

PDR – Transitions in PiP

In **PowerDirector** (screenshots from PDR15), transitions applied to a PiP element – image or video – behave in different ways.

Some transitions (**listed in red below**) **interfere** with the background image:



Some transitions (**listed in orange below**) overlay the background image:



Some transitions (**listed in blue below**) act only on the PiP element, with no effect on the background:



Many transitions (***listed in bold italics below***) are based on a central axis point. If the PiP element is centred, it makes no difference. If it's off-centre, so is the transition because it acts on the whole screen (not just the object).



PDR – Transitions in PiP

Adorage (graphic)	Dominoes	Adorage (blank)	Shutter
Airplane	Expanding Rectangles	Binary1	Sift 1/2/3
Blur	Expanding Squares	Binary2	Slide
Break Apart 3	Falling Down	Big Bang	Sliding Lines Bent
Center	Film Clip	Box	Sparkle
Color Circle	Flip	Broken Glass	Spin Horizontal
Color Love Heart	Flip Blinds	Burning	Spinning Rectangle
Color Star	Flip Boxes	Collapse	Spinning Square
Glare	Flip II	Color Split	Splice
Glass 1/2/3	Flip Matrix	Dancing Squares	Square Stream
Glow	Flocking	Diamonds 1-5	Star
Laser	Flying Triangles	Dissolve	Strip L/R R/L
Momentum (all)	Fragments	Drain	Swap
Mosaic	Grid	Evaporate (all)	Swing
Paper 1/2	Interfere 1/2	Expanding Circles	Swinging
Paper Airplane 1/2	Magic Blocks	Expanding Lines	Threshold
Rotate CW	Momentum	Fade	Triangle Wall
Seism	Page Curl/Fold/Roll	Fold	Twist
Spiral	Painting	Frozen	Typhoon
Vitascene	Raindrops	Full Twist	Water Droplets
X-Ray	Slices	Grand Opening	Wave
	Sliding Lines H/V	Granulate	Wave Wipe
	Spin Horizontal	Hexagons	Windshield
	Splices	Interfere 2 (Alpha)	Wipe
	Squeezed	Mirror	Wipe Center
Blizzard	Sweetheart	Passing Time	Wipe Clock
Blur Line	Swirl	Peeling Lines	Wipe Dirty
Break Apart 2	Two Triangles	Pentagons	Wipe Soft
Chain Reaction		Perfect Circle	Worm Hole
Cross		Pinwheel	
Crystalize		Ripple	
Digital Trans'n Break		Shove	
Digital Trans'n Restore			