

# PRODUCING AUDIO-VISUALS (AVs) in PROSHOW GOLD®

## By Philip Smithies

Although I've devoted the majority of this article to describing how to produce an AV in ProShow Gold, I'll start by summarising the software available for PCs.

### SOFTWARE FOR PCs

The best-known products are *PicturesToExe (PTE) (Essentials or Deluxe)*, *ProShow Gold (PSG)* and *ProShow Producer (PSP)*

*PicturesToExe* is more popular in the UK than *ProShow* products. Just as DeLuxe is the big brother of Essentials, so Producer is Gold's big brother.

All can be downloaded on a trial basis.

*These costs were correct on 12 August 2016.*

**ProShow Gold: £53.98; ProShow Producer: £192.87. Cheapest Upgrade from Gold to Producer: £154.29; PicturesToExe £53.24 or £99.54 depending on the version ("Essentials" or "DeLuxe").**

### ProShow Main Website:

<http://www.photodex.com/>

<http://www.photodex.com/try> Trial Download

### Tutorials – online guides to the software

<http://files.photodex.com/docs/manuals/ProShowProducer8.pdf>

<http://files.photodex.com/docs/manuals/ProShowGold8.pdf>

### PicturesToExe Main website:

<http://www.wnsoft.com/>

### Tutorials:

<http://docs.picturestoexe.com/en/main>

[http://docs.picturestoexe.com/en/main\\_menu/file](http://docs.picturestoexe.com/en/main_menu/file)

*PicturesToExe (Essentials)* is about the same price as *ProShow Gold*. It features keyframes (extremely useful) which *Gold* still does not. There is little difference in the quality of the finished product, so in that respect it doesn't matter which you use. Shows can be published as executables or movie files. The latter are more flexible and of very high quality but are much larger in size. At close viewing distances, the quality of PTE executables seems better than ProShow's. The ProShow products seem (to me) to be more user-friendly and easier to use. If I were starting from scratch, I would find it very difficult to decide which product to go for.

### YOUTUBE TUTORIALS

YouTube has a large number of excellent video tutorials, including some by Gavin Hoey. Just search for "name of Product" and "tutorials"

### OTHER PRODUCTS

Links which compare AV software for PCs:

<http://photo-slideshow-software-review.toptenreviews.com/index.html>

<http://www.toptenreviews.com/software/multimedia/best-photo-slideshow-software/>

I don't know of anybody in the Camera Club – or indeed elsewhere – who has any first-hand experience of the other products. Many of the products are reviewed very positively.

This rest of this document describes the stages in creating an AV in ProShow Gold Version 5. Other software is fairly similar.

Many of my AVs are on YouTube: <http://www.youtube.com/user/ferrocene9/videos>. However, every single one has been changed significantly since it was uploaded so what you will see on YouTube is a very early version.

### VIEWING THIS DOCUMENT

**If it's hard to see the contents of the screenshots, zoom in by using "CTRL + scroll wheel"**

**Important note:** This guide was written for Versions 4 and 5. The current release is Version 8 but the basics remain the same.

**SETTING THE SHOW PARAMETERS**

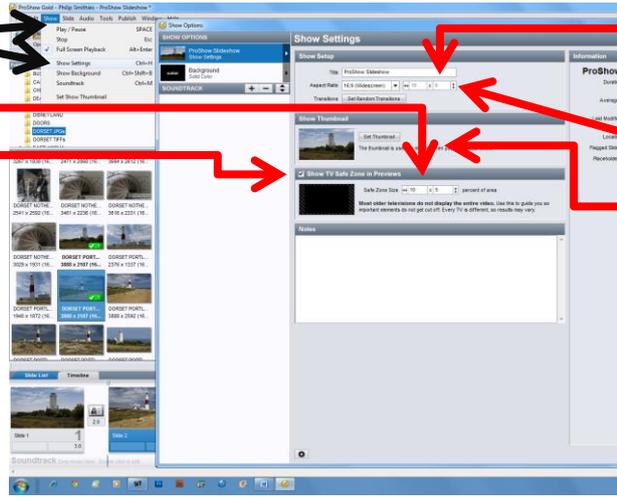
**FIG 01**

Click on Show→Show Settings

The “Show Settings” Dialogue Box appears.

- 1 Change these values to “0”
- 2 Untick this box (to prevent the irritating hatched borders from appearing (shown in a few screenshots but removed from many)).

Note: sometimes the “New Empty Show” Box appears when ProShow is opened. Untick the “Show at Start-up” box and close.



- 3 Create a title (this is NOT the same as the filename – although it can be – and may be changed at any time)
- 4 Decide on the \*Aspect Ratio (4:3, 16:9 or custom)
- 5 No need for a thumbnail

Then press “OK” at the bottom right.

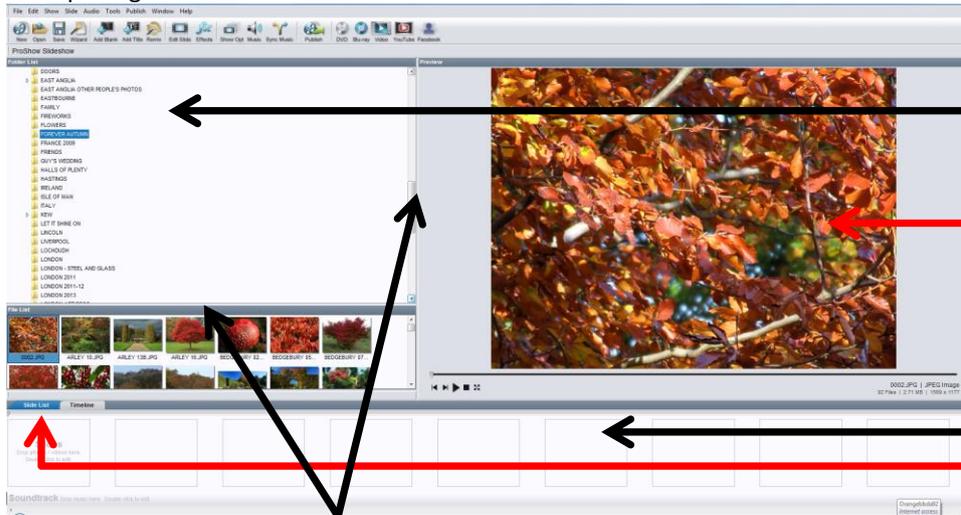
\*The Aspect Ratio used by the club’s projector is 4:3 but most monitors and many projectors are 16:9. Most of my AVs use the 16:9 ratio. Either ratio can be played on any computer. If, for example, you played a 16:9 show on a 4:3 monitor, there would be black spaces at the top. You can change the aspect ratio at any time, but you would have to make some adjustments to the images.

You are now ready to create the show.

**OPENING SCREEN**

**FIG 02**

The opening screen resembles this:



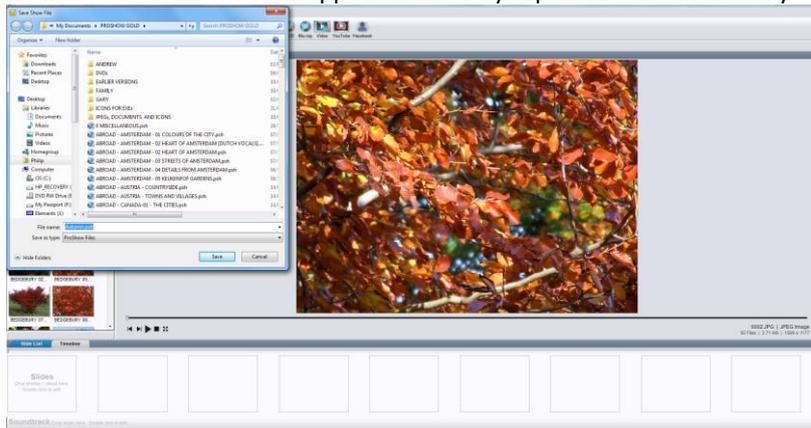
Navigate to the relevant folder(s) to access the images you’ll be using

The “Preview Screen”

Timeline / slide list  
Default is “Slide List” tab which is generally more useful

Click and drag at these points if you wish to resize the main windows:

Then click “Save” (CTRL + S). Choose a file name and save it in the appropriate folder. The file extension will be .psh. The name of the show will now appear at the very top of the screen. Note: you can have different titles (Fig 01.3) and file names.



**FIG 03**

See section on “FILE TYPES” and “IMAGE SIZES” on page 14.

## SAVING and STORING PROSHOW FILES

I suggest that you create a new folder (with a shortcut on the desktop and/or taskbar) so that everything is stored and saved in the same place. This will make organisation so much easier.

*No matter what software you use*, if you rename the images you use, or move them to different folders, you be told that the files can't be found. You will be asked if you want to search for these files. Tick the "Yes" box that appears and follow the on-screen instructions. However, please note that if you rename images (rather than just move them), the software – understandably – will never find them.

### Save your work regularly.

PSG is fairly stable but it does have its uncooperative moments. Incidentally, you can UNDO beyond the last save – in fact, back to the state of the show when it was opened. Unfortunately, there is no "Revert" option.

### IF IN DOUBT...

A basic rule for most Windows programmes: if in doubt, RIGHT-click to bring up a context menu.

## PREFERENCES / CUSTOMISING YOUR SHOWS

At some stage, it is useful to go to Edit → Preferences to customise your shows e.g. set up standard default times, choose screen colours, etc.

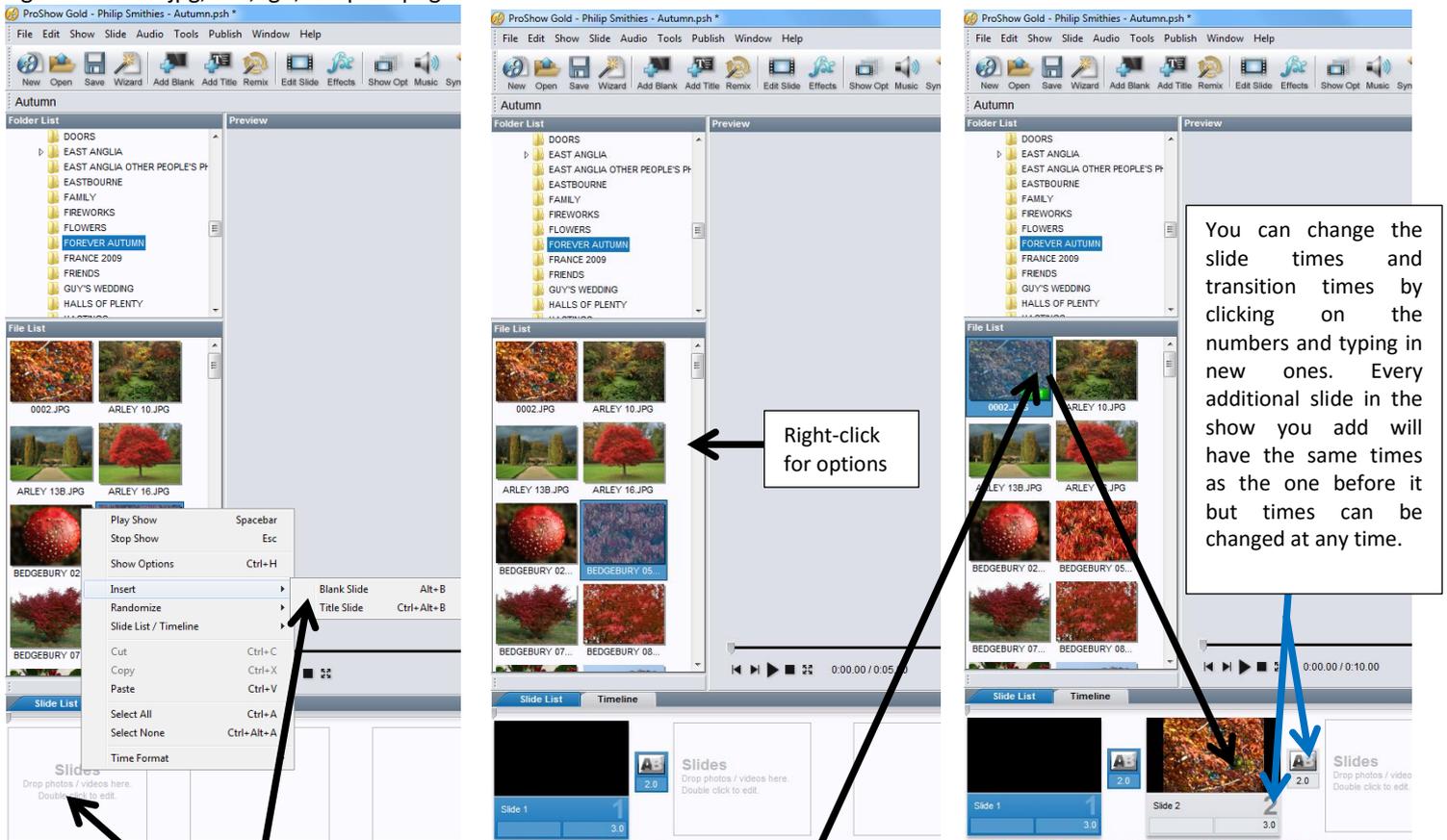
## THE WIZARD

Note: You can use the "Wizard" Key to create a very basic AV. See Appendix 1.

## PREPARING THE SHOW – ADDING SLIDES

**FIGs 04, 05, 06**

Images can be in .jpg, .tiff, .gif, .bmp or .png format.

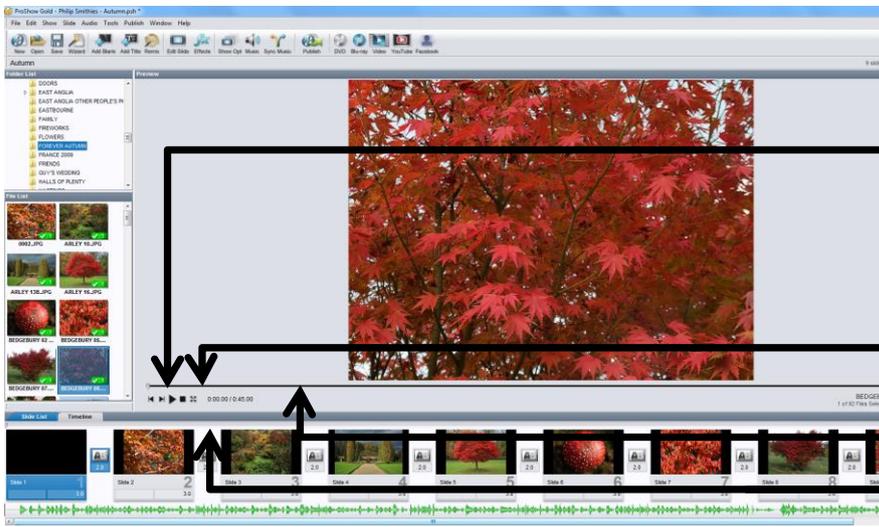


**OPTIONAL:** Right-click here and select "Insert" → Blank Slide" from drop-down list (or ALT+B). A blank slide at beginning (and end) ensures smooth entry into (and exit from) show. I set the time of the blank slides to 0.25 seconds

Navigate to the relevant folder – and drag the first slide in (alternatively, just double-click the slide). Add the rest of the slides (singly or in multiple). Images can be added at any time and to anywhere in show. PSG will put a green tick and number in the File List by each picture that's been added to the show. Your screen will resemble Fig 07. Clicking on an image in either the timeline (the "thumbnail") or file list will bring it up on the main (Preview) screen. The timings in Fig 6 Slide 2 are the default settings that I use for every slide. You can change all defaults and lots more besides in Edit → Preferences

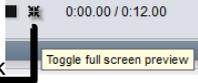
You can also drag in slides directly from Windows Explorer (e.g. from "My Pictures")

**FIG 07**



Whenever you want to see what the show looks like, simply click the "Play Button"

To toggle between full-screen and preview screen:

- click "ALT + ENTER" or
- click  (+ESC to cancel)

Drag along either of these two bars to see a speeded-up version

A slide can be repositioned by clicking it and moving it using the left (<) and right (>) arrows on the keyboard (below the "K" and "L" keys). To select more than one slide, use the standard Windows techniques:

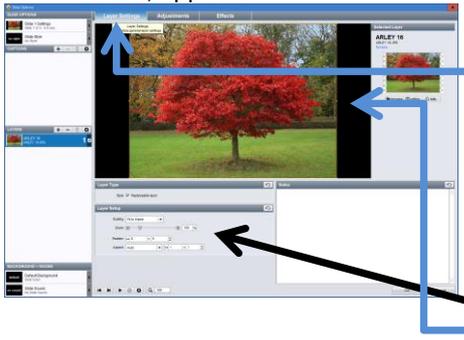
- "CLICK" on the first and then "CTRL + click" to select additional slides
- "CLICK" on the first slide and then "SHIFT + click" on the final slide

Standard useful shortcuts are CTRL+X/C to cut/copy and CTRL+V to paste. The image(s) will be pasted **before** the image you click on. Insert a blank slide at the end if necessary.

### ESSENTIAL SLIDE ADJUSTMENTS

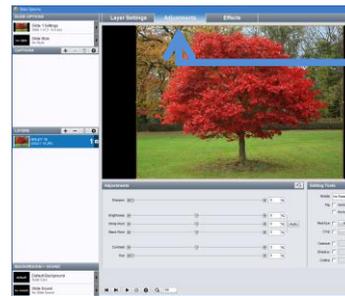
Double-click on the slide thumbnail at the bottom of the screen (#5 in this case) to be modified and the "Slide Options" dialogue box, with its three tabs, appears.

**FIGS 8 and 9**



#### LAYER SETTINGS tab

Click on "Layer Settings" tab. The majority of your images will not completely fill the available space because their aspect ratio is different from your choice in Figs 4 and 5 (for example, most cameras have a 3:2 aspect ratio). Adjust the figures here and/or drag the image/four handles to fill the screen.

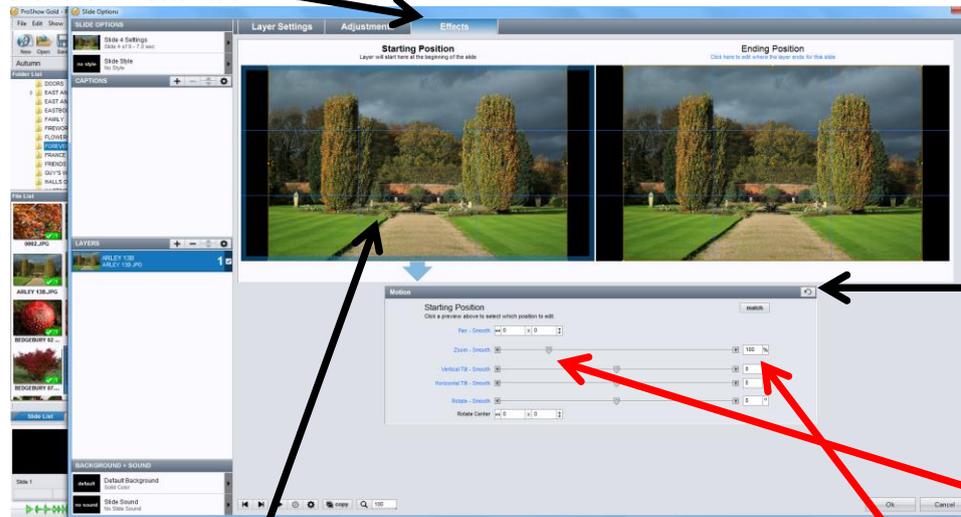


#### ADJUSTMENTS tab

The "Adjustments" tab, as its name suggests, enables a large number of basic (non-destructive) adjustments to be made e.g add a border (Outline) or convert to monochrome (Colourise).

### MOTION EFFECTS

Click the "Effects" tab.

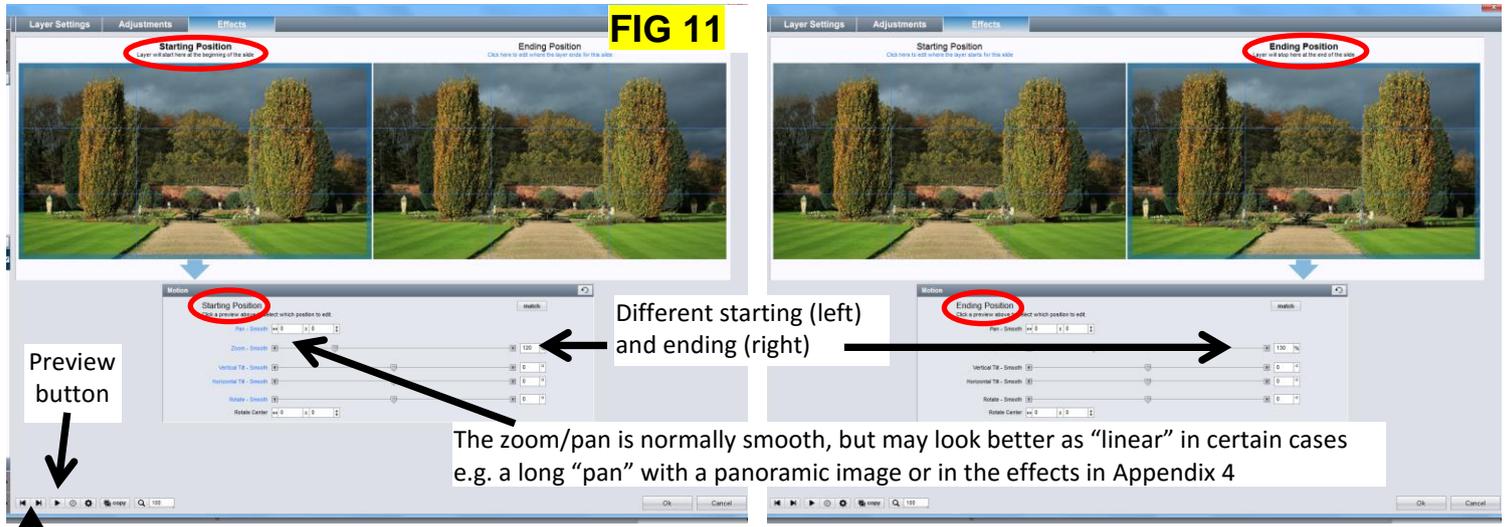


**FIG 10**

This returns settings to their default.

Click in "Starting Position" Box. Change values for "Starting Position" by changing numbers and/or dragging sliders and/or dragging the image. Then click on "Ending Position" to make changes there. In this example, I've changed the values as indicated below so that at the start the image fills the screen and at the ends I have zoomed in slightly – see Fig 11 for final effect.

*Note: Even if you don't like movement, you should, at the very least, use the "Layer Settings" option to ensure that that image fills the screen and/or is correctly positioned and/or sized.*



You can move to the next / previous slides by clicking here.

The greater the zoom/pan, the longer the duration should normally be.

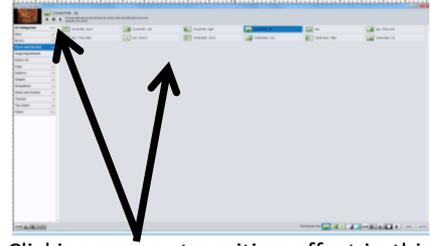
There are plenty of effects to investigate as can be seen from the screenshots. Take time to look at them: hover your cursor over each to see a brief description.

**ADVANCED MOTION EFFECTS**

These are discussed in Appendix 4.

**TRANSITION EFFECTS**

By default, each transition is a linear cross-fade – shown as . When you click a transition, this full screen box appears with a range of different effects.

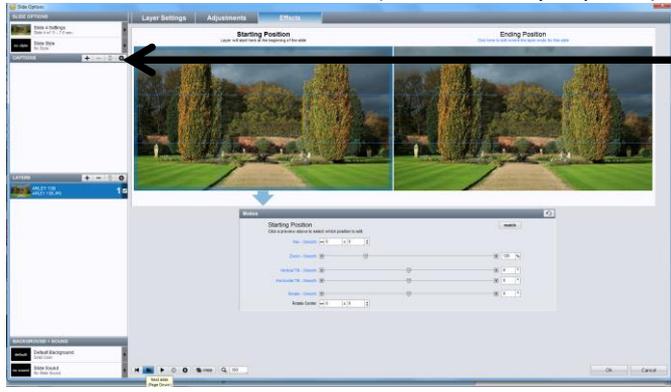


**FIG 12**

Clicking on any transition effect in this box gives a preview in the top left corner. The drop-down list shows a large range of alternatives. Double-click on the effect to apply it or click “Apply”. The screen also shows at the bottom right the most recently used effects which can be applied directly.

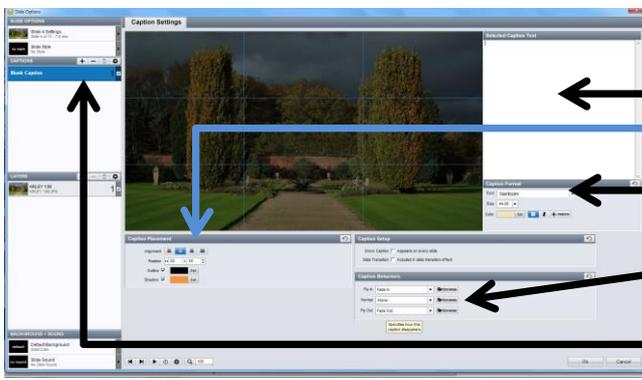
**CAPTIONS**

Double-click on the relevant slide (a blank one if you prefer) then click on the “Captions” tab and the “+” to create captions:



**FIG 13**

This box in Fig 14 appears:



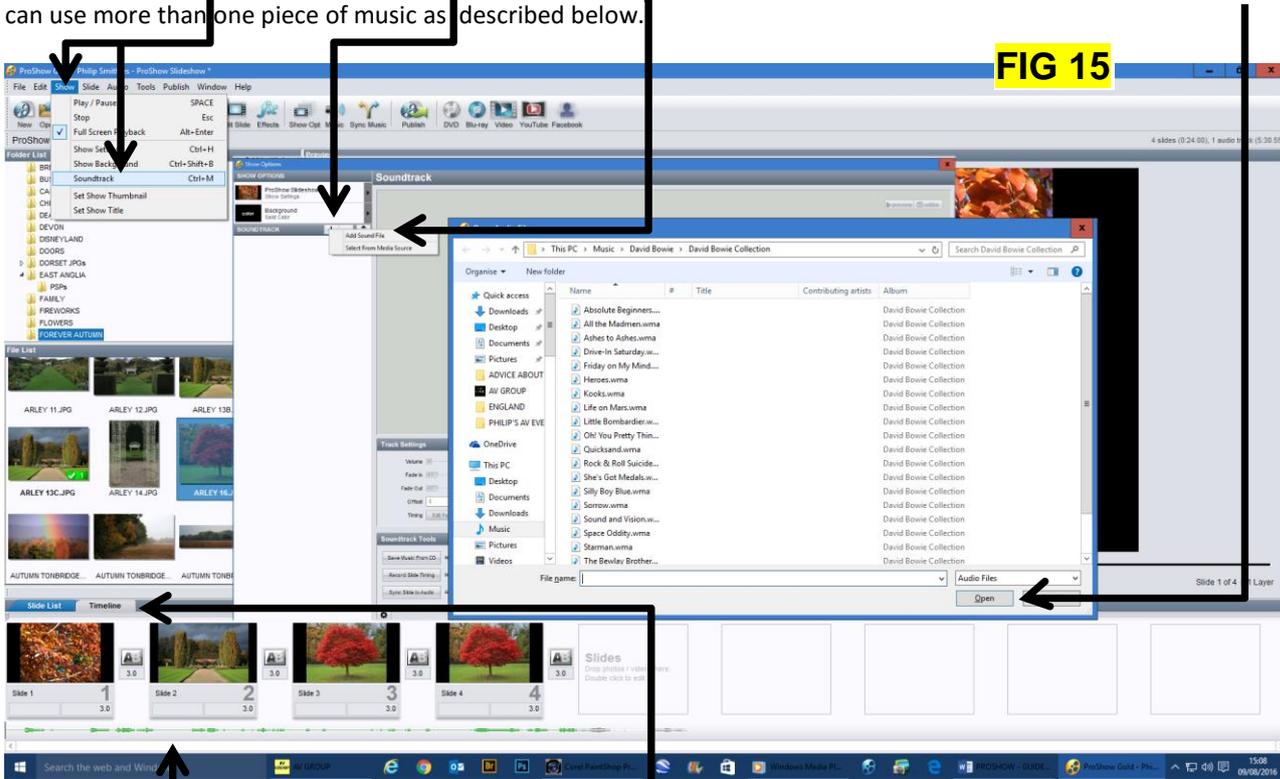
**FIG 14**

- Type text here
- Choose placement, etc. here
- Choose format here
- Choose caption behaviour here. "Browse" gives a preview.
- Clicking on "+" enables the addition of extra captions, with different effects if required.

The caption can be resized and repositioned by clicking and dragging, or by typing numbers into the appropriate boxes. In Gold, the caption lasts just very slightly less than the slide; unfortunately, you cannot alter the duration.

**SOUNDTRACK**

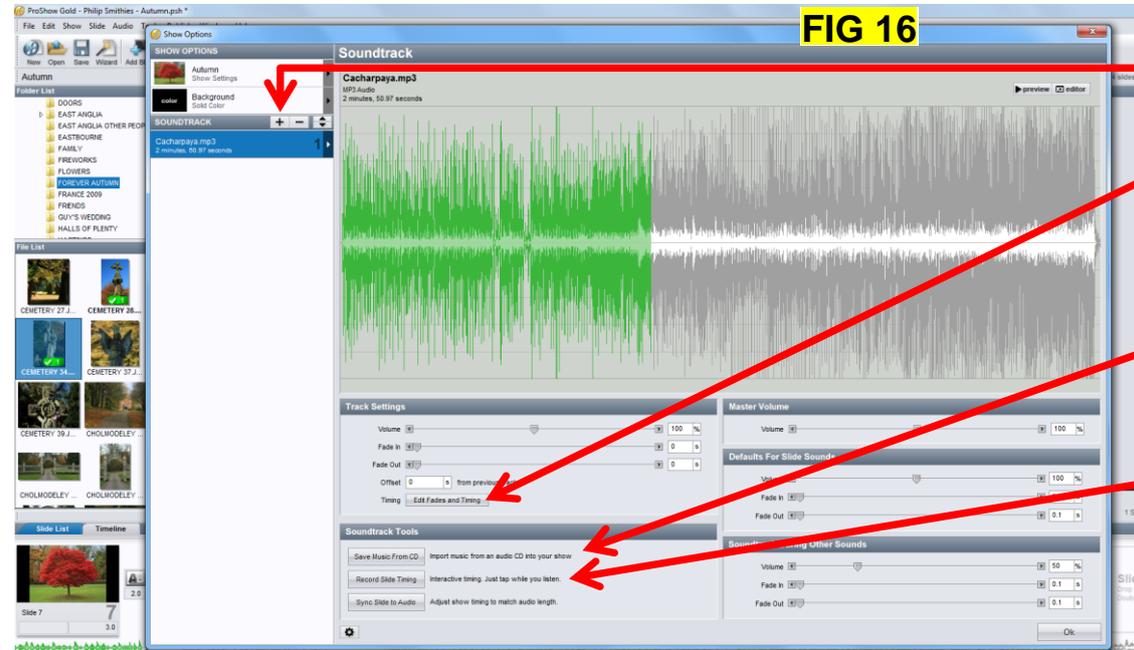
Click "SHOW → SOUNDTRACK", then "+", then "Add Sound File". Navigate to relevant folder and song, click "OPEN" and then "O.K." You can use more than one piece of music as described below.



**FIG 15**

This is the waveform for the music track. Switching to "Timeline" enables additional changes to be made to the sounds.

The screen will resemble Fig 16. (Note: if the song is visible in the folder/slide list on the left, you can just drag it to the timeline)



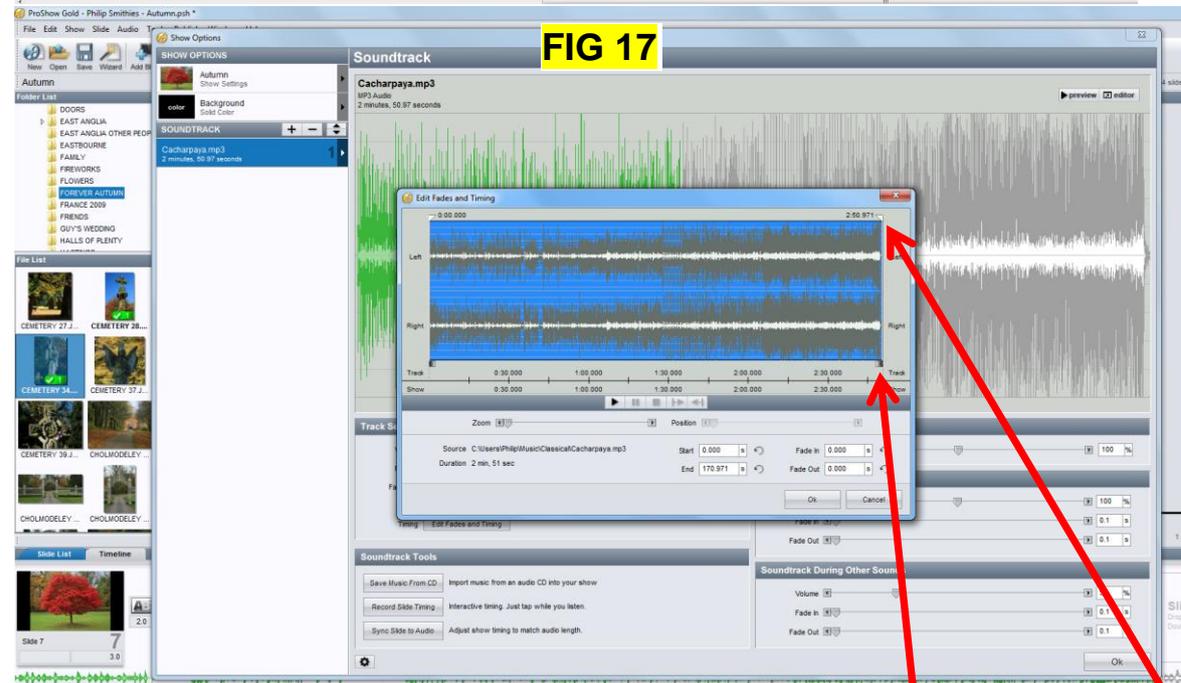
**FIG 16**

Click on the "+" and navigate to add additional music.

You can make some basic edits by clicking "Edit Fades and Timing" which brings up the dialogue box (Fig 17) below.

Importing music from a CD is not recommended as the quality isn't as high.

Explore this option when you want to match the "beat" of the music exactly with the duration of the slide.



**FIG 17**

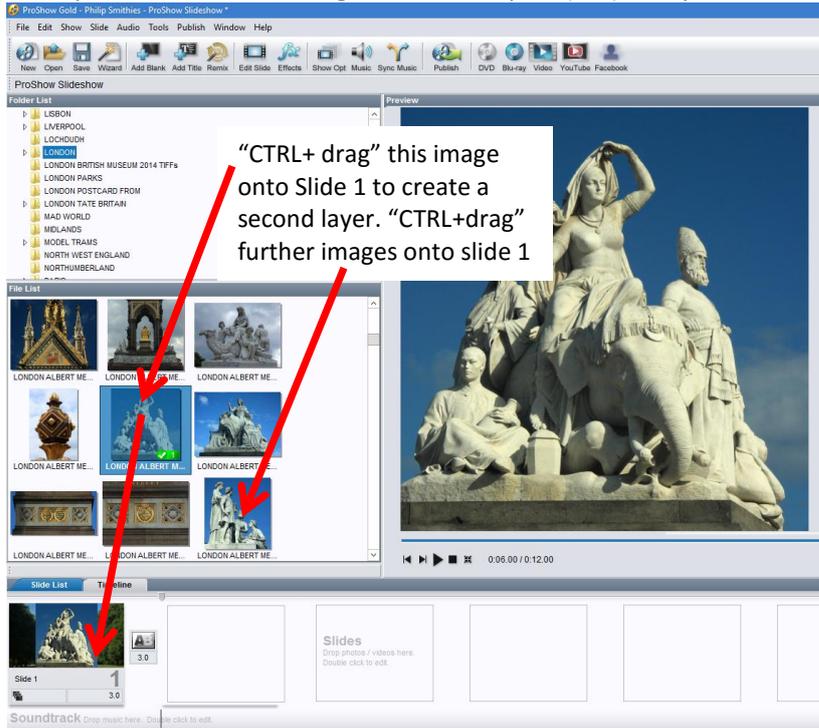
Hold the cursor over each icon to see what it does. For example, you can fade out music, or cut it short using the sliders or entering values in the boxes.

Version 8 has a much-improved "Timeline" window and it is possibly easier to make changes there.

"Audacity" is free downloadable user-friendly music-editing software which offers a huge range of effects as those in AV software are fairly basic. "Audacity" is available for PCs and Macs.

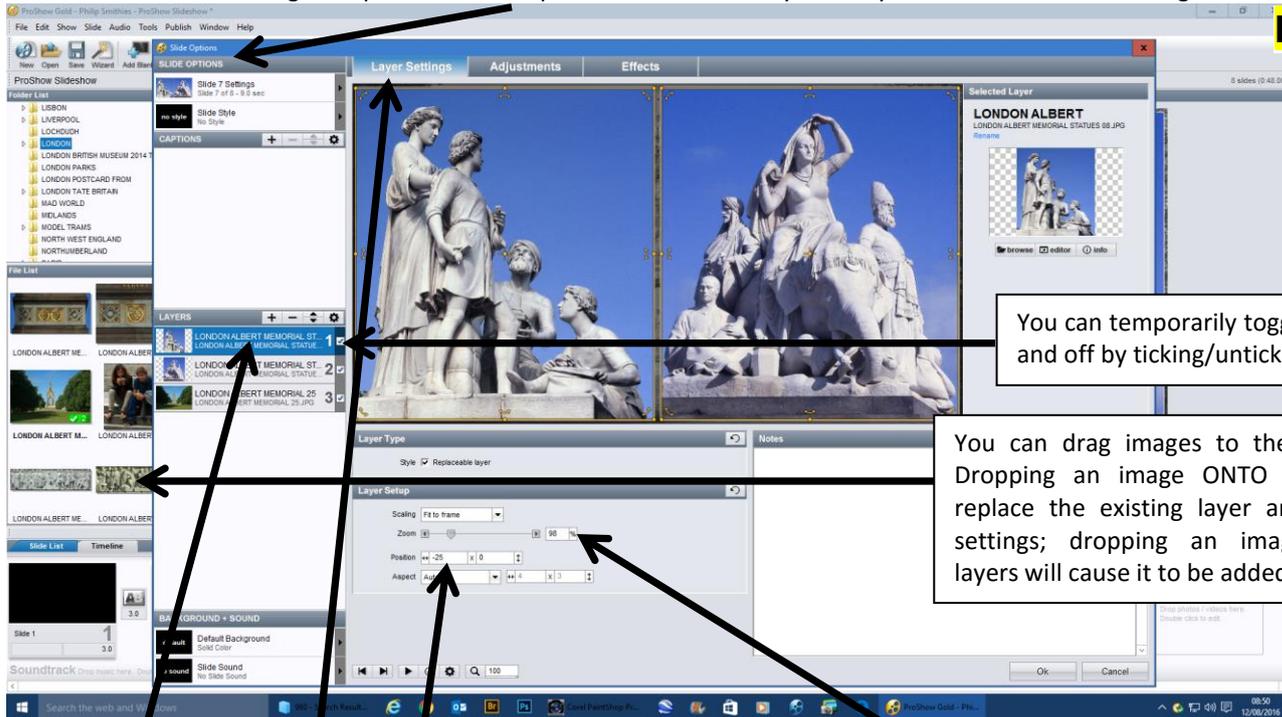
**ADDITIONAL SLIDE ADJUSTMENTS: LAYERS**

You can have two (or more) images (“layers”) in the same slide/frame, with effects being set individually for each. To add a second image, hold down the CTRL key and drag an image from the file list on top of an existing slide. Repeat as many times as desired. Layers are useful when you want to include images which are square(-ish) or in portrait format as in the example below.



**FIG 18**

Then double-click the image to open the “Slide Options” box and modify each layer as described below in Fig 19:



**FIG 19**

Click each layer in the “Layer Settings” tab to position image.

The two top images are set at -25, 0 and +25, 0, respectively and the zoom is set at 98% . A white border (Outline) has been added from the “Adjustments” tab. The bottom layer (which completely fills the screen) is an image from earlier in the show but modified in the “Adjustments” tab – turned to monochrome (“Colourised”), “Blurred” and the “Brightness” increased. (CTRL +←or↑or→or↓ can also be used to move layers). The preview window now looks like Fig 20:



**FIG 20**

## .PNG FILES

Png. files are exceptionally useful as they can be partially transparent thus enabling the creation of countless special effects. Fig 21 is a basic .png version of the statue in Fig 20



### FIG 21

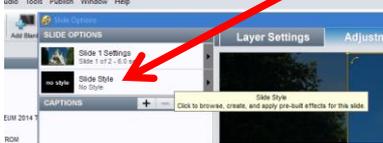
In Photoshop, a selection was made of the figures in the image on the right of Fig 20. It was copied to a new file which was saved as a .png file. This preserves only the selection and the background becomes completely transparent.

Many of the effects seen in AVs can only be achieved by using .png files.

Note: when you first add a layer to a file, it may partially or totally obscure the layer below, depending on its aspect ratio. By double-clicking on the slide and opening the "Slide options" box, you will see that all the layers are there.

## STYLES

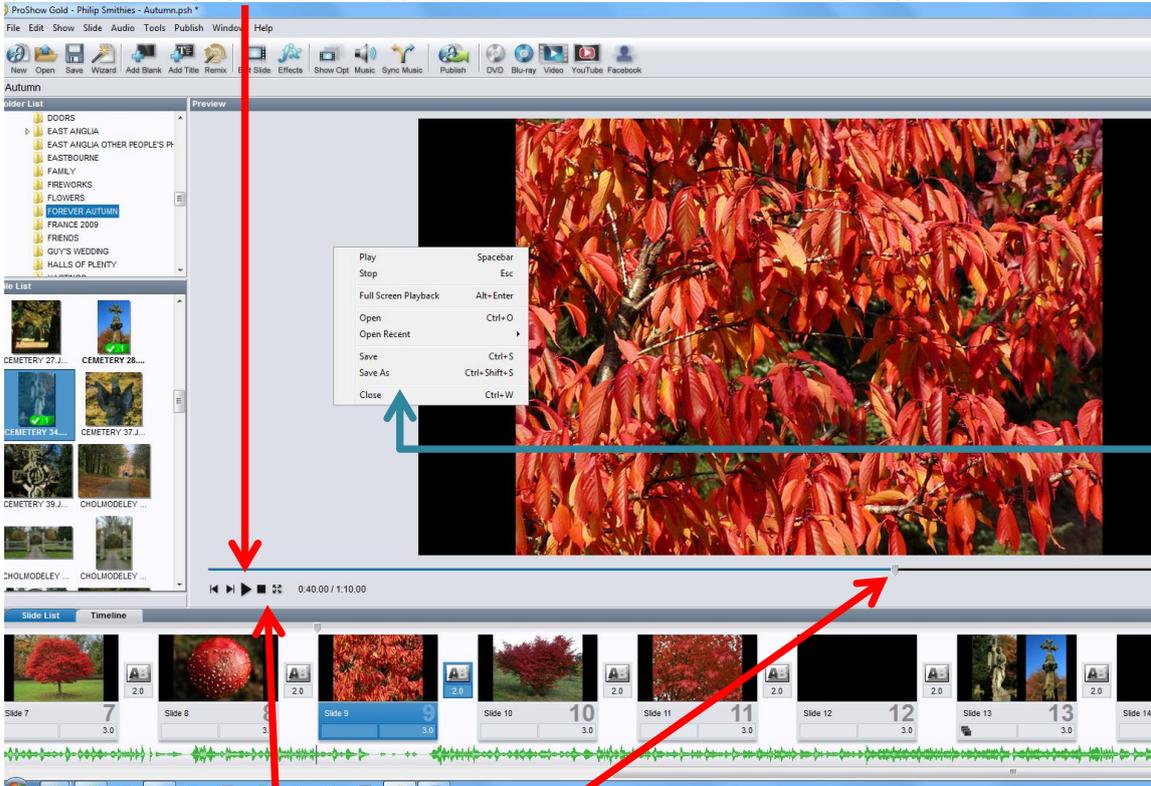
Consider exploring the Slide Styles tab in the "Slide Options" box.



This video link is useful, even though it only covers version 4: [http://www.youtube.com/watch?v=7rc-WEI\\_bPg&NR=1](http://www.youtube.com/watch?v=7rc-WEI_bPg&NR=1). There are a range of other YouTube videos which may be helpful.

## PLAYBACK

The show can be played back at any point. (Go to Edit → Preferences to set quality)



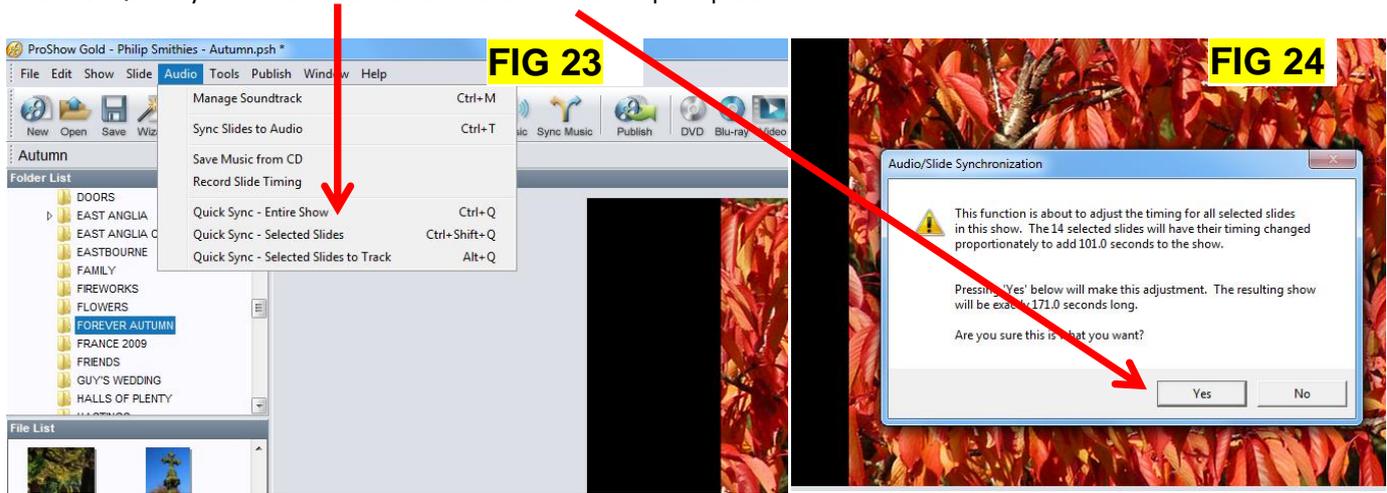
### FIG 22

**Right-clicking** in the grey area gives some useful options. ALT + ENTER toggles between full-screen playback and Preview screen.

Hold your cursor over these buttons and drag this slider to investigate their effects

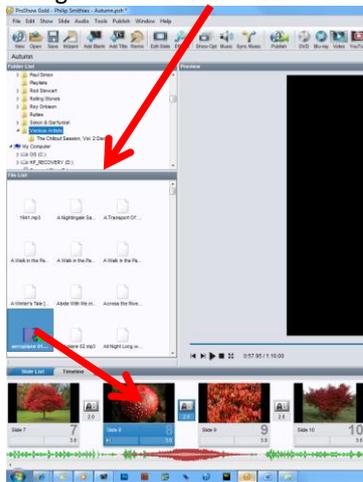
## SYNCHRONISING PICTURES AND MUSIC

It's unlikely that the music and the slide show will be exactly the same length. A *simple* way to address this is to select some or all the slides (sometimes, if the two times are very close, modifying the timings of one or both end blank slides may be sufficient) and go to: Audio → Quick Sync – Selected Slides and click “Yes” when prompted.

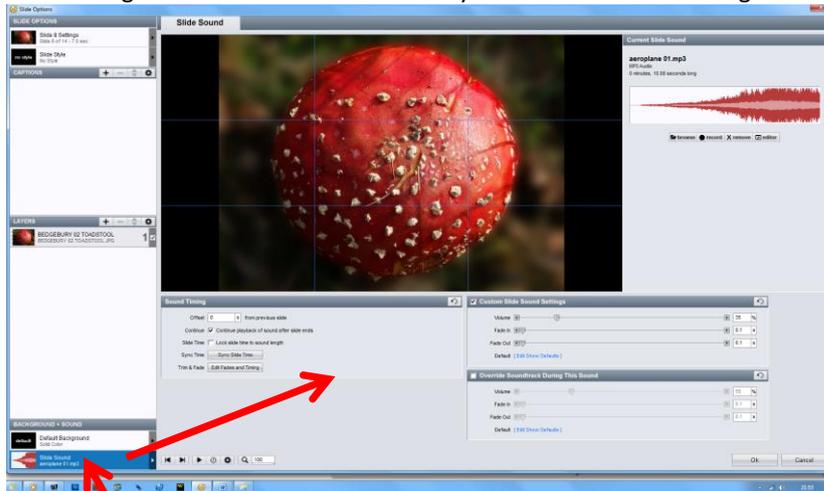


## ADDING SOUND EFFECTS ON TOP OF EXISTING MUSIC TRACK

Navigate to the folder which contains the effect (e.g. the sound of traffic) you wish to add:



CTRL + drag the sound to the slide where you want the sound to begin. Then double-click on the slide:



Edit the sound accordingly

This is one site which has some free downloadable (.mp3) sound effects: <http://www.mediacollege.com/downloads/sound-effects/>

## INCORPORATING VIDEOS

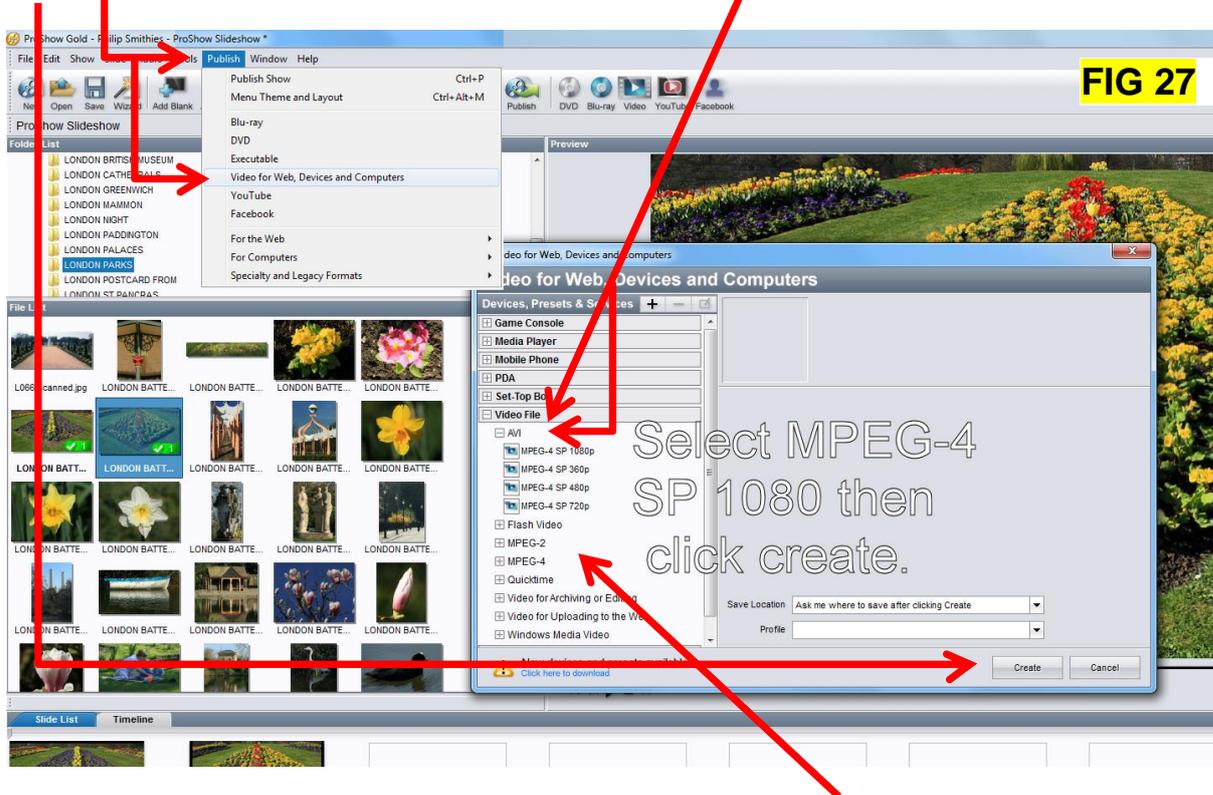
<http://www.youtube.com/watch?v=gMSgrlPS3ts> gives a clear demonstration – by Gavin Hoey, no less.

## PUBLISHING THE AV – CREATING “MOVIE” FILES and/or EXECUTABLES

The show must now be converted into a playable form – either a movie file (e.g. .avi, .mov or .mp4) or an executable (.exe) or both. Movie files are much larger and take longer to create but are of higher quality and can be played on both PCs and Macs and also “SMART” TVs. Appendix 2 describes how to create executables. External competitions until recently insisted on executables but most now also allow movie files.

### CREATING AND PLAYING MOVIE FILES (e.g. .AVI FILES)

Movie files (e.g. .avi files) are a higher quality alternative to executables and are easily created as shown below: Go to “Publish” → “Video for Web, Devices and Computers” → Video File → AVI. Select MPEG-4 SP 1080 (for .avi format) and then click “Create” The file takes much longer to produce than an executable – roughly three minutes for every minute of show. (FIG 27)

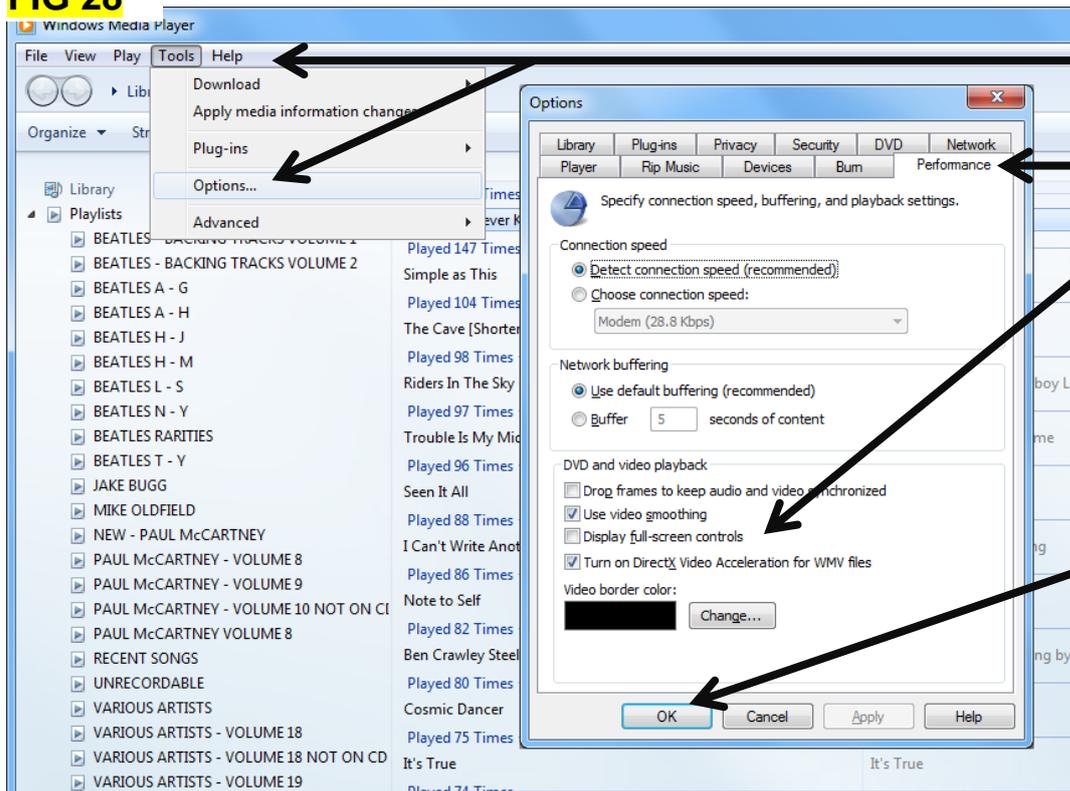


You will see in Fig 27 above that numerous other video/movie file formats (e.g. .mp4 and .mov) can also be created.

The file can be played with Windows Media Player or other software such as VideoLan VLC. Both methods are described in the next pages.

OPTIONAL FIRST STAGE

**FIG 28**



Open Windows Media Player. Click Tools→Options

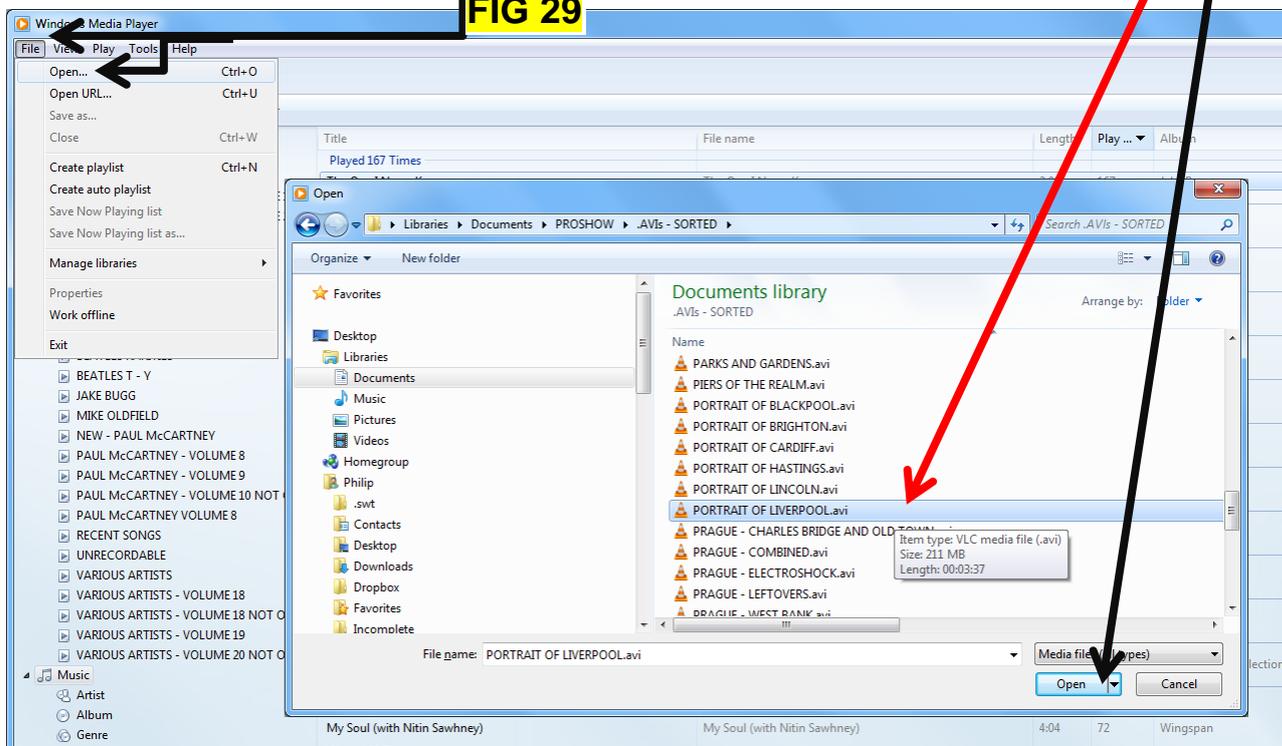
In the box that appears find the “Performance” tab.

Consider deselecting “Display full-screen controls”. This is not essential, and can be reversed; it results in the file playing without the toolbar becoming visible when you move the mouse – which may or may not be what you want.

Then click “OK”

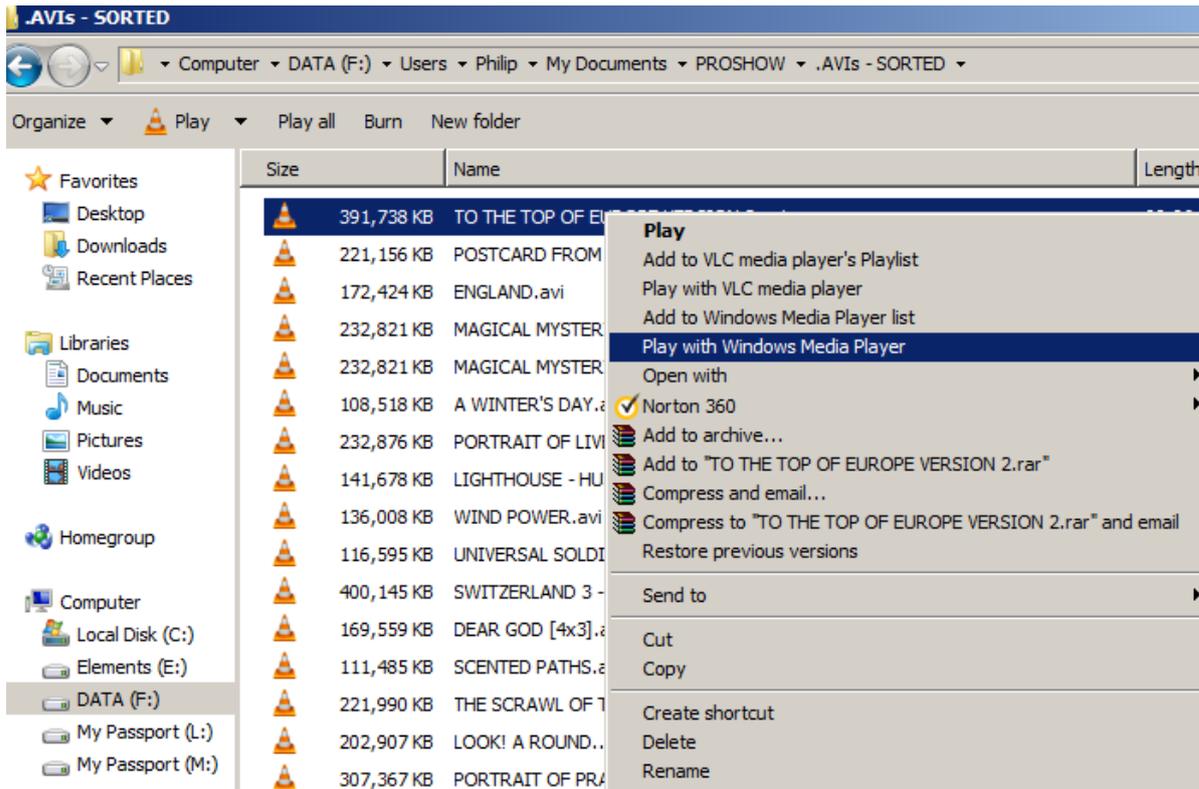
To play the file from this box, click File→Open and then navigate to the folder where your file(s) is/are kept. Double-click the file (Note: if you want to play more than one file, hold down “CTRL” and click any other files you also wish to play) and then click “Open”.

**FIG 29**



Alternatively, go to the folder which contains your shows and either (i) double-click or (ii) right-click\* on the file name and from the menu which appears select “Play with Windows Media Player” or “Add to Windows Media Player list”.  
 (\*or click the first one and then CTRL + click the others to play a sequence)

**FIG 20**



Note: I use VideoLan/VLC Media Player as my default player – hence the VideoLan icon by each filename.

The show begins to play as shown below (with close-up of corner shown by main screenshot):

**FIG 30**



Click on the “View Full Screen” and the show(s) will play completely filling the screen. Alternatively, or if this icon is not present, press the “F11” key or “ALT + ENTER”. These will toggle between full screen and the original size.

Press “ESC” to escape (if necessary, then click the “x” at the top right-hand corner”)

It’s as easy as that. Once you’ve played an .avi file, you won’t want to use executables anymore.

**PLAYING .AVI FILES ON A MODERN TELEVISION**

If you have a modern “Smart” TV, it will have a USB port.

Copy the movie files to a memory stick/portable hard drive and place it in the USB port. When the menu appears, simply navigate using the arrows on the controller. Not all “Smart” TVs can play all movie formats. If one movie format doesn’t work, try another.

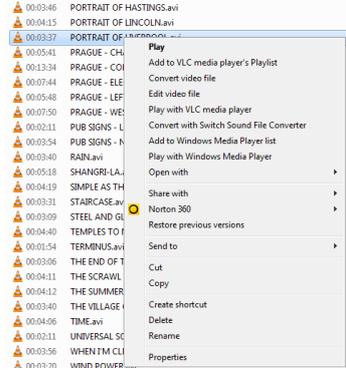
If you’re intending to show a PC-created movie file on a Mac, ensure the Mac can cope with that format. For example, Macs may not be able to cope with .avi formats although they can handle .mp4 and .mov files.

## PLAYING .AVI FILES WITH VIDEOLAN VLC MEDIA PLAYER

Many people, including the club and the KCPA, use VideoLan (VLC Media Player), a free downloadable software for both PCs and Macs. To download it, go to <http://www.videolan.org/vlc/index.html>. Follow the instructions. A shortcut icon will be placed on the desktop.



The file can be played by right-clicking the file-name and selecting “Add to VLC Media Player’s List” from the menu which appears. You can select more than one file by clicking the first file-name and CTRL + clicking the others and selecting “Add to VLC Media Player’s List”. If VideoLan is the default media player, the show will open with a double-click.



However, in order to obtain the best results, you do need to tweak the settings. See Appendix 2. As the software is frequently updated, the screenshots you obtain may be slightly different to the ones shown there. These changes will ensure that the file(s) play full-screen and return to the desk-top (main menu) at the end, something which is usually a requirement for external competitions.

## CHANGING VIDEOLAN SETTINGS – see Appendix 2

### FILE TYPES AND FILE SIZES

#### FILE TYPES

The file created on page 3 will be a .psh file. I suggest you type “show or hide file extensions” in search facility on main Windows screen and follow on-screen instructions to make file extension always visible.

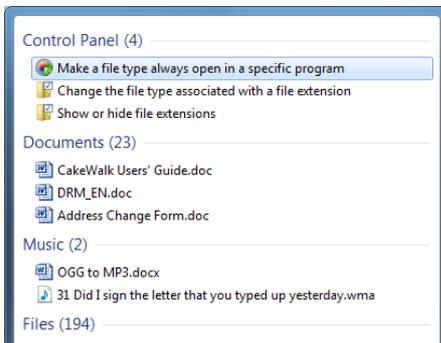


FIG 31

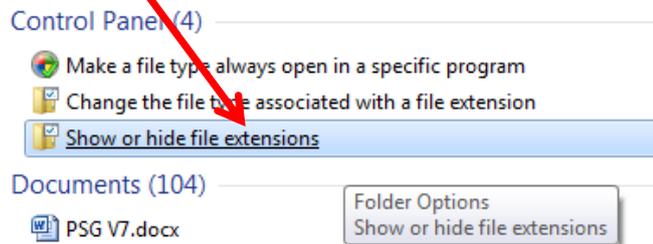


FIG 32

During the course of producing a show, PSG will produce a number of files with the same name but different extensions:

- .psh is the main file with links to music and images and should **NEVER** be deleted.
- .bak (Back-Up) file can safely be deleted after the .psh file is saved and closed.
- .b01, .b02, etc. are produced each time the file is saved and can safely be deleted after the .psh file is saved and closed.
- .pxc files are huge with full copies of images and music. They are created automatically as you prepare your show. When you are totally happy with the executable or movie file, the .pxc file will not be needed and can be permanently deleted. If you re-open the .psh file, the .pxc file is automatically recreated.

#### FILE SIZES

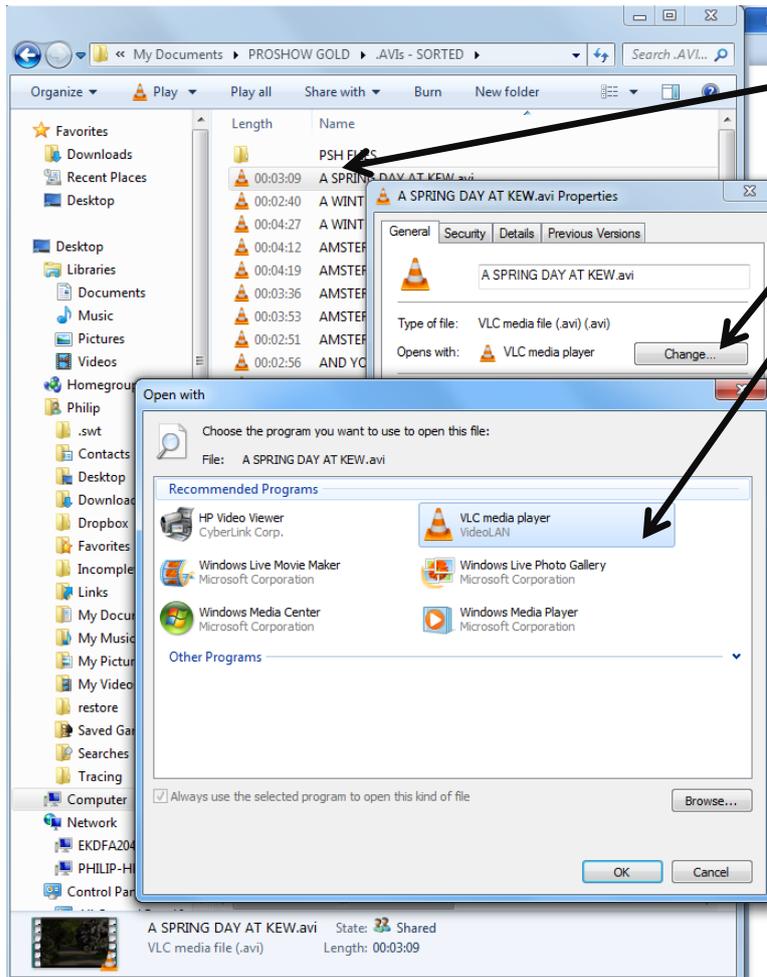
ProShow can cope with image sizes of any size and shape, and with the majority of file formats.

Since most computers these days are powerful, with lots of RAM and hard drive capacity, there is rarely any need to resize your images. A large file will retain quality when you zoom in whereas a small one won't. Conversely, a larger file will take longer to upload, and some machines may struggle with them.

## APPENDIX 1 – CREATING AN AV USING THE WIZARD KEY

The Wizard Tool has changed enormously since the first version of this guide. I suggest you read pages 110-120 of the User Guide (<http://files.photodex.com/docs/manuals/ProShowGold8.pdf>) for an overview of the process.

## APPENDIX 2 – MODIFYING VIDEOLAN SETTINGS



Right-click a file-name, select “Properties” from the menu which appears and click the “Change...” button and select “VLC Media Player” to make it the default player.

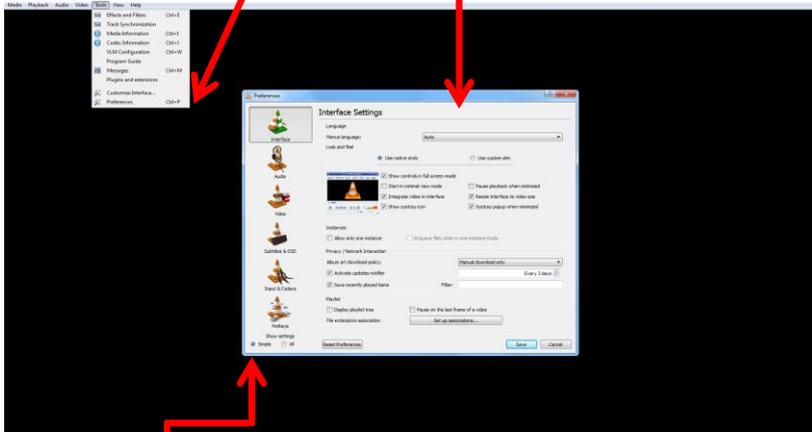
As the software is frequently updated, the screenshots you obtain may be slightly different to the ones shown here. These changes will ensure that the file(s) play full-screen and return to the desk-top (main menu) at the end (often a requirement for external competitions).

Only a handful of alterations will need to be made.

Double-click the VideoLan icon on the desktop. The programme then opens.

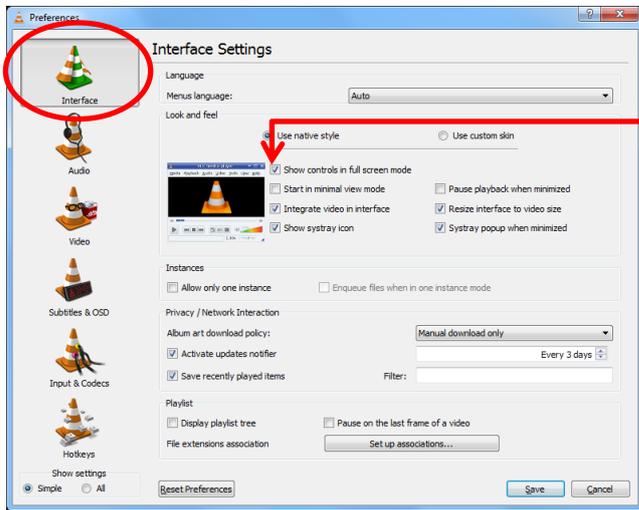


Goto “Tools → Preferences”. This box then appears. Make changes where necessary as shown in the following screen-shots. Remember to zoom (CTRL + scroll) to see settings more clearly in this .pdf document.



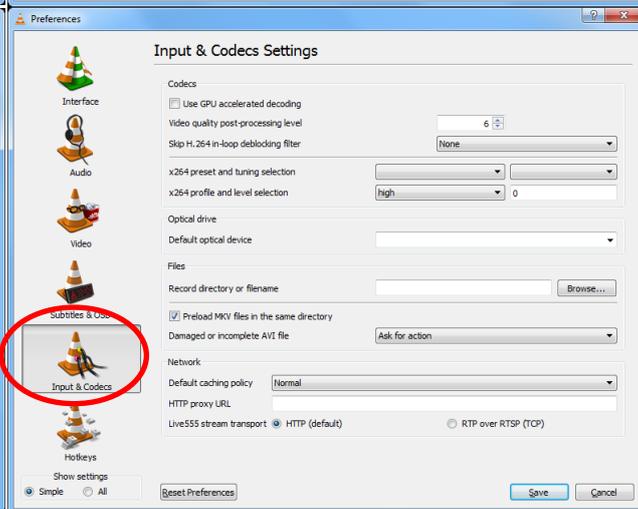
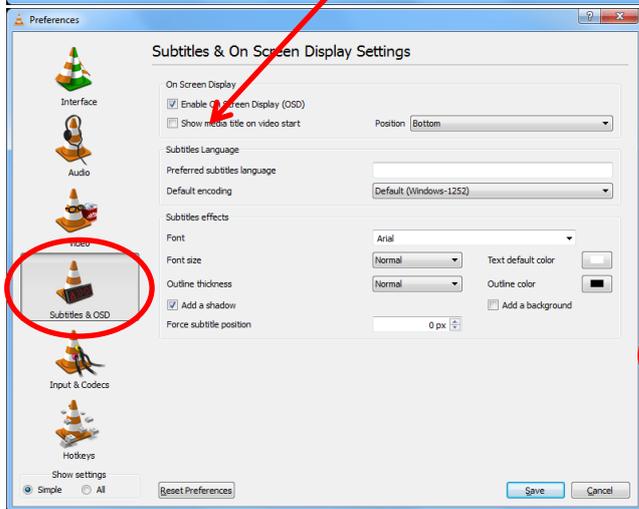
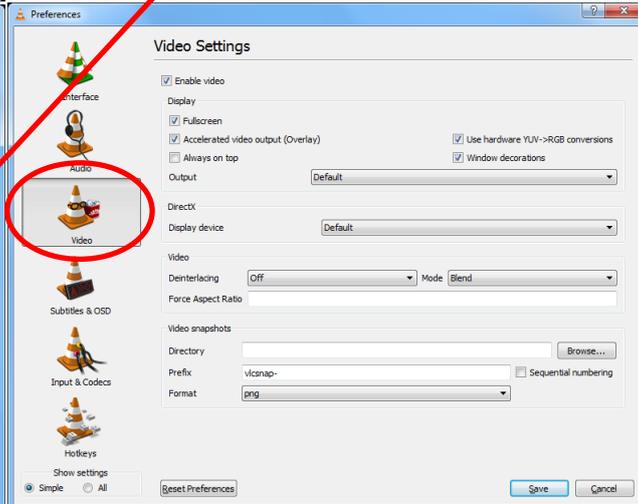
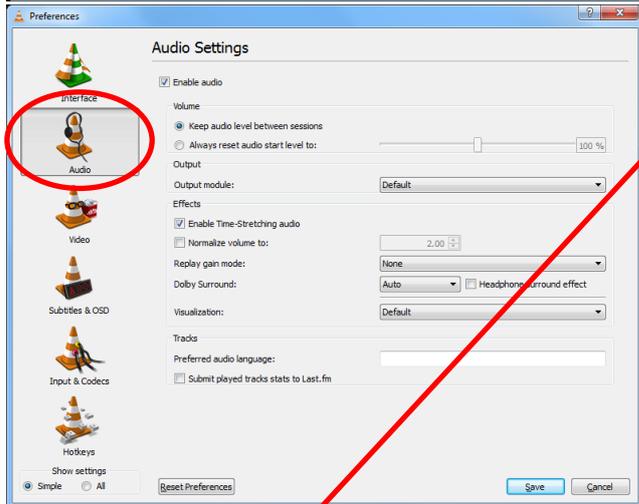
**NOTE:** As the programme is frequently updated, your version will not be identical to the screenshots here. Choose “Simple” first.

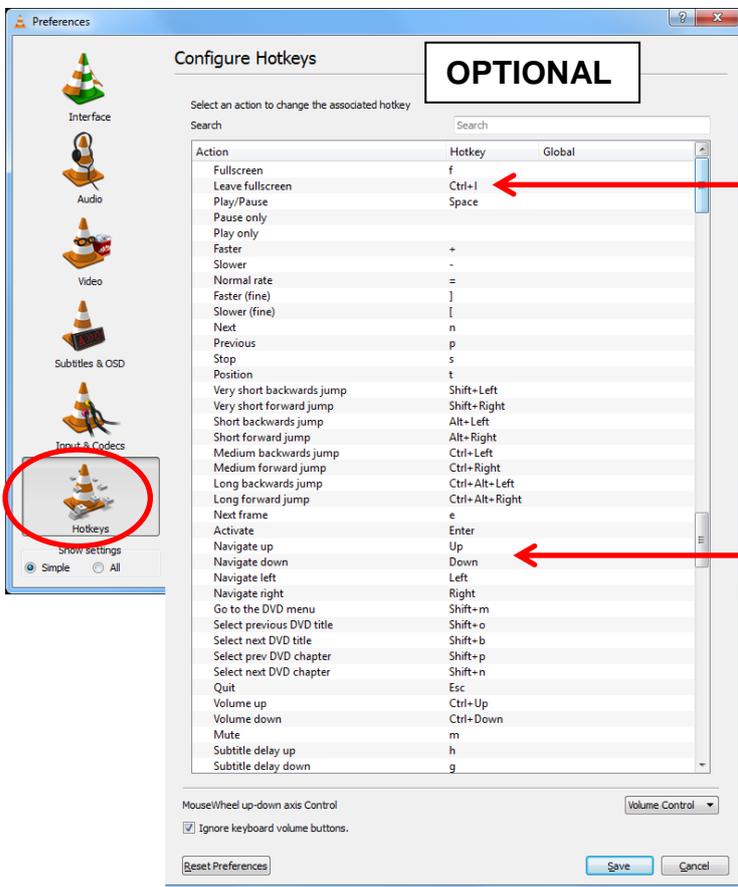
# VIDEOLAN SETTINGS – SIMPLE



You can disable this if you don't want the controls to appear at the bottom of the screen when the mouse is used. I leave it ticked.

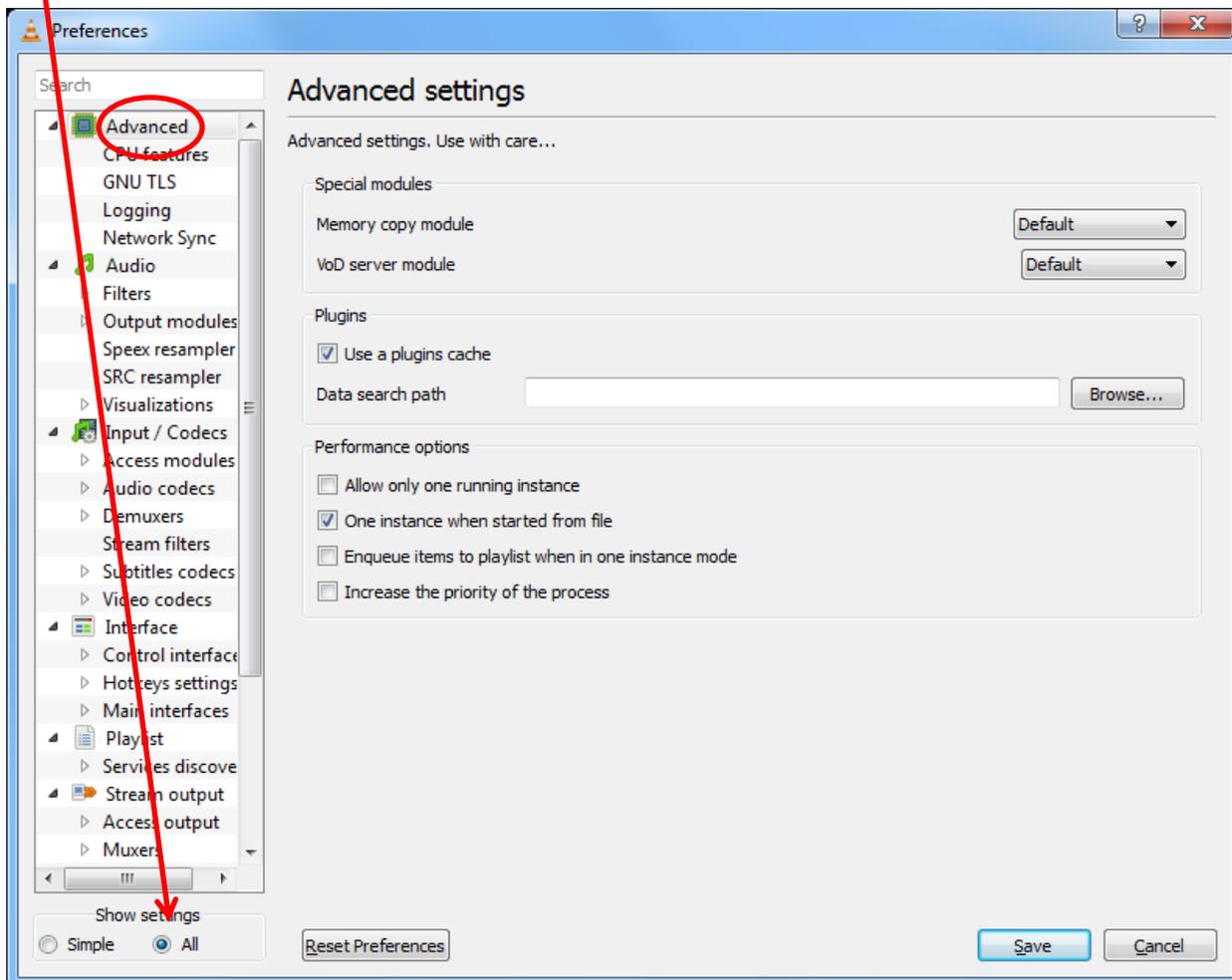
**Important to deselect this to prevent the title appearing on-screen**



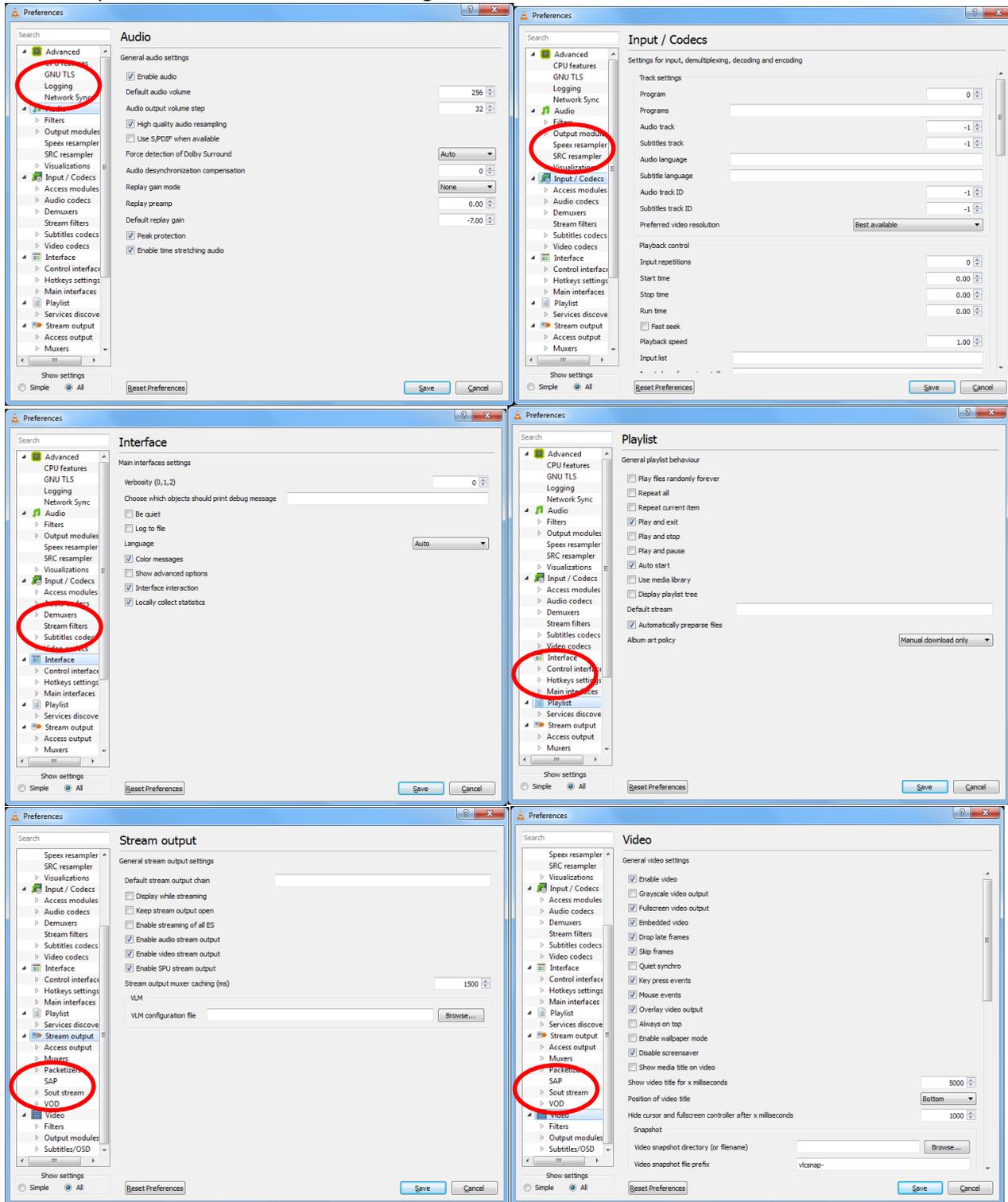


The reason for the last changes – reconfiguring the two hotkeys – is that if the show fails to exit properly (as has been known to happen with executables produced by all software), the "Esc" key would be the common key to return to full screen.

### ALL (ADVANCED SETTINGS)



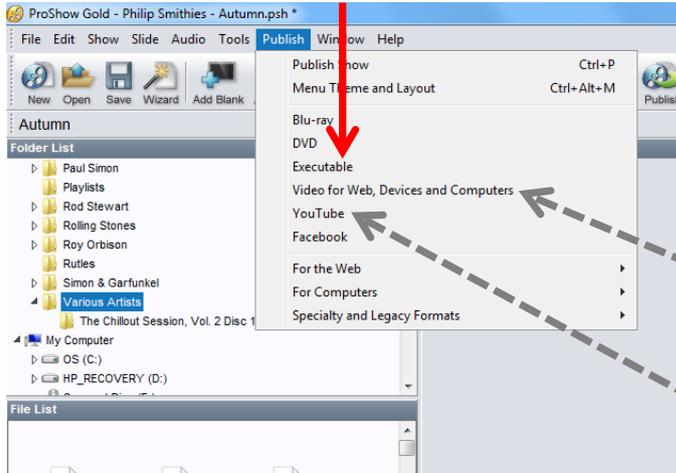
There may be no need to check these settings...



### APPENDIX 3 – CREATING EXECUTABLES

When the show is complete and saved, you can create an executable for use on your own and other computers. To ensure that the show opens instantly at full-screen when the file-name is double-clicked (and without an intermediate display), amend various settings as shown in the following screen-shots.

Click on “Publish” and then “Executable” to create a file which can be played on any PC (but, unlike movie files, not on a Mac or TV).

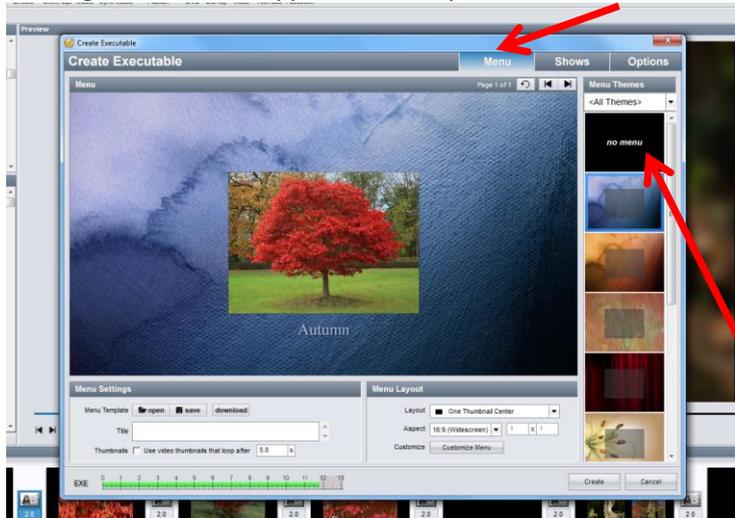


**FIG A**

You can create movie files here as described previously. They are large, but the quality is superior to executables. You can also create .mov files which play on QuickTime on Macs.

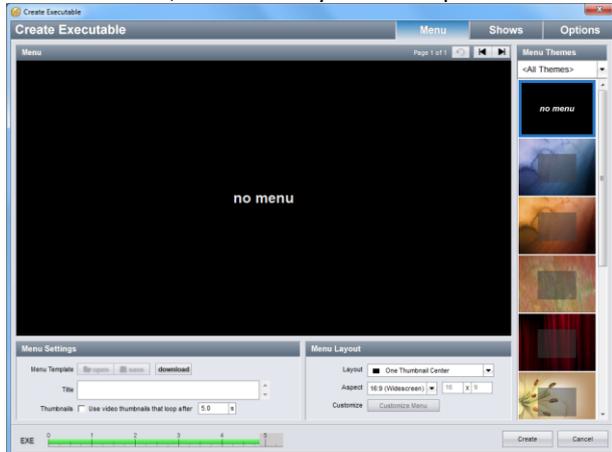
You can upload directly to YouTube. The on-screen instructions are straightforward. Normally, you would upload an .avi file.

A dialogue box like this appears, normally with the “Menu” tab active (Fig B).



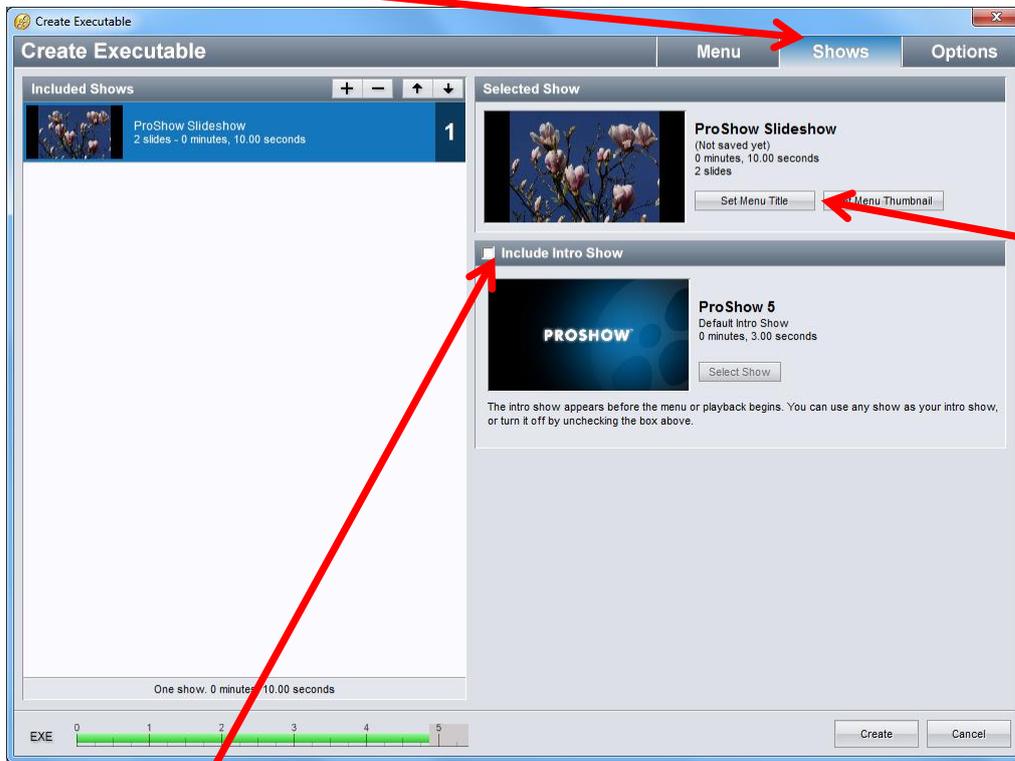
**FIG B**

For ease of use, and to satisfy most competitions' criteria, click on “no menu”. Fig C appears:



**FIG C**

Click on "Shows" tab (Fig D).

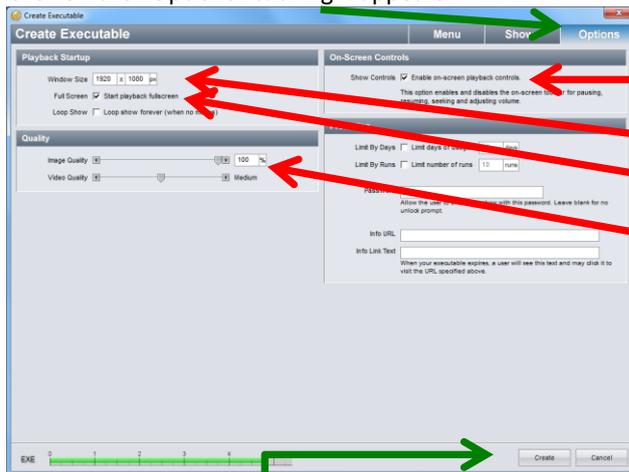


**FIG D**

You may have already set this

Deselect this option unless you wish to be driven mad.

Click on the "Options" tab. Fig E appears.



**FIG E**

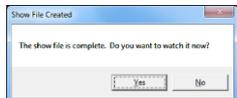
Disable if using in competitions

Set to **your** monitor resolution

Set to "Full Screen"

Set to maximum

When happy, click "Create". The standard "Save" dialogue box will appear. Name your executable and save it. The extension will be .exe. When the executable has been created, this dialogue box appears:



**FIG F**

If you click "Yes", the executable plays straightaway.

Every time you double-click (or right-click and select "Open") on the file name of the executable, it starts to play immediately. Right-clicking whilst it's playing offers a variety of options if you haven't disabled on-screen controls. Press "Esc" to exit.

The executable can be copied to a CD, memory stick or hard drive and played on any PC (including, of course, the one on which it was created). Executables *cannot* be played on TVs or on \*Macs whereas movie files can.

One of the weaknesses of ProShow in my opinion is that the quality of executables, at least when viewed closely, is not as good as PTE's. (Movie files are just as good).

Anti-virus software can sometimes refuse to allow executables to play and may quarantine them. Right-click on the file-name and select "File Insight" from the menu that appears and investigate the options available. Choosing "Trust Now" is highly desirable.

When executables (.exe) are created as described in Appendix 3, they may be fragmented – sometimes into hundreds of pieces. If you find your executable doesn't play smoothly, I suggest you defragment your computer (particularly an older / less powerful machine).

\*PTE does offer the option to create an executable which can be played on a Mac.

**The Problem**

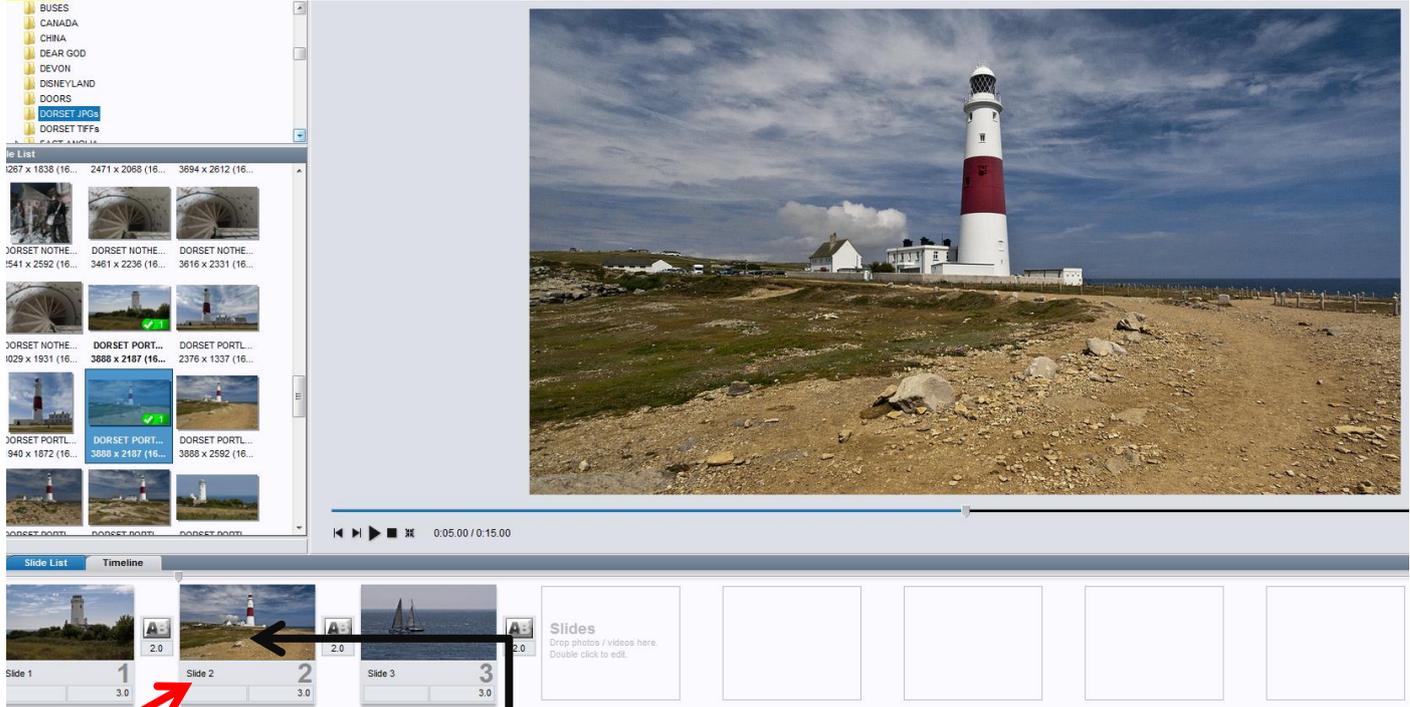
If you create a motion effect such as a zoom or a pan in an image, with a transition at the beginning and end, you will find that the image is still moving during both the transition-in and the transition-out, often making it impossible to see a critical part of the image.

**The Solution**

Suppose you want to create a zoom-in on slide 2 in Fig A below, but want to do it in such a way that the movement begins only when the transition-in is over and stops before the transition-out begins – and keep the overall length of the show the same. The techniques on the next few pages will enable you do this.

ProShow Producer and PicturesToExe both feature keyframes and enable the problem to be solved in a different and rather easier way. Note: it appears that in Version 8 you can specifically set motion to start only after the Transition In is over. It wasn't clear if you have the facility to stop motion before the transition out begins.

**FIG A (Opening screen)**

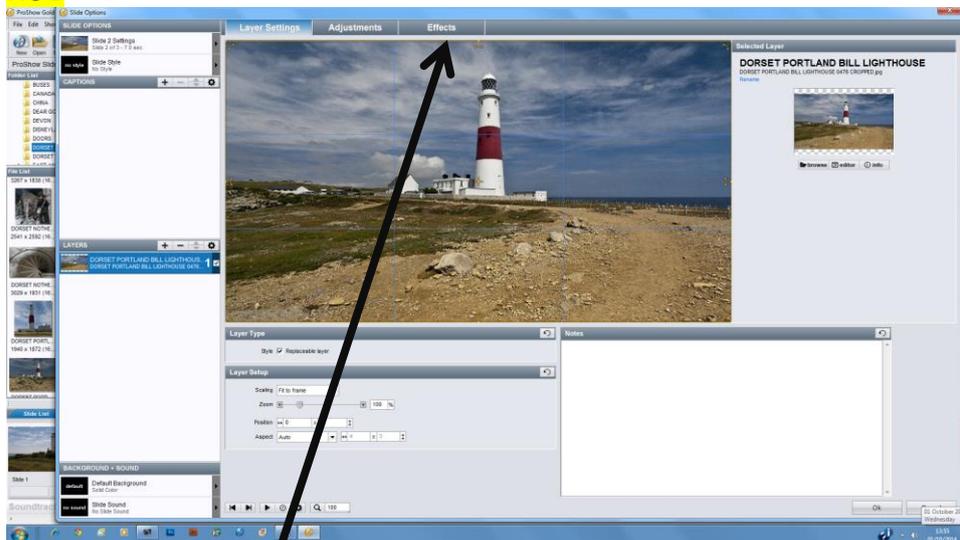


Slide 2

Note: Parts B – D are the same as described in Figs 10 and 11 earlier

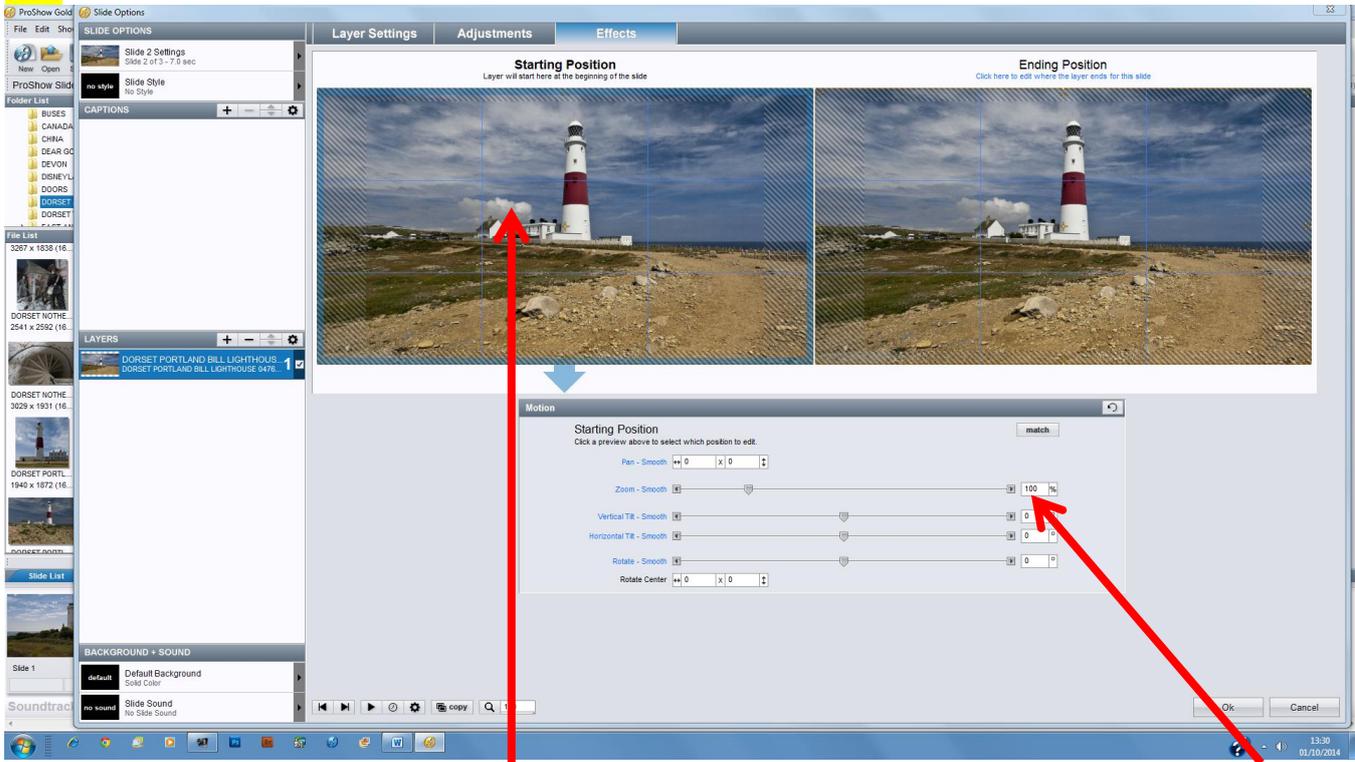
- 1 Double-click somewhere in the centre of the thumbnail of the slide to be modified (slide 2 in this example) to open the "Slide options" dialogue box in Fig B

**FIG B**



- 2 Click on "Effects" to bring up the dialogue box in Fig C

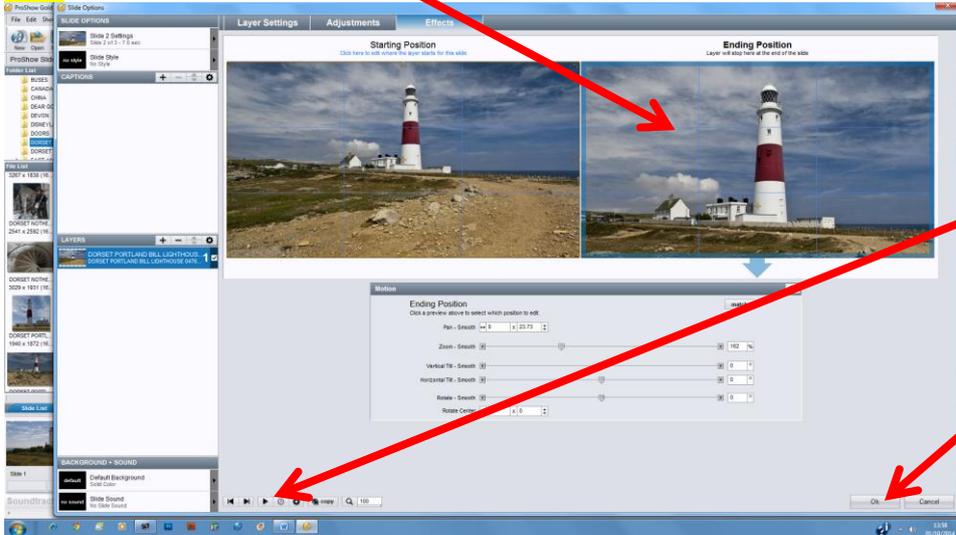
FIG C



3 Make changes to the “Starting Position” as required by altering numbers in the appropriate boxes and/or by dragging the sliders and/or by dragging the image.

4 Click on the “Ending position” section and make changes in the same way (Fig D).

FIG D



5 When you play the slide in the usual way or by clicking here, there will (of course) still be movement *during* transitions (which is what we are trying to avoid).

6 Click “OK” to return to the main screen (FIG E).

FIG E



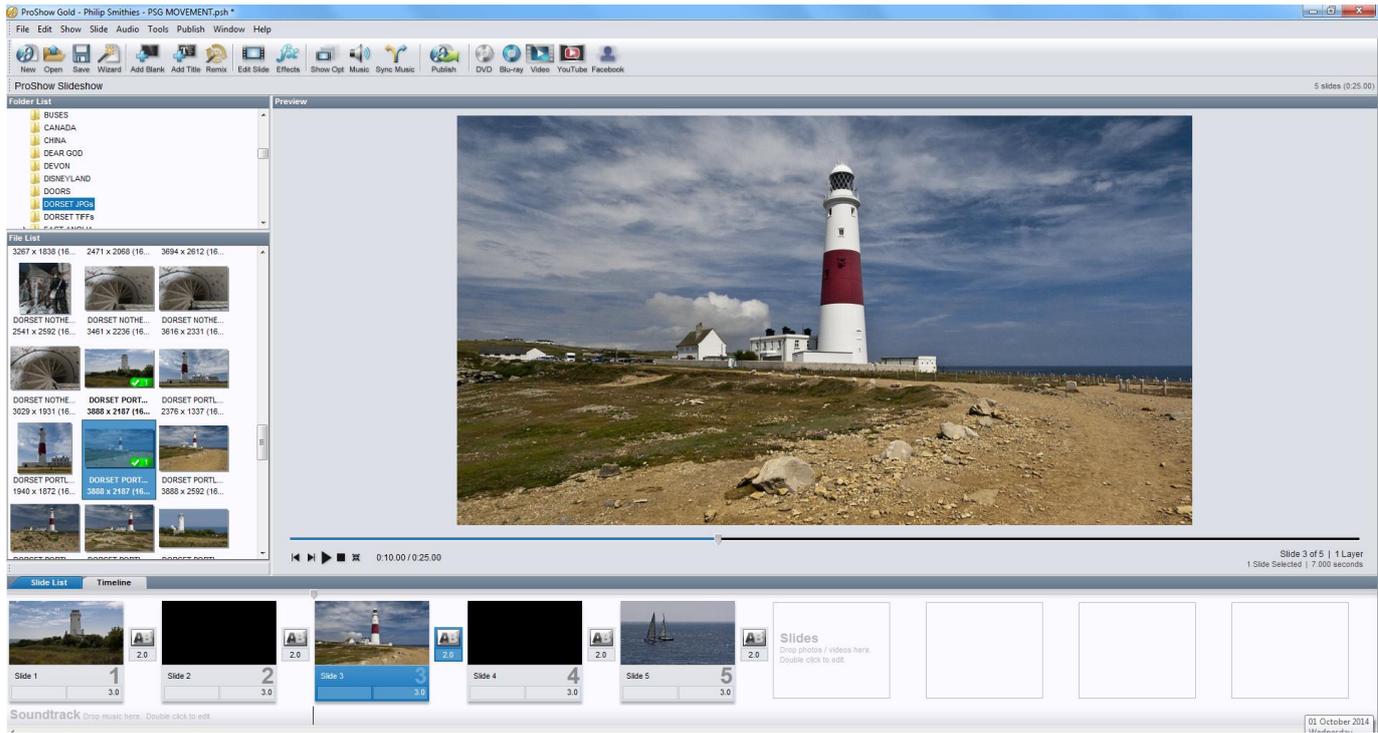
7 Click here and press “ALT + B” to insert a blank slide before Slide 2.

8 Then click here and press “ALT + B” to insert a blank slide before Slide 3

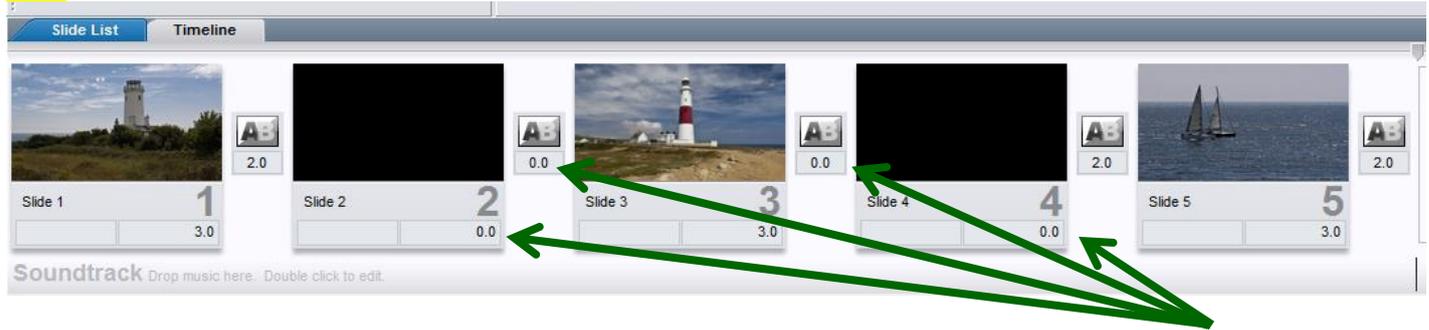
Alternatively, right-click on the thumbnail and select “Insert Blank Slide” from the menu which appears. It will appear to the left of the thumbnail you clicked.

Your screen will look like Fig F, with the original slide 2 now becoming slide 3.

**FIG F**



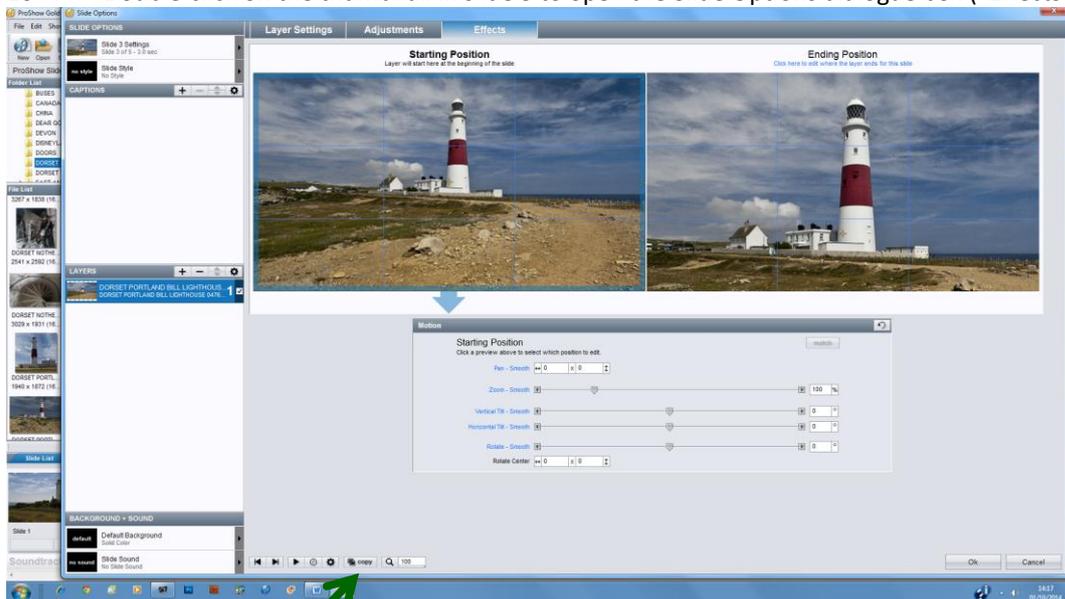
**FIG G (section of Fig F)**



9 Change the four numbers exactly as shown in the close-up in Fig G so that there are four values of "0" (zero). You might achieve a more pleasing effect if the duration of the slide is slightly longer (e.g. 0.5s – although that will lengthen the show) but the two transitions MUST be set at 0s)

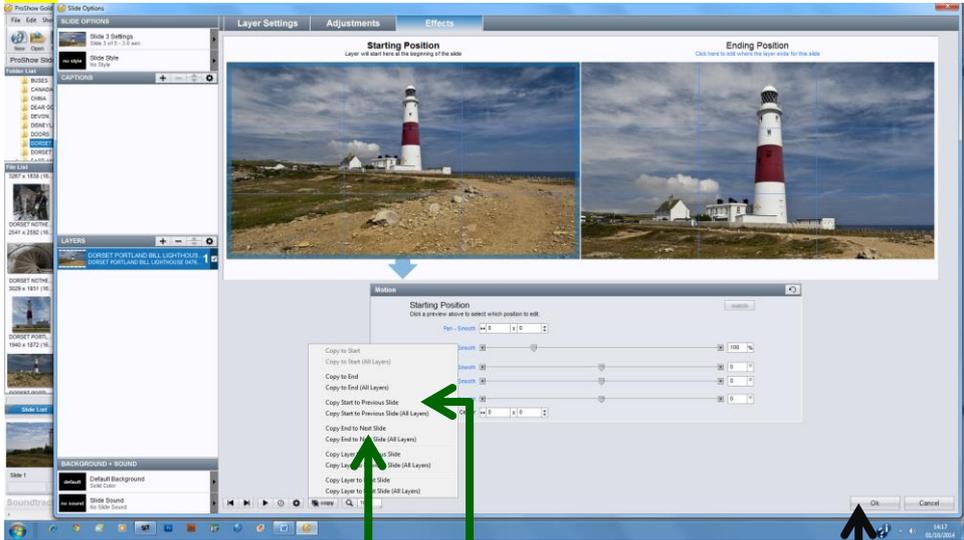
**FIG H**

10 Double-click on the thumbnail in slide 3 to open the Slide Options dialogue box ("Effects" tab) as shown in Fig H.



11 Now click on "Copy" and a menu appears (Fig I)

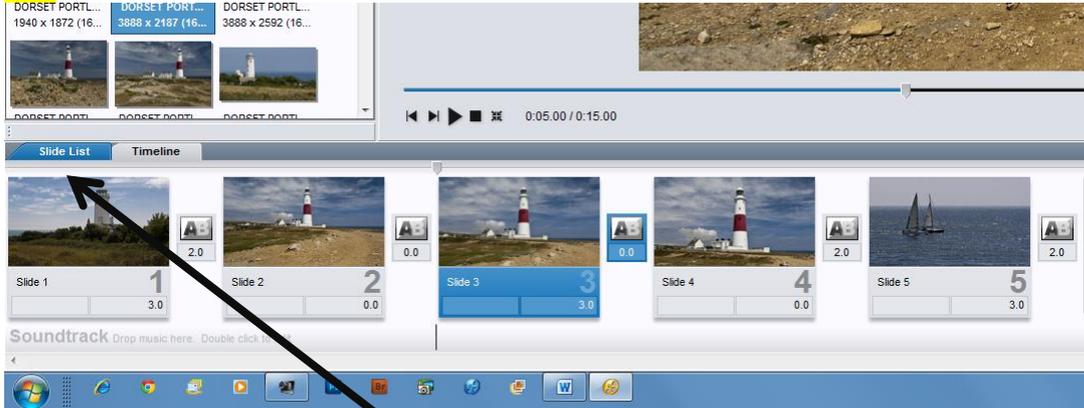
**FIG I**



- 12 Click on "Copy End to Next Slide". The menu will then disappear.
- 13 Click on "Copy" again and then click on "Copy Start to Previous Slide" The menu will then disappear. (it doesn't matter whether you do 12 or 13 first)
- 14 Click "O.K."

Your screen now looks like Fig J.

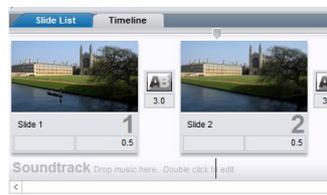
**FIG J**



When you play the sequence from here, you will see that the problem has been solved. There will be a transition from slide 1 to the main picture of the lighthouse (slide 3). When the transition is complete, the zoom in will begin. As soon as the zooming has completely stopped, there will be a smooth transition to the next picture (slide 5).

Note: these changes do NOT change the overall length of the show because the new slides have durations and transitions of "0" seconds.

**MOTION EFFECTS – PEOPLE/OBJECTS DISAPPEARING/REAPPEARING / COLOUR TO MONOCHROME**



This is easily achieved by having two slides (one with and one without the boat) with very short slide times (0.5s in this example) and a long transition (3.0s in this example). Alternatively, one could be in monochrome and the other in colour.