

Temp

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

The screenshot shows the 'Animation' tab of the software interface. It contains several sections for controlling object animation:

- Pan (%)**: Includes checkboxes for X, Y, and Z axes, each with a numeric input field (all set to 0). An 'add modifier' link is on the right.
- Zoom (%)**: Includes checkboxes for X and Y axes (both set to 90) and a '100%' label with a link icon. An 'add modifier' link is on the right.
- Rotate**: Includes checkboxes for C, Y, and X axes (all set to 0). An 'add modifier' link is on the right.
- Center**: Includes checkboxes for X and Y axes (both set to 0). An 'add modifier' link is on the right.
- Framing**: Includes checkboxes for S, X, and Y axes (S and X set to 100, Y set to 0). An 'add modifier' link is on the right.
- Opacity**: Includes a checkbox and an 'A' input field set to 100. An 'add modifier' link is on the right.
- Blur**: Includes a checkbox and an 'R' input field set to 0. An 'add modifier' link is on the right.
- Color correction**: Includes a checkbox and an 'add filter' link on the right.
- Key frame time**: A numeric input field set to 0, with up/down arrows and a 'ms' unit label.

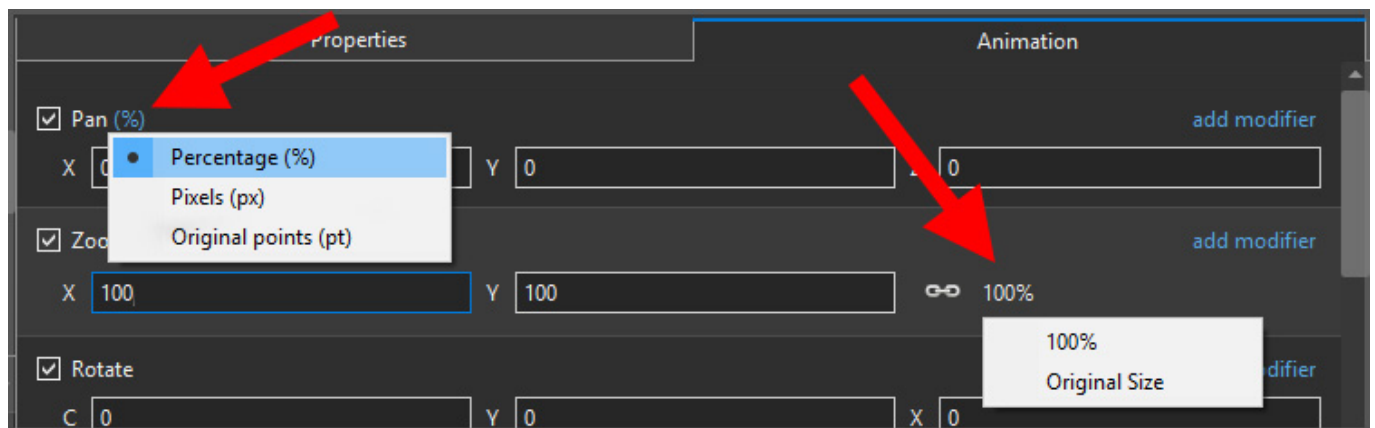
- For Pan and Rotate, adjustments can be made in three planes
 - X,Y and Z for Pan
 - C,Y and X for Rotate
- These adjustments replace the 3D parameters provided in Version 8.
- A new adjustment called Framing is provided (see [Framing](#))
- The Color Correction parameters have been expanded in Version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

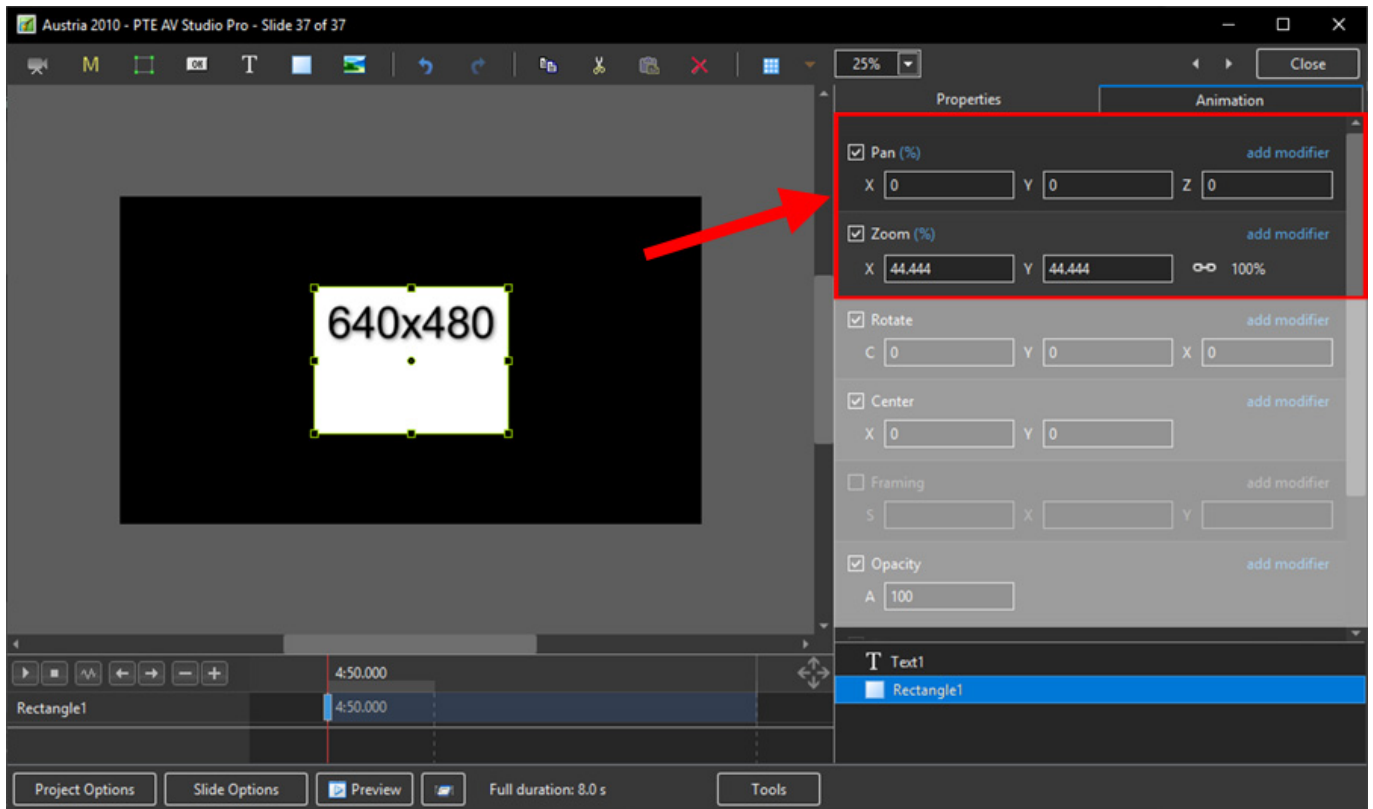
Click on the “%” sign or the “100%” sign:

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

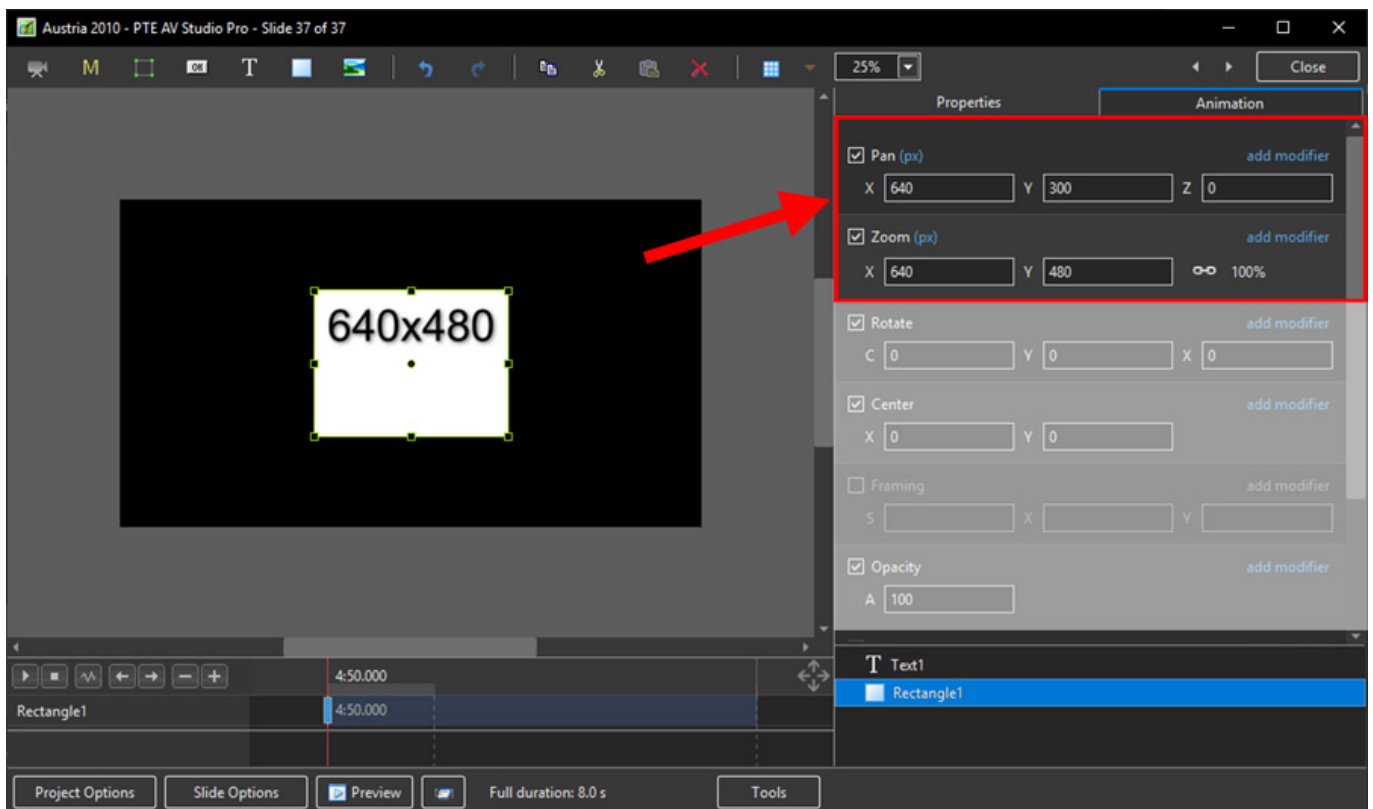


The Illustration below shows a 640×480 rectangle at Original Size in a 1920×1080 Project

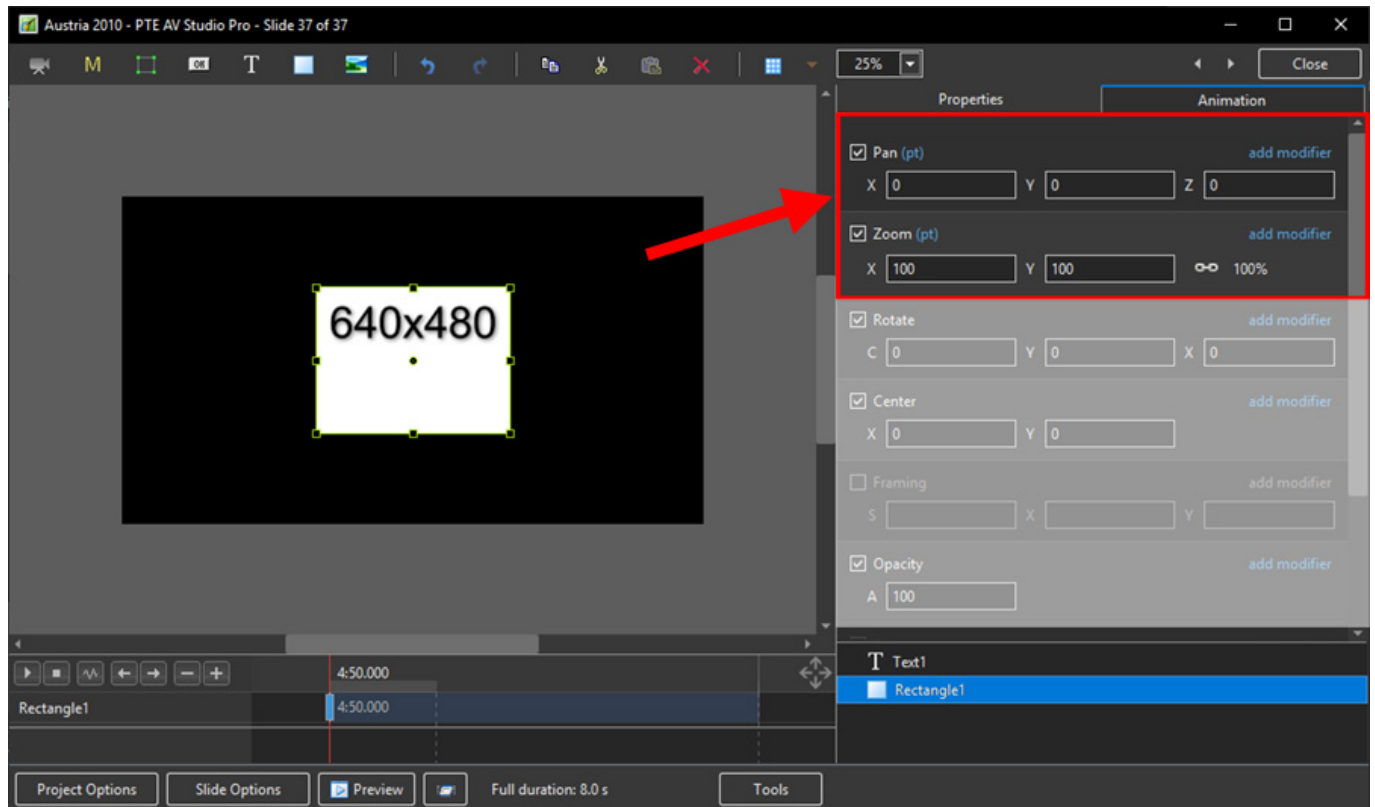
- In Percentage Mode:
- The values for “X” and “Y” Pan are calculated for the Centre of the Object/Rectangle with respect to the Centre of the Slide
- The value of the Zoom Parameter is the percentage of the Full Height of the Project Screen (in this case 1080 pixels)
- $480/1080 = 0.444444444444 = 44.44444444\%$



- 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

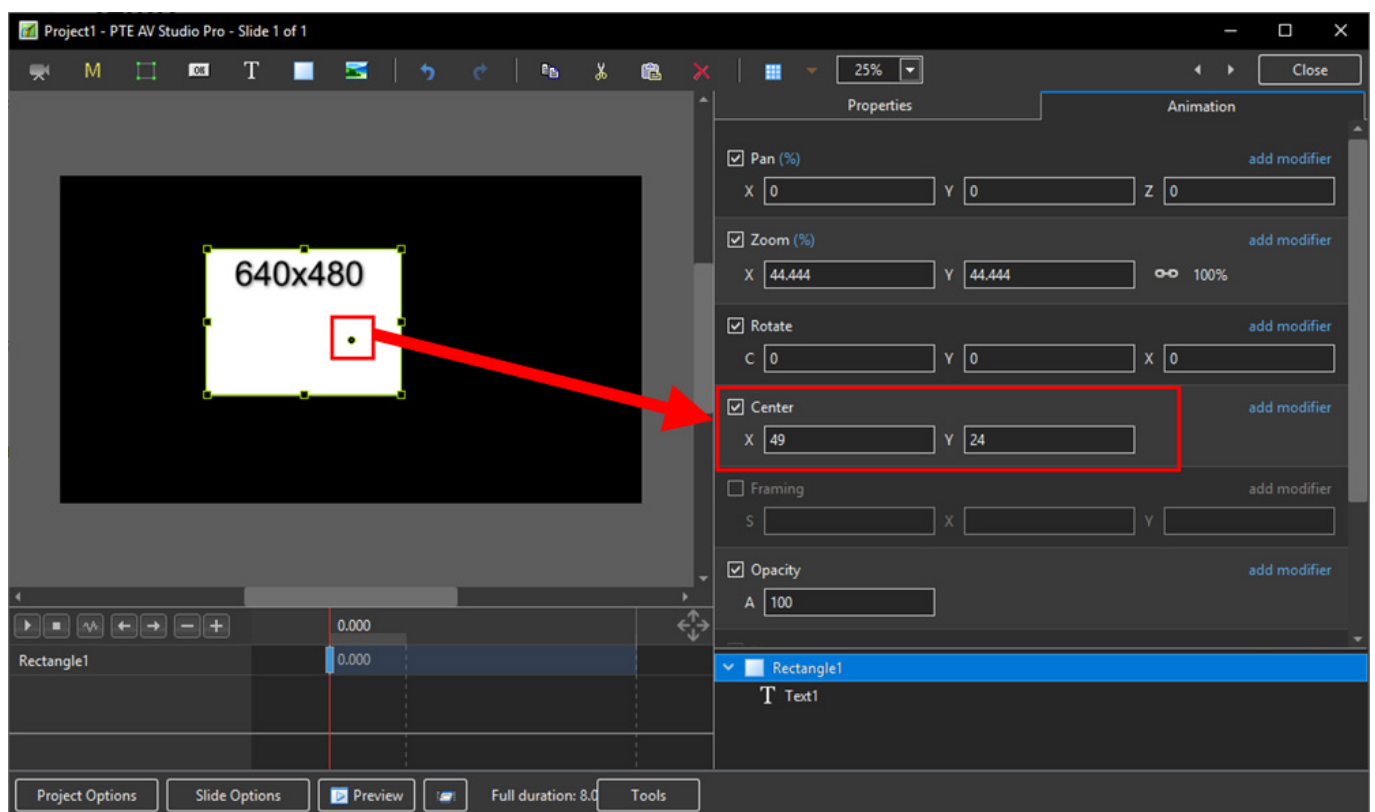


- In Points Mode



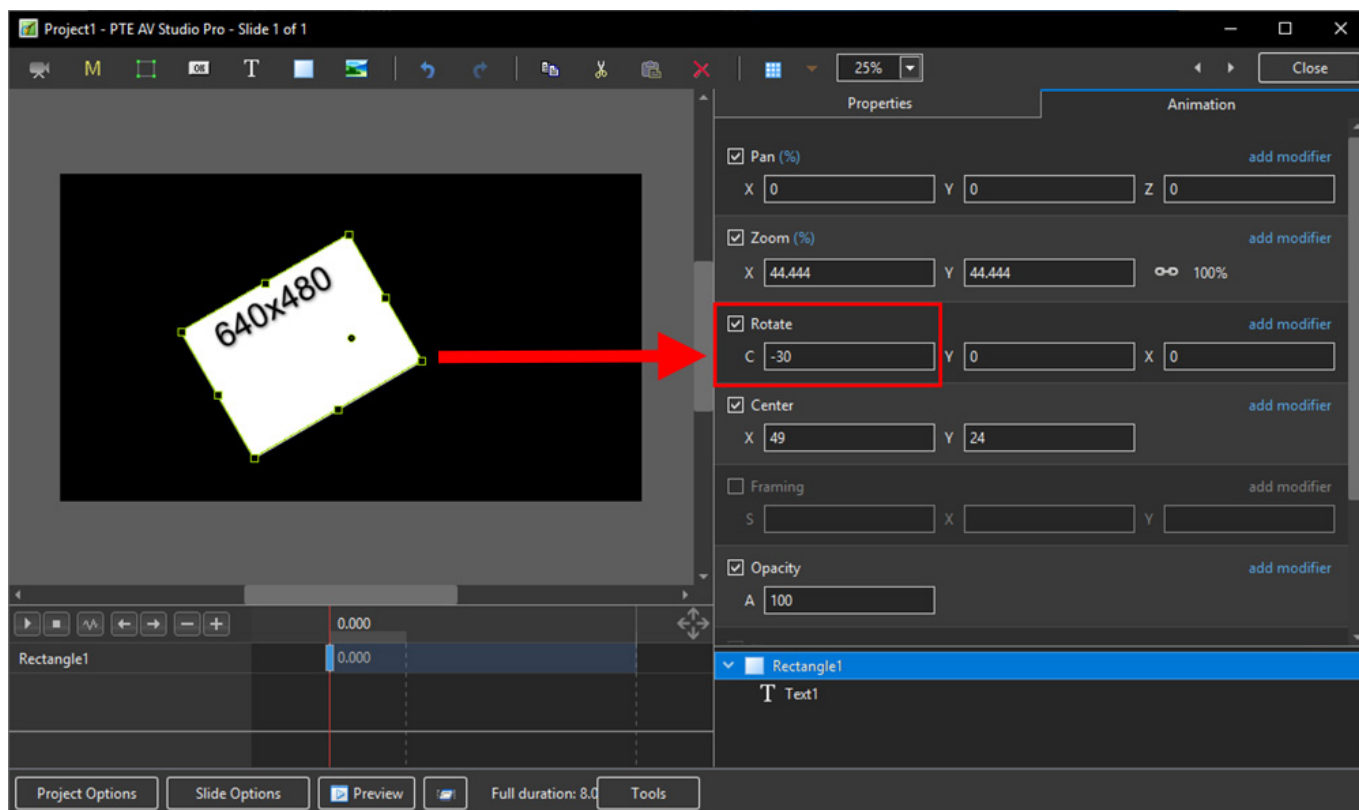
The Centre Control

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

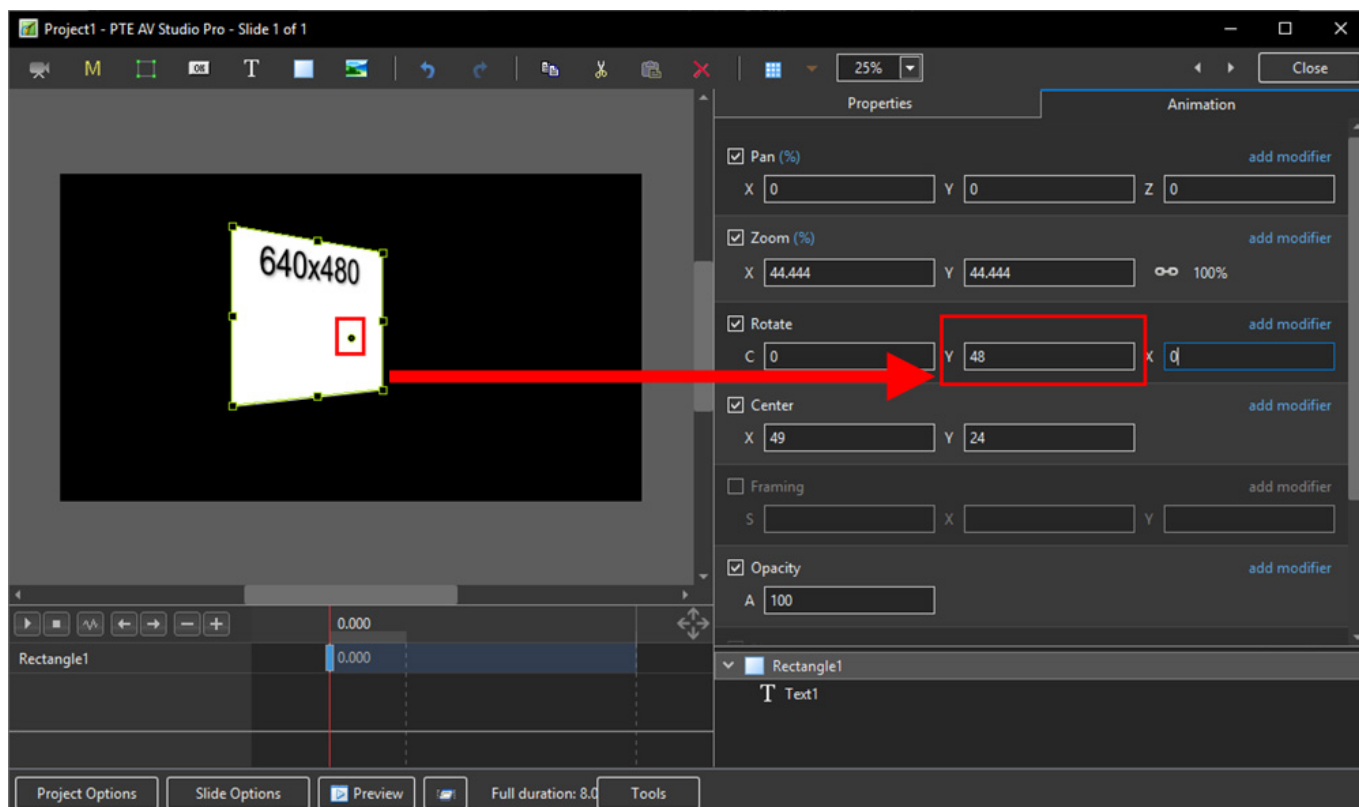


The Rotate Control

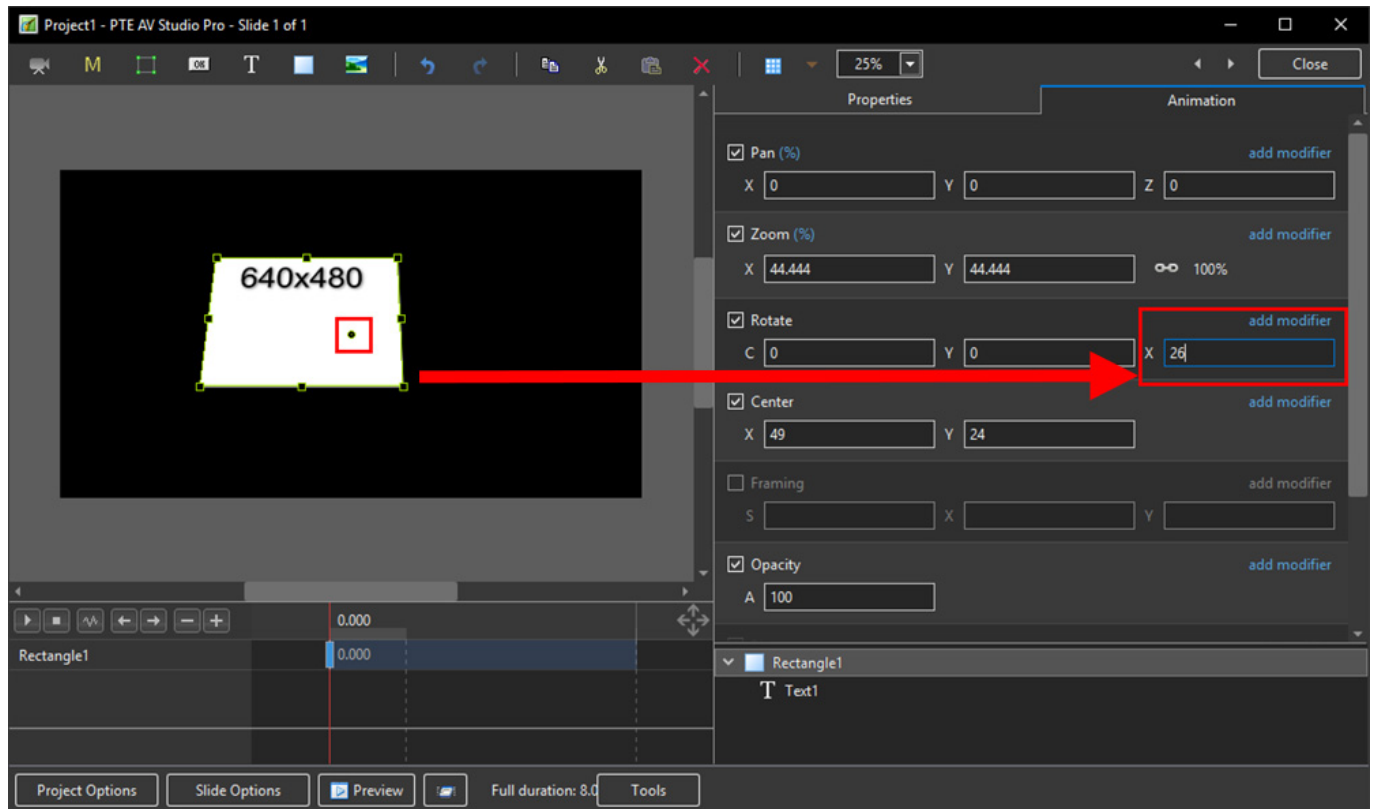
- The “Rotate C” Control will rotate an Object about its Centre Point in the same plane as the screen:



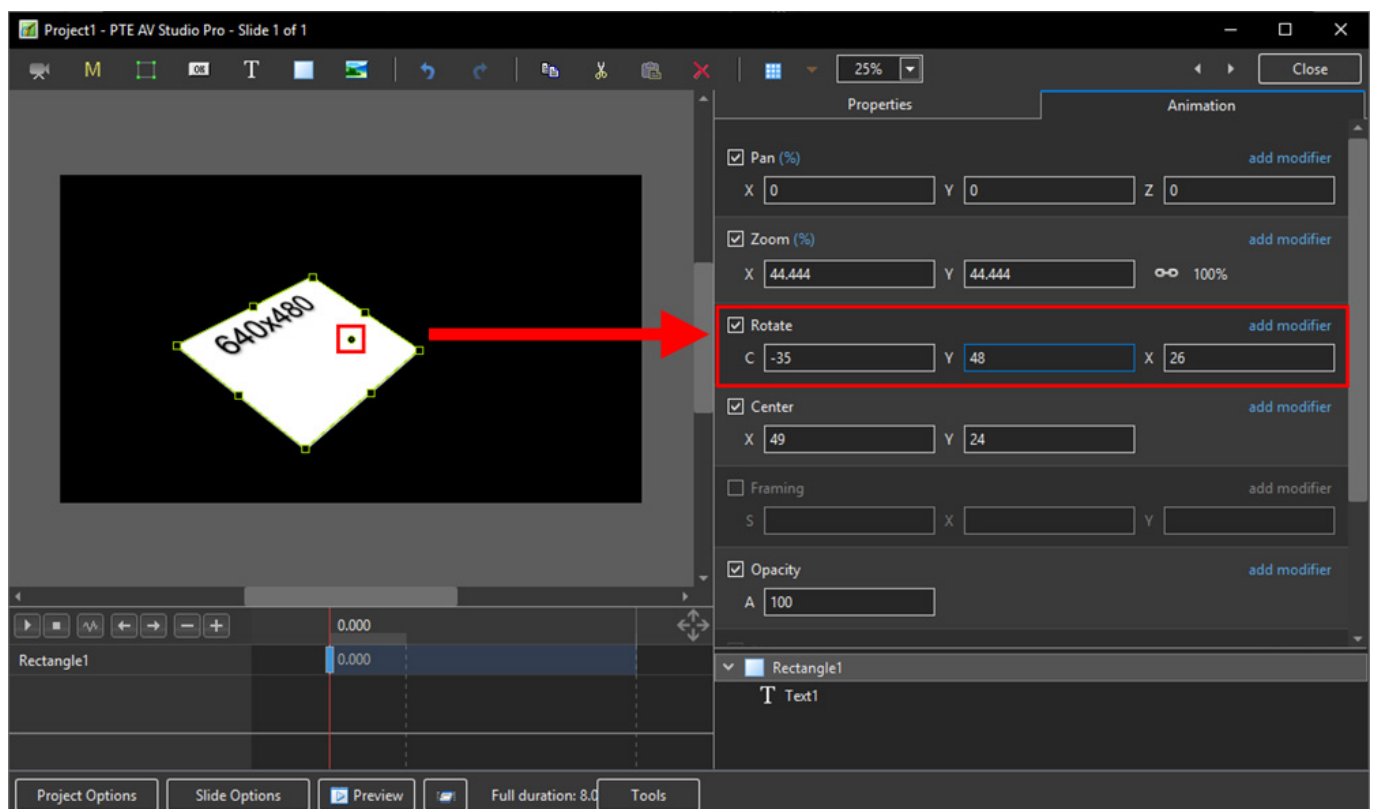
- The “Rotate Y” Control will rotate an Object about its Centre Point in 3 Dimensions Horizontally:



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



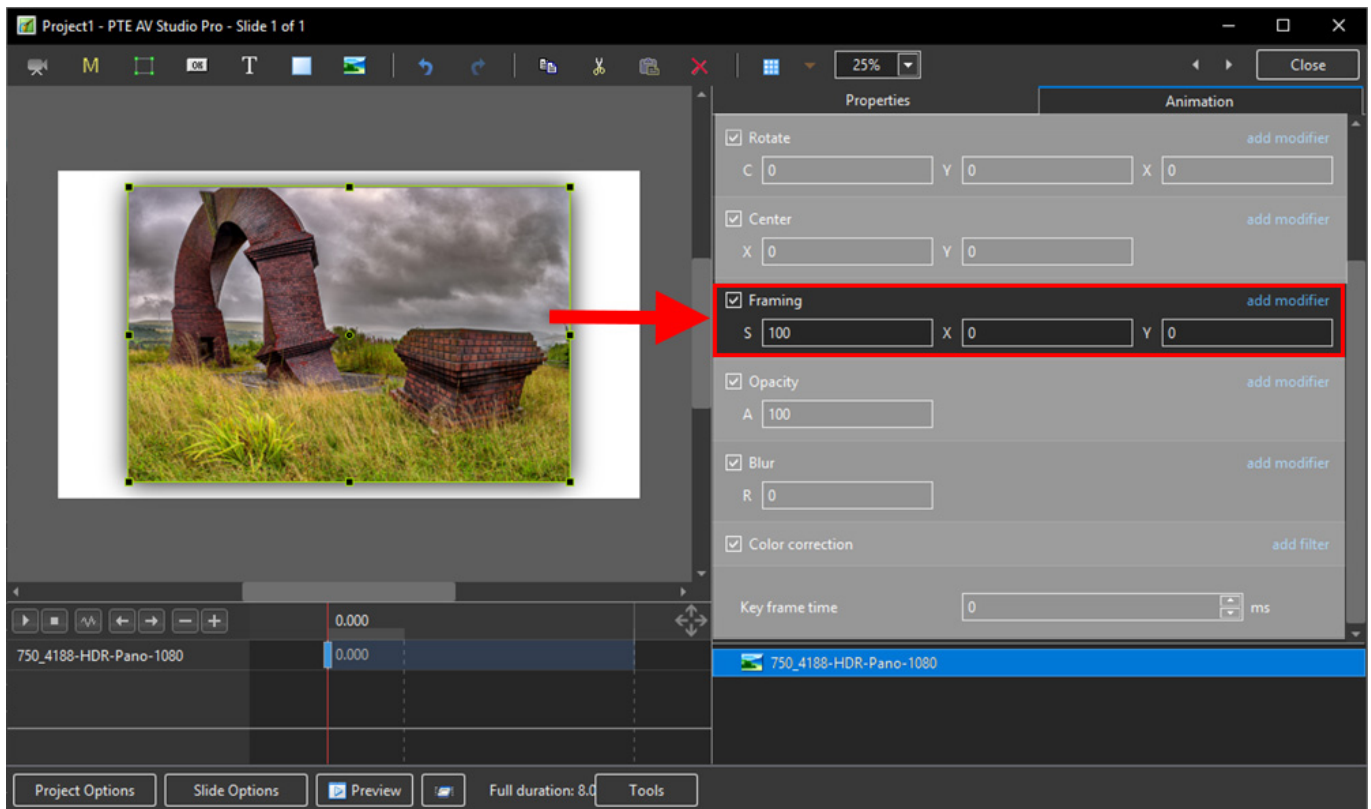
- The "C", "Y" and "X" Rotate Controls can be used simultaneously:



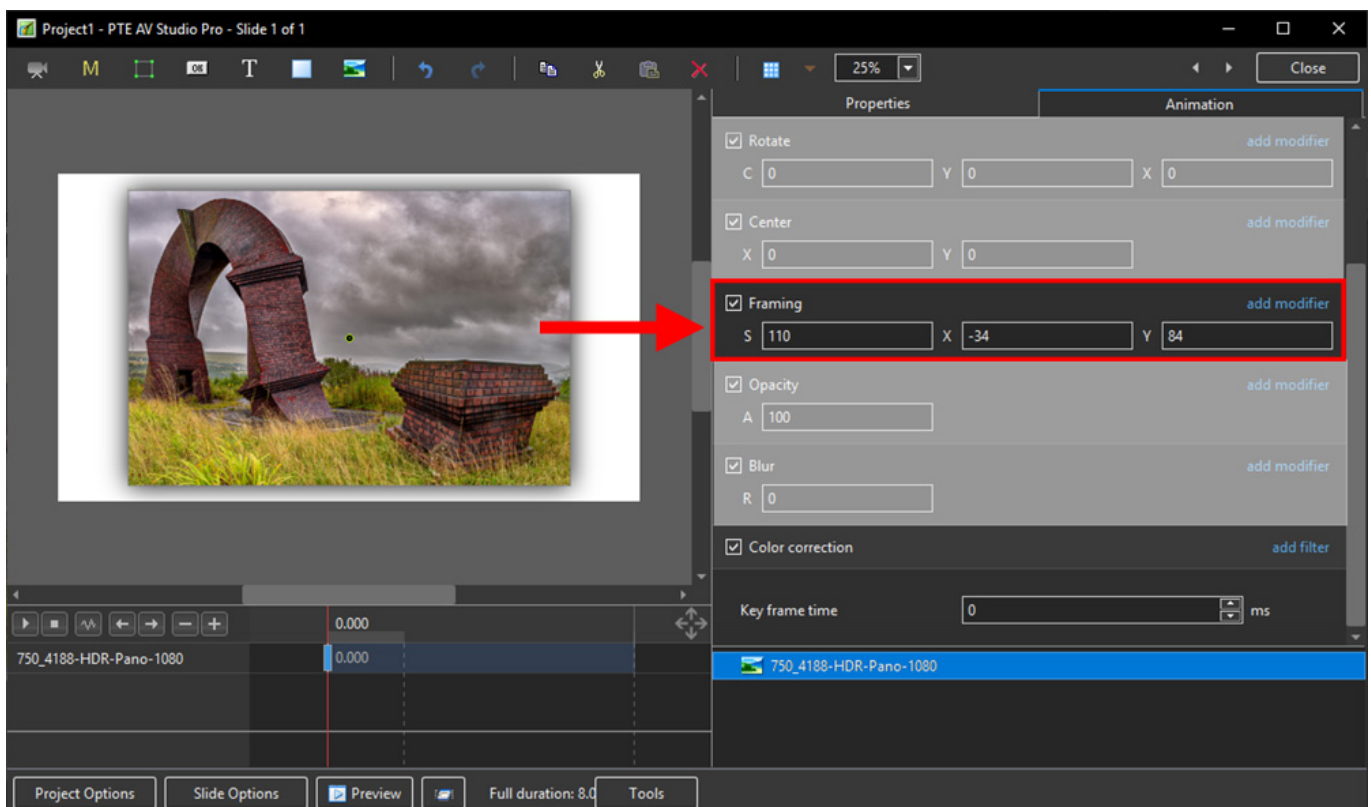
Framing

- 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.

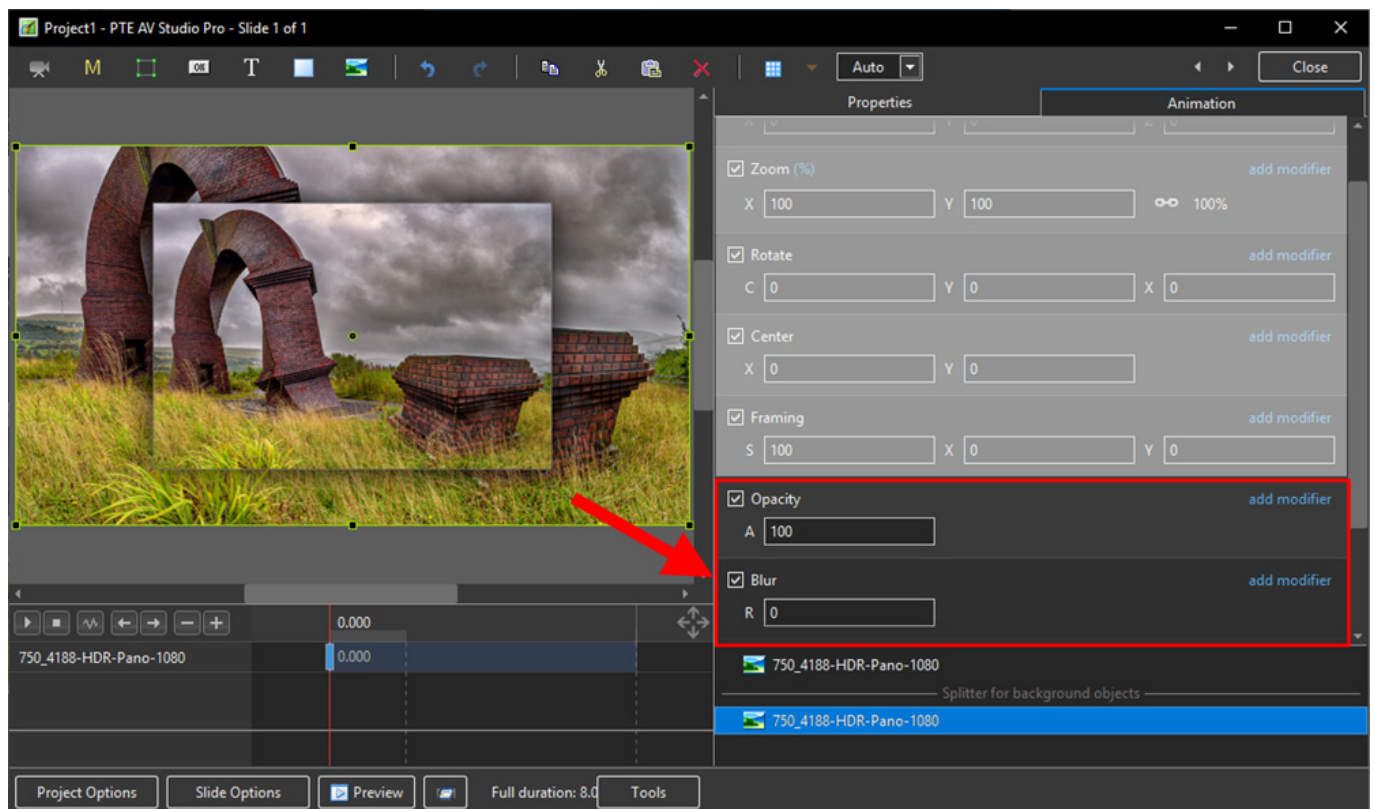


- By adjusting the “S”, “X” and “Y” Controls a “Best Fit” composition can be achieved
- Further Panning and Zooming is possible

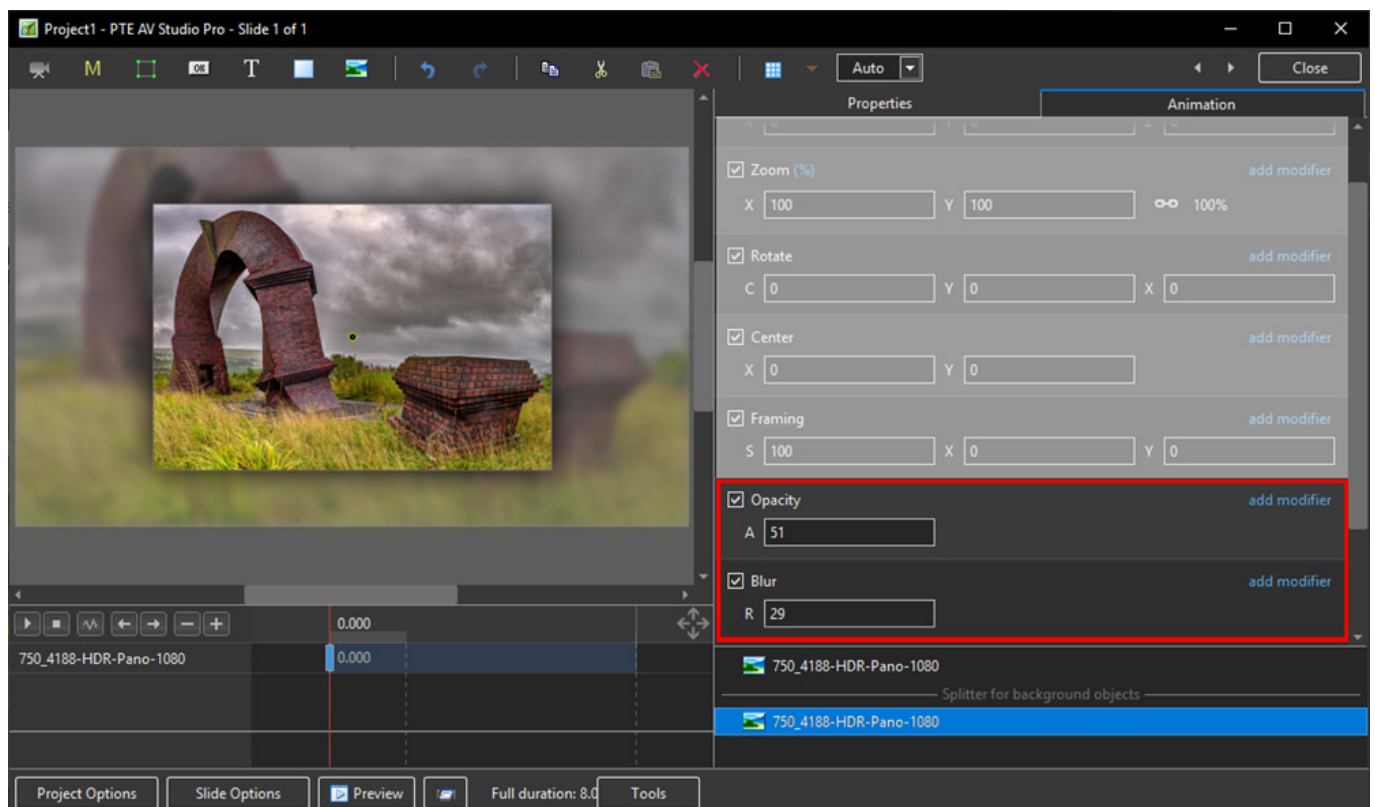


Opacity and Blur

- 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



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 “Modifier”

The screenshot shows the 'Modifiers' panel with the following settings:

- Pan (%)**: X: 0, Y: 0, Z: 0. The 'add modifier' button is highlighted with a red box.
- Zoom (%)**: X: 100, Y: 100, Link icon, 100%. 'add modifier' button.
- Rotate**: C: 0, Y: 0, X: 0. 'add modifier' button.
- Center**: X: 0, Y: 0. 'add modifier' button.
- Framing**: S: 100, X: 0, Y: 0. 'add modifier' button.
- Opacity**: A: 100. 'add modifier' button.
- Blur**: R: 0. 'add modifier' button.

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

Animation speed	
Pan.X	>
Pan.Y	>
Pan.Z	>

- Accelerate
- Slow down
- Smooth
- Custom

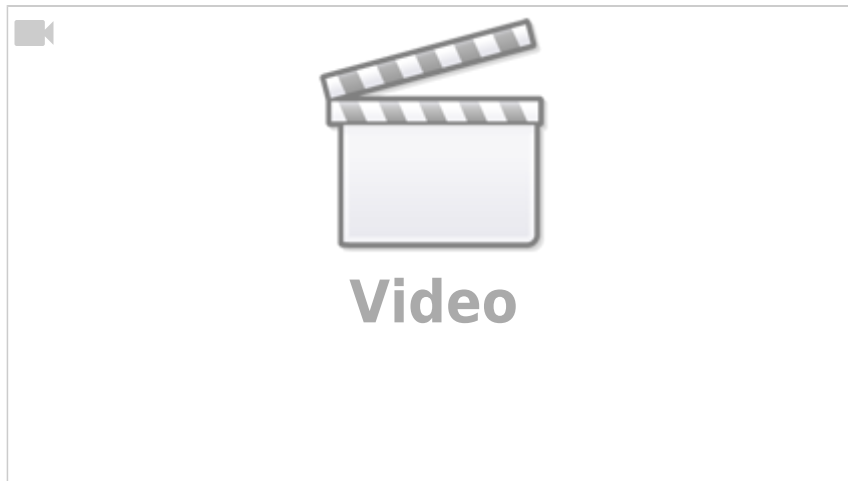
- Acceleration - the animation starts “slowly” and builds up to a maximum
- Slow Down - the animation starts at maximum speed and finishes smoothly
- Smooth - Starts and ends smoothly, with the maximum speed in the middle
- Custom - Linear Acceleration to the Middle of the animation and Linear Deceleration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

Section	Accel. time (%)	Decel. time (%)	Start speed	Final speed
Animation speed: Accelerate	56	1	0	0
Animation speed: Slow down	1	56	0	0
Animation speed: Smooth	26	26	0	0
Animation speed	50	50	0	0

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

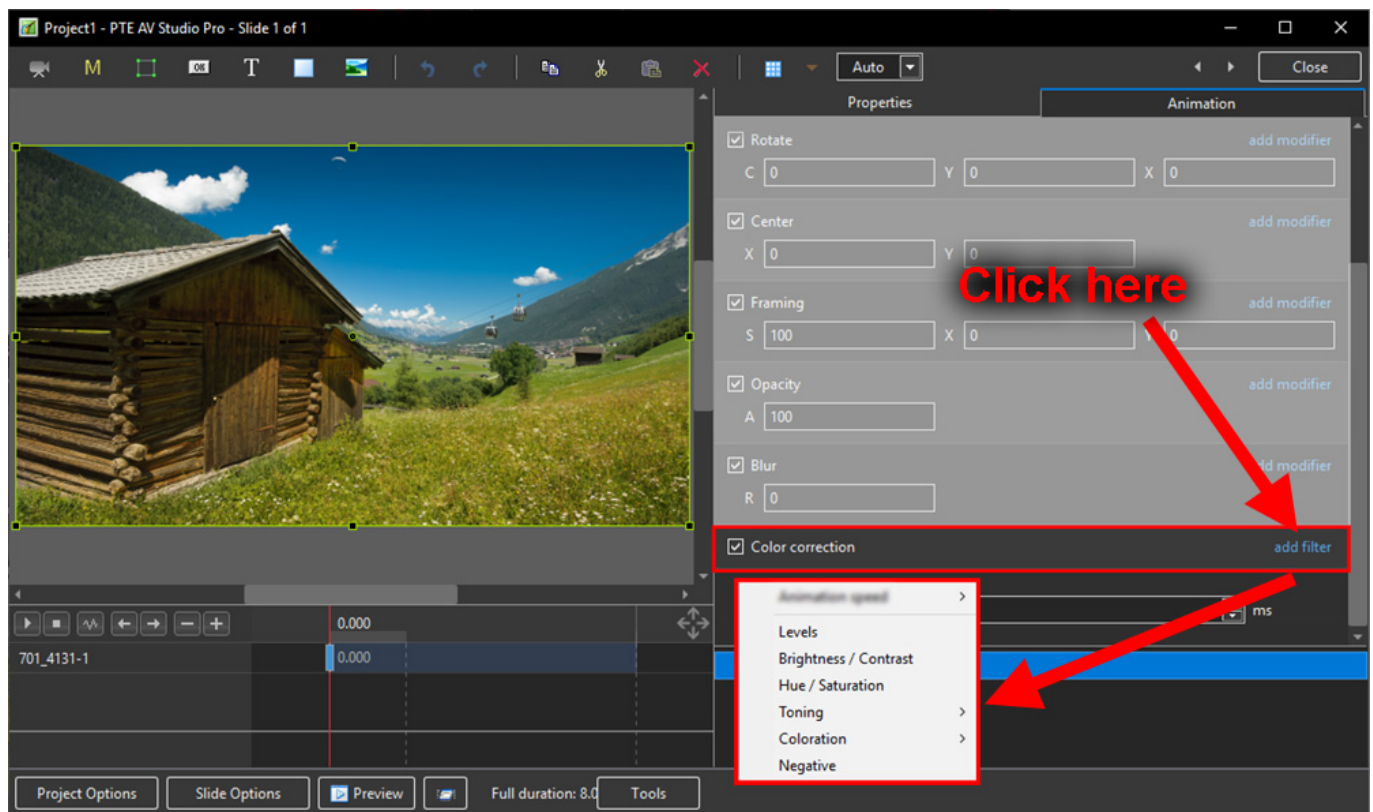
Animation speed	>	
Pan.X	>	Oscillation
Pan.Y	>	Jumping
Pan.Z	>	Ping pong
		Shift

- The following Video demonstrates the various Modifiers



Colour Correction

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

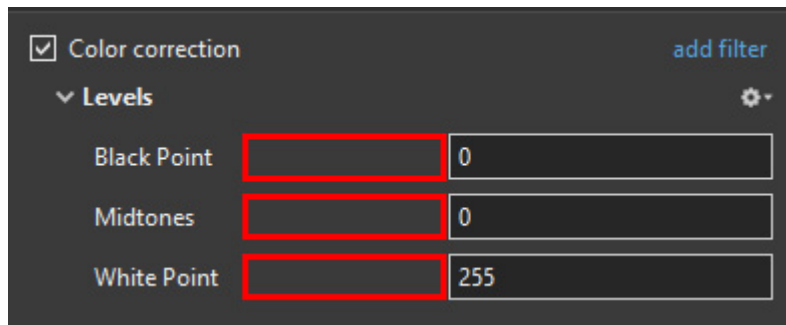


The available Adjustments are:

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

Levels

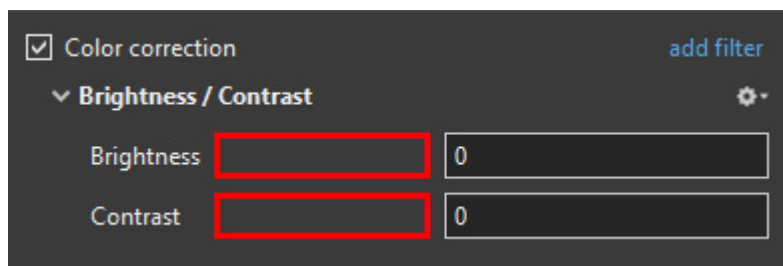
- The Adjustments:



- 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

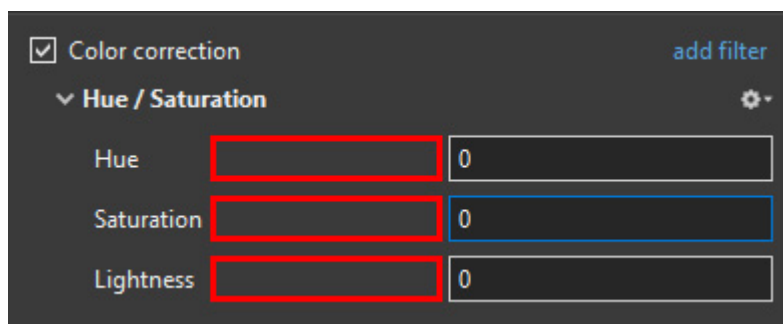
- The Adjustments:



- 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:



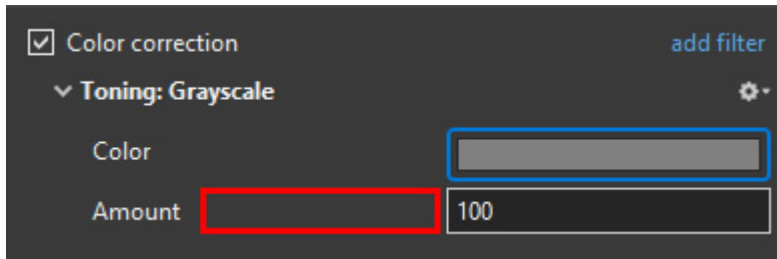
- Click and drag within the area outlined to the Left and / or Right to change the value of the

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

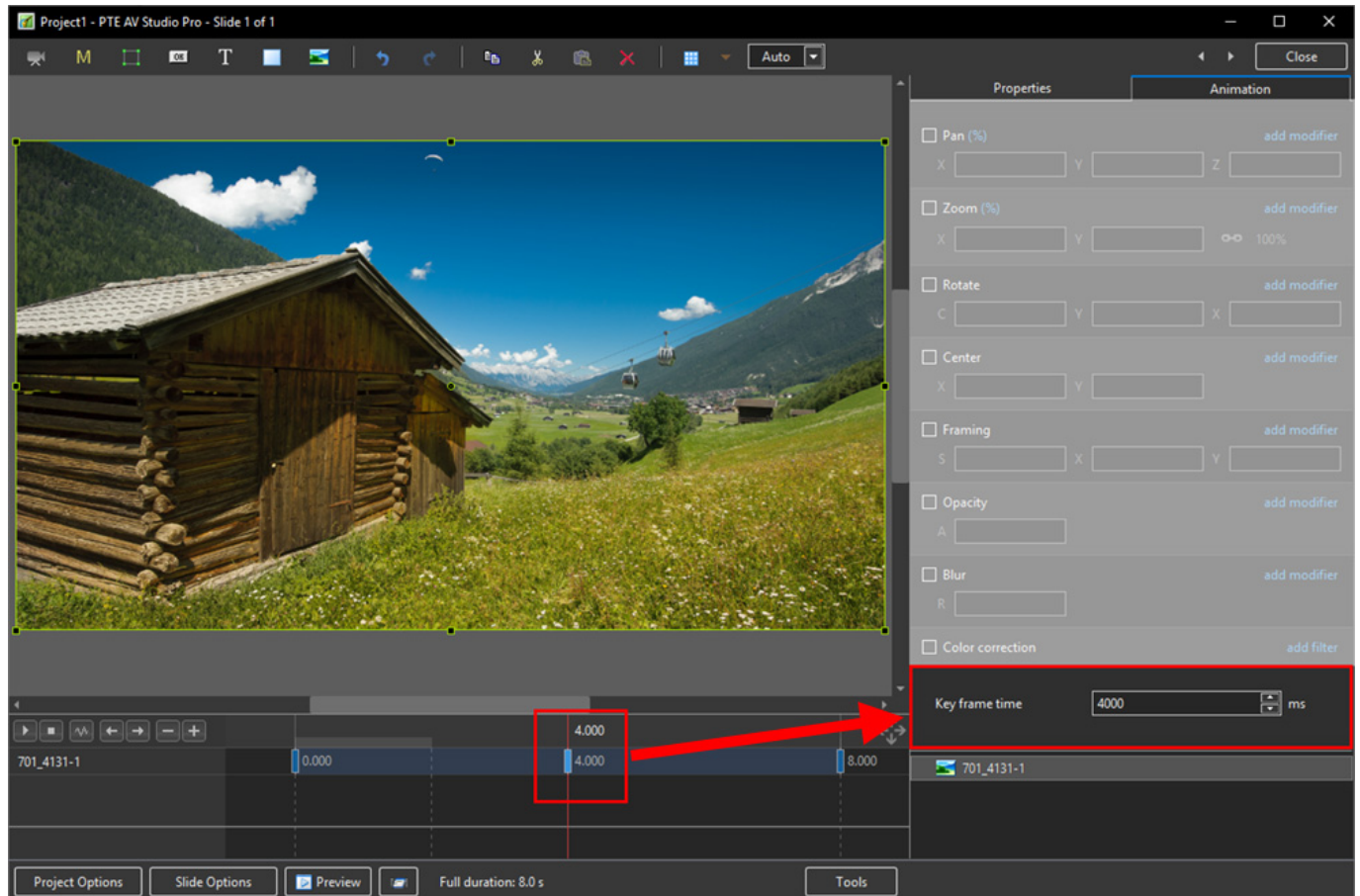
Negative

- 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



Keyframe Time

- Allows for precise positioning of Key-Frames



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Last update: **2022/12/19 11:45**

