Archived:Themes - Animation and Effects

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Animation And Effects

Through Carbide UI frame and layer animations ccould be added in the following components:

1: Highlights
2: Background
3: Navi Pane

Creating and Editing Layer Animations

Step 1: Right-click a component you want to animate and select Edit/Animate selected elements.The Animation editor opens.

Step 2: Add a layer to the component by right-clicking the first layer and selecting Add layer option.Thus a new layer is created.

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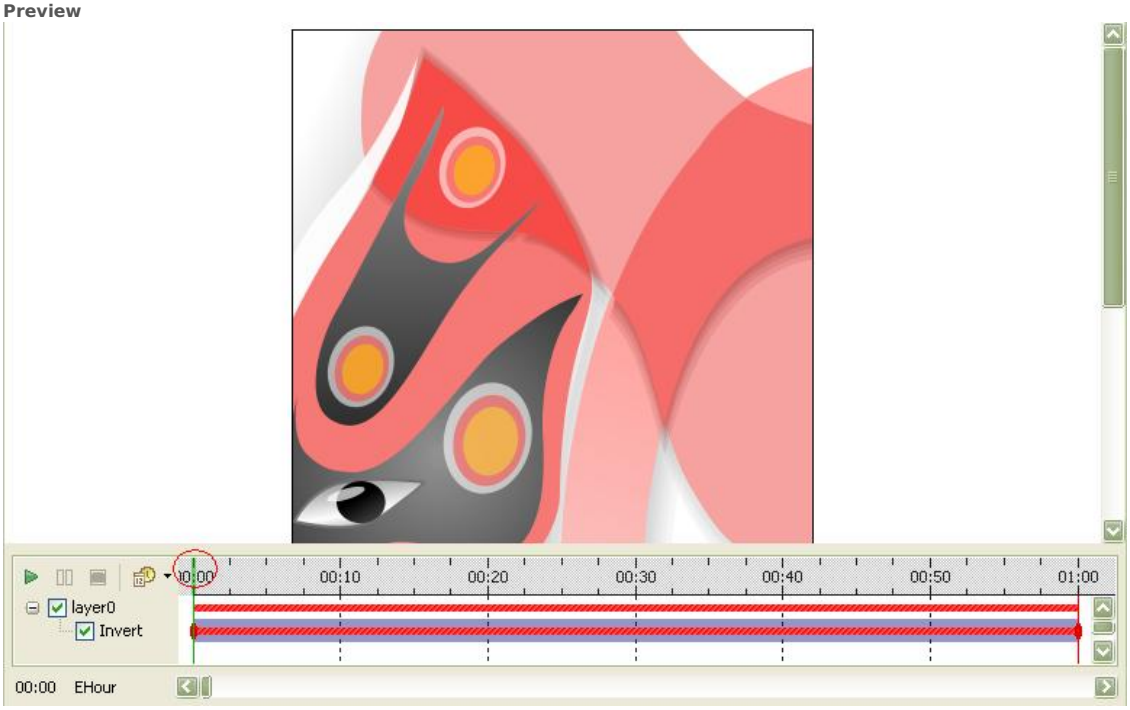
Step 3: Adding an effect to the second layer.Right-click the layer and select Add effect.

Step 4: Set and animate parameters for the second layer.

Step 5: Right-click the layer and select Parameters.Change the parameters of the effect.Mark the checkbox next to Animate. Create control points for the effect.Right-click the effect and select Create Control Point.Set a time for the control point.

Preview



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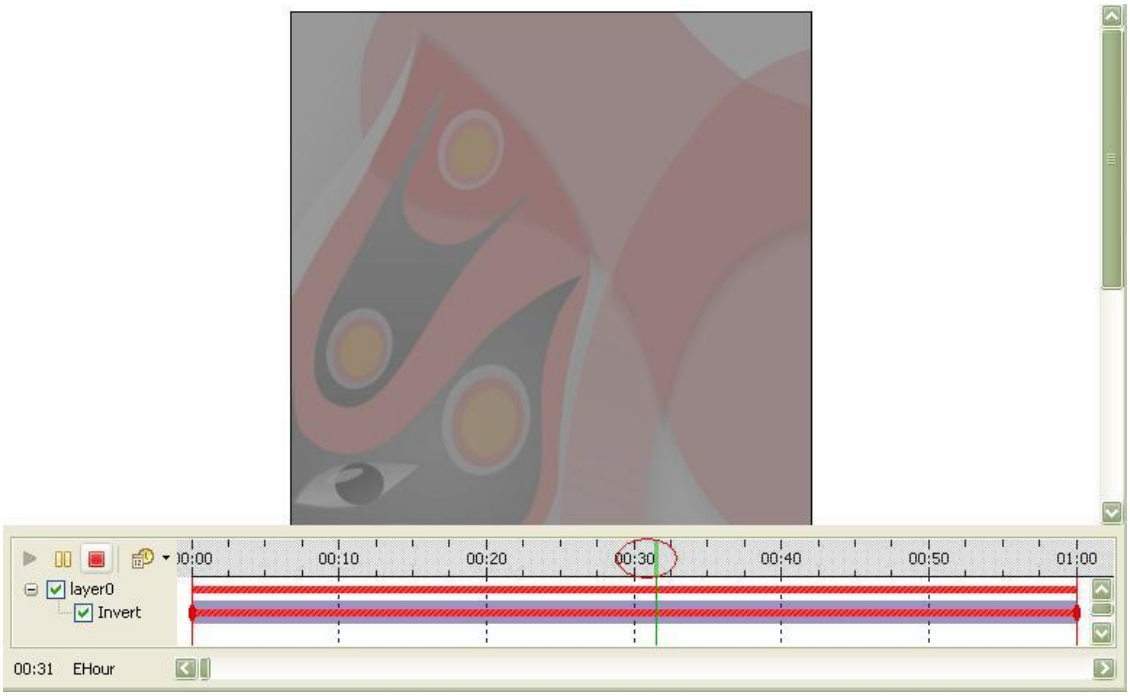

Various Animation Effects

Adjusting channels:alters the color of the image layer with RGB (Red, Green,Blue) values. The adjusting range for each color is 0-255.

Alpha blend:identifies whether the current layer is on top of the bottom layer. If the image on the current layer does not show in the preview, adjust the blend mode until the current image appears.
Note: Opacity data is removed when images are converted into layers. **Apply color** allows you to add desired color to the image by adjusting sliders.

Apply graphicsis set to on as default when a layer contains an image. This effect allows you to choose a scaling model for the image.

Black and white changes the image to a 1-bit color mode (only black and white).

Threshold slider is used to control the sample range of the image.

Blend factor slider can set the blending of the filtered image with the original image.

Channel blend allows you to set how the current layer is blended into the layer beneath it.Different blending methods can be set from the BlendMode drop-down list.
BlendFactor sets the opacity of the current layer.

Contrast is used to scale the brightness of an image.

Convolution is a set of filters (such as Blur, Sharpen, Emboss, and Edge) that affect the edges of the image.

Grayscale changes the image into a grayscale image, and sets the blending parameter to its original.

Invert changes all colors in an image into their complementary colors.

Moving layer allows you to create a moving layer that can be used in highlights.

Noise allows you to adjust intensity and noise seed in an image.

Saturation allows you to adjust the saturation of an image.

Solarize inverts all colors while keeping the luminosity of the original image.

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