

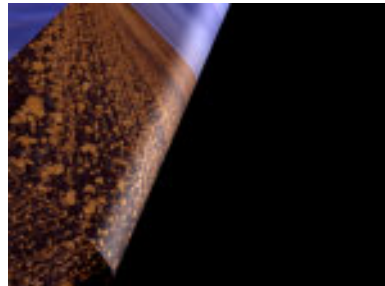
BCC Page Turn Filter

Page Turn creates a 3D model of a page turning in a book or magazine, and allows you to place media on both sides of the page.

Offset controls the amount of the page that peels off over the duration of the effect. An Offset of 0 leaves the source image undistorted, whereas an Offset of 100 peels the page off completely, revealing the track below.



Offset=40

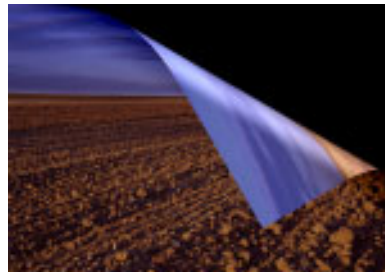


Offset=60

Direction sets the angle between the fold in the page and the horizontal axis.

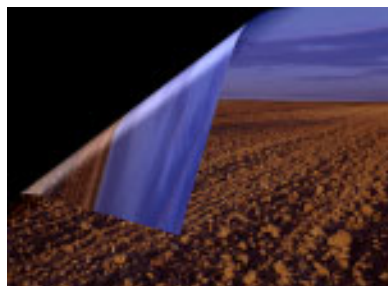


Direction=70



Direction=300

Flap Radius sets the radius of the 3D-modeled flap as the page turns. Reducing Flap Radius makes the flap sharper and more like a crease, and increasing it makes the flap more cylindrical.



Flap Radius=10



Flap Radius=40

Flap Opacity adjusts the transparency of the flap. A setting of 100 makes the flap completely invisible, whereas a setting of 0 leaves the flap completely opaque.

Light adds a basic white light that illuminates the curve of the flap as it peels back. Increasing this value increases the intensity of the highlight.

Shadow causes the flap to cast a shadow on the turning page. Increasing this value increases the intensity of the shadow.

The **Alternate Back menu** allows you to choose a layer in the timeline to apply to the back of the page turn. *None* applies the source layer to both sides of the page.

Trails sets the number of motion trails which follow the page turn as it animates. If the page turn is not animated, Trails has no affect. In the following illustrations Direction is animated.

