

## Pan and Zoom for ScreenPlay & Sequel

**Zoom In, Zoom Out, Pan Up, Pan Down, Zip, Zigzag, Spin** photographic images, graphics, video and titles over video using Applied Magic's Pan and Zoom tool for ScreenPlay and Sequel.

With Pan and Zoom there is no need for expensive, bulky, motion-control rigs or animation stands. Use Pan & Zoom to create highly imaginative video sequences that pan, zoom and rotate. Combining Pan and Zoom with Luma Key opens an avenue of creativity limited only by your own imagination.

### Pan & Zoom Interface

**Exhibit A**      **Start Preview Screen**      **Finish Preview Screen**

The screenshot shows the Pan & Zoom software interface. On the left, there is a 'File Selector' with a list of files: CANOE.JPG, FAMILY.JPG, and WEDDING.JPG. Below it is a 'Color Selector' with a color wheel. Further down is a 'Duration Control' set to 02:00. Below that are 'Options to check ON or uncheck OFF' including 'Faster Render', 'Accelerated', 'White Border', and 'Luma Key Assist'. At the bottom left is a 'Play Preview' button. On the right side, there are two preview windows. The top window shows a tilted image of a couple, and the bottom window shows a horizontal image of a couple. Between the preview windows are 'X Controls', 'Y Controls', 'Z Controls', and 'R Controls', each with a slider and a numerical value. At the bottom right are 'Play', 'Reset', and 'Cancel' buttons. Arrows point from the labels to the corresponding controls in the interface.

### Activating Your Pan & Zoom Purchase

After purchasing Pan and Zoom (MSRP \$120) call Applied Magic to get the code to activate your Pan and Zoom tool. Before calling, have your System ID number and purchasing information ready to reference. To retrieve this number, your ScreenPlay/Sequel must be on.

- Place the mouse/cursor on the Preview Window located at the top right of your monitor/TV screen.
- Once in place, right-click the mouse to go to the Information Screen. Select *About ScreenPlay/Sequel*. Here you will find your editor's System ID information.
- Supply the Applied Magic associate with your system ID number.

The Applied Magic associate will supply you with the activation code for Pan and Zoom that you will type into the activation code box. **NOTE:** the entry is case specific and must be entered in ALL CAPS.

## Installing Pan & Zoom

1. Place the version 2.6 (or current version) ScreenPlay/Sequel CD into the CD-ROM drive on the front of your ScreenPlay/Sequel.
2. Once the CD-ROM drawer closes, your ScreenPlay/Sequel will display a menu for installing *Software Updates & Extras*. Select *Extras* and then select *Applied Magic Add-On's*.
3. Next select Pan and Zoom. This is where you will install Pan and Zoom and enter the activation code.
4. Once installed, you can sample the functionality of Pan and Zoom.
5. To create a full frame Pan and Zoom video you must purchase an activation code and enter it under *Activate Pan & Zoom*. Once activation is complete, cancel out of the page and select *Finish*.
6. Lastly, select *Restart* to reboot your unit. Rebooting/restarting is necessary for loading Pan and Zoom.

## Creating a Pan and Zoom Clip With a Still Image

1. Insert a CD-ROM of .jpg, .bmp, .tga images into the CD-ROM drive or insert the memory card into the PCMCIA slot in the front of the unit. A PC-Card adapter is required to use a memory card: e.g., Compact Flash, Smart Media, or Memory Stick.
2. A window (Exhibit B) will appear asking you how you would like to install the images into your ScreenPlay/Sequel.

**Note:** Sequel does not offer the *Advanced* option. For information on how to import images in the *Basic* and *Advanced* modes, please refer to Addendum 2 in your ScreenPlay/Sequel Manual.

3. Select Pan and Zoom
4. Select an image file in the file bin (refer to Exhibit A)
5. Adjust the X, Y, and R settings for the left and right side
6. Adjust the duration of the video (default is 2 seconds)
7. Select *Play* to preview the effect
8. Make any desired adjustments and preview again by selecting *Play*
9. When finished with adjustments, select *Create Video* (requires activation)
10. The Pan and Zoom clip can be found in the *Clips Bin* and used on the *Storyboard*. You can extract the last frame (use *Ctrl./Extract* frame) and place the still at the end if desired.

**Exhibit B**



## Creating Pan and Zoom Using a Video Clip From the Clips Bin

Pan and Zoom also allows you to create a Pan and Zoom video sequence from a clip from the *Clips Bin*. For example, this is useful if you want to:

- Pan and Zoom in a video clip
- Pan and Zoom in an extracted frame
- Create motion Picture-in-Picture (PIP) effect.

This process is the same as above, but with one added feature: when *Create Motion* is selected from the *Clips Bin*, you can add a delay “D” as to when the Pan and Zoom actually begins.

### Exhibit C



### To Rotate a Clip

1. Select a clip in the *Clips Bin*. Do not select a clip from the *Storyboard*. Split the clip to the desired length.
2. Highlight the desired clip and right click the mouse and select *Create Motion*.
3. A video *Pan and Zoom* interface appears (Exhibit C)
4. The length of the video clip is equal to the duration of the effect.
5. Set the X, Y, Z, and R setting for both left and right side. The left side represents the start point. The right side represents the end point.
6. By changing the “D” setting, the video clip will delay before starting the motion. This delay value is based on a percentage of the length of the video.
7. Select *Play* to preview. Select *Create Video* when the desired effect is adjusted.

## Pan and Zoom Glossary

**File selector:** In this bin are the files of the images on the CD or compact flash (.jpg, .bmp, .tga). Only one item can be selected at a time. Once a file name is selected, the image will appear on both preview screens.

**Color Selector:** This selects the background color of any part of the display not covered by the imported image. Color can be selected for use with Chroma Keys. Defaults to black where Luma Key can be used.

**Duration Control:** Sets the length of the rendered image motion. Supports duration's of one frame to 60 seconds (like advanced mode only better), When using a duration of 1 frame, the image produced will be a still at the default still length (just like advanced mode.)

**Faster Render:** This turns off anti-aliasing. When used, some loss of quality will occur.

**Accelerated:** This selects whether the camera starts and stops at a zero speed or the camera is in motion when the motion capture starts. Most sequences work best with acceleration, however, picture flybys (image starting off screen and ending off screen are best non-accelerated.) Accelerated motion can have the first and last frames extracted (*ctrl+extract frame*) for a high quality stills to pause on. This option will be always be activated unless checked off.

**White border:** adds 2.5% thick border around the edge of an image to achieve a photographic look. Default will be off.

**Luma Key Assist:** When using a black background, this option will greatly aid the Luma Key. With this activated (box checked) the black level within the image is set 1% higher than the black level of the background. This guarantees a solid key. No black areas within the image will be keyed out. If the black background is keyed out, use the *Key Threshold* level to 18 for correct Luma Keying for this output.

**Start & Finish Preview Images:** The left image is the start position and the right is the finish position. All controls follow the start and finish format. If the duration is set to 1 frame, only the start position is used.

**X and Y Controls:** position placement in a 2D space. Defaults to 0,0 where the camera is centered on the image.

**Z Controls:** Level of zoom or the camera's height. A decreasing number is decreased camera height (increased magnification) and visa versa. Default of 100 sets the camera so that the entire image fills the frame.

**R Controls:** Rotation of the camera in degrees. Moving the camera from -720 to +720 degrees is possible. Up to 8 rotations of an image is possible with the left setting set at -720 and the right setting at 720).

**Reset:** Returns the camera position to the defaults.

**Play:** Previews the motion in real-time.

## Frequently Asked Questions

### **How do I create a motion where the image starts off the screen and pans across and off the other side of the screen?**

1. Select a photo image from the file selector and adjust the *X* and *Y* coordinates for the *Start* and *Finish* on the Interface.
2. Select *Play* to review the effect. If there are no changes press *Create Video* and look for the clip in the *Clips Bin*. When the *Accelerated* button is selected (see Exhibit A), this allows the Pan and Zoom to gradually ease in and out of motion.

### **Q. How do I zoom-in on an image, pause and then pan on the same image in a different direction?**

1. For this example select a 4-second still image from the *Clips Bin* and split it equally in two.
2. Select the first half of the clip and right-mouse-click and choose *Create Motion*.
3. Adjust Pan and Zoom to accomplish the first half of the motion and select *Create Video*.
4. Select the second half of the original clip from the *Clips Bin* and right-mouse-click and choose *Create Motion*.
5. Change the start settings to reflect the *Finish* settings by clicking on the < button. This will transfer the original *Finish* values over to *Start*.
6. Now enter in new *Finish* coordinates and *Create Video*.
7. Go to your *Clips Bin* and drag the two newly created clips on the *Storyboard*. Press *Play* and watch them seamlessly play through.
8. To create a pause between these two clips, simply select the second clip (this places the cursor bar on the first frame of this clip) and extract this frame by pressing *CTRL+Extract Frame* on your keyboard. Depending on how you have the *Still Clip Duration* (found under *View Options*) will determine the length of the extracted frame.
9. Go to the *Clips Bin*, locate and drag the extracted frame between the two clips on the *Storyboard*.

**Note:** the duration of the extracted frame can be changed by going into details and altering *DUR* (duration).

10. Finally, your video should play through, pause, and change directions.

### **Q. How can I save time rendering when using Pan and Zoom?**

Pan and Zoom rendering takes 50 seconds to render 1 second of video. This may seem slow, but ScreenPlay is creating 30 high-quality still frames for every 1 second rendered and this does take time. You can select *Faster Render* which cuts the time in half; however, the quality of the effect will drop.

### **Q. How can I use Pan & Zoom and Luma Key to create moving titles?**

1. Create a title/graphic in the ScreenPlay Graphics section and save it.
2. Place the black clip onto the *Storyboard* and change the duration to 2 frames.
3. Place your title/graphic over the clip and adjust the *Title Envelope* so the title/graphic does not fade in or out. Next, merge the black clip and the title together.

4. For more control of the duration of your image, extract a frame from the merged clip you just created. Right click this extracted frame (it's the one with the camera image in the lower right corner) and choose *Create Motion*.
5. Use the Pan and Zoom controls to create the desired effect of your title and choose *Create Video*. Make sure the *Luma Key Assist Option* is checked on for better results.
6. Now use Luma Key to key your Pan and Zoom title/graphic over video. For more details on this see your Luma Key instructions.

### **How can I create two separate Pan and Zoom Images and then make them visually cross over each other?**

**Note:** In order to do this effect, you will need to use LUMA KEY, a ScreenPlay/Sequel software add-on available from your local Applied Magic dealer or Applied Magic.

1. Select Luma Key Assist from the Pan and Zoom interface and then proceed by setting up the remaining coordinates for the first Pan and Zoom. Make sure that the default black background has been selected. Preview by selecting *Play* and then *Create Video*. Repeat Step 1, but alter the coordinates so that this Pan and Zoom will compliment the first Pan and Zoom. The duration of these two Pan and Zooms should be equal.
2. Once you have both clips created, drag and drop them from the *Clips Bin* to the *Storyboard*.
3. Go into the *Transitions Bin* and Select the *Luma Key In* and drag it between the two clips.
4. Highlight the *Luma Key* Icon on the Storyboard and go to *Details* and make sure that its duration is equal to the Pan and Zoom clips.
5. Set the *Threshold* level to around 16.
6. Scrub the effect by moving the cursor bar in *Details* and adjust the *Threshold* level if needed.
7. When you are satisfied with the look, merge the Luma Key transition only, not the video clip. When completed an asterisk will appear on the Luma Key transition. It is now ready for play.

**For more techniques, tips and tricks using Pan and Zoom, check out the ScreenPlay/Sequel Forum at [www.applied-magic.com/support](http://www.applied-magic.com/support) and click on the Forum button.**



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