

**Blinds (BLINDS\_H.EPS)**

Direction = Horizontal



**Blinds (BLINDS\_V.EPS)**

Direction = Vertical

**Box** (BOX\_I.EPS)

Motion = In

**Box (BOX\_0.EPS)**

Motion = Out

**Dissolve (DISSOLVE.EPS)**

**Glitter** (GLTR\_0.EPS)

Direction = 0 degrees

**Glitter** (GLTR\_270.EPS)

Direction = 270 degrees

**Glitter** (GLTR\_315.EPS)

Direction = 315 degrees



**Replace (REPLACE.EPS)**

**Split** (SPLIT\_HI.EPS)

Dimension = Horizontal

Motion = In

**Split** (SPLIT\_HO.EPS)

Dimension = Horizontal

Motion = Out

**Split** (SPLIT\_VI.EPS)

Dimension = Vertical

Motion = In

**Split** (SPLIT\_VO.EPS)

Dimension = Vertical

Motion = Out

**Wipe** (WIPE\_0.EPS)

Direction = 0 degrees

**Wipe** (WIPE\_180.EPS)

Direction = 180 degrees

**Wipe** (WIPE\_270.EPS)

Direction = 270 degrees



**Wipe** (WIPE\_90.EPS)

Direction = 90 degrees

# **Split (TRANS.EPS)**

Dimension = Vertical

Motion = Out

Duration = 0.5 seconds