Layers

This page provides information on layers in Pdplayer.

Overview

One of Pdplayer's unique features is its ability to process multiple layers at the same time. Furthermore it can handle different types of layers and layers with different type of content without the need of complex procedures. All you need to do to add any kind of media content to a layer is drag and drop. Pdplayer provides several types of layers divided into normal and special layers according to their functions.

You can create layers with the **Add Layer** option on the File Menu, then control them with the options in the Layer Menu and Timeline Area.

Normal Layers

All these layers can be loaded in Pdplayer simply by dragging and dropping. Pdplayer will automatically add the correct type of layer according to the type of the file you have dropped.

Still Image Layer – A normal layer with a single image loaded in it. This image will appear on each frame no matter how many frames there are. To add an image that is a part of a sequence as a Still Image Layer, hold the Ctrl key while dragging and dropping it into Pdplayer.

Sequence Layer – A layer containing a sequence of images

Movie Layer – A layer with a movie file loaded in it.

Audio Layer – A layer containing an audio file.

Special Layers

Brush Layer – A still layer that you can draw on. Whatever is drawn on this layer will be shown on all frames. Used for putting notes in the composition.

Brush Sequence Layer – A brush layer that keeps information for each frame. This means that you can have different drawings on different frames. Used for putting notes in the composition.

Adjustment Layer – Allows you to apply color corrections to multiple layers globally. The color corrections that you make to an adjustment layer will be applied to all layers under it in the **Layer Stack**. If you make this layer invisible the effect of the color corrections will also be not visible.

Embedded Image Layer –Created when there is an image of any kind in the clipboard and you paste it in the composition or when you paste a frame as an **Embedded Image**. It behaves as a still image layer with the only difference that it can be saved within the .*pdpcomp* file.

Embedded Audio Layer – Created when an **Audio Layer** that contains a .*WAV* file is embedded into the composition with the **Embed Layer** command from the **Layer** menu.

Text Layer – A special kind of layer that allows you to put notes on your composition. You can control the settings for the text layer from the Text tab of the Property Panel.

Video Layer – A Pdplayer specific type of layer which allows you to insert live video footage inside Pdplayer. To do this just go to **Edit > New Video Layer >** and select from list of video devices that are currently attached to your computer.

Frame Buffer Layer – Very similar to the clip board layer. The only difference is that the input comes from an external source. For the moment Pdplayer supports input only from V-Ray and LightWave

Working with Layers

Once you have added layers to your composition, you may want to arrange them. You can change how different layers stack over each other by dragging them in the layer stack. It is important to know that only the part of a layer which is inside the work are will be displayed. You can further limit which parts of a layer will be shown by adding **In** and **Out Points** to it. This is done by dragging the edges of a layer. If you drag the right edge of a layer outside of it Pdplayer will automatically add a loop for this layer. Double clicking on an **In Point** will reset it to 0 and double clicking on an **Out Point** will move it to the next complete loop. Right-clicking on a layer will bring up the layer context menu which holds some additional commands.

Delete Selected	Ctrl+Delete
Half Width Left	Ctrl+Shift+Left
Half Width Right	Ctrl+Shift+Right
Preload into Cache	Shift+Space
Disable Caching	
Remove from Cache	
Duplicate	Shift+D
Duplicate and Split	Ctrl+Shift+D
Expand into Layers	
Add Other Stereo View	
Resize to Timeline	
Resize to Work Area	
Replace with...	
Update Modified Frames	Shift+U
Automatic Update	Ctrl+Shift+U
Rescan for New Frames	
Watch for New Frames	
Copy Layer and Frame	Ctrl+C
E-mail Frame as JPEG	Ctrl+Shift+M
E-mail Frame as PNG	
Locate in Explorer	Ctrl+Shift+L
Open with...	Ctrl+Shift+W

Layer context menu

Delete Selected – Deletes the layer from the composition.

Half Width Left – Moves the layer half of its resolution width to the left in the work space.

Half Width Right – Moves the layer half of its resolution width to the right in the work space.

Preload into Cache – Loads the sequence into the cache without playing it.

Disable Caching – Disables caching of the layer and forces direct playback from disk.

Remove Layer from Cache – Removes the layer from the cache so in the next play back it will be reloaded from the hard drive.

Duplicate – Duplicates the selected layer. The new layer will become selected and will appear over the original layer.

Duplicate and Split – Duplicates the selected layer and sets the **Out point** one frame before current time. The new layer will become selected and the **In point** will be set at current time.

Expand into Layers – This option is available only for *.vrimg* and *.exr* sequences which have additional layers inside. When executed, this command creates additional layers in the composition each of which is displaying one of the layers in the *.vrimg* or *.exr* sequence.

Add Other Stereo View – Adds the other stereo view of a stereo sequence. Pdplayer recognizes certain key words in the path and file name of the loaded sequences in order to find and load the other par part of the stereo sequence. The following words are recognized:

"left", "Left", "LEFT", "L", "lf", "LF" identify the left view
"right", "Right", "RIGHT", "R", "rt", "RT" identify the right view

Resize to Timeline – Resizes the current **Still image Layer** or **Embedded Image Layer** to the length of the **Timeline**.

Resize to Work Area – Resizes the current **Still image Layer** or **Embedded Image Layer** to the length of the **Work Area**.

Replace with… – Opens the standard Open File dialog so a new file which will replace the current can be selected All settings of the layer will be preserved. In case you have multiple layers selected you will have to specify the root folder in which the sequences are placed.

Update Modified Frames – Checks which frames have been updated on the disk since the last caching and removes them from the cache, so they can be reloaded on the next playback.

Automatic Update – When enabled, Pdplayer will continuously scan for updated frames and reload them in the cache when needed.

Rescan Sequence for New Frames – Checks the sequence for additional frames.

Watch Sequence for New Frames – Continuously watches the sequence for additional or removed frames.

Copy Layer and Frame – Copies the current frame and layer into the clipboard (in *.pdpcomp* file format). It can later be pasted either as a **Sequence Layer** or a **Still Image Layer** in any Pdplayer window.

E-mail Frame as JPEG – Emails the current frame of the selected layer in a *.jpg* format using the system's default e-mail client.

E-mail Frame as PNG – Emails the current frame of the selected layer in a *.png* format using the system's default e-mail client.

Embed Layer – Embeds a **Still Image Layer** or an **Audio Layer** (containing a *.WAV* file) in the composition so that it can be saved in the in the *.pdpcomp* file.

Locate in Explorer – Opens the original location of the layer in Windows Explorer.

Open with…– Opens the standard Windows List with programs so you can choose in which program to open the selected layer from within Pdplayer.