Working with the BCC Sphere Transition

The Sphere Transition shape models the source image onto a sphere. Unlike the Sphere filter, the Sphere Transition filter allows you to animate Perspective, which is useful in creating transitions.

The remaining parameters are identical to the corresponding controls in the Sphere filter. See “Working with the BCC Sphere Filter” in Chapter 3 of the User Guide.

When the Unwrap as Transition checkbox is selected (the default), unwrapping the shape modifies the scale and rotation controls so the fully unwrapped image is the original source. When it is unchecked, unwrapping the image does not affect the scale or rotation.

Perspective sets the distance between the viewer’s eye and the surface of the object. The maximum value places the viewer far away from the sphere, and the minimum value puts the viewer just above the surface. Increasing Perspective increases the apparent size of the sphere, emphasizing the part that is directly in front of the viewer. A Perspective setting of 100 makes the image appear almost flat; only the foreshortening near the edges of the circular outline of the sphere show the curvature of the shape. A Perspective of 1 emphasizes the curvature, but shows only a small portion of the source media. The default setting of 80 shows the entire surface and creates a more curved appearance.