

SOFTWARE: PICTURES TO EXE

HOW TO ZOOM IN / ZOOM OUT

Assumptions:

You have already created an AV with your images and music.

Or: For the purpose of learning how to zoom start by creating a short AV using four or five images and music.

Any small number of images along with a piece of music will do.

BASIC ZOOMING

What do you want to do? Zoom in on a particular image to stand out.

(In Pic to Exe - The image is known as a Frame)

To be able to zoom you have to select and plan which frame you want to apply the zoom effect on.

The process involves:

A starting point (Start Frame - from) and a finishing point (Frame - to)

Think about how a normal AV is set out.

(See below graphical illustration)



The Images / Frames are set out by Pic to Exe and set to show for about 5 / 6 seconds



Time line in seconds and your music

The above blue frames and the blue line are an illustration of a standard layout of an AV project that you have created.

The frame sequences are on a generic timing say 5 or 6 seconds to show the image /frame and the time for transition from frame to frame of half a second or so.

Let assume you have decided that frame 5 is the frame you want to apply the zoom to.

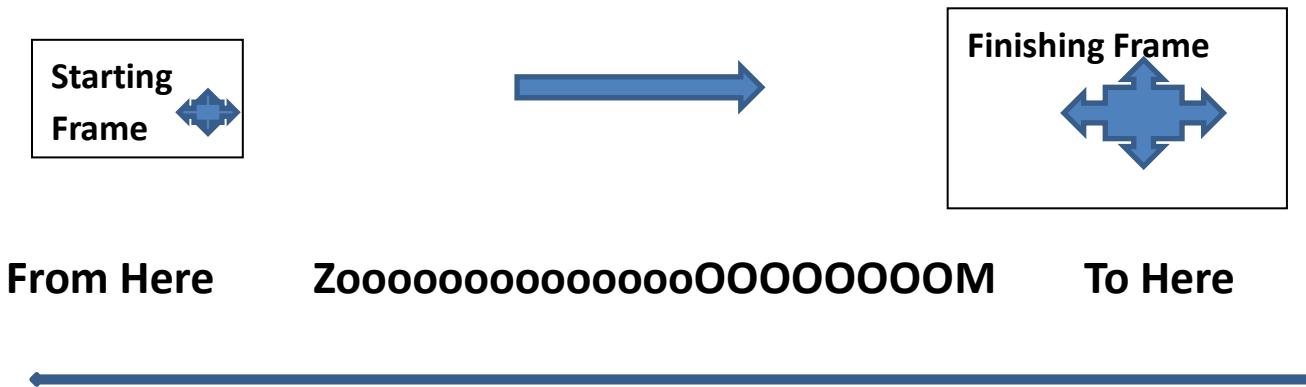
Thinking about the timing it would not be much of an effect if we left the time duration of the zoom at 5 or 6 seconds.

It would be over before it had a chance to be a good visual effect.

So we need to create time and space for the effect to take place.

To do that we create a start point and a finishing point.

The effect will take place between those two points (or frames).



This time & space for the effect will be something like 15 to 20 seconds + transitions. This allows you to showcase the selected image.

So now if we think about the zoom part of the process itself in simple terms

**The effect of applying the zooming to an image is to move from:
The start Frame 5, through a more extended time period of time,
to arrive at a larger version of the same frame 5.**



STEPS: TO ZOOM IN ON AN IMAGE

SELECT FRAME 5

EXTEND THE TIME – Something like 15 to 21 seconds

CREATE A COPY OF FRAME 5 ON THE TIME LINE

**ADJUST (MAKE IT A LARGER VERSION) CLICK & DRAG TO INCREASE
APPLY SOME REFINEMENTS**

PICTURES TO EXE DOES THE REST FOR YOU

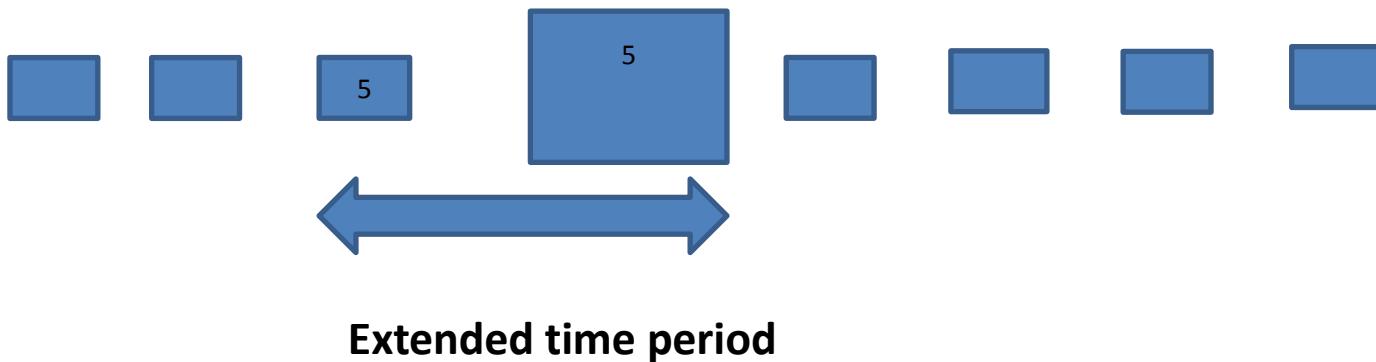
The internal workings of Pic to Exe software does all the hard work behind the scenes.

(Note: It does not look like this on the Pic to Exe time line)

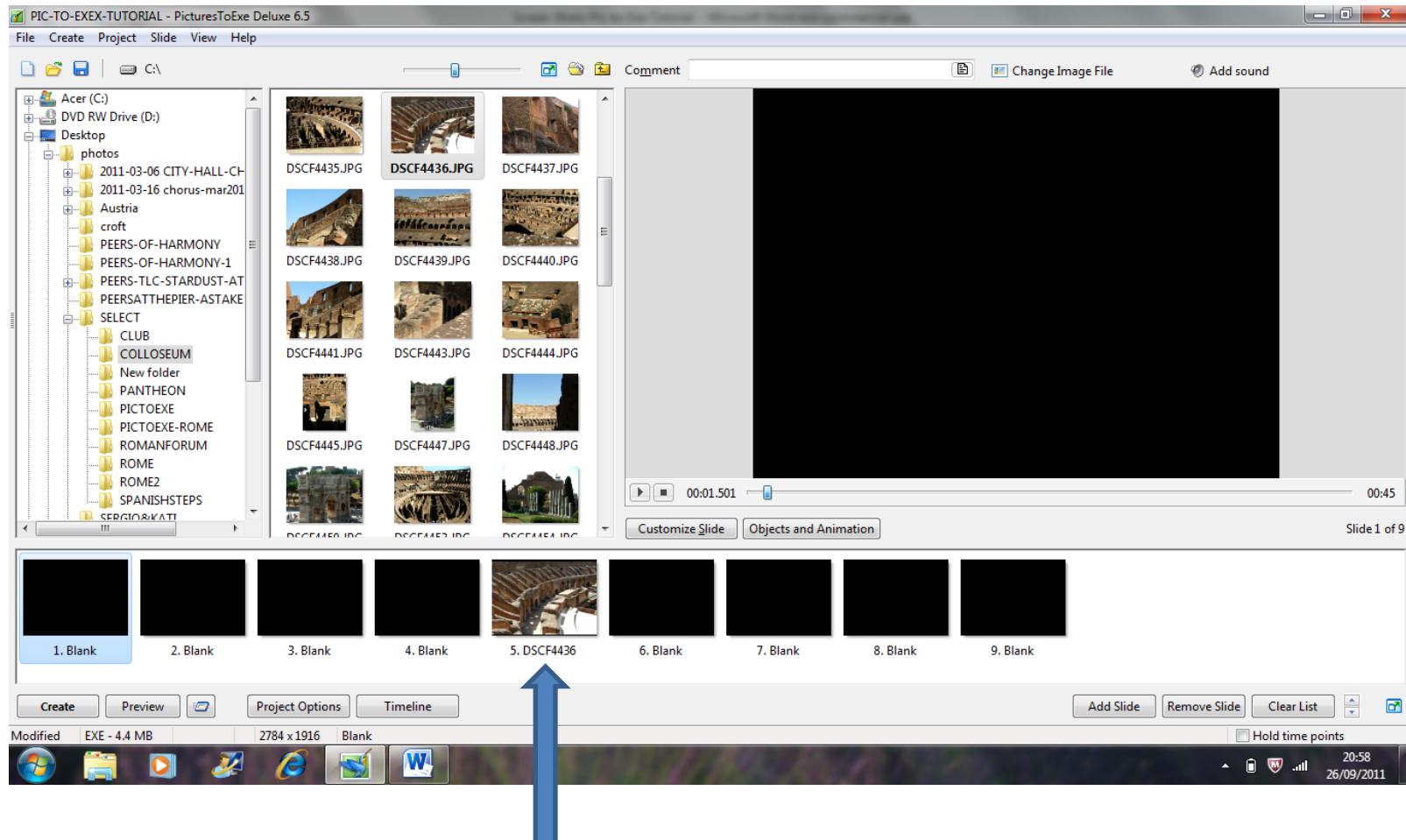
You only see one frame 5 on the time line.

**The ‘other large copy’ is located within the first frame
‘special effect area’**

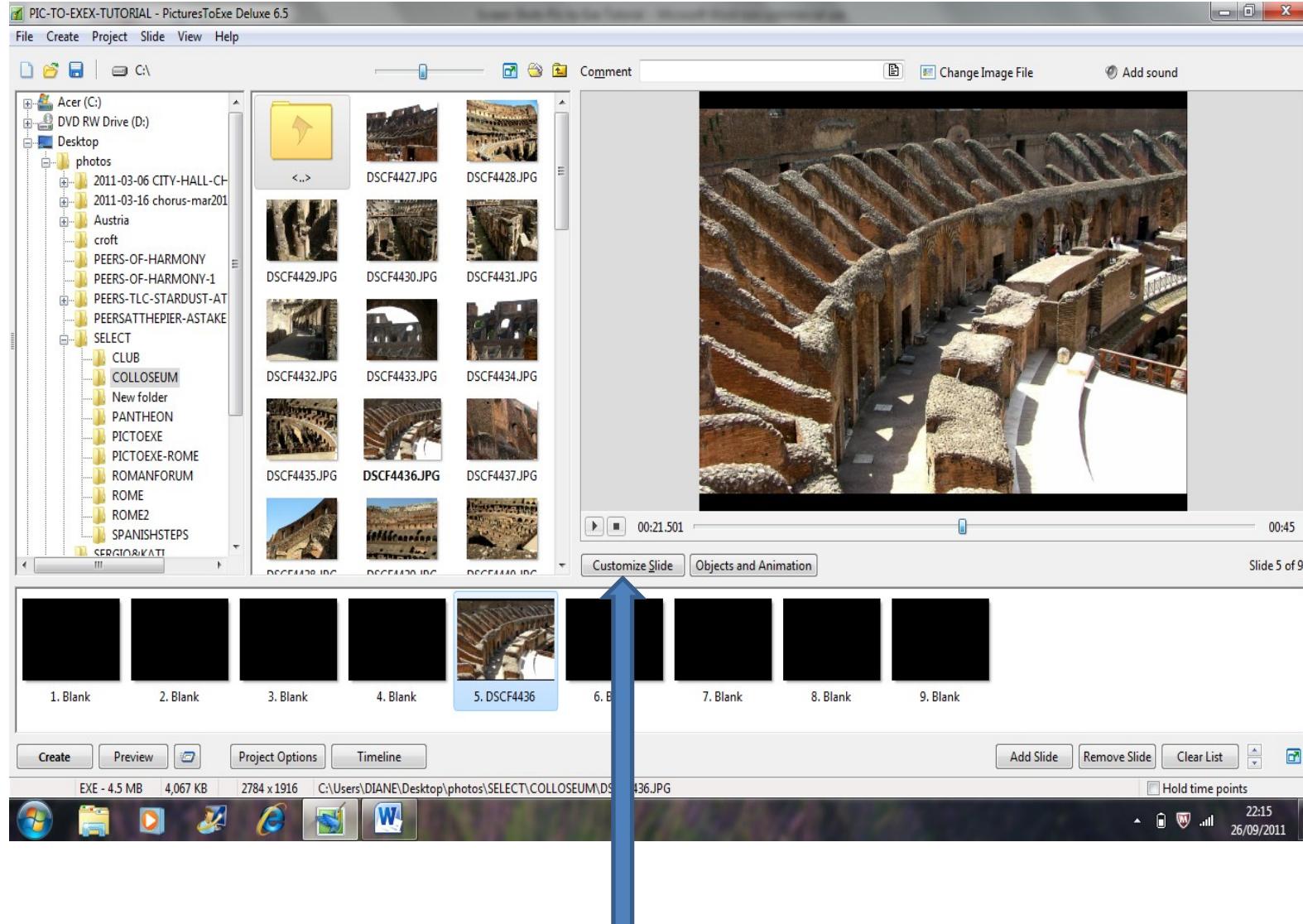
The zooming special effect is done and handled by Pic to Exe in the objects and animations area.



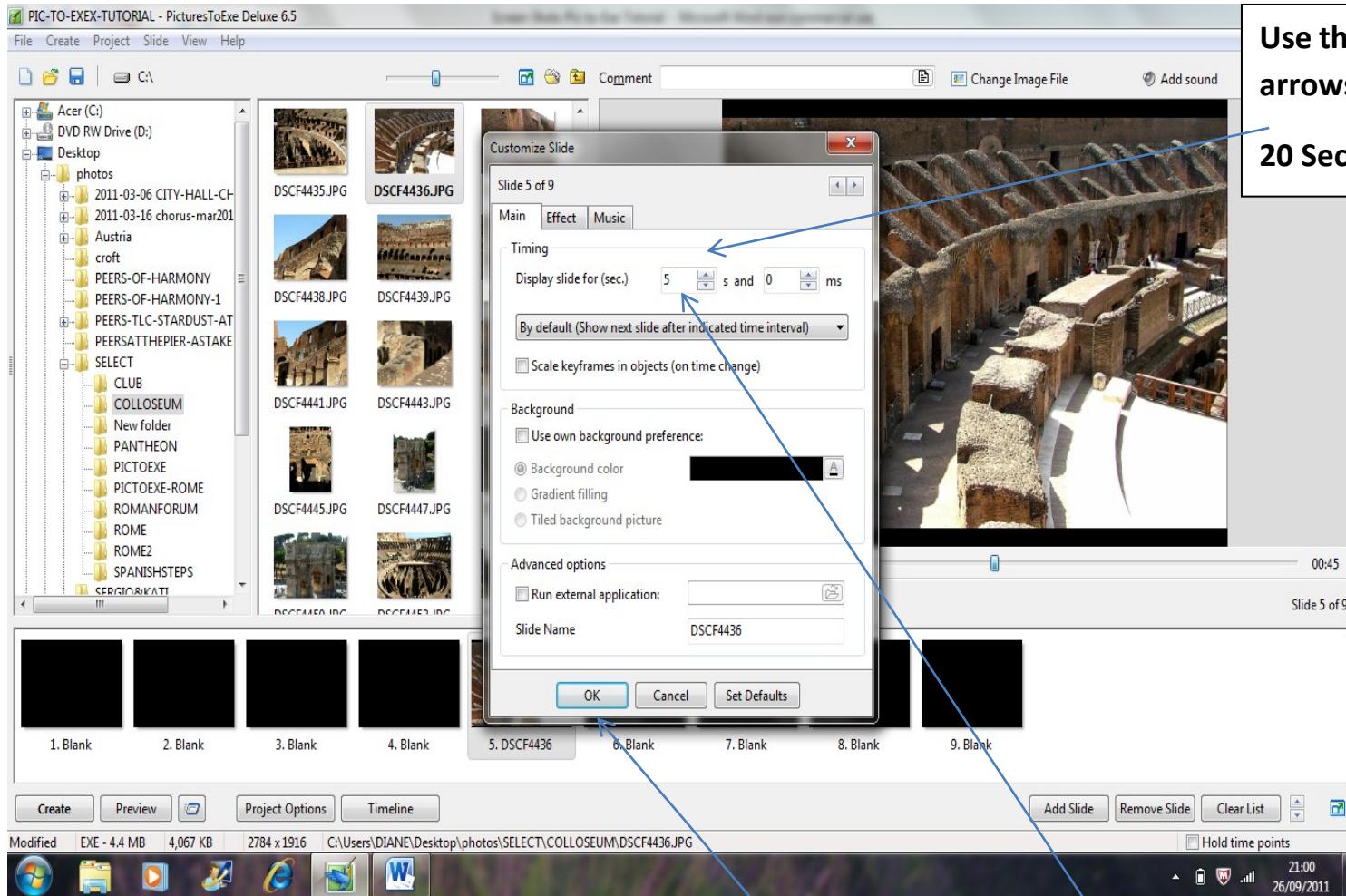
The project in progress in Pic to Exe



**Image 5 is where we want to apply the zoom
Select image 5**



Click & Select frame : Then select CUSTOMIZE SLIDE button

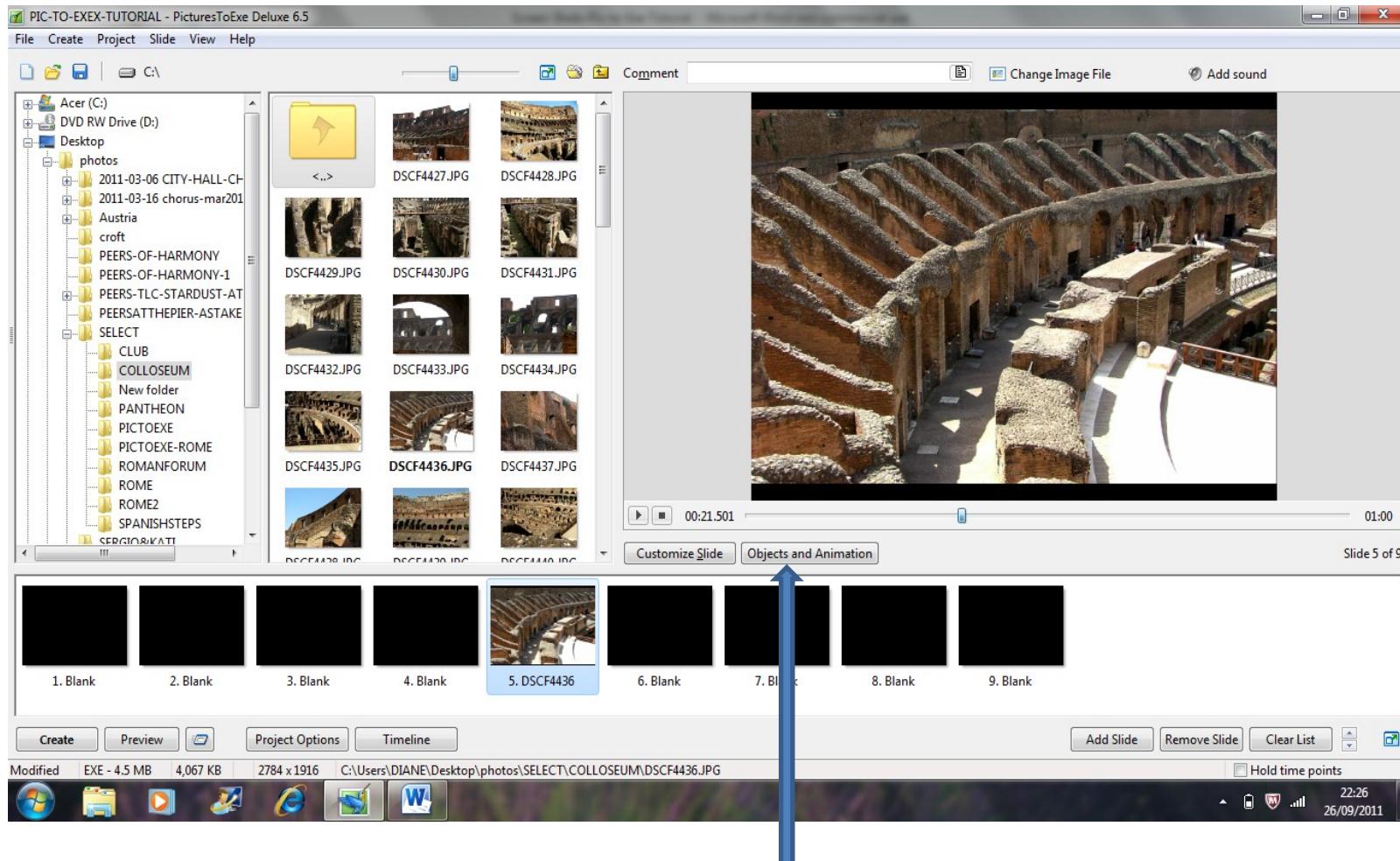


This is where you change the time for the slide display to make 'time and space' for the zoom effect.

Use the increase arrows to set to 20 Seconds

Increase the display time for the effect. Say 20 seconds. Then confirm okay

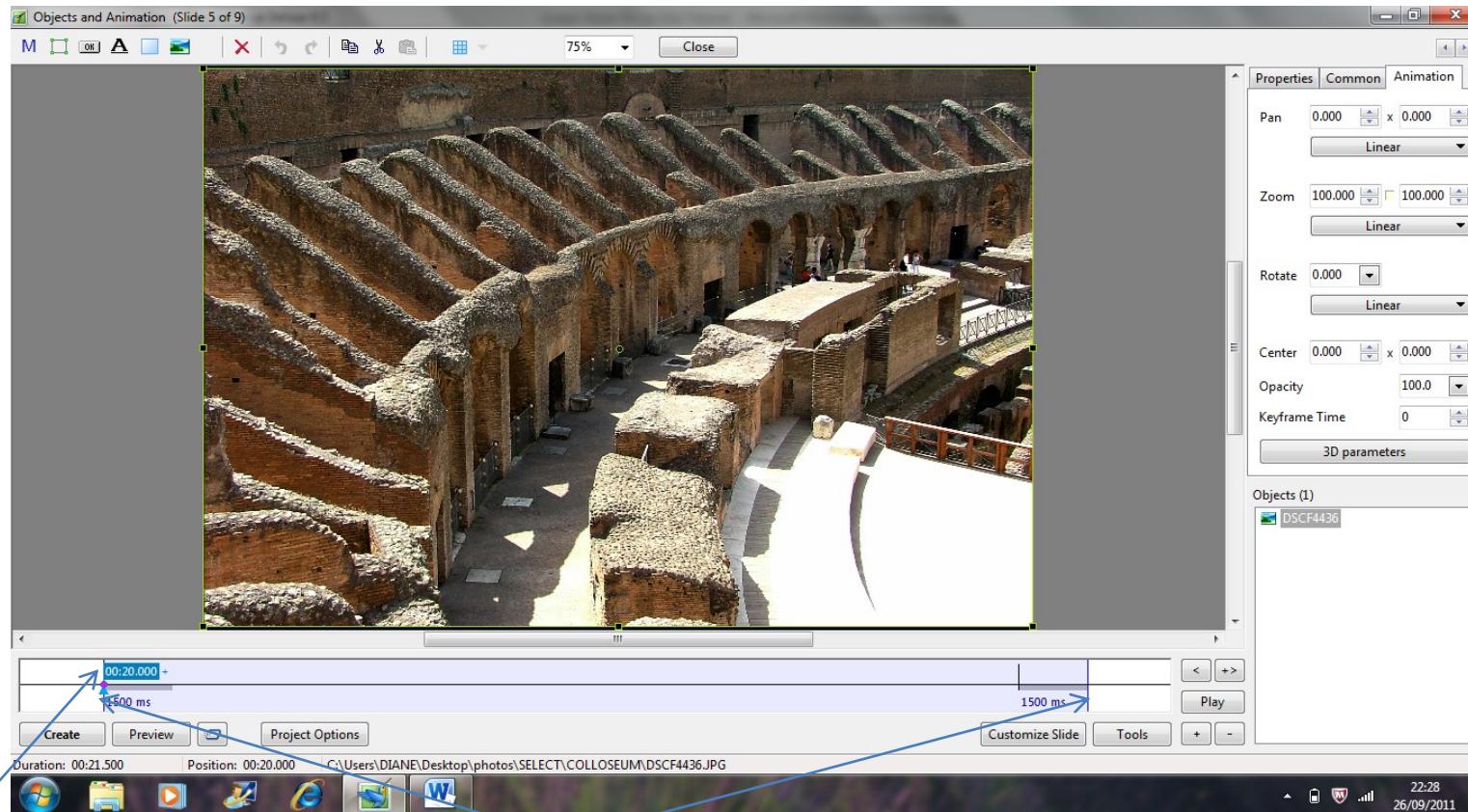
SET OBJECTS & ANIMATIONS



CLICK ON THE OBJECTS and ANIMATIONS Button

Within the Objects & Animations Screen

When you select the object & animations the screen opens and presents you with a larger version of the frame / image. The screen shows you the display time (20 seconds) you set earlier in the customize stage below the image



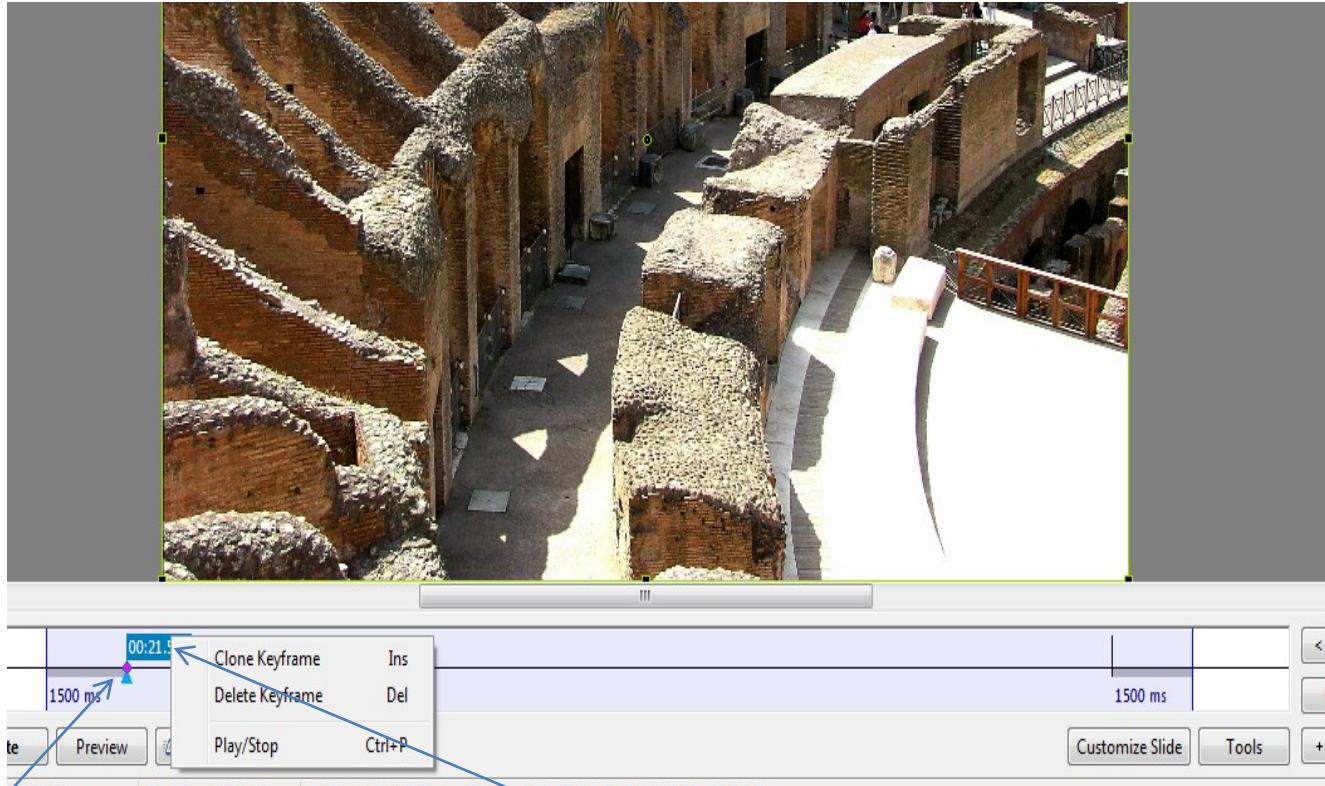
Frame / image

The extended time – in this example the 20 seconds

The Grey Area below the frame or slide is the transition period: 1500 ms

**We don't want the zoom to start during the transition.
So click and drag the frame or slide to the end of the grey transition area.**

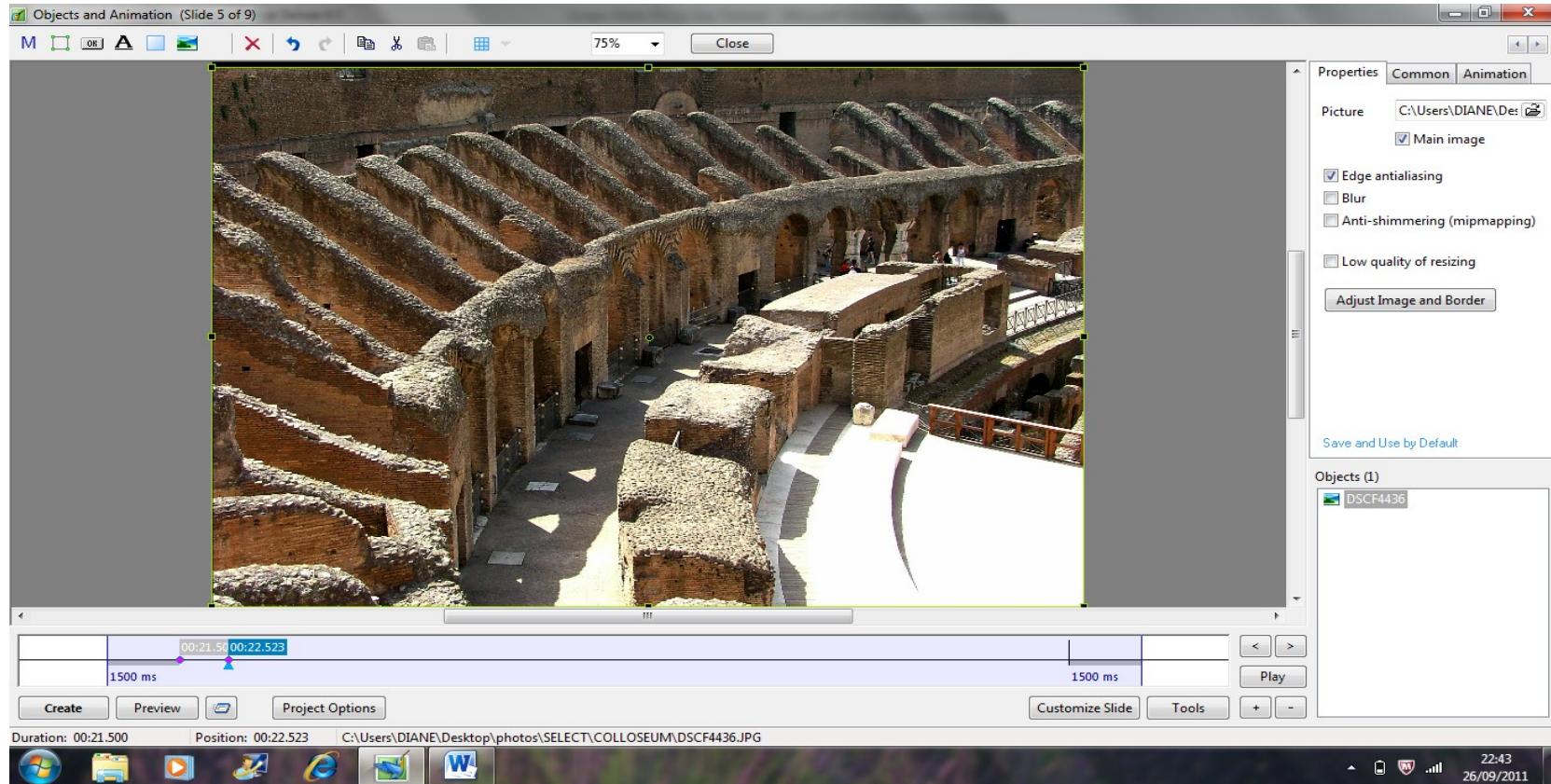
Then right click on the frame or slide and select CLONE FRAME



**Click and drag the blue frame
to the end of the small grey
transition line**

**Then right click on the frame or slide and
select CLONE FRAME**

The Duplicate Frame / Slide



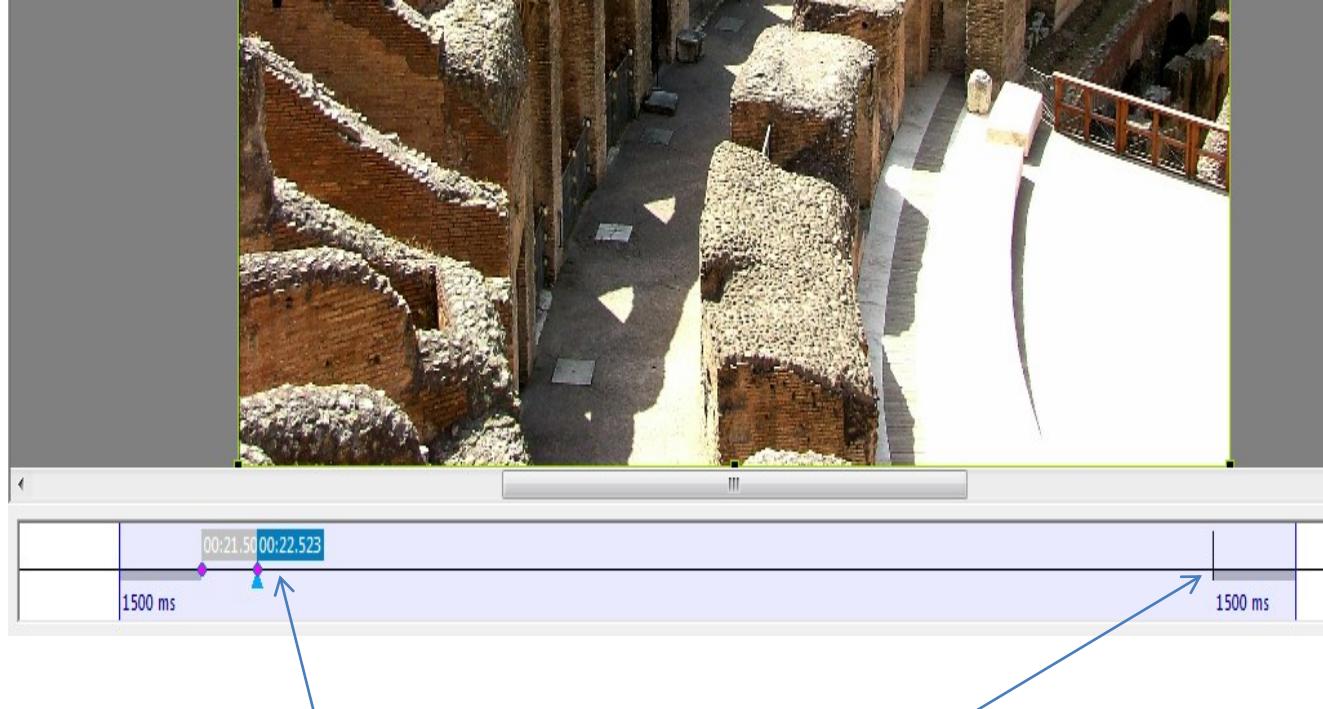
A DUPLICATE FRAME OR SLIDE IS CREATED – Normally it is sitting near, or on top of the first frame or slide.

See the small PINK CIRCLE under the frames.

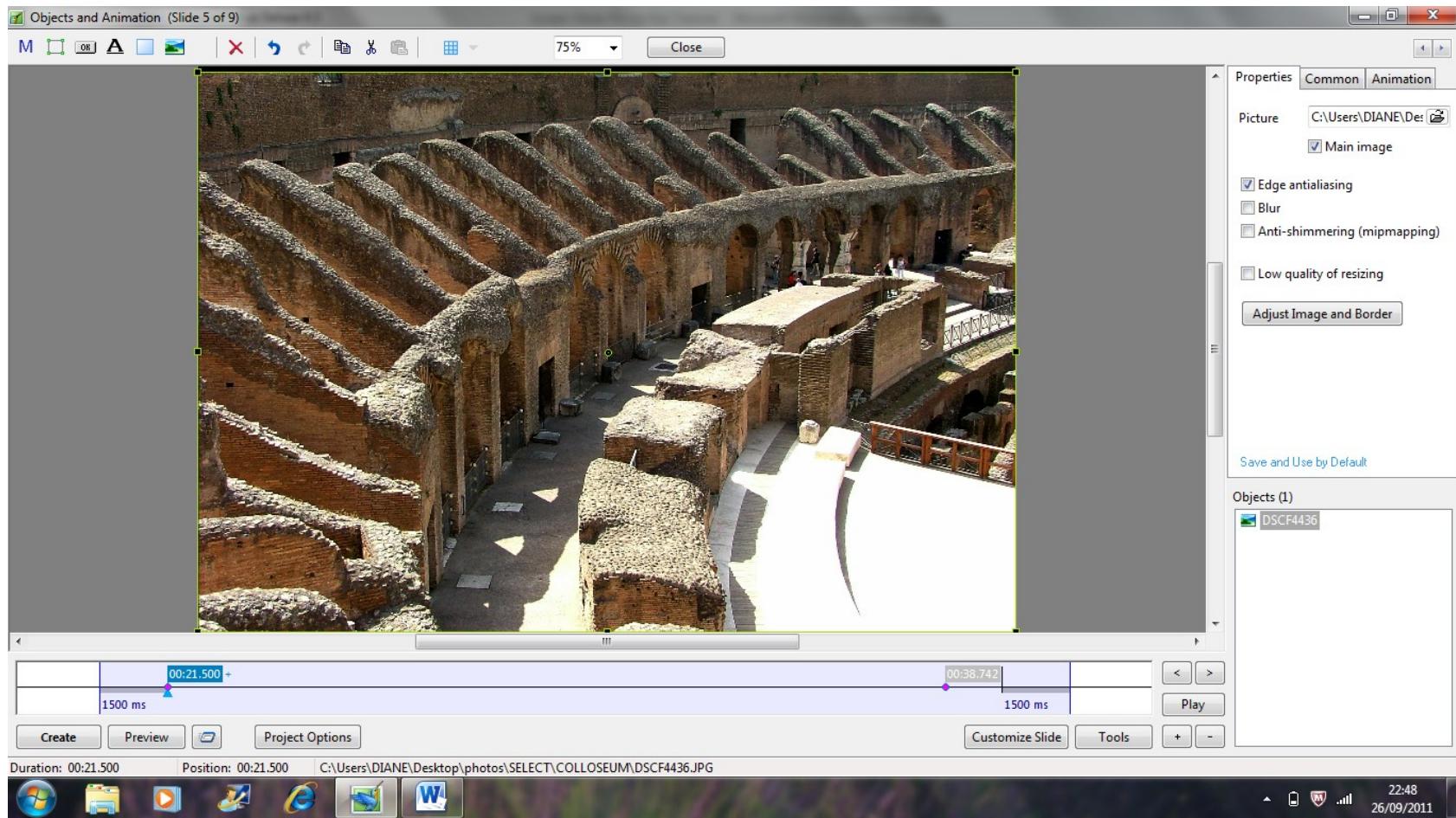
The duplicate frame has a small BLUE TRIANGLE underneath it

Left click on the duplicate frame and slide it along until it meets the second grey transition area.

Close up



Left click on the duplicate frame and slide it along until it meets the second grey transition area



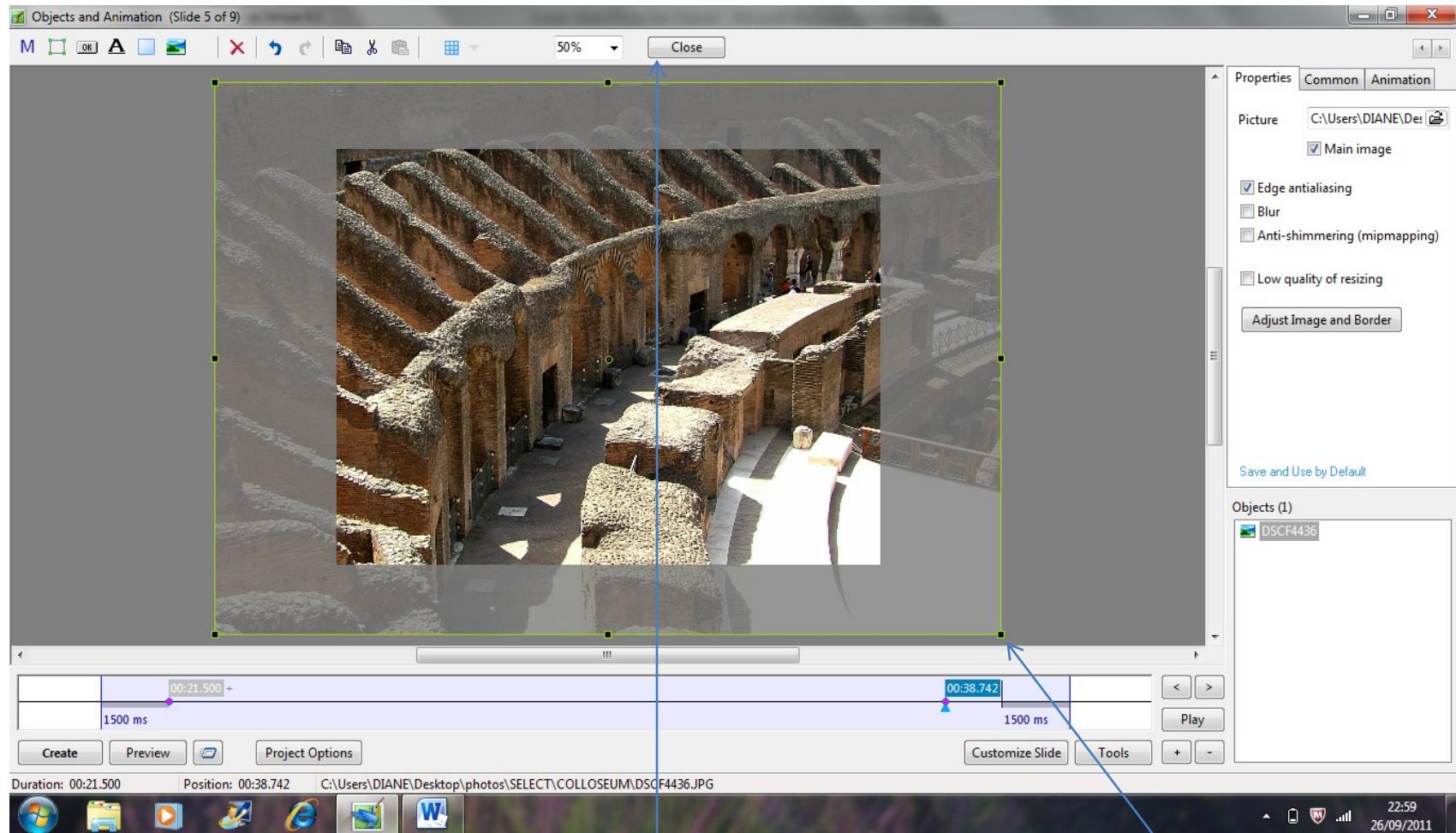
We now have:

The Transition Area –The Start Frame – The Time Interval – The Duplicated Frame & The Next Transition Area. If we played the effect nothing would happen as all we have done is gone from the effect start frame to the exact same duplicated frame.

The final step

Select the second frame by clicking on it.

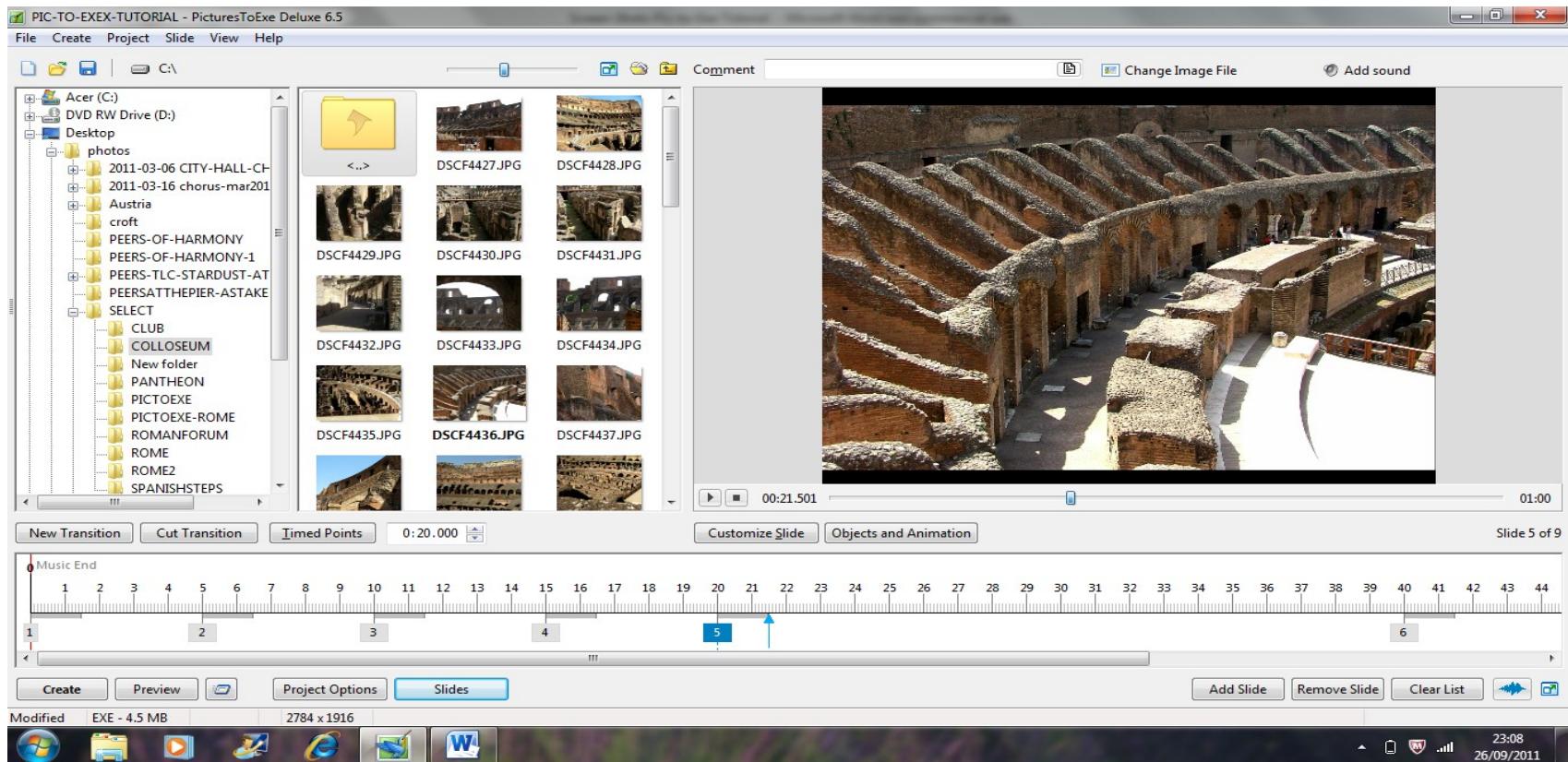
Click on the second frame / image and drag the image to the size you want to zoom to.



Click and drag the image to the zoom size you prefer.

Then close the Objects and Animation screen

If we look back at the main view with the time line selected we see the results of the effect in terms of the time line.



Frame 5 is where it was at the start but there is now a time space of 20 seconds.
(It starts at 20 seconds on the time line and ends at 40 seconds on the time line)
Remember we set the duration @ 20 seconds.

Extra refinements.

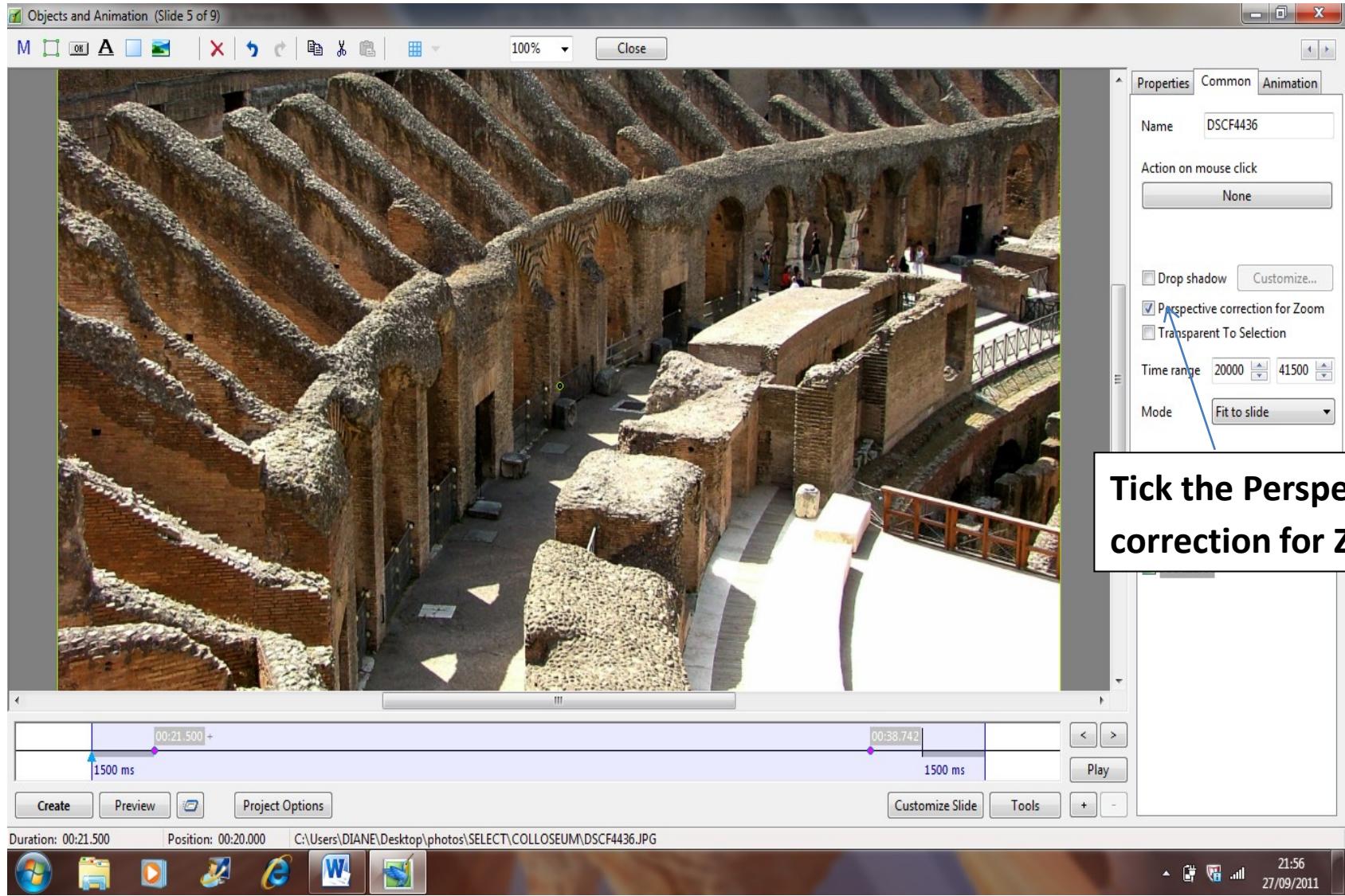
There are a few settings that can help the effect to look good on screen

The screenshot shows the Microsoft Photo Story software interface. On the left is a large image of the interior of the Colosseum. To the right is a properties panel with several checkboxes:

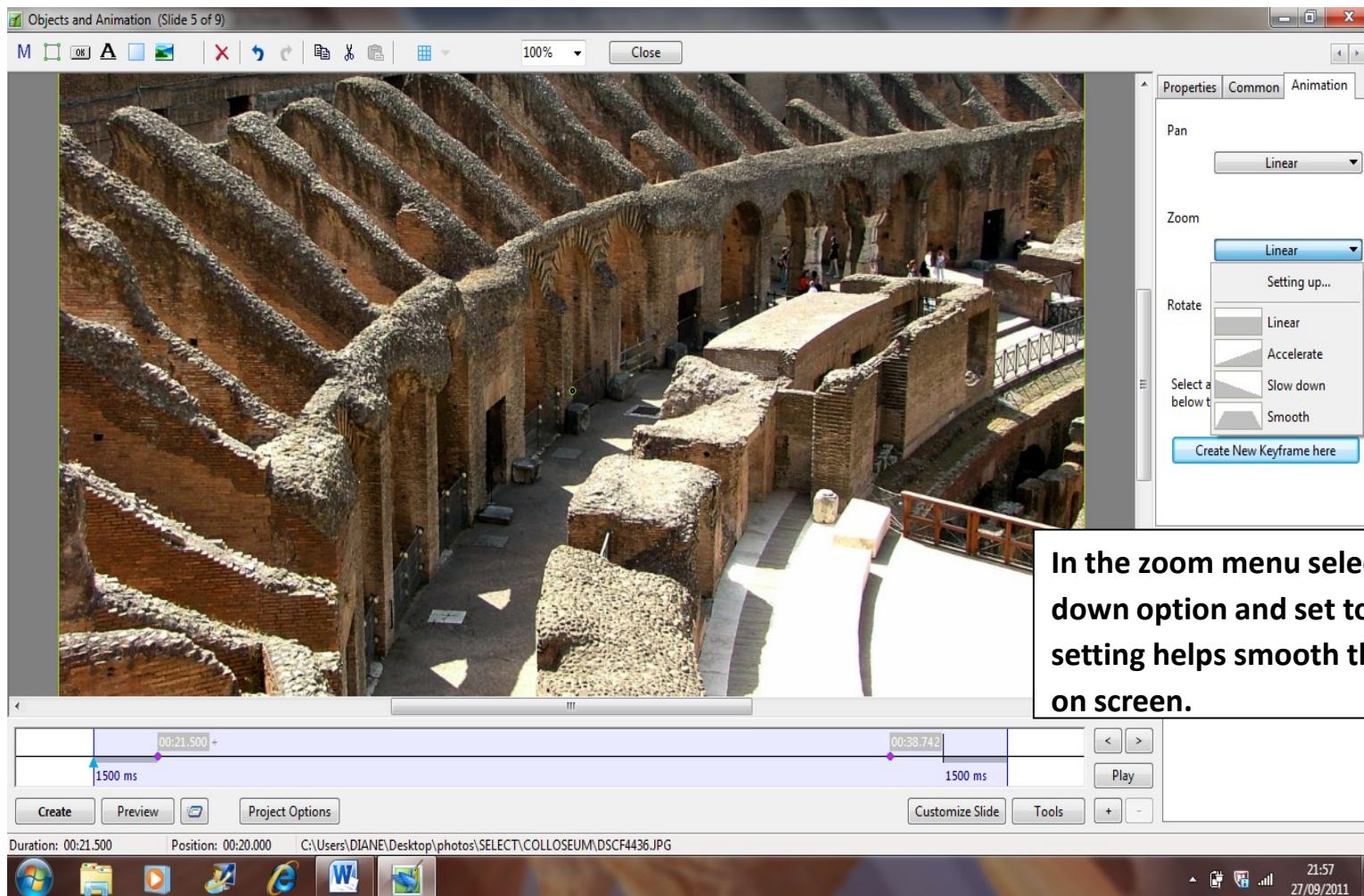
- Edge antialiasing
- Blur
- Anti-shimmering (mipmapping) (with an arrow pointing to it from a callout box)
- Low quality of resizing

A callout box contains the text: "Tick the Anti -shimmering (mip mapping). This will assist with picture stability".

At the bottom, there is a timeline with two keyframes at 00:21.500 and 00:38.742, both set to 1500 ms duration. Buttons for Create, Preview, Project Options, Play, Customize Slide, and Tools are visible. The status bar at the bottom shows Duration: 00:21.500, Position: 00:20.000, and the file path C:\Users\DIANE\Desktop\photos\SELECT\COLLOSEUM\DSCF4436.JPG. The system tray shows icons for network, battery, and date/time (21:53, 27/09/2011).



**Tick the Perspective
correction for Zoom**



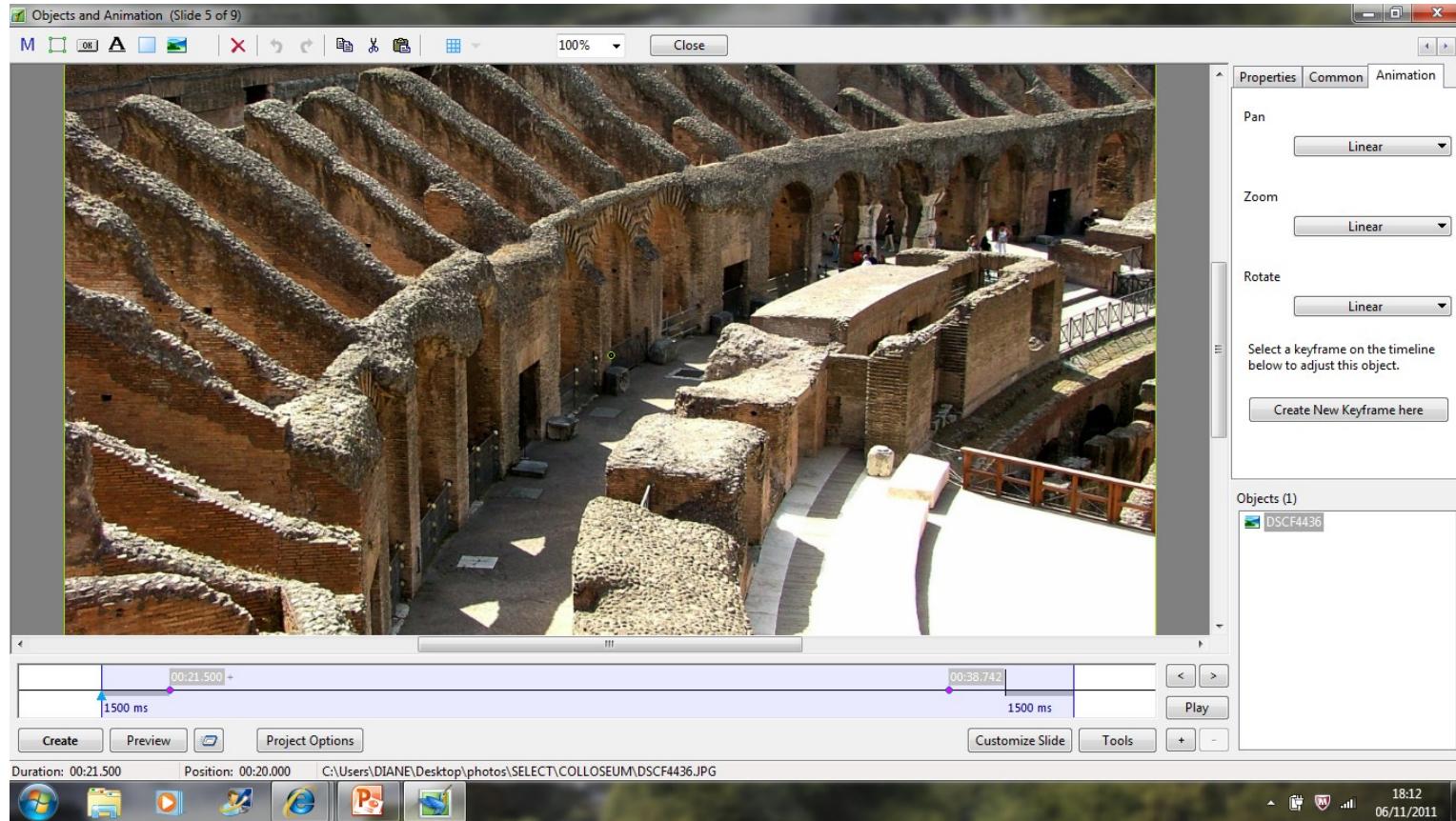
In the zoom menu select the drop down option and set to Smooth. This setting helps smooth the movements on screen.

Now your effect is ready to test.

Select frame 5 and Click on the Objects and Animations button.

You will arrive back in the area where you slid the duplicate frame and increased the zoom etc. Click the play button.

Review and adjust if required. Close and save project.



Give this zoom effect a try out in your own project

If you don't have a main project just create a min project with about half a dozen frames or slides and select one of the middle slides to try this out.

Any problems with the instructions or interpretation of the tutorial please contact me with your questions. Ron Bowe – Via West Moor Camera Club.

Hopefully after following this tutorial you have been successful in creating your first zoom special effect to show case one or more of your images within your audio visual project.

Next Challenge: From your success try a very similar effect but this time instead of zooming in on a slide think about the reverse.

From a close in view of a slide – ZOOM OUT (instead of in) to a more wider distant view.

Think and plan first: So review the first notes at the beginning of the tutorial .

Can you work out the steps and apply the method?

Reverse the procedure within Pic to Exe

Any problems I can guide you through it

This tutorial can be walked through and demonstrated at a club tutorial night.