

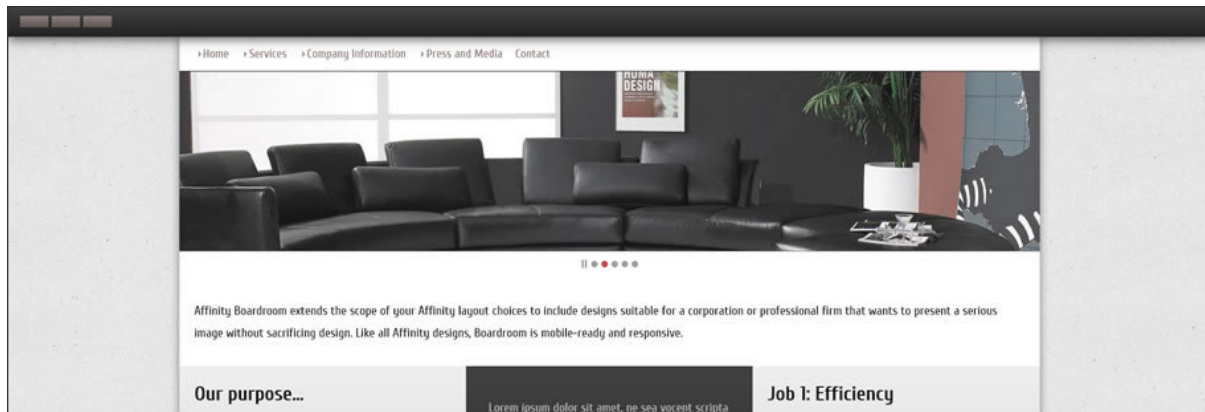
IGM2 Affinity Boardroom Banner

Replace the default Affinity Banner with an IGM2 Gallery

Turn your Affinity Boardroom banner into an animated image gallery in just a few minutes!

Finished Example...

View the [finished example page](#) and then return here to learn how you can make your banner come to life.



Each Affinity Boardroom page comes with a banner image that you can replace with an Image Gallery Magic 2 (IGM2) animated banner. This tutorial will show you how.

Required for this tutorial

This tutorial requires [PVII Affinity](#), the [Affinity Boardroom](#) theme pack, and [IGM2](#)

To make the tutorial easier, we've prepared a zip file of 4 images that you can use for practice:

[Download the images](#)

Unzip the images and place them inside the **art** folder of your Affinity site.

Insert the Gallery

Open your Boardroom page. Click on the banner image and then switch to Code View:

```
<div id="banner"></div>
```

Remove the image and leave your cursor inside the opening and closing banner DIV tags:

```
<div id="banner">Cursor Here </div>
```

Open the IGM2 interface.

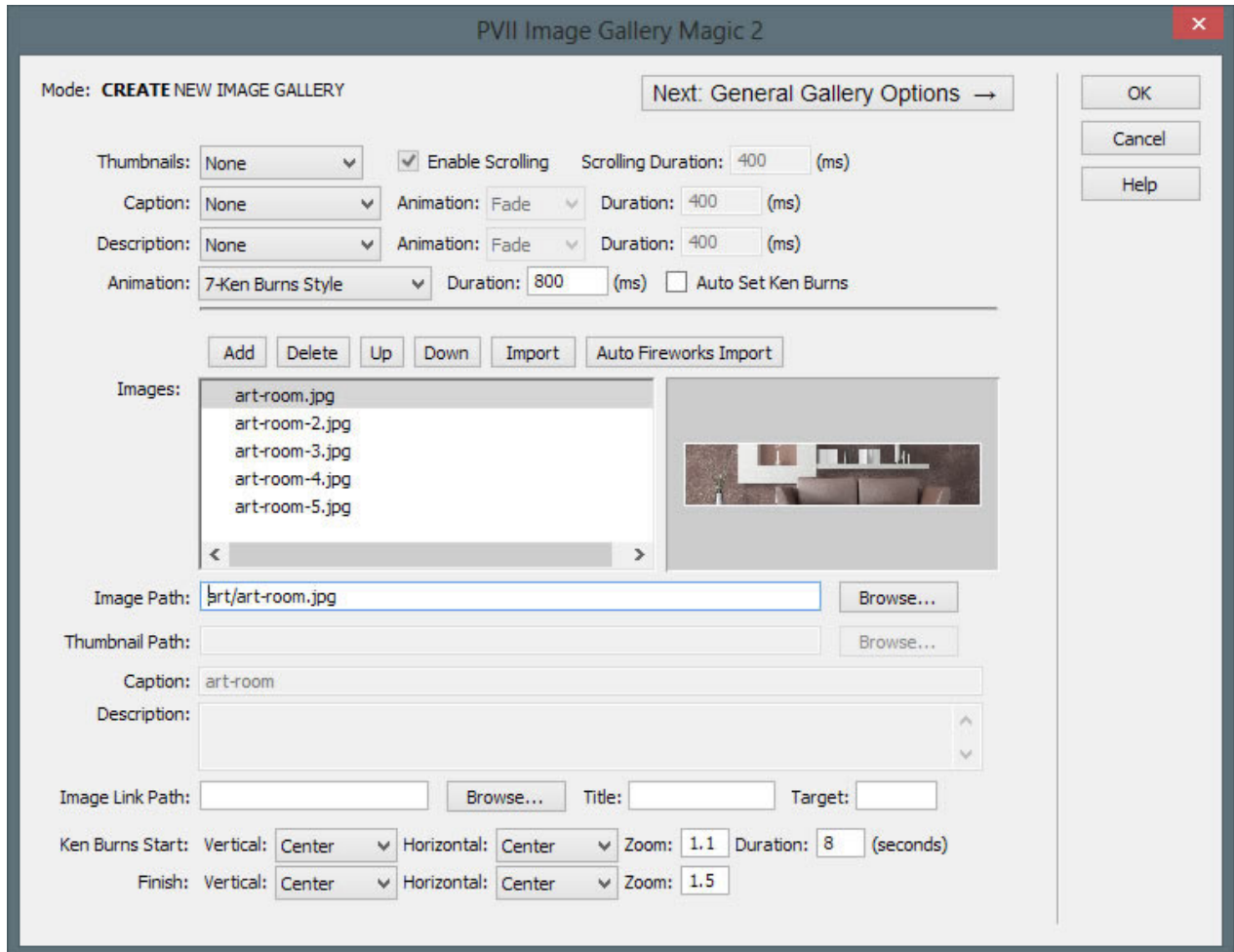
Set *Thumbnails*, *Caption*, and *Description* to **None**.

Set animation to **Ken Burns** and deselect (un-check) **Auto Set Ken Burns**.

Click the **Browse...** button to the right of the *Image Path* box and browse to your **art** folder.

Select **art-room.jpg** as your first image.

Click the **Add** button and add the remaining 4 *art-room* images as depicted in the screen capture below.



Select each image in your list and set its *Ken Burns* **Start/Finish** parameters as follows:

Start: Vertical: **Center** Horizontal: **Center** Zoom: **1.1** Duration: **8** (seconds)
Finish: Vertical: **Center** Horizontal: **Center** Zoom: **1.5**

Start: Vertical: **Center** Horizontal: **Right** Zoom: **1.4** Duration: **8** (seconds)
Finish: Vertical: **Center** Horizontal: **Center** Zoom: **1**

Start: Vertical: **Center** Horizontal: **Center** Zoom: **1.1** Duration: **8** (seconds)
Finish: Vertical: **Center** Horizontal: **Center** Zoom: **1.5**

Start: Vertical: **Center** Horizontal: **Left** Zoom: **1.5** Duration: **8** (seconds)
Finish: Vertical: **Top** Horizontal: **Center** Zoom: **1**

Start: Vertical: **Center** Horizontal: **Right** Zoom: **1.45** Duration: **8** (seconds)
Finish: Vertical: **Center** Horizontal: **Center** Zoom: **1.1**

Click the **Next: General Gallery Options** button

Leaving all other options set to their default values, set **Paginator** to Below Image with a **Pause/Play** Control only.

Set **Show Initial Image** and **Pause Time** to **7800** (ms).

Mode: **CREATE NEW IMAGE GALLERY** ← Back: Main Entry Screen

General Gallery Options:

Gallery Height: Auto Height 400 px

Page Startup: Start with Image: 1 ☐ Random ☐ Open in Fullscreen Mode

Toolbar: None Controls: ☒ First ☒ Previous ☒ Pause/Play
☒ Next ☒ Last ☐ Fullscreen ☐ Back Button

Paginator: Below Image Controls: ☒ Pause/Play ☐ Fullscreen ☐ Back Button

Arrows: ☐ Show Previous-Next Arrows

Auto Play Startup: ☒ Auto Play on Startup Show Initial Image for: 7800 (ms)

Auto Play Mode: Loop Back to First Image Pause Time: 7800 (ms)

Cycles: ☐ Play Continually Number of Cycles: 1

End Cycle On: Last Image

Style Theme: 03-Style Three

Set *Style Theme* to **03-Style Three**

Click **OK**.

CSS Edits

In your Affinity CSS file, locate the **#banner** rule and remove the **border-bottom** declaration:

```
#banner {  
border-top: 1px solid #000;  
border-bottom: 1px solid #000;  
}
```

In your **p7IGM03.css** file, locate the **.p7IGM03_FSwrapper** rule and change the **border** property to **border-bottom**:

```
.p7IGM03_FSwrapper {  
position: relative;  
padding: 0px;  
overflow: hidden;  
border: 1px solid;  
border-bottom: 1px solid;  
}
```

In your **p7IGM03.css** file, locate the **.p7IGM03 .p7IGM-canvas** rule and add a **vertical-align** property set to **bottom**:

```
.p7IGM03 .p7IGM-canvas {  
background-color: transparent;  
vertical-align: bottom;  
}
```

Save your files and pat yourself on the back. You are finished!

Notes

For a Ken Burns animation to work best, your images should all be the same size. Image width should be equal to or greater than the max-width of your layout, which is 1360 pixels. We made the practice images 1440 pixels wide. The Ken Burns parameters were set to provide a pleasing and well-orchestrated effect as one image transitions into the next. Please see the IGM2 user guide for a complete discussion of the Ken Burns settings. Of course, if you do not have time to play cinematographer, you can leave the Ken Burns set to the default random mode.