

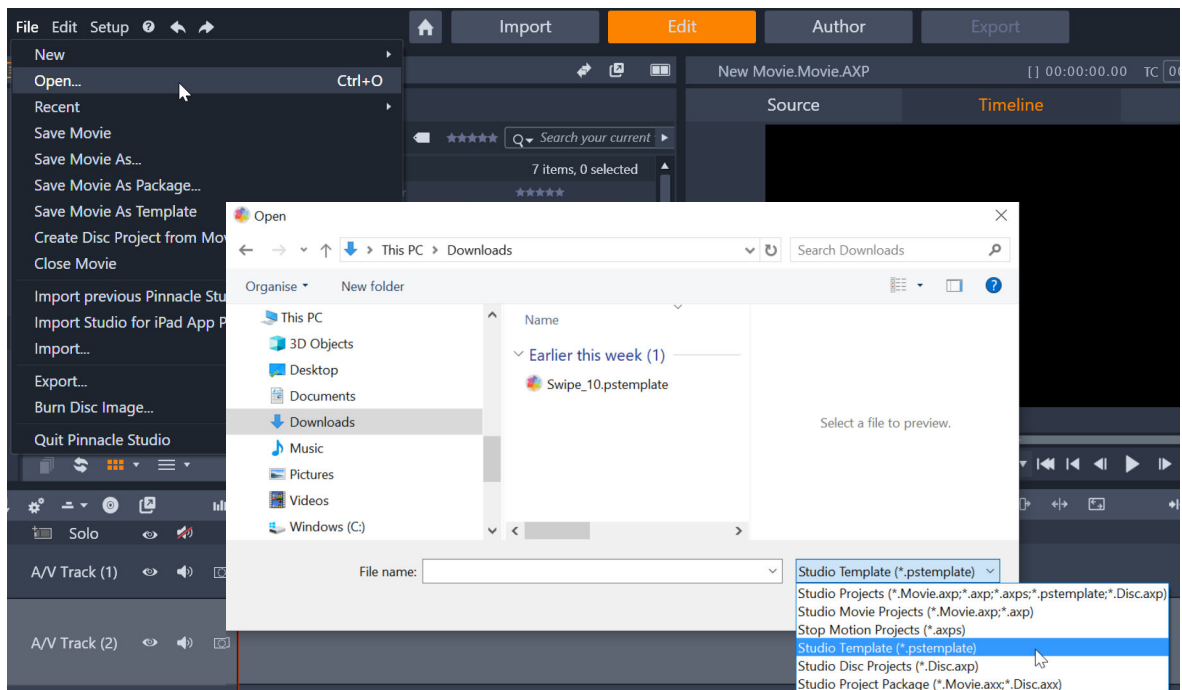
The Swipe_10 template

This template replicates swiping through pictures on a tablet or phone, starting with placeholder 1 in the main view, and placeholders 2 and 3 waiting to take over. The template then cycles through until placeholder 10 fills the main position and placeholders 9 and 8 still in view. If you want to add more slides, you can overlap additional templates, each of which adds another seven slides. The default duration holds a slide in full view for 8 seconds, with a 1 second transition time, but if you adjust the duration of the template the pace can be speeded up or slowed down.

The workflow for using this template depends on how ambitious your project is. Please read all of the following sections before you put in a lot of work into your slideshow.

Opening a Template as a Movie.

You will probably have downloaded Swipe_10 to your Downloads folder, and you can just open it from there, using the **Open** command from the **File Menu** and selecting Templates as the file type with the extension *.pstemplate*, rather than *.axp*. This method is fine if you want to assess the Template, or create a movie using just single copy of it.



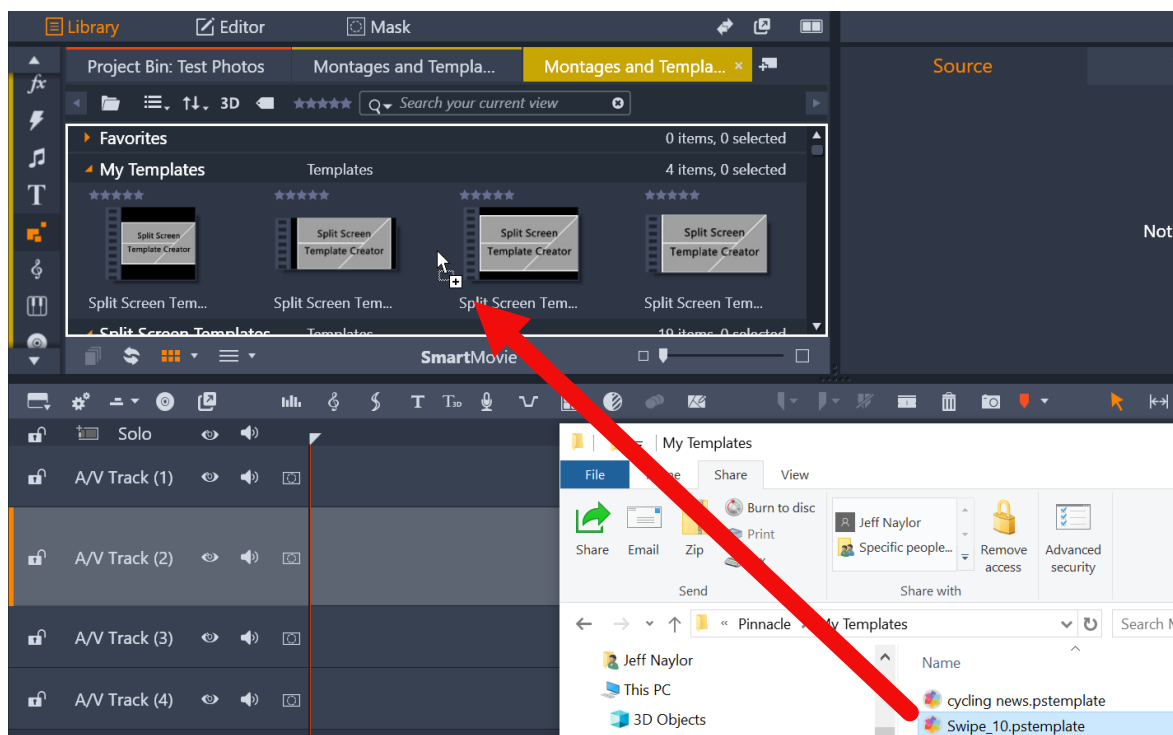
Storing Templates

I recommend you move templates from the Downloads folder to a safer hard disc location. Templates occupy very little disc space, so it's OK to store them on your C: drive. Studio provides a default location for saving the templates you generate yourself to, so this is a good choice. The location is C:\Users\Your User Name\Documents\Pinnacle\My Templates. I suggest you cut and paste your downloaded templates to this folder, and then they will be in the same place as any you create yourself.

Adding a Template to the Library

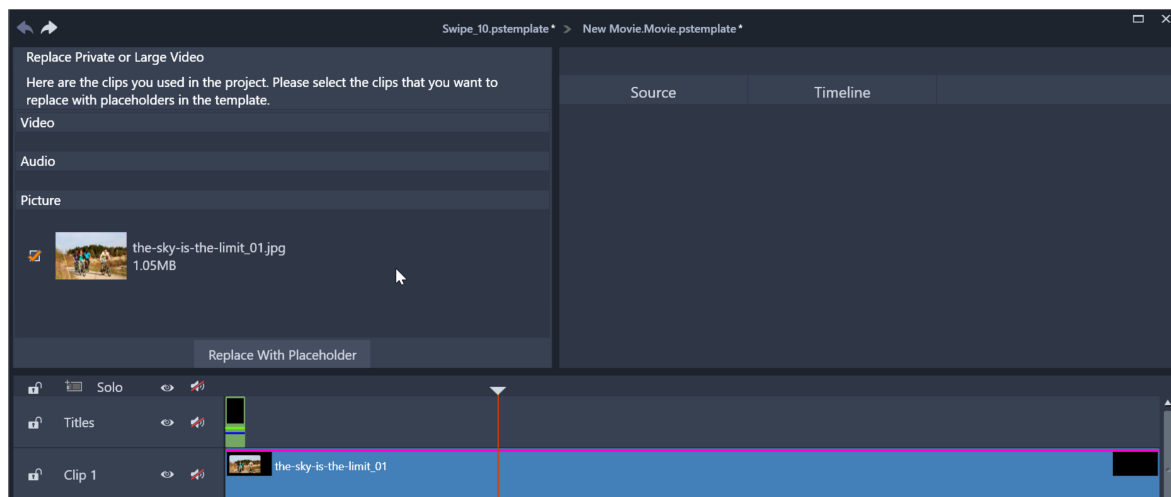
To use Templates efficiently you should add it to your Library, but there isn't a "one click" option to do this in PS23. If you drag and drop it to a Project Bin, the template will automatically be added to the Library's Montages and Templates location.

Alternatively, you can bypass Project Bins and drag it straight to the Montages and Templates section of the Library. Open a separate File Explorer window, shrink it down so that you can see Studio underneath, locate the template file and drag and drop it from Explorer to the open Project Bin or Template section of the Library.



Changing the Project settings

I've made this particular template with Full HD 50p settings. Changing the resolution or frame rate is best done *before* you start using the template. Load it (you can just double click on the Library icon if you have added it there), change the timeline settings to those you want to work with and then add just one picture in **Replace Edit** mode (this is explained more fully below). Now you can use the File Menu to **Save as Template**. A new window opens over Studio, with the upper left panel showing the assets you can remove from the template. Check the box alongside the added picture, click on the *Replace With Placeholder* button below and then click the *Save Template* button at the bottom of the entire window. Save it in the same location as your other templates but choose a different name so as not to overwrite the original – *Swipe_10_60p*, for example. The new template will appear in the Library automatically.



Using just one copy of the Template.

If you don't want to change the duration or add to the number of slides, you can just open the template by double clicking on it in the Project Bin or the Templates section of the Library, then proceed to add content as outlined below.

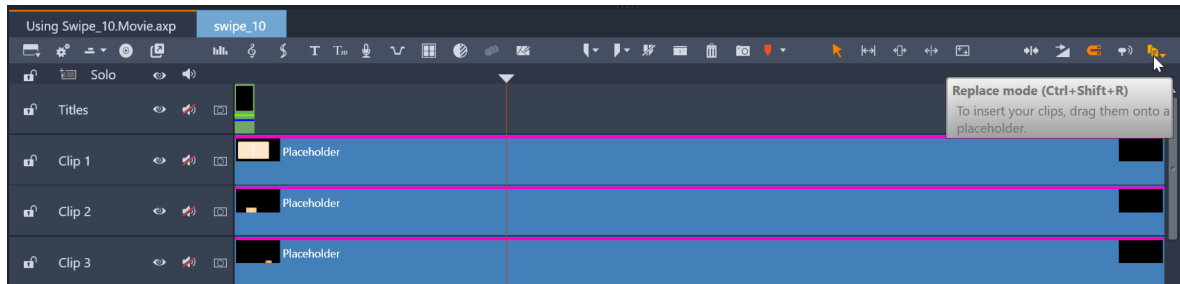
Preparing to use multiple copies of the template.

A more flexible approach to working with templates involves starting a **New Movie** from the **File Menu**. Now locate your template, and drag it to the start of Track 2 of the timeline. It will appear as a grey, single clip with the label *Swipe_10.pstemplate* (or your name for a modified template.)

Check the project settings using the toolbar icon – they should now be the same as the Template – and then save the movie. To edit the Template or add content, double

click on the Template clip. Studio creates a new tab bar above the Timeline Toolbar and you will see two tabs, one with the same name as the main movie. the other with the name of the template. Now, switching between them is just a case of clicking on the tabs.

When you switch tabs, Studio currently has a habit of changing the Edit mode to **Overwrite**, which in the general scheme of things isn't a bad idea, but not when working with templates., Where the best mode is **Replace**.



Adding Slides to an open Template

Make sure that the Edit mode at the far right of the timeline toolbar is in **Replace** mode, and then use the Library to find the slides you want to use. Now drag them down on at a time to the individual tracks and drop them over the placeholder you want to replace.

The placeholders have an aspect ratio of 16:9. If the pictures you choose aren't that aspect ratio, you can right click on the added picture and choose the **Fill** option in the **Scaling** command. This might not result in optimal framing, however.

A more advanced method of reframing is available by using **Pan and Zoom**. Studio currently has two version of this effect, the In-built version and the Legacy editor. There are pros and cons of both methods when creating animated Pan and Zoom animations, but for static reframes I suggest using the Legacy version which is accessible from the Clip Context menu and opens a separate editor window. You drag the white frame to reframe the part of the picture that shows up, drag the corner nodes to resize what you see or even use the separate node at the top of the frame to rotate the picture.

If you do want to animate the pictures you need to be aware that it's not just the full frame section of the template that needs to be keyframed. Personally I found the process complex and the result rather distracting. If you want to animate your slides this might not be the best template to use.

Previewing a Template

Once a Template starts to get content, Studio is likely to struggle to preview smoothly at normal speed without Playback Optimisation files – the “render files” – being generated. It may even stall completely. However, you should be able to scrub through the movie to see the positions and the moves

To speed up the rendering – where light brown bars appear over the timeline, turn green and then disappear when complete – try working with the preview quality set to *Fastest*. The files will be created much more quickly, and although the preview will be a bit blurred, rest assured that they will look better when you perform the final export.

If preview actually freezes, rendering seems to have stopped, or you get an error message about lack of memory, save the movie, then close and restart Studio. In my experience these bugs won't be fixed by adding or allocating more memory. I have 32Gb of memory in my desktop computer and I still get the message even though Studio is using less than 2Gb. Hopefully over the next few releases these memory faults will be ironed out.

Double Rendering

You should only need to generate playback files for the main movie tab in order to preview smoothly, and I suspect that it's the generation of multiple sets of files that causes the issues I'm currently seeing in Studio, so you might wish to switch off Playback Optimisation when working in a template tab. Get your movie in shape using the scrubber and only switch on Playback Optimisation when you are ready to preview the finished result, having switched back to the main movie.

Adding Music

Before you make a judgement about the speed of the animation and the number of slides needed, think about any music you might want to use, particularly if you aren't going to use Scorefitter or SmartSounds.

Put music on Track 4.

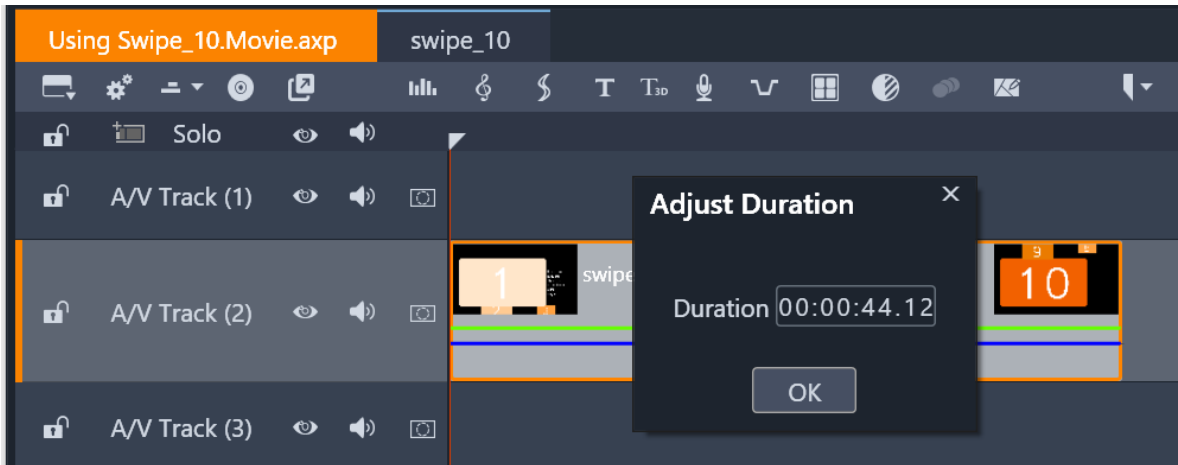
A coloured or textured background

You aren't stuck with black level in the spaces between the slides – that area of the template is transparent. You can add a picture file from any graphic creation program, or make a solid colour or gradient using Studio's Motion Title program.

Put your background on Track 3.

Changing the duration of the slides

When you are viewing the main movie, each template appears as just one clip. Changing that clip's duration, either with the **Context Menu** command **Adjust Duration**, or just simply by trimming, adjusts all the keyframes proportionally so the template still works. For example, if you want each slide to show for 4 seconds instead of 8, reduce the duration from 1 minute 29 seconds to 44 seconds and half a second's worth of frames for the current project settings (30 at 60p, 25 at 50p, 15 at 30p/60i or 12 at 25p/50i)



If you want to make the animations match the bar durations of a particular piece of music, you will have to do some complex sums. I've found that it's less objectionable not to try and match the bar count than be a little bit out all the time. If you have a decent music generation program, you can always match the music to the template.

Titles and markers

One issue with changing the duration and thus the tempo of a template is that any clips or titles inside the template aren't adjusted, and neither are markers, which has a bearing on how you use them.

Because you may want to adjust the duration of the Template, the title I've added is just one sample to suggest the best placement. If you are going to add a title for each slide without changing the Template duration you may want to generate markers for their placement.

The one marker currently showing in the template marks where you need to start an overlapping template – The point when placeholder 8 finishes moving to the main position. This will be invalid if you have changed the template duration.

Editing markers.

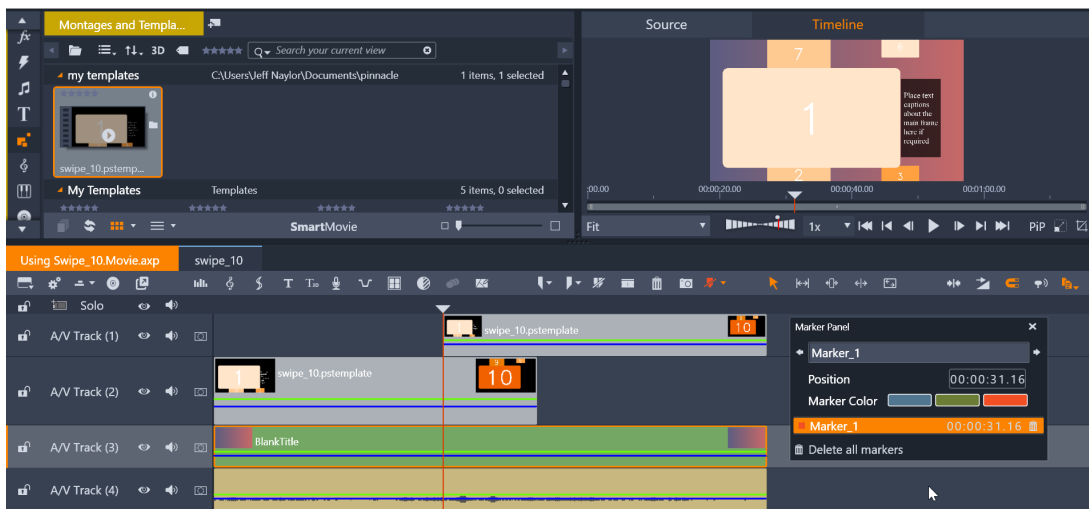
If you want to add more markers to help you place titles you can copy the keyframe positions to create timeline markers for when the slides are stationary. With the Template open in it's own tab double-click on the Clip 1 track and switch to the Properties tab of the Editor, where I have placed a keyframe on the Horizontal Position track for every move (even ones that don't affect placeholder 1). You can jog from keyframe to keyframe with the small arrows either side of the Set keyframe tool. Pressing the M key places a Marker on the Timeline which allows you to line up the titles with the moves using magnetic snapping.

Adding more Slides

To extend the capacity of the slide show, you need to use more templates, but you don't need to load a new copy. If you have changed the duration of the template this is particularly useful but you will need to re-mark timeline at the point at which placeholder or slide 8 reaches full frame.

To copy a fresh copy of the template to the correct position, hold the CTRL key down and drag a copy of the template from track 2 up to track 1, pull it to the right and snap it into place so the start lines up with the marker - either the white triangle on a template that has not had it duration altered, or the one on the timeline I've just told you how to add.

Placeholder 1 of the copied template needs to hold the same slide as Placeholder 8 of the previous template. The same is true for positions 2 and 9 and 3 and 10 respectively. You can now add new slides to the copied template, starting at placeholder 4, generating a 17 picture slideshow.



If you want the carry on adding slides, use the Track Header context menu on Track 1 to Insert a new track above the current one, and repeat the above procedure.