

# Media Layers

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# Media Layer Settings - Images

The screenshot shows a settings window titled 'EDITING NATURE [ MEDIA LAYER ]'. It contains several sections: 'Layer Name' with a text field 'Nature'; 'MEDIA SETTINGS' with a 'Media Folder' field showing 'Nature [Image]'; 'DISPLAY SETTINGS' with a 'Resize Type' dropdown set to 'Fill' and an 'Opacity' slider set between 50% and 80%; and 'CYCLE SETTINGS' with a 'Cycle Length' slider set between 1.5s and 3.5s. Each slider has a circular icon with a crosshair on the right. The interface has a light purple background and a red eye icon and a red 'X' icon in the top right corner.

## Settings

**Media Folder:** This is the selected folder of media files for the layer. Clicking on the field will prompt you to browse and select a folder on your computer or device. The layer will then use the image files in this folder to cycle through randomly according to the other settings. The settings will also change depending on the type of media in this folder.

**Resize Type:** This will change the way the images are shown on the screen and how they are scaled. The current options are as follows:

- **Stretch:** This will make the image cover the full screen, showing all contents of the image, ignoring aspect ratio. This may cause the image to be distorted.
- **Fit:** This will cause the image to be resized to fit in the screen, but may not cover the entire screen leaving portions on the sides or top or bottom that are not covered.
- **Fill:** This will cause the image to cover the full screen, zooming in and centering on it, clipping off portions of the image to ensure it fits the screen. It will not be distorted but will not always show the whole image.
- **Actual Size:** This will display the image centered as the actual size of the image. It may not cover the full screen or it may go off the screen depending on the actual size of the image.

**Opacity:** This is used to set the transparency level of this layer. The lower the number, the more see-thru the layer becomes allowing you to see layers below it. If you click the button on the right side of the row, you can toggle different methods of setting this value. Range Slider allows you to set a min and max amount of opacity, which will make it select a random amount between those 2 sliders. Slider allows you to select a value for the opacity directly. Input Field lets you specify the opacity as a decimal value 0 being completely transparent and 1.0 being fully opaque. Lastly disabled causes the layer to be completely opaque the same as setting the value to 1.0.

**Cycle Length:** This determines how long each cycle of the layer will last in seconds. Each cycle the layer will select a media file from the Media Folder and display it for this duration. If you click the button on the right side of the row, you can toggle different methods of setting this value. Range Slider allows you to set a min and max duration, which will make it select a random amount between those 2 sliders. Slider allows you to select a value for the duration directly. Input Field lets you specify the duration as a decimal value in seconds. Lastly disabled causes the layer display for only the amount of time it takes to load the next file.

# Media Layer Settings - Audio

EDITING NATURE [ MEDIA LAYER ]

Layer Name

Nature

MEDIA SETTINGS

Media Folder

Audios [Audio]

CYCLE SETTINGS

Play Mode

FromStart

Cycle Length

1.5s - 3.5s

AUDIO SETTINGS

Volume

100%

# Media Layer Settings - Video

EDITING NATURE [ MEDIA LAYER ]

Layer Name

Nature

MEDIA SETTINGS

Media Folder

Spirals [Mixed]

DISPLAY SETTINGS

Resize Type

Fill

Opacity

50% - 80%

CYCLE SETTINGS

Play Mode

FromStart

Cycle Length

1.5s - 3.5s

AUDIO SETTINGS

Volume

100%

# File Compatibility

## Image Formats:

- png
- gif
- jpg / jpeg
- bmp
- tif
- tga
- webp

## Audio Formats:

- mp3
- ogg
- wav
- flac
- aif

## Video Formats:

- mp4
- avi ( Windows Only )
- mov
- ogv
- mpg / mpeg
- m4v
- webm ( Linux only supports webm currently)

## Video Codec Information:

For most platforms, [H.264](#) (typically in a .mp4, .m4v, or .mov format) is the optimal supported video codec because it offers the best cross-platform compatibility. Linux is the notable exception.

For Linux, the optimal encoding is usually a .webm container with video tracks encoded using the VP8 codec, and audio encoded using the Vorbis codec.