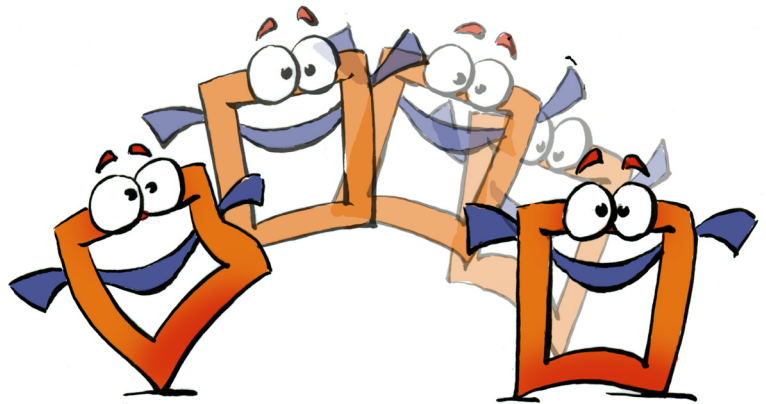


REF



Transitions

REFERENCE

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Printed in Germany

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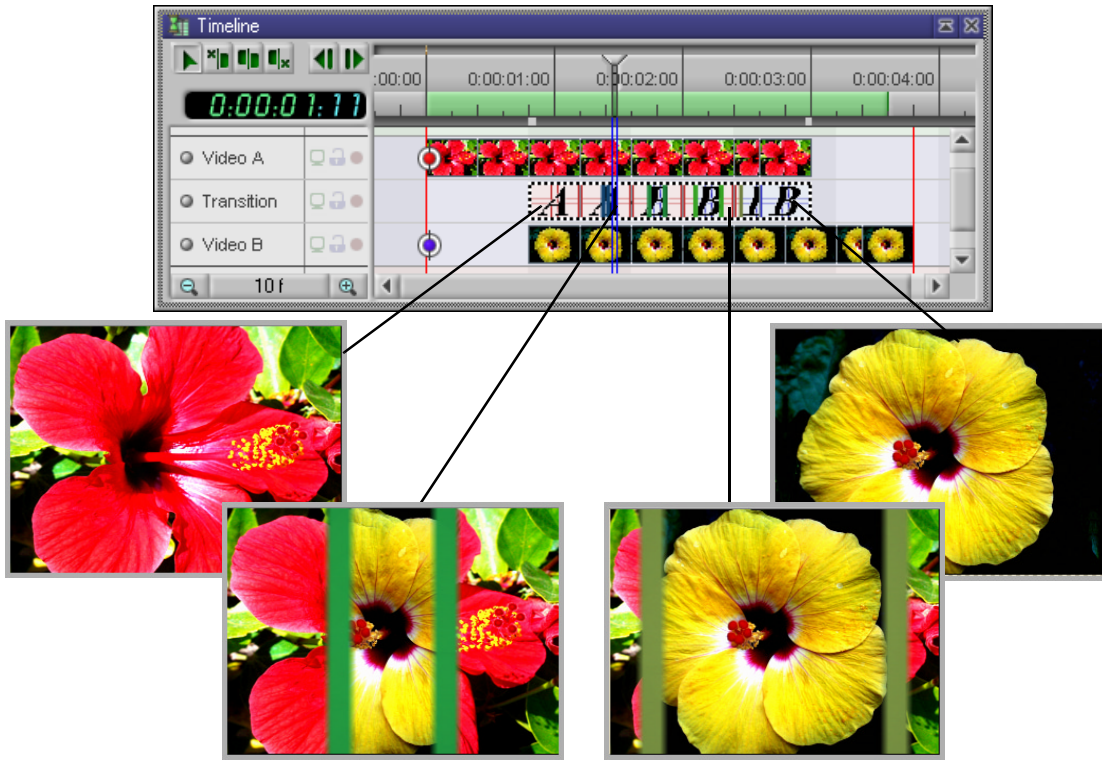


TRANSITIONS

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Transitions



Transitions are basically the passage (fade outs/ins) from one video sequence to another.

Hard cuts from one scene to another are abrupt, lack creativity and are simply not suitable for some videos. If for example you want to produce a slideshow, it is definitely more exciting to have the new image flutter in as the old one crumples up etc.

The two videos, A and B, of a transition can be customized to suit individual needs and requirements so that a gradual and appropriate transition from one sequence to another takes place.

With MoviePack there are no limits to your creativity. You can choose from a multitude of ready-to-use transitions, alter them or simply create your own unique transition.



What is a Transition?



A transition consists of two tracks. The objects A and B represent Video A and Video B which lie above and below the transition track in the editing tracks. You can manipulate the objects of the transition and apply effects to them. The finished transition lies in the transition track of the animation between the video A and B tracks which then behave as if the manipulations have been applied to them.

- i** If you want to move from one object to another in an animation, theoretically you can also edit the original tracks, for example by gradually minimizing the above lying object or moving it out of the **Canvas**. The object lying underneath will gradually become visible.

However, the advantage of a transition is that it the original object remains unchanged. Secondly, a successful transition can be used in other animations. Moreover, you can move, lengthen and shorten the transition any way you want.

If you are not happy with the transition you have created simply delete it and start over using the same video sources.

With MoviePack you do not need a list of hundreds of wipes or other types of transitions. The standard transitions icon allows you easy access to a wide range of transitions.

- i** An image or movie, whether it is moved from a compositing track or from an **Album** into an editing track, is automatically scaled to the size of the **Canvas**. No manipulations are transferred into the editing track other than 2D effects, for example color effects, wipes etc.

Size

If you want to maintain the manipulations made to the object you have to save them as an animation before inserting the object into the editing track and then integrate it into the transition later.



Manual



Tutorial



Reference



Effects

Using Transitions

Insert an object into the two editing tracks ensuring that they overlap.



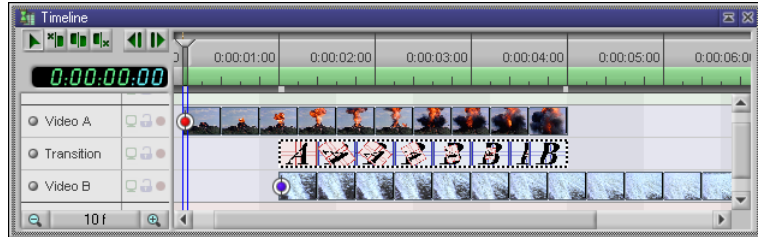
Generated Transition



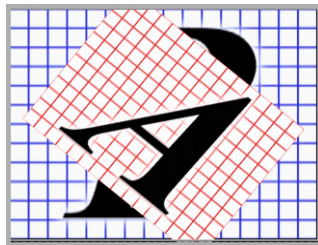
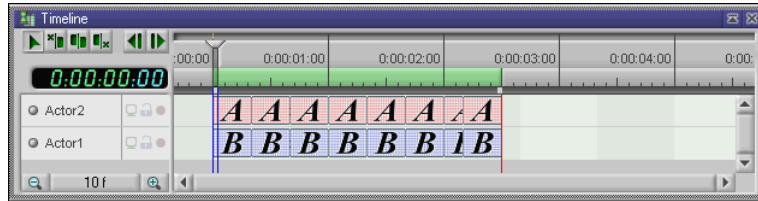
New Transition

Select a transition. To begin we are going to use a **Generated Transition**.

Double-click or drag the transition into the transition track in the **Timeline**.



Double-click the transition track to open the transition window (transition mode) where the **Timeline** contains two compositing tracks.



In these two special tracks the transition objects can be manipulated and altered like any other object to create a spectacular and flowing transition.



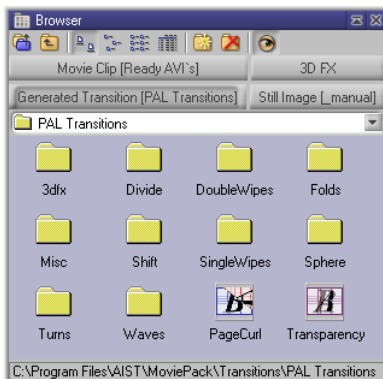
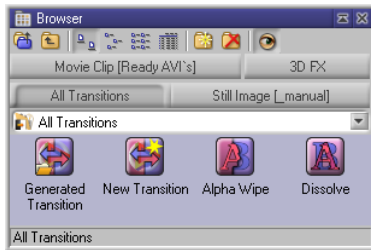
The transition is applied to the clip when switched back to the **Canvas** (animation mode).

To switch between transition and animation mode simply click the respective window or use the **Window** menu.



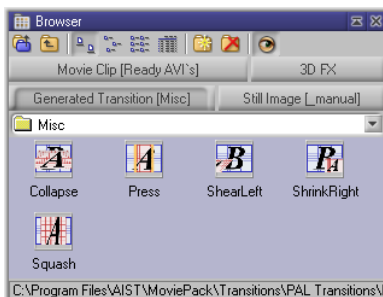
- ▶ Click the **Transitions** icon in the **ROOT** of the **Browser** then **All Transitions**. Four icons will appear. **New Transition** contains empty transitions. **Generated Transition** contains ready-to-use transitions. **Alpha Wipe** and **Dissolve** are ready-to-use transitions created using the effect **Transparency** and act like an effect, i.e. the transition cannot be opened but their parameters can be adjusted in the **Effect Box**.

Selecting a Transition



The **Generated Transition** icon opens the desktop where you can search for pre-made and saved transitions. MoviePack contains a folder called Transitions.

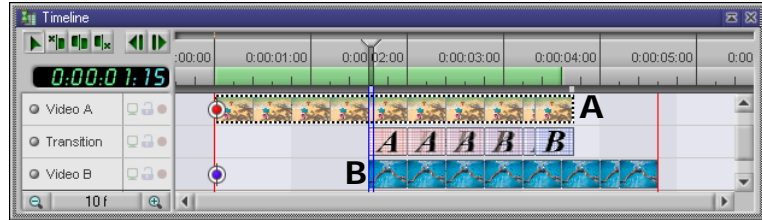
Generated Transition



i You can create your own transitions using different effects and then save them or you can simply download ready-to-use transitions from the AIST web site.

Inserting Transitions


- ▶ You can drag the transition into the desired position of the transition track or a double-click will insert it behind the current position of the Timeslider in the transition track. The transition automatically adapts itself to the size of the overlapping area between the two videos.



Transitions can only be inserted in the middle transition track.
The video tracks A and B should contain a video and overlap with one another.

Observing Transitions

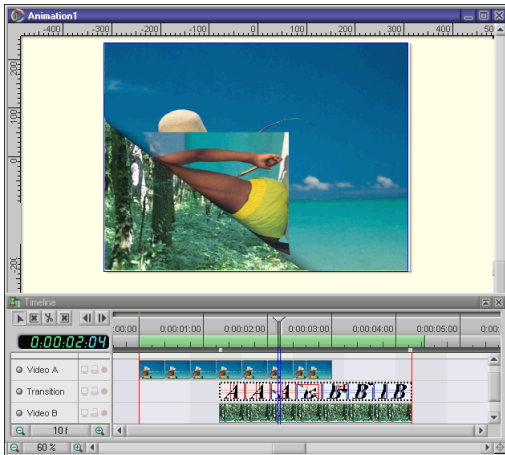
After inserting a **Generated Transition** you can see the result straight away.

- ▶ If necessary use the pointer  to drag the transition to the desired size.
Select a preview area using the green preview bar.
Start the **Preview** and the transition will run.

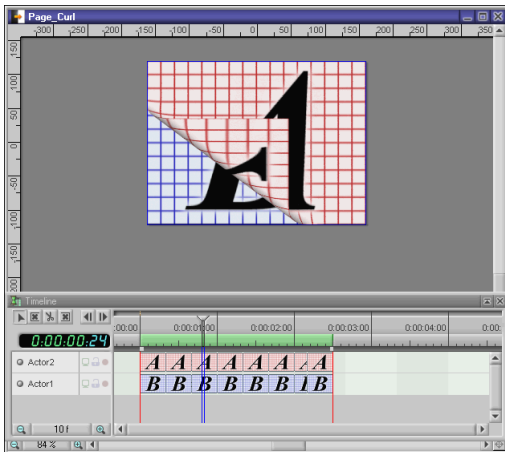


Altering Transitions

After inserting a transition the **Canvas** and **Timeline** should look something like this:



Double-click the transition to open a new **Canvas** window with the name of the transition and a **Timeline**, where there are two tracks called **Actor1** and **Actor2**.



Actor2, shown by the letter A, represents the clip which lies above the transition in the main animation. Actor1 = B, the track beneath the transition.

From Transition to Original Animation

i In the transition mode both objects A and B can be individually scaled, positioned and have effects applied to them etc. However you cannot trim, compress or extend them.

▶ To exit the transition mode simply close the **Canvas** window of the transition.

or

▶ Click the animation **Canvas** to activate it.

or

▶ Select the original animation from the **Window** menu.

i The transition remains open and if you want to alter it again simply select the transition from the **Window** menu.

In the **Preview** window the preview of the active Canvas window is shown, either the transition or the animation.

Creating /Altering Transitions

If you have selected a new transition or want to alter an existing one:

▶ Activate Actor2 or Actor1 in the transition mode. In the **Effect Box** the transformations are shown as with all objects. The respective A or B object is displayed in the **Canvas**. Object A lies over object B.

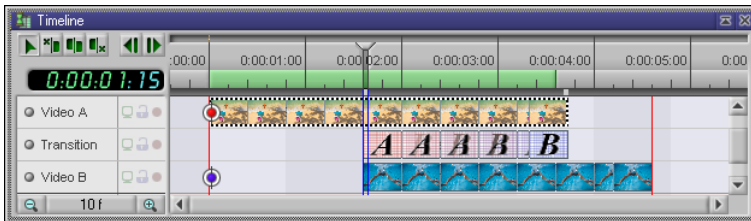
▶ Select any suitable effect from the **Browser** or select a transformation to create a transition from A to B.

i You can of course alter **Generated Transitions** in the same way.



Fade

- ▶ One of the best loved transitions is a fade. To create a fade select the effect **Transparency** from the effect group **Image Control**. Drag the **Transparency** icon onto Actor2. Move the Timeslider to the beginning of the Actor2 track and set the **Transparency** in the **Effect Box** to 0%. Now move the Timeslider to the end of the Actor2 track and set the **Transparency** in the **Effect Box** to 100%. In the **Preview** you will see how A turns into B.
- ▶ Now activate the animation mode. In the **Timeline** both the editing tracks and the transition track are visible. You can find this transition ready-made under the name **Transparency**.

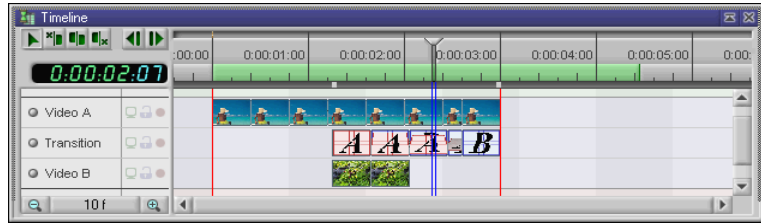


The animation with the transition can now be seen in the **Preview**.





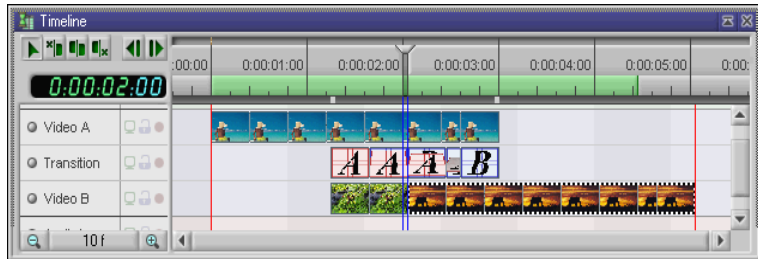
If the transition is longer than the object underneath the background of the **Canvas** will be visible in the **Preview**. (here: Setting: lilac).



Transition with no underlying object B.



You can insert an unlimited number of objects in the tracks one after the other.

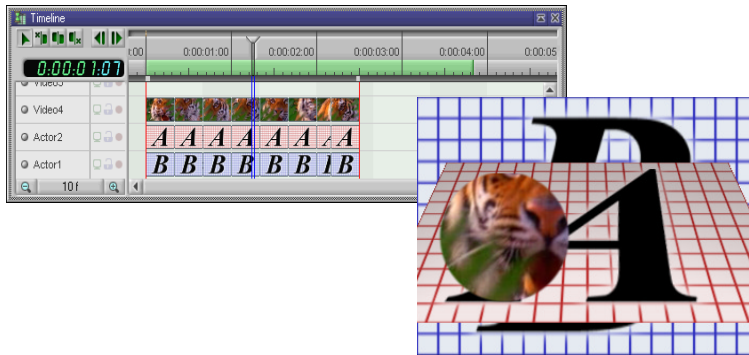


Several objects have been inserted one after the other in track B and are overlapped by a transition. This is why the the underlying object changes during the transition.

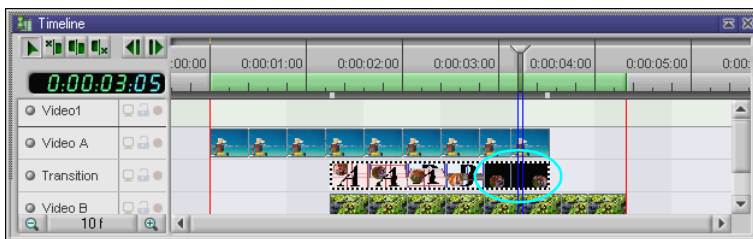


Transitions define the effects and their parameters of two special video layers. Moreover, an unlimited number of tracks can be inserted into the transition.

- ▶ Select an object and drag it onto the transition **Canvas**. A new track is created automatically above the track Actor2 (red A). Manipulate the new object as normal (see the 'Reference - Canvas' booklet).
- ❗ Complex transitions allow you to integrate further objects into a transition (i.e. frame in frame). If the transition time is altered during editing or if an object is exchanged the transition and the object contained therein remains constant.



- ❗ If the inserted objects are longer than the A or B tracks, the **Preview** of the final animation will show the background of the transition **Canvas**.



In complex transitions the clips or images must be the same length as the nested objects.

Saving Transitions

If you have created a fantastic transition you should save it.

- ▶ Double-click the transition track to open the transition mode (red A track and blue B track appear). From the **File** menu select **Save as** and save the transition. It is automatically given the extension '.M3T'.

For temporary storage select an **Album**.

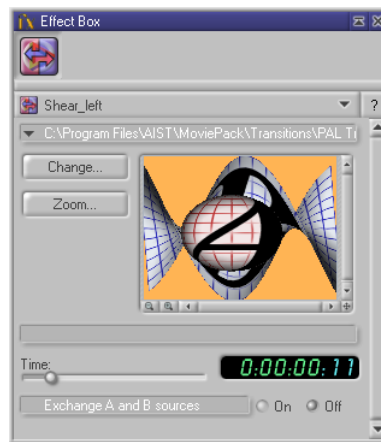
- ▶ Click the **Canvas** of the transition in the **Timeline** and drag it into an **Album**.
- ❗ If the transition window is open you can also drag individual objects of the transition into the **Album**.

Adjusting the Transition Length

A transition can be easily speeded up or slowed down. The transition objects can be stretched or compressed in length influencing the speed of the transition.

Exchanging Objects

The sequence of the transition is determined by the order of the A and B tracks. If you want to run the track from B to A instead of from A to B select the parameter **Exchange A and B sources** in the **Effect Box**.



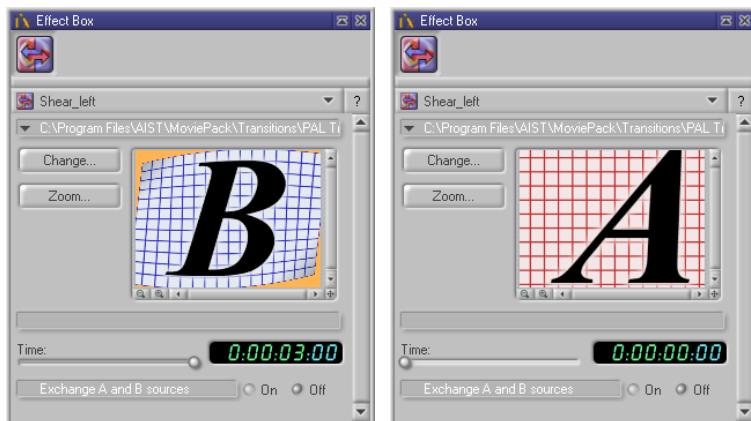
This switch is visible when the transition track is activated and the Timeslider is positioned in the transition track.



Reversing the Transition Sequence

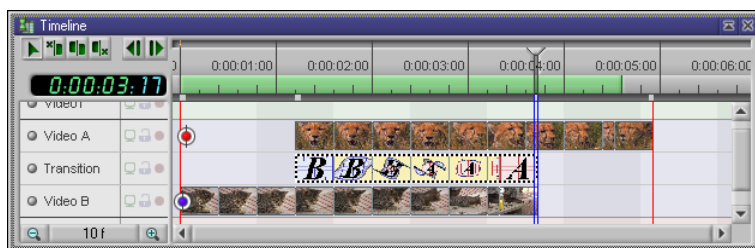
To reverse an effect (instead of A getting smaller until it disappears, A grows) the entire transition does not have to be rearranged, simply use the Timeslider in the **Effect Box**.

- ▶ Position the Timeslider in the **Timeline** to the beginning of the transition.
Set the **Time** slider in the **Effect Box** to the end position.



- ▶ Position the Timeslider to the end of the transition.
Set the **Time** slider in the **Effect Box** to the starting position.
- ▶ To ensure a smooth reverse transition you have to either swap the objects in the tracks or switch on **Exchange A and B Sources**.

As you can see below, the bottom transition track has changed from B to A. The objects have been moved to ensure a smooth transition.



The difference between reversing the transition and changing the object can be seen in the close-up.



Original A = Sphere
 B = Spiral



Reverse A = Sphere,
 B = Spiral



Change A = Spiral,
Objects B = Sphere