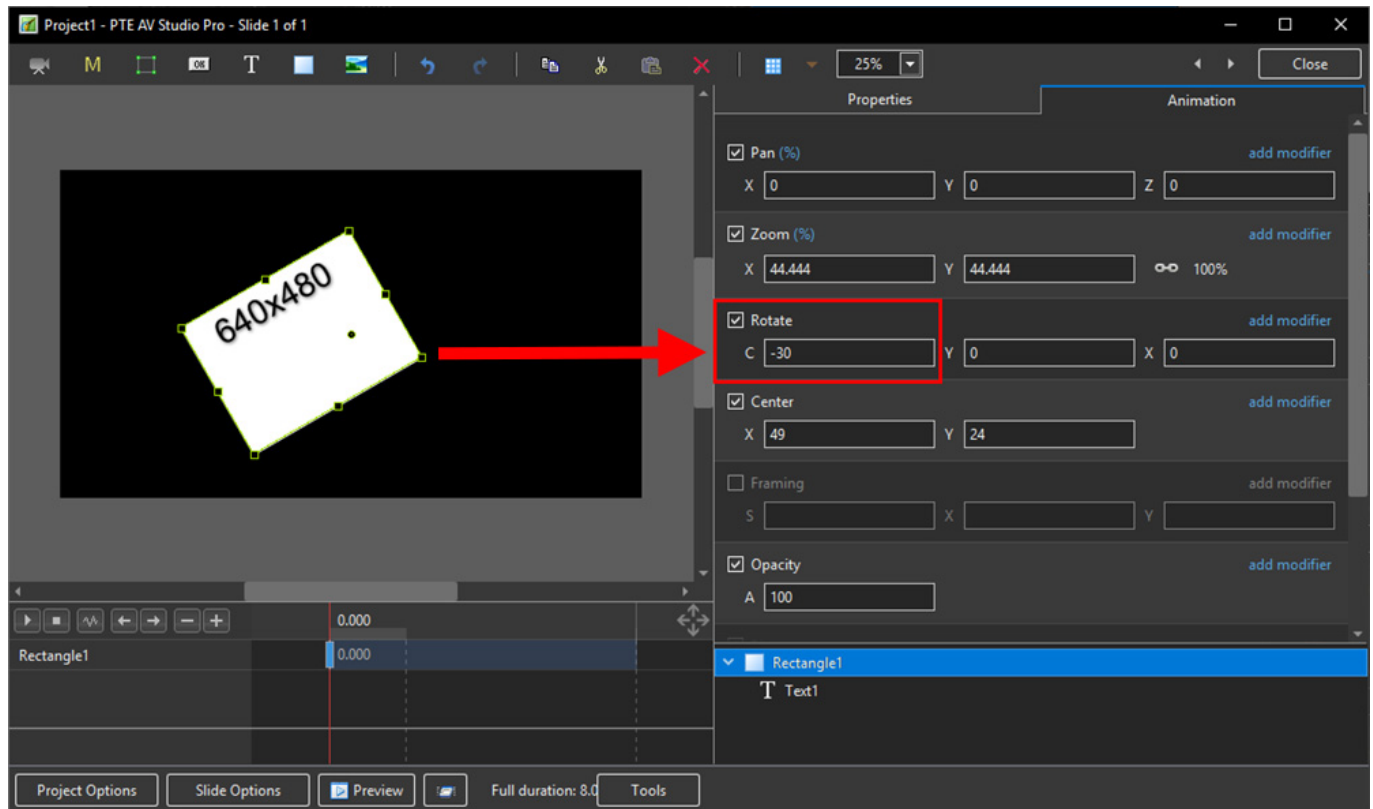
The Centre Control

- The “CENTRE” Control can be used to move the CENTRE or “Point of Rotation” of an Object as shown below:

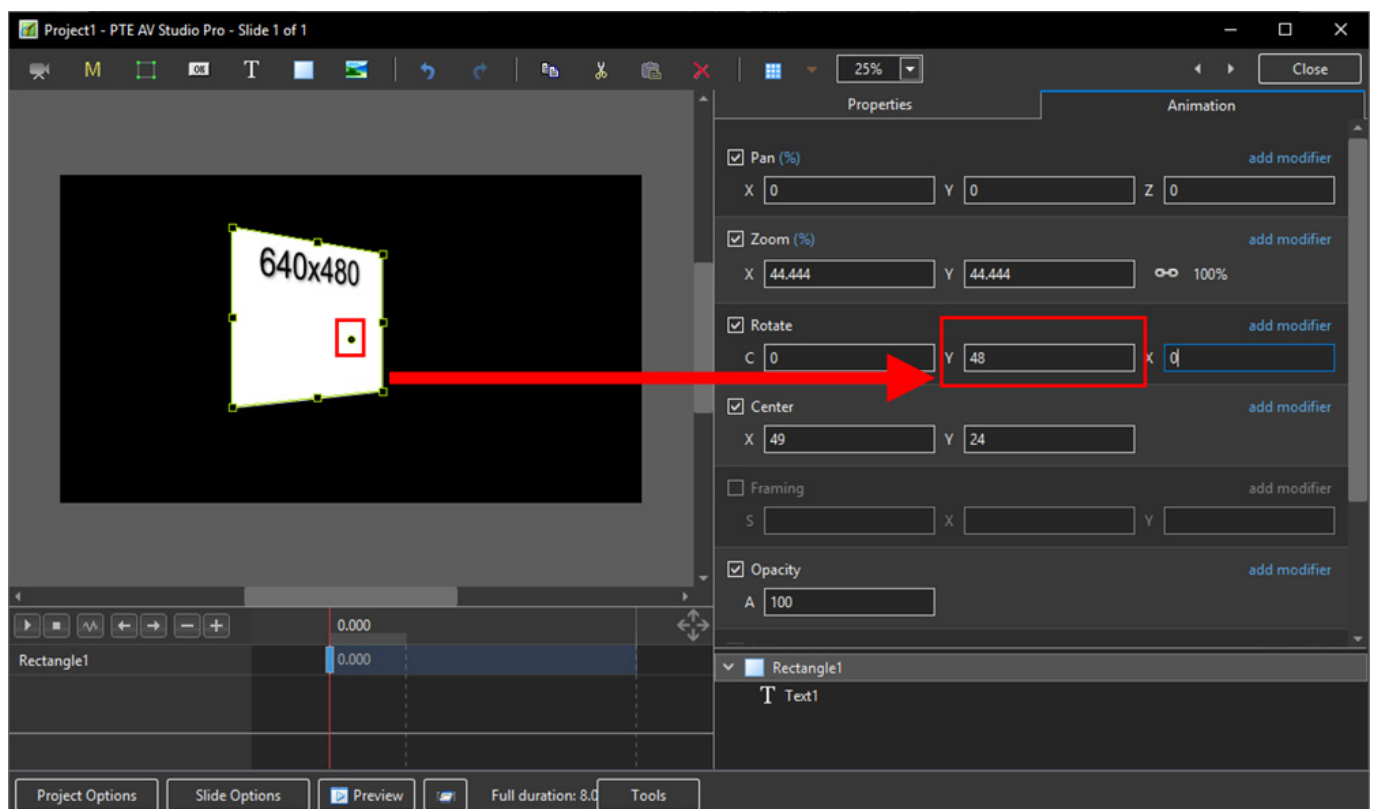


The Rotate Control

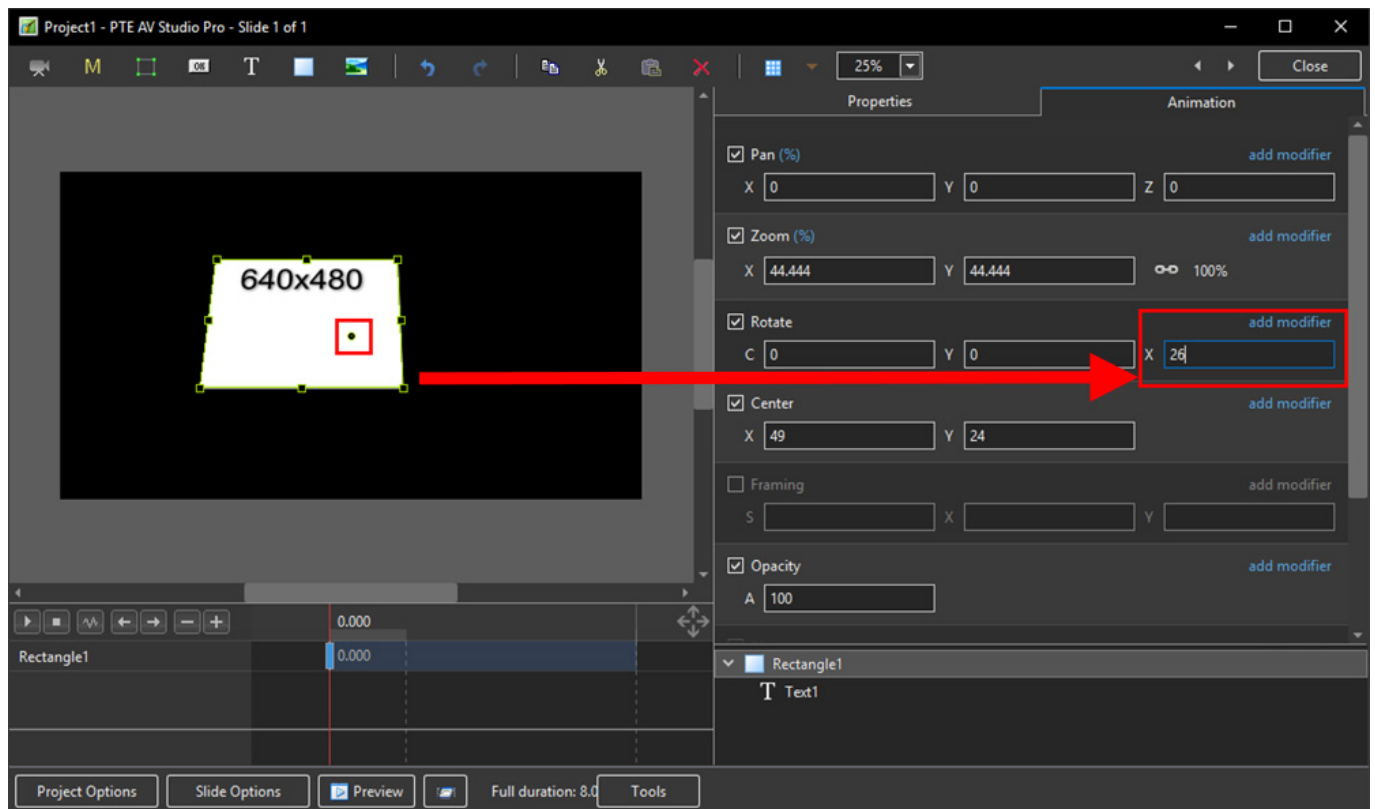
- The “Rotate C” Control will rotate an Object about its Centre Point in the same plane as the screen:



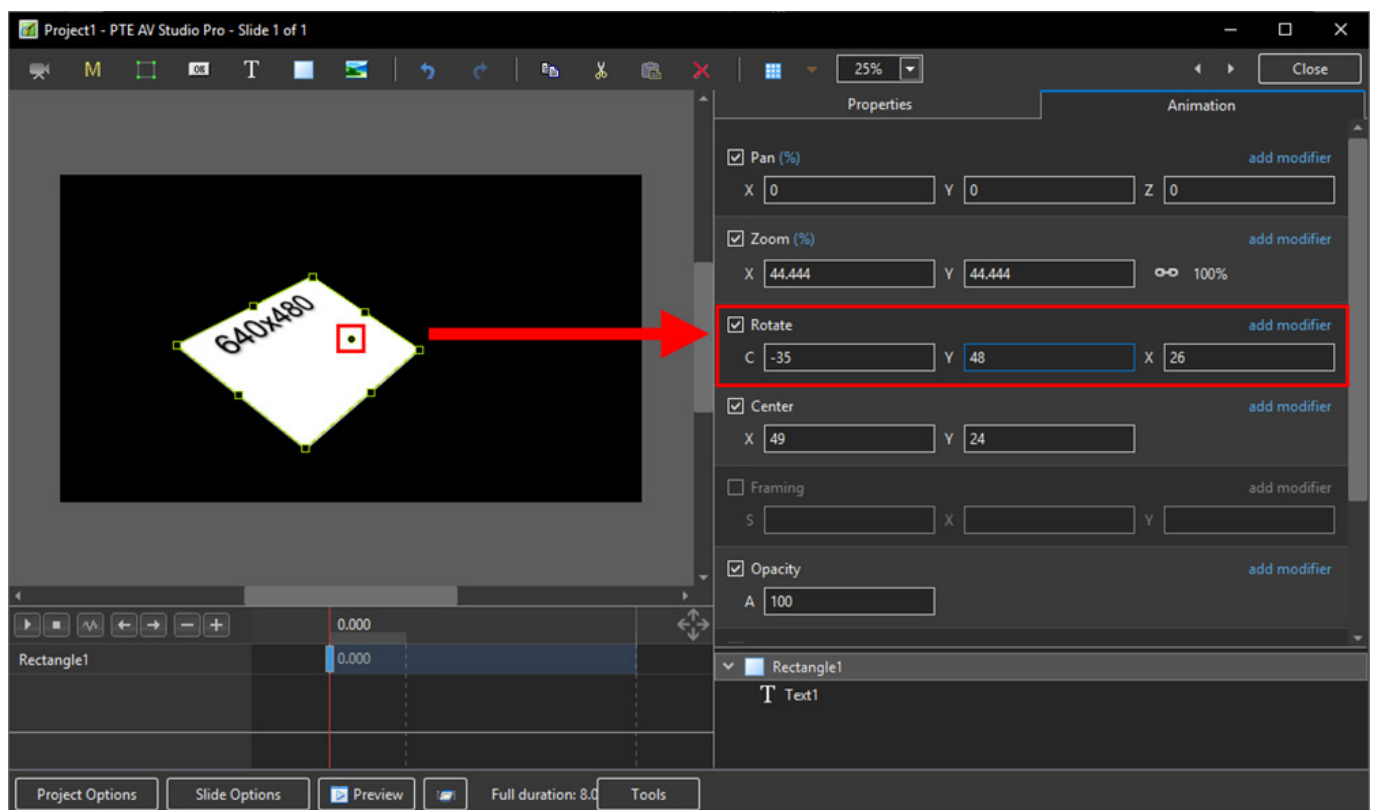
- The “Rotate Y” Control will rotate an Object about its Centre Point in 3 Dimensions Horizontally:



- The “Rotate X” Control will rotate an Object about its Centre Point in 3 Dimensions Vertically:



- The “C”, “Y” and “X” Rotate Controls can be used simultaneously:



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

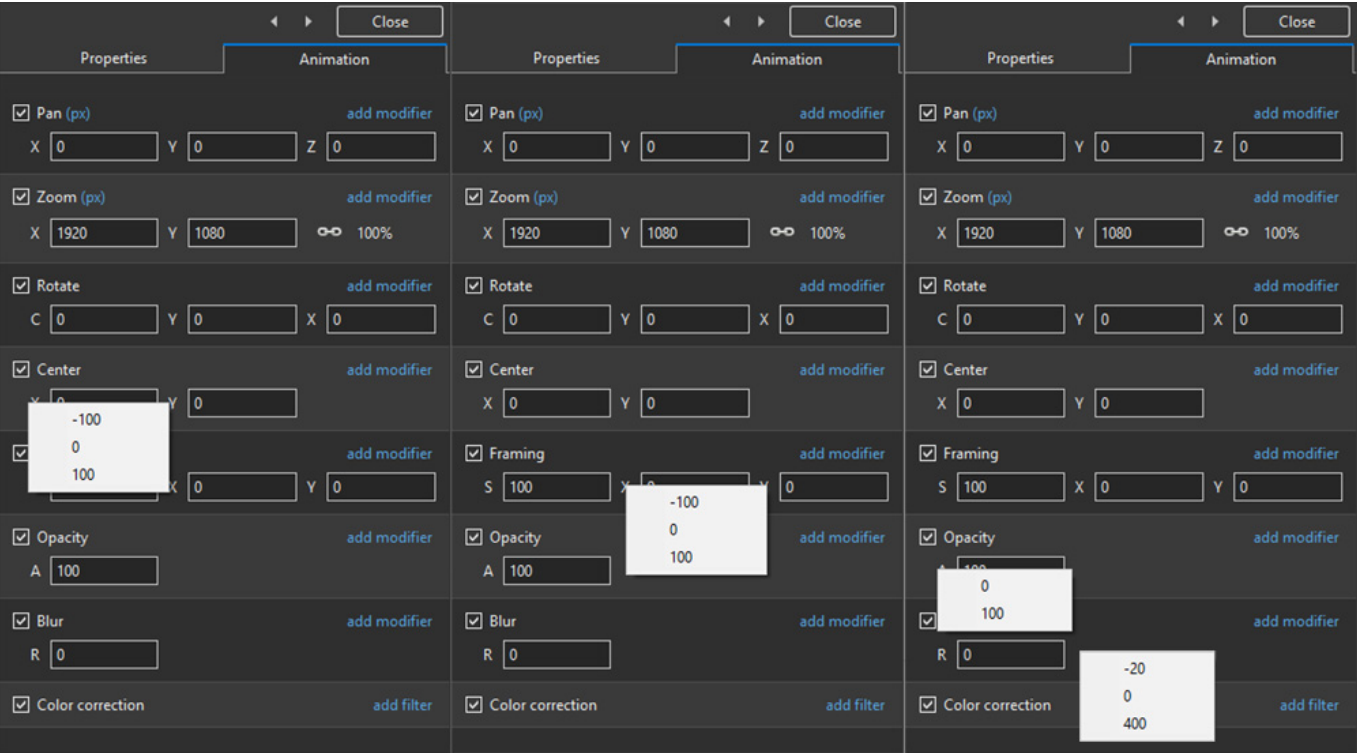
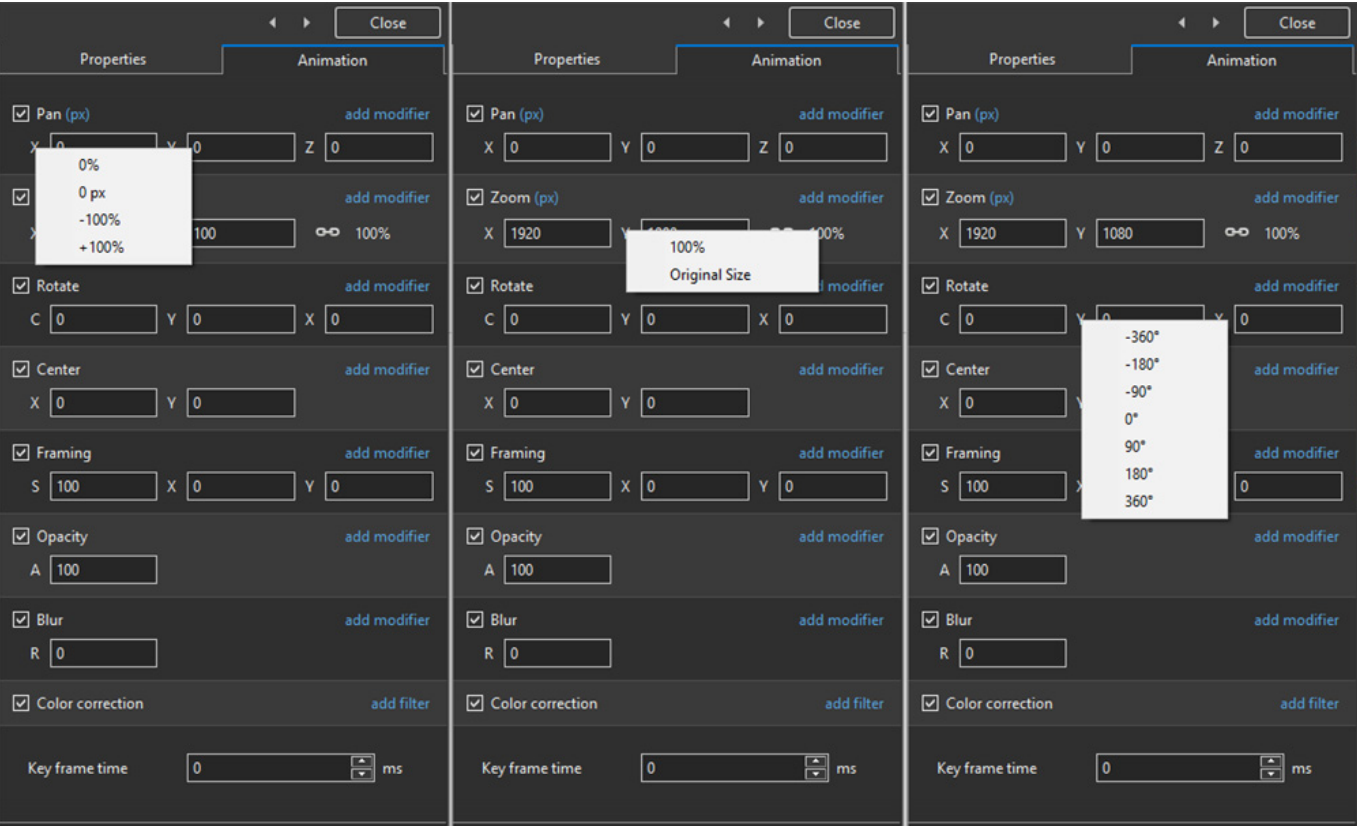
Zoom

- 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:

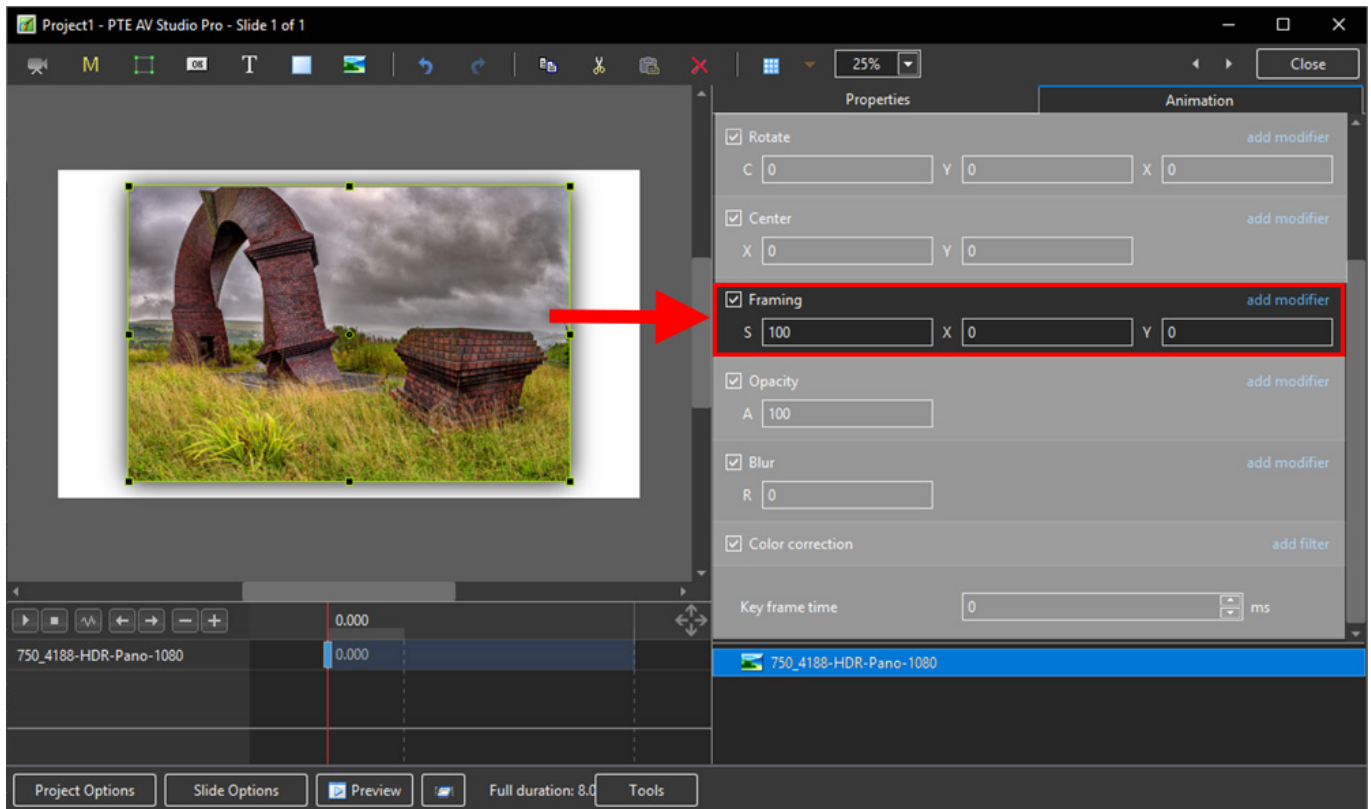
- In % Mode 100% = 100% of the Parent (Slide / Frame etc)
- In Px Mode the Pixel Dimensions of the Object are shown
- In Pt Mode 100% = 100% of the Native Pixels of the Object

The Right Click Menus for X, Y and Z

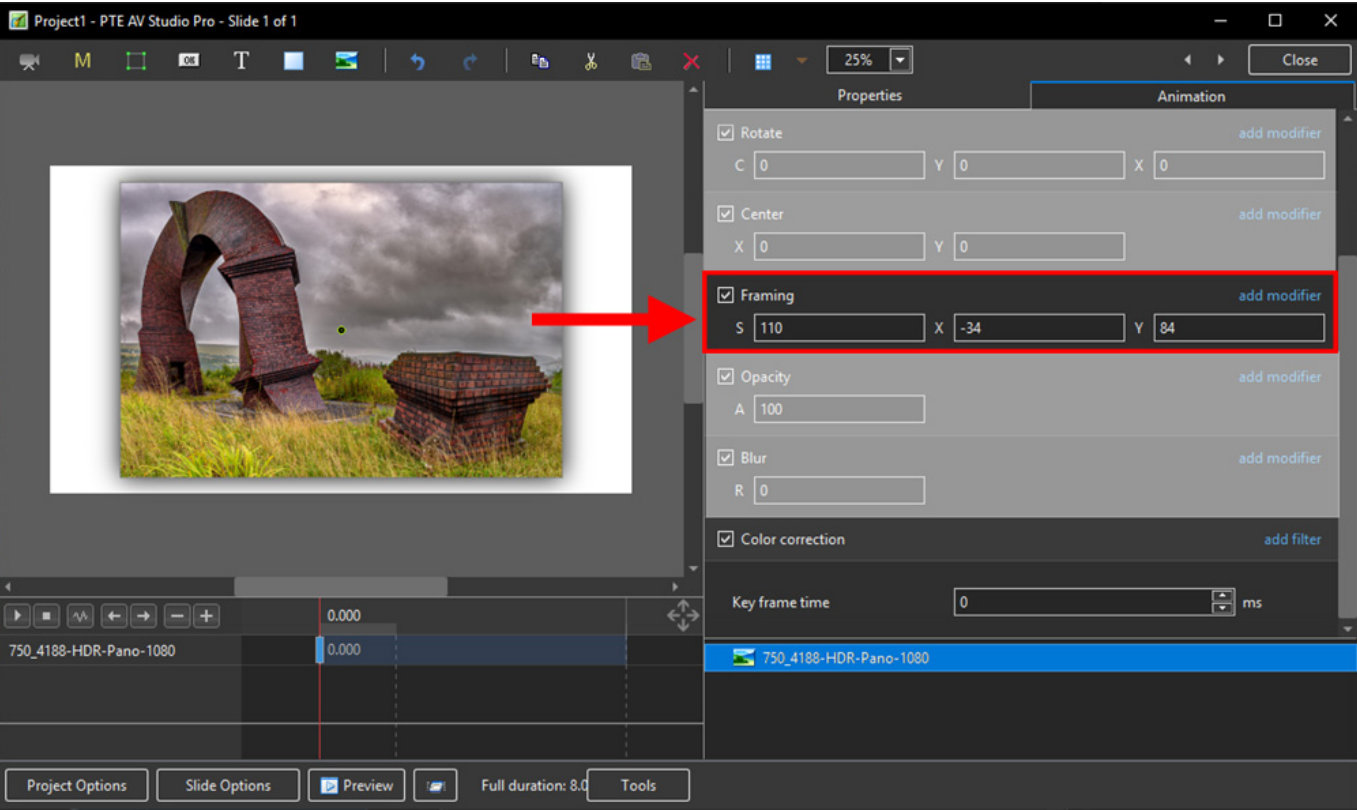


Framing

- 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.

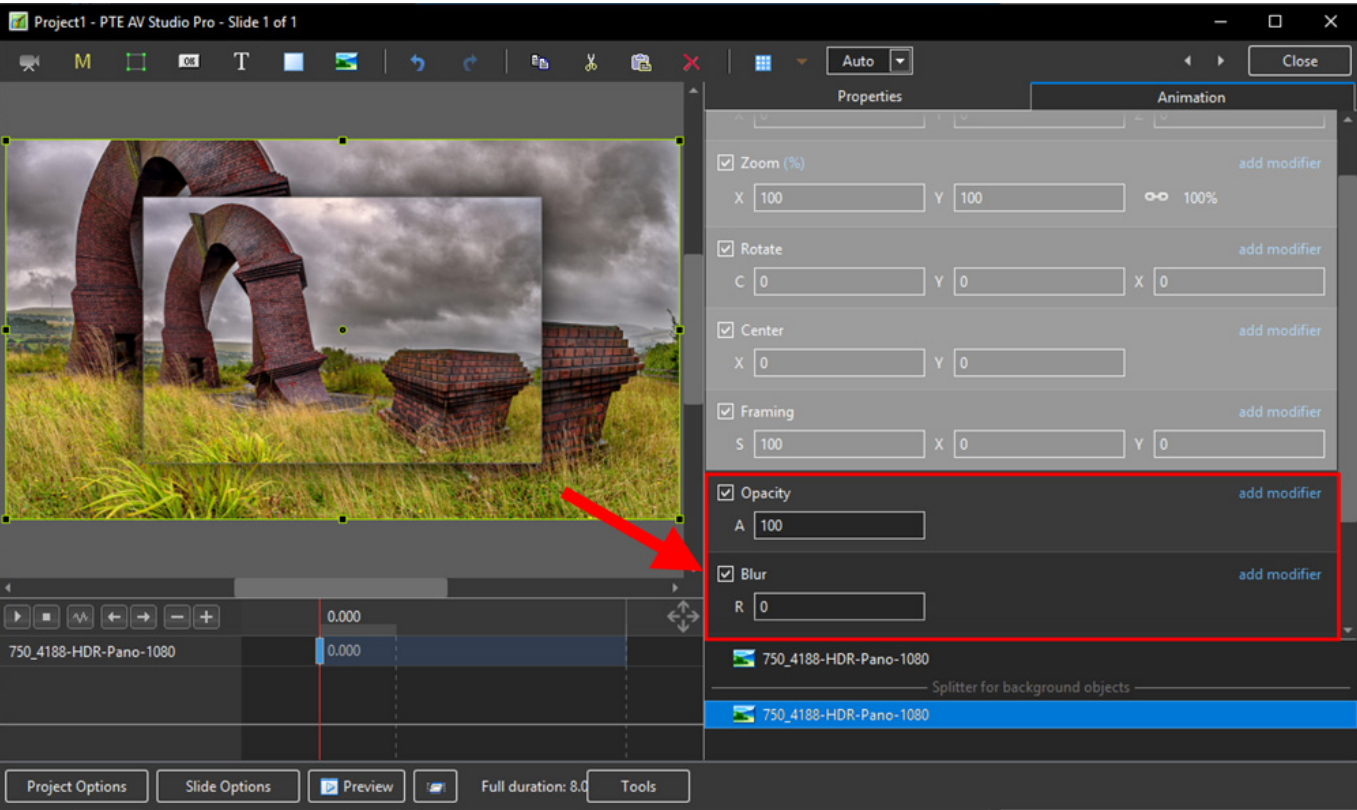


- By adjusting the “S”, “X” and “Y” Controls a “Best Fit” composition can be achieved
- Further Panning and Zooming is possible



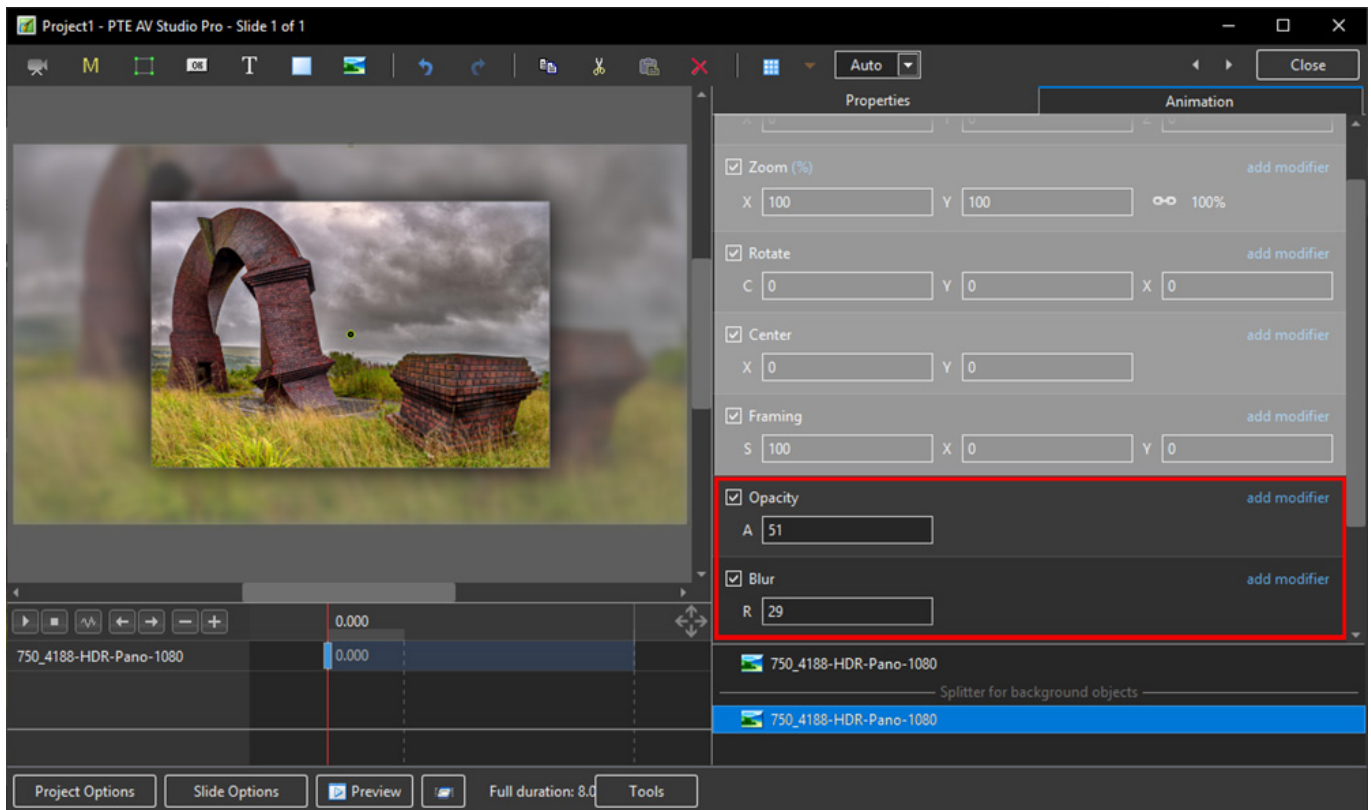
Opacity and Blur

- The Illustration shows Main Image used as a Background Image at 100% Opacity and Zero Blur

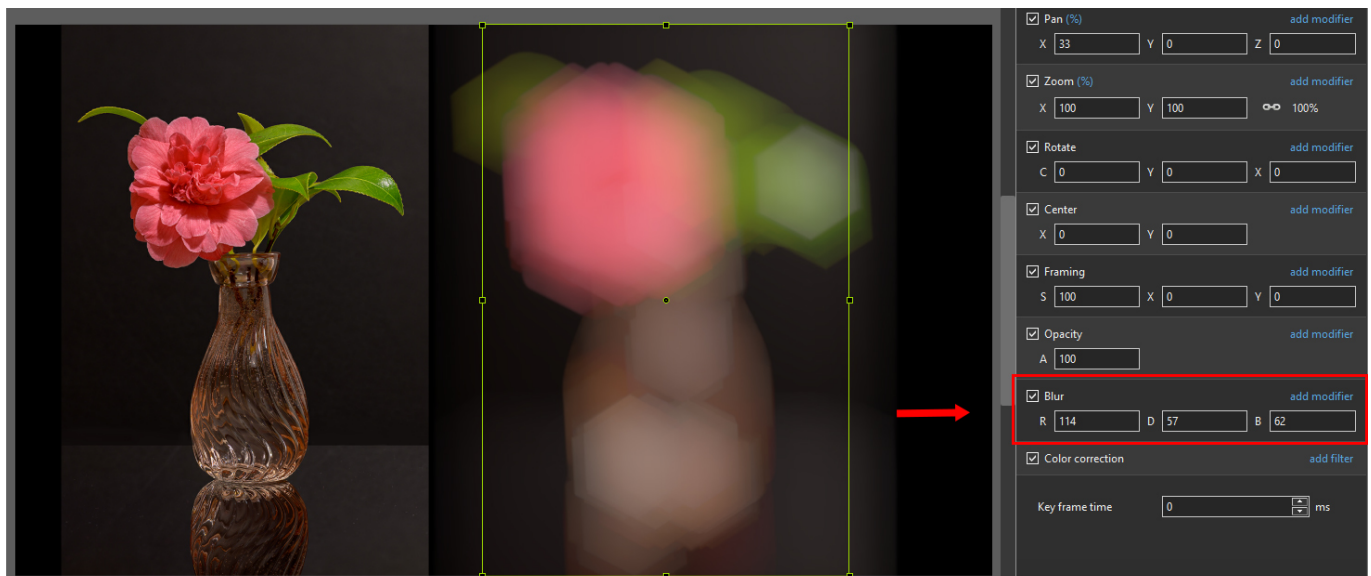


- The following Illustration shows the same Background Image with reduced Opacity and a little

Blur



- 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 Frame of a pair of Key Frames defining the animation
- Click on "Add Modifier"

☒ Pan (%) [add modifier](#)
X Y Z

☒ Zoom (%) [add modifier](#)
X Y ☒ 100%

☒ Rotate [add modifier](#)
C Y X

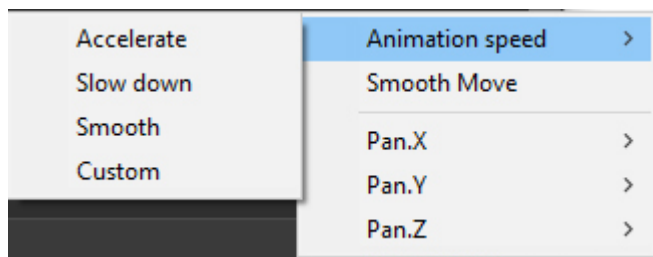
☒ Center [add modifier](#)
X Y

☒ Framing [add modifier](#)
S X Y

☒ Opacity [add modifier](#)
A

☒ Blur [add modifier](#)
R

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



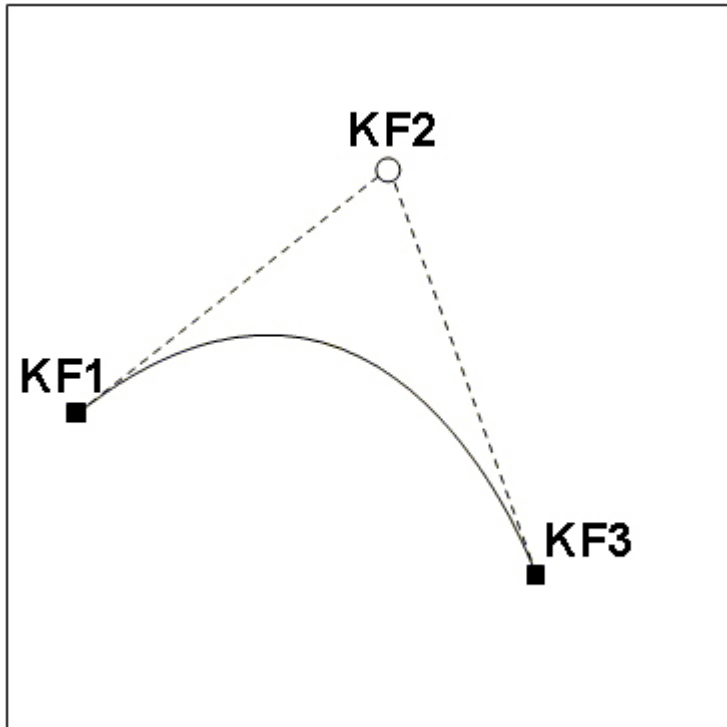
- Acceleration - the animation starts “slowly” and builds up to a maximum
- Slow Down - the animation starts at maximum speed and finishes smoothly
- Smooth - Starts and ends smoothly, with the maximum speed in the middle
- Custom - Linear Acceleration to the Middle of the animation and Linear Deceleration to the finish - a starting point for a Custom Setting

The image shows a dark-themed settings panel for animation speed modifiers. It contains four sections, each with a title, a gear icon, and four input fields:

- Animation speed: Accelerate**
 - 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**
 - Accel. time (%): 26
 - Decel. time (%): 26
 - Start speed: 0
 - Final speed: 0
- Animation speed**
 - Accel. time (%): 50
 - Decel. time (%): 50
 - Start speed: 0
 - Final speed: 0

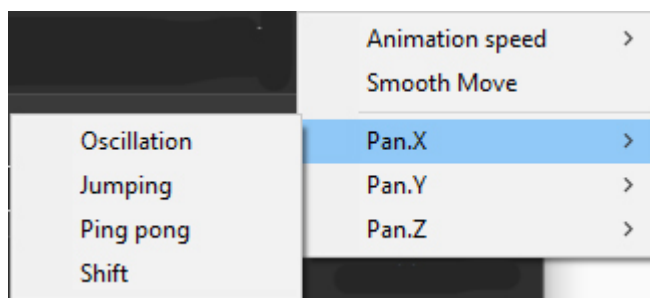
Smooth Move

- 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.

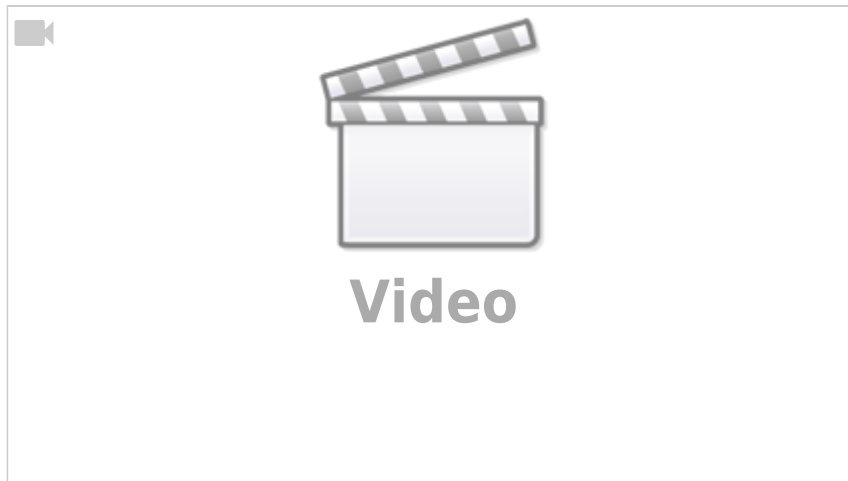


Pan X; PanY; Pan Z

- Pan, Zoom, Rotate etc all have a set of modifiers labelled:
 - Oscillation
 - Jumping
 - Ping Pong
 - Shift

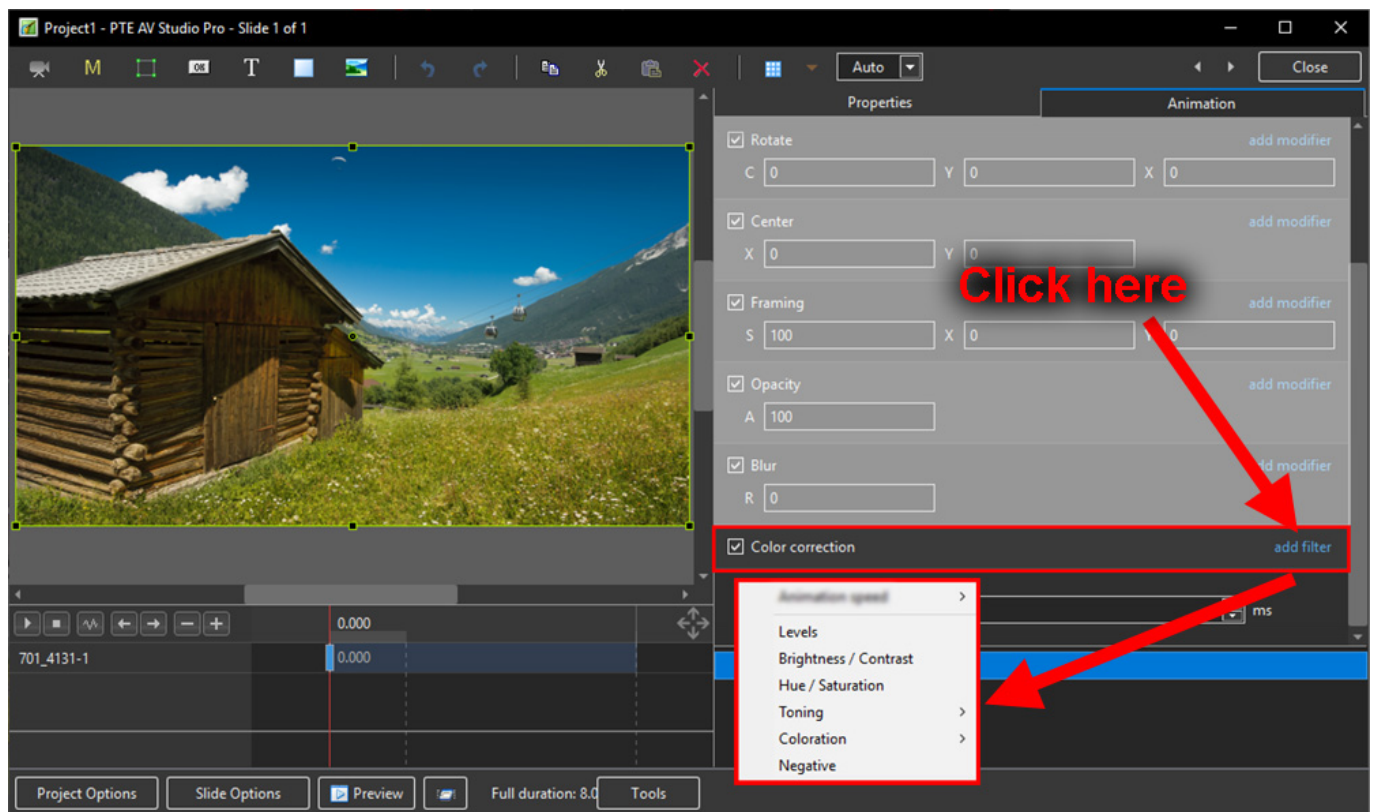


- The following Video demonstrates the various Modifiers



Colour Correction

- Click on “Add Filter” to display a list of available Colour Correction Adjustments:

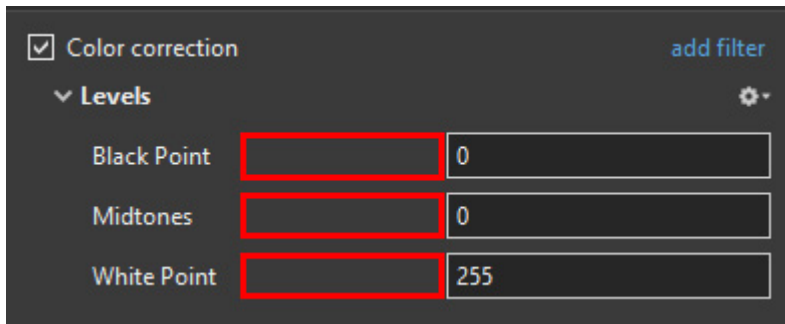


The available Adjustments are:

- Levels
- Brightness / Contrast
- Hue / Saturation
- Toning
- Colouration
- Negative

Levels

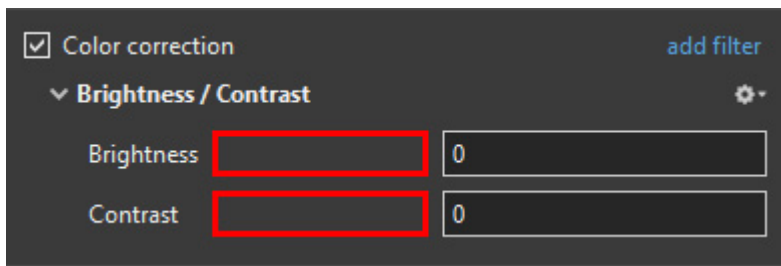
- The Adjustments:



- 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 the White Point will apply Contrast to the Object / Image
- Increasing / Decreasing the Midtones will Lighten / Darken the Object / Image

Brightness / Contrast

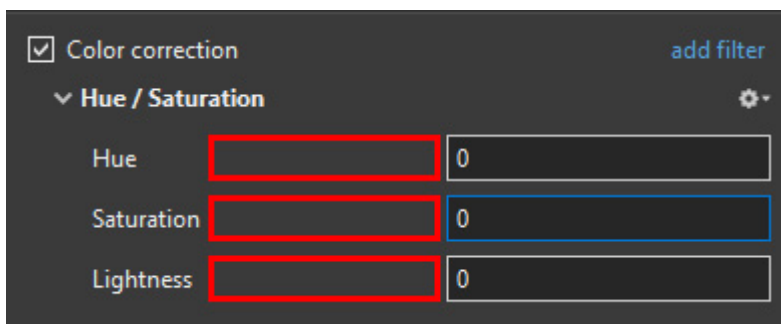
- The Adjustments:



- 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

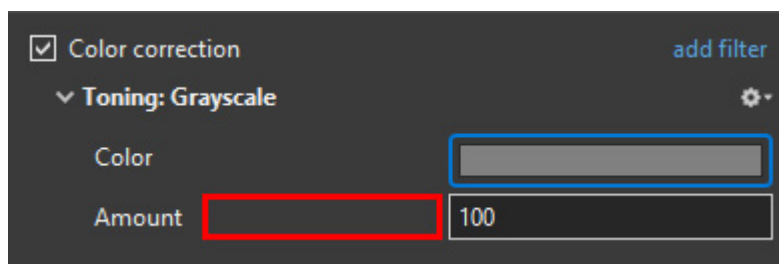
- The Adjustments:



- 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



- 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



- 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

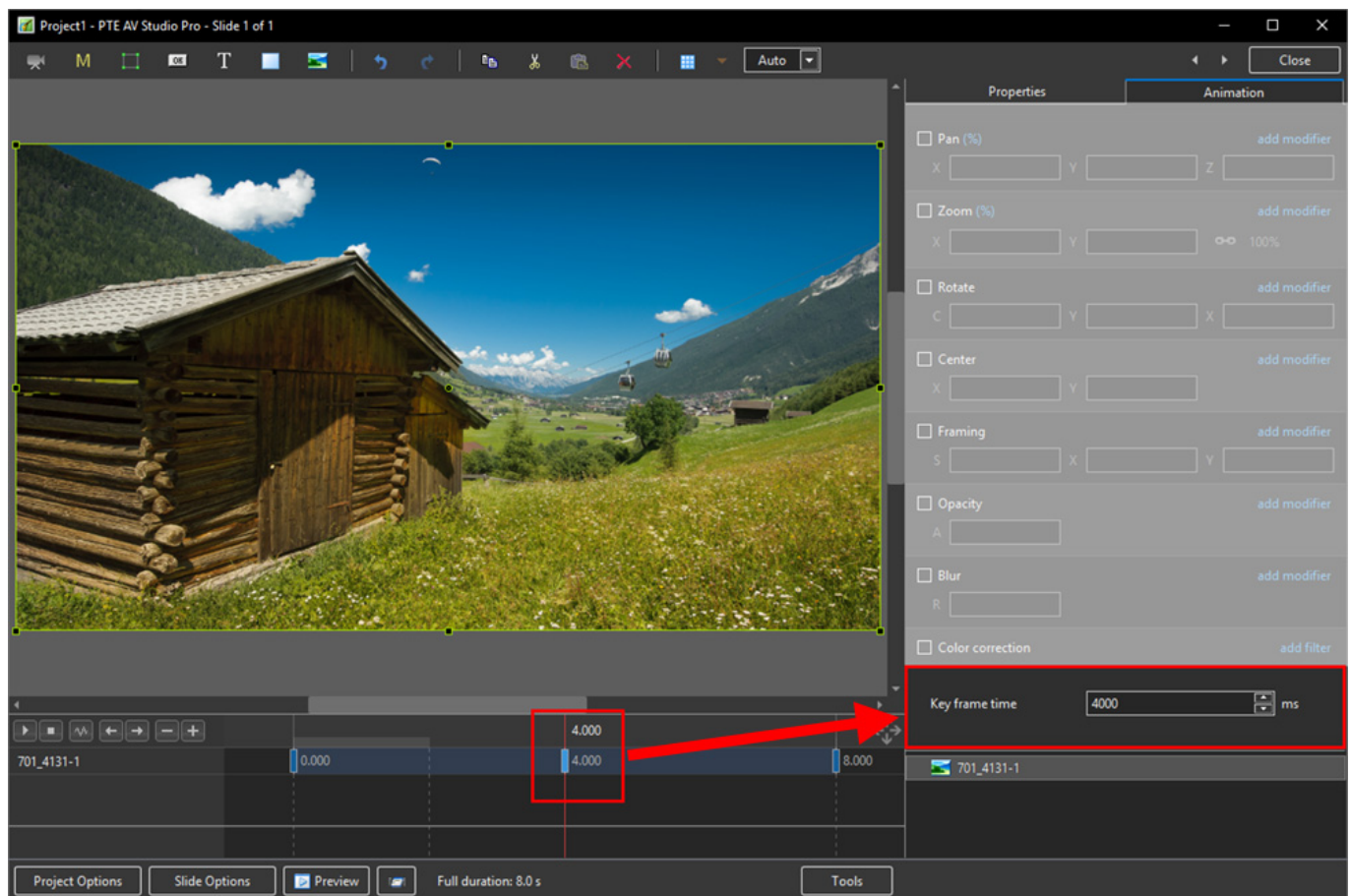
Colour Image

- Can also be used for “Inverting a Mask” (with “Convert to Alpha Image” unticked)



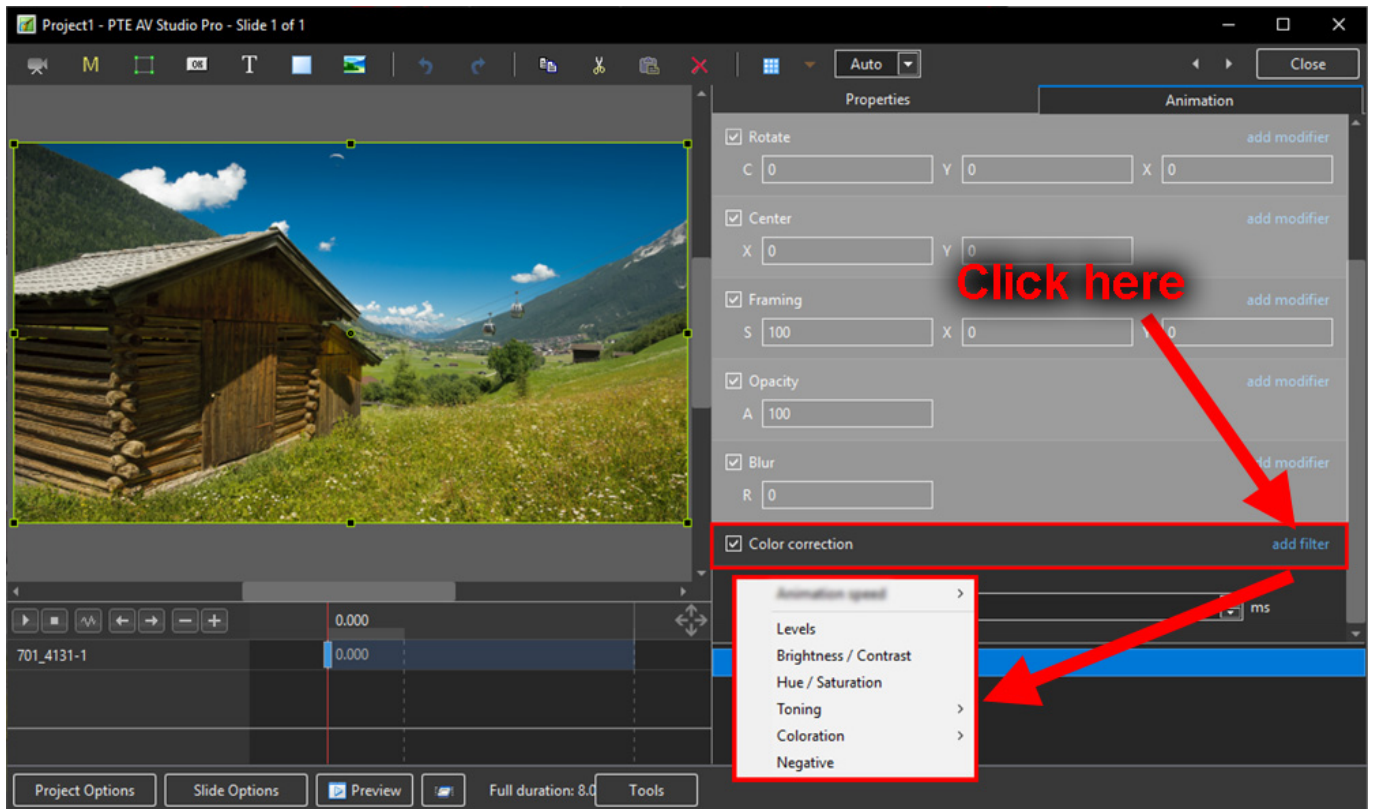
Key-frame Time

- Allows for precise positioning of Key-Frames



Colour Correction

- Click on “Add Filter” to display a list of available Colour Correction Adjustments:

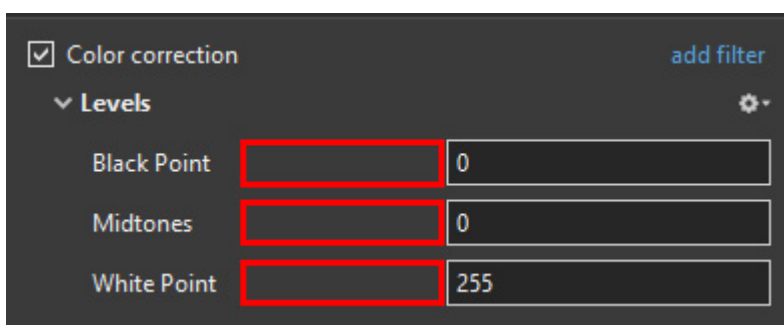


The available Adjustments are:

- Levels
- Brightness / Contrast
- Hue / Saturation
- Toning
- Colouration
- Negative

Levels

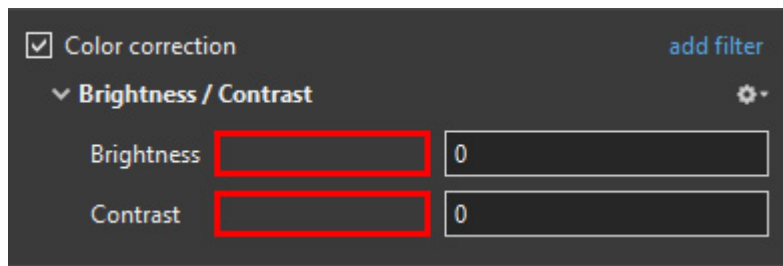
- The Adjustments:



- Click and drag within the area outlined to the Left and / or Right to change the value of the adjustment
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- Increasing the Black Point and decreasing the White Point will apply Contrast to the Object / Image
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Brightness / Contrast

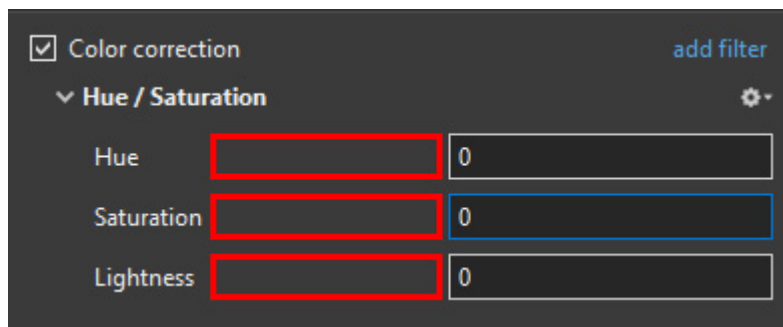
- The Adjustments:



- 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



- 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



- 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

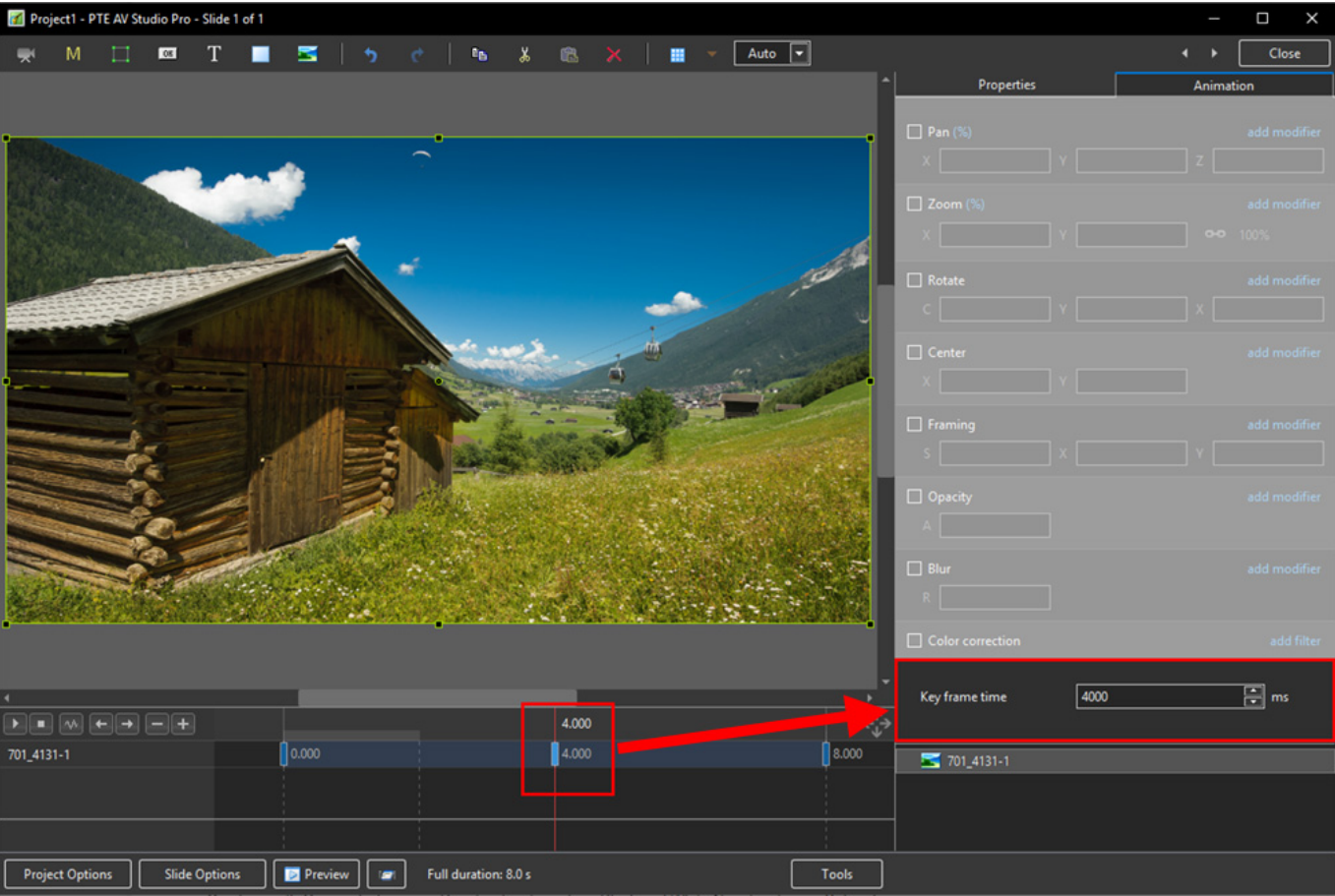
Negative

- 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



From:
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Last update: **2024/10/07 11:47**

