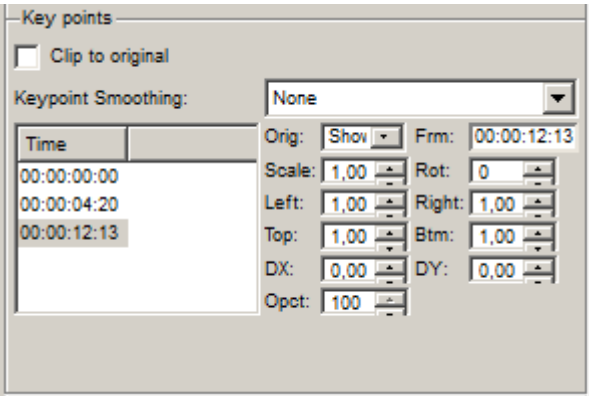
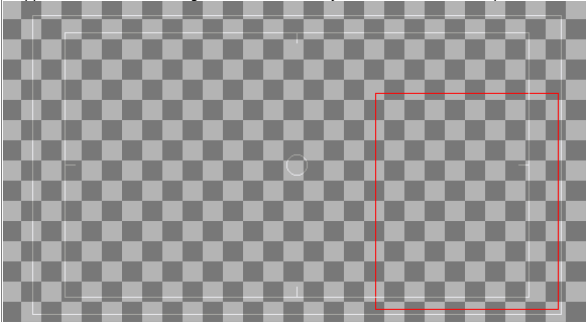
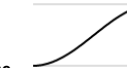
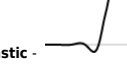


Object Animation by Key Frames

The settings depend on the type of animated objects:



Option	Description	Exceptions
Clip to original	Limits the object visible area to the values originally set in the Position field (position along XY axes and WH area dimensions). CSetting this parameter will cause the object appear along the X axis, for example, from its current horizontal position, rather than from the leftmost edge of the screen. The object content will be cropped if it exceeds the original borders. The object with the activated option will have a red border: 	Except Sound level meter, Rect

Option	Description	Exceptions
Keypoint Smoothing	Sets an algorithm for smoothing object parameter changes between key points. If the parameter is not set, the change in object parameters from point to point will be linear. Setting options: • None - function disabled, parameters changes are linear.	
	•  In Sine -	
	•  Out Sine -	
	•  In/Out Sine -	
	•  In Exponential -	
	•  Out Exponential -	
	•  In/Out Exponential -	
	•  In Circular -	
	•  Out Circular -	
	•  In/Out Circular -	
	•  In Back -	
	•  Out Back -	
	•  In/Out Back -	
	•  In Elastic -	
	•  Out Elastic -	
	•  In/Out Elastic -	
	•  In Bounce -	
	•  Out Bounce -	
	•  In/Out Bounce -	
	More about the easing functions , defining the speed of animation flow.	

Option	Description	Exceptions
Orig	Starting point for the Frm time code field: • Begin - from the composition start. • End - from the composition end. • In - from the composition In point. • Out - from the composition Out point. • Show - from the point of object appearance on screen. • Hide - from the point of object disappearing from the screen.	
Frm	Keyframe timecode field	
Scale	Object scale (measured in fraction of the original size, value 0 to 1. For example, 0.5 is half size)	PIP only
Rot	Object rotation in degrees (0 - 360)	PIP only
Left	Left keystone effect proportion (fraction of the original size, value from 0 to 1. For example, 0.5 is half size)	PIP only
Right	Right keystone effect proportion	PIP only
Top	Top keystone effect proportion	PIP only
Btm	Bottom keystone effect proportion	PIP only
SX	Object size in the X axis (measured in fraction of the original size, value 0 to 1. For example, 0.5 is half size)	Except PIP
SY	Object size in the Y axis (measured in fraction of the original size, value 0 to 1. For example, 0.5 is half size)	Except PIP
DX	X offset in pixels	
DY	Y offset in pixels	
Opct	Setting the degree of object transparency in percent: 100 - the object is opaque, 0 - the object is transparent (invisible).	

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