# Squeezeback

Squeezeback is reducing video or image size to show other elements on the screen (e.g. logos, text or graphics). Squeezeback could be used during end credits, to show the audience a movie or commercial announcement.

## Creating Graphic Composition

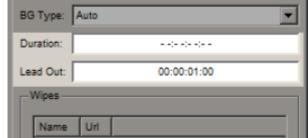
### **Composition Duration**

Elements

General

# The composition has infinite Duration -:-:-:- and the Lead Out parameter equals 1 second, which is enough for a correct final animation while finishing the composition playback.

# Croating Graphic Composition





#### **Graphics Elements**

eral Eleme	nts
Name	Element
Program Title	Text Area
Next	Text Area
L3rd in+static	PIP Frame
L3rd-out	PIP Frame
Lower playout	ayers PIP Frame
Black solid	Rect
	Program Title

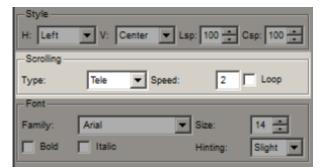
The composition comprises six elements in the set sequence (1 is the top element, 6 is the lowest one):

- 1. Program Title (Text Area)
- 2. Next (Text Area)
- 3. L3rd in+static (PIP Frame)
- 4. L3rd-out (PIP Frame)
- 5. Lower playout layers (PIP Frame)
- 6. Black solid (Rect)

#### **Program Title**

Ger	neral Elements	
	Name	Element
	Program Title	Text Area
	Next	Text Area
	L3rd in+static	PIP Frame
	L3rd-out	PIP Frame
	Lower playout layers	PIP Frame
	Black solid	Rect
Po	sition	
X:		W: 1080 + H: 150 +
Sh	ow/Hide	
Sh	00:00:00:15 / In 💌	Hd 00:00:01:00 / Ou 💌
AC	tions	
	On Empty On No	t Empty Clippers

The Text Area element displays the basic text information and is placed above all layers of the graphic composition. This element has the set appearance value of 15 frames from the In point, and the disappearance value of 1 second before the Out point.



The animation of text appearing from left to right is defined by the Tele effect of the Scrolling parameter.

-Parametrization -		
Type:	External	•
Feed:		
Channel		

The element has the External type of parametrization - from a playlist.

#### Next

Ger	General Elements			
	Name	Element		
	Program Title	Text Area		
	Next	Text Area		
	L3rd in+static	PIP Frame		
	L3rd-out	PIP Frame		
	Lower playout layers	PIP Frame		
	Black solid	Rect		
Po	sition			
X:	27 Y: 840	W: 290 + H: 150 +		
-Sh	ow/Hide			
Sh	00:00:00:10 / In 💌	Hd 00:00:00:20 / Ou 🔻		

The Text Area element displays additional text information. This element has the set appearance value of 10 frames from the In point, and the disappearance value of 20 seconds before the Out point. These values are selected considering the time needed for Fade effects.

Mix In – Type:	Fade	💌 Dur:	6 frr <del>*</del> Wipe:	
Mix Out	_	_		
Type:	Fade	▼ Dur:	5 frr 🔹 Wipe:	<b>V</b>

The animation of text smooth appearance is defined by the Mix In Fade parameter with the 6 frames duration, and the disappearance animation - by the Mix Out Fade effect with the 5 frames duration.

#### L3rd in+static

General Elements	
Name Ek	ment
	t Area
	t Area
	Frame
	Frame
Lower playout layers PIP	
Black solid Real	st
-Position	
X: 0 🐺 Y: 0	W: 1920 + H: 1080 +
-Show/Hide	
Sh 00:00:00 / In	▪ Hd 00:00:00:11 / Ou ▼
Actions	
On Empty On N	ot Empty Clippers
V 1	
Uri: Squeeze_L3rd-in	
In: 00:00:00:00 Out: 0	0:00:00:10 Dur: 00:00:00:10
Uri: Squeeze_L3rd-in	
In: 00:00:00:10 Out: 0	0:00:00:11 Dur:
Uñ:	
In: 00:00:00 Out: 0	0:00:00:00 Dur: 00:00:00:00

The PIP Frame element that loads the animated Squeeze\_L3rd-in sequence imported to the media base. This element has the set appearance value in the In point, and the disappearance value of 11 seconds before the Out point.

PIP has two Uri fields activated:

- 1. URI1 is used to display animated appearing of Squeeze\_L3rd-in with 10 frames duration from 00:00:00:00 to 00:00:00:10.
- 2. URI2 is used to display the Squeeze\_L3rd-in static fragment with 1 frame duration from 00:00:00:10 to 00:00:00:11. This Uri has infinite Dur value of -:-:-:-, which allows this element to be displayed on the screen during the whole graphic composition (the element will disappear 11 frames before the Out point).

#### L3rd-out

Ge	neral Elements			
	Name	Element		
	Program Title	Text Area		
	Next	Text Area		
		PIP Frame		
	L3rd-out	PIP Frame		
	Lower playout layers			
	Black solid	Rect		
-Po	sition			
X:	0 🔆 Y: 0	• W:	1920 🔹	H: 1080 🛨
S	ww/Hide			
Sh	00:00:00:11 /	Ou 💌 Hd	00:00:00:	00 / Ou 💌
A	tions			
	On Empty	On Not Empt	y	Clippers
Uri	Squeeze_L3rd-out			
In:	00:00:00:00 Out:	00:00:00	11 Dur:	00:00:00:11
F				
Uri				
Inc	00:00:00:00 Out:	00:00:00:	00 Dur:	00:00:00:00

The PIP Frame that loads the Squeeze\_L3rd-out animated exit sequence imported to the database. This element has the set appearance value of 11 seconds before the Out point and disappearance at the Out point. This time is selected to create continuous splicing with a L3rd in+static static lower third that has a disappearance value of 11 frames before the Out point.

#### Lower playout layers

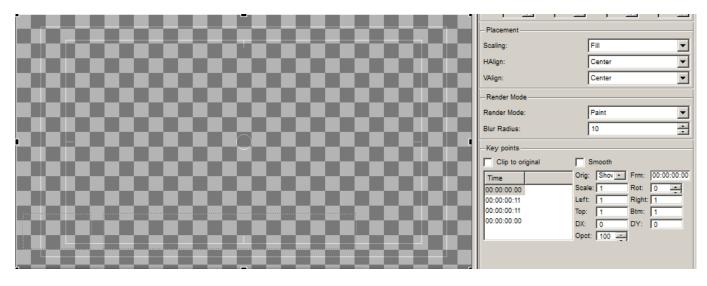
Ger	neral Elements			
	Name	Element		
	Program Title	Text Area		
	Next	Text Area		
	L3rd in+static	PIP Frame		
	L3rd-out	PIP Frame		
	Lower playout layers	PIP Frame		
	Black solid	Rect		
-Po X:	Position   X: 0 • W: 1920 • H: 1080 •			
Sh	ow/Hide 00:00:00:00 /	In 💌 Hd	00:00:00:00	/ Ou 💌

The PIP Frame element using previous layers of the original frame placed under the current composition, as its content (Program Channel layers). Time of displaying the element equals the time of showing the graphic composition.

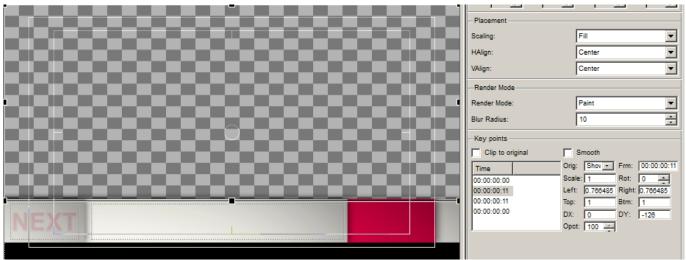
Rewind On Show	
VANC/VBI Auto Unicop V RSS Loop	ped 🔽 BG for Inv
Volume:	0 Db 🔶

The **BG for Inv** parameter activates the mode of broadcasting previous layers in PIP.

This element has a set vertical squeezeback animation by four key frames, within the height of the L3rd in+static lower third.



The first key frame is the initial PIP state in the 00:00:00 position from the moment of displaying the composition (Orig = Show). The image within PIP has the original 1920:1080 size. This key frame is necessary for fixing the object parameters before the squeezeback animation starts.

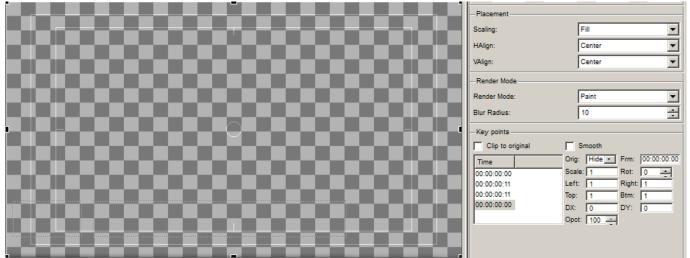


The second key frame is the squeezed PIP state in the "00:00:00:11 position from the moment of displaying the composition (Orig = Show). The PIP object is under a trapezium distortion with a 11 frames shift of the lower edge up the Y axe (is set by the key frame position), which frees space on the screen for appearance of the L3rd in+static lower third, squeezing the PIP content.

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-Placement	
Scaling:	Fil
HAlign: VAlign:	Center
-Render Mode	
Render Mode:	Paint
Blur Radius:	10
Key points	Smooth
	rig: Hide Frm: 00:00:00:11
00:00:00:11 Le	eft: 0.766485 Right: 0.766485
00:00:00:11 To 00:00:00:00 D	x: 0 DY: -128
•	pct: 100 📥

The third frame is the squeezed PIP state in the 00:00:00:11 position from the moment of the composition disappearing (Orig = Hide). This key frame is necessary for fixing the object parameters before the "unsqueezing" animation starts.



The fourth frame returns PIP to the initial size in the ''00:00:00:00:00 position from the moment of composition disappearing (Orig = Hide). The PIP object is under a trapezium distortion with a 11 frames shift of the lower edge down the Y axe (is set by the third key frame position), which returns initial size to the PIP content. At the same time, the L3rd-out lower third minimizes to the screen bottom.

#### **Black solid**

Ger	neral Elements			
	Name	Element		
	Program Title	Text Area		
	Next	Text Area		
	L3rd in+static	PIP Frame		
	L3rd-out	PIP Frame		
	Lower playout layers	PIP Frame		
	Black solid	Rect		
Position X: 0 ★ Y: 0 ★ W: 1920 ★ H: 1080 ★ Show/Hide Sh 00:00:00:05 / In ▼ Hd 00:00:00:05 / Ou ▼				

As the L3rd in+static lower third has a transparent area between it and the frame lower edge, there is a Rect element serving as the backing for this transparent part.

## **Broadcasting Composition On-Air**

### **Download example**

The 2017 media base contains a composition example: Effects/Squeeze.

From: https://wiki.skylark.tv/ - **wiki.skylark.tv** 

Permanent link: https://wiki.skylark.tv/howto/graphics\_squeezeback

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