

PROJEKT EU peníze školám



Střední škola
uměleckomanažerská, s.r.o.

Číslo projektu: CZ.1.07/1.5.00/34.0320

Název projektu: Moderní škola

Název školy: Střední škola uměleckomanažerská, s.r.o., Táborská 185, Brno

Předmět: Multimediální technologie a technika

Téma: Puppet Pin Tool

Ročník: 2. ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_1



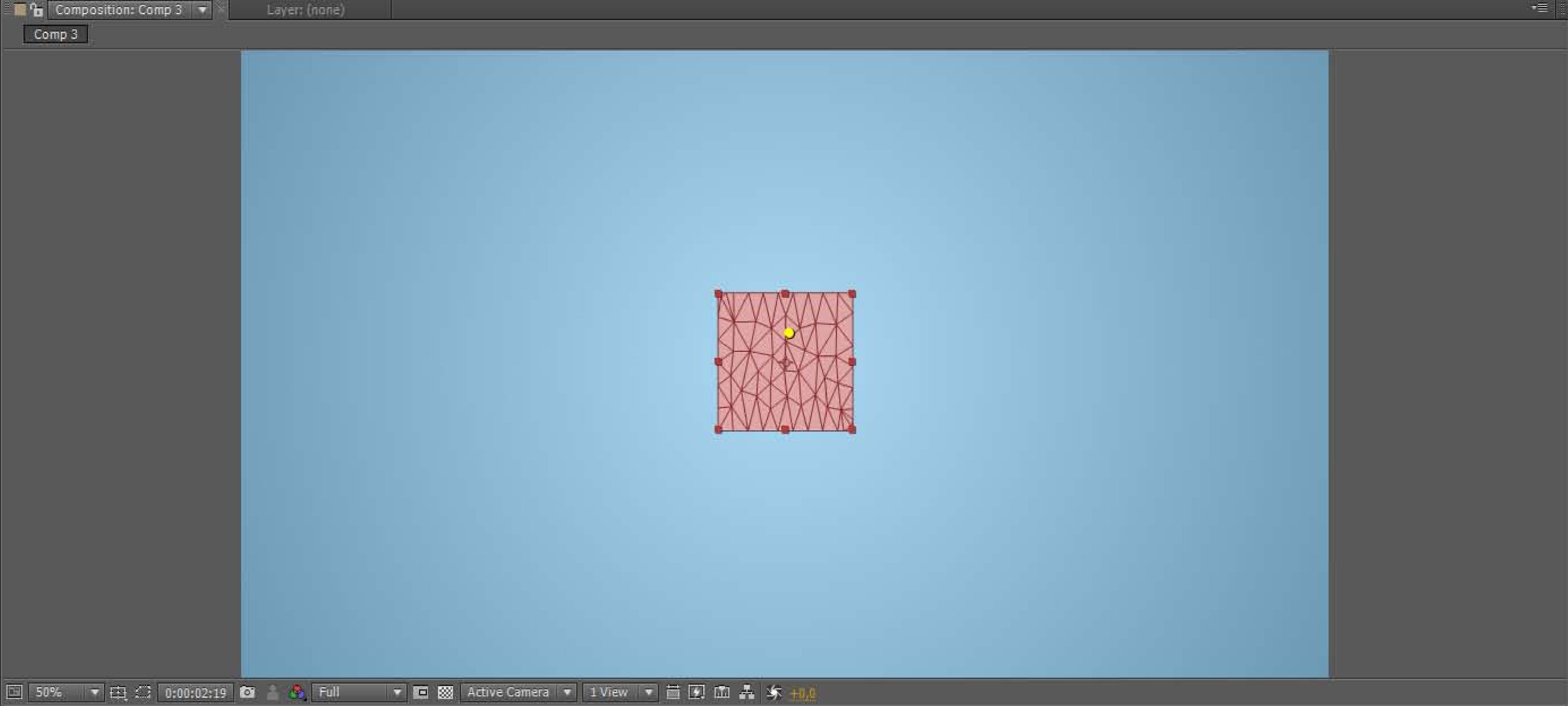
INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Project > Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Comp 3**
- Solids



Info Audio

R : 221 X : 968
G : 165 + Y : 494
B : 165
A : 255

Puppet
Triangle Count: 100

Preview

Effects & Presets Character

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

0:00:02:19 50% 0:00:02:19 Full Active Camera 1 View +0,0

Comp 1 Comp 2 Comp 3

#	Source Name	Effects
1	Medium Red Solid 1	Puppet (Reset) On Transparent (Off) Auto-traced Shapes Mesh 1 Transform (Reset)
2	animate in	
3	Royal Blue Solid 2	

Paragraph

0 px 0 px 0 px
0 px 0 px

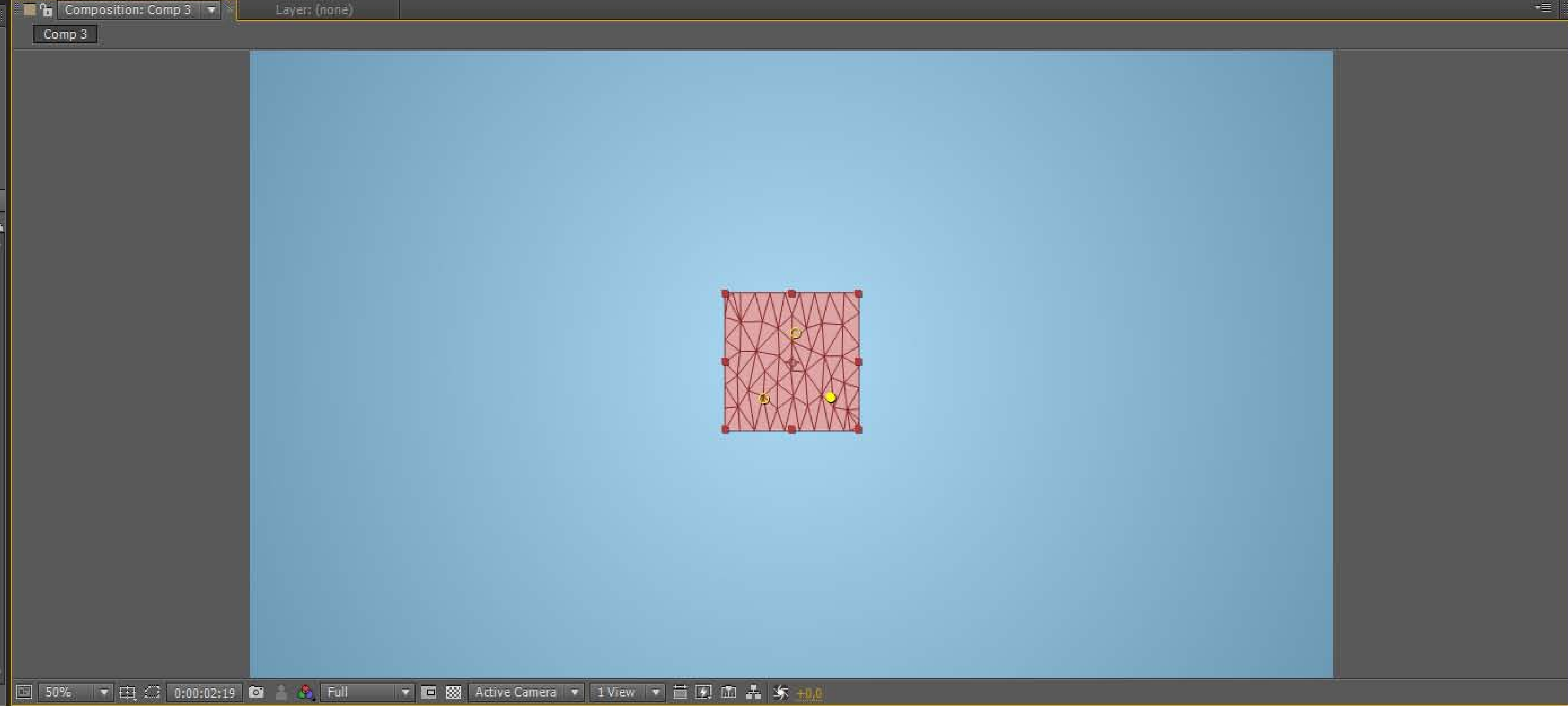
Toggle Switches / Modes

Project > Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Comp 3**
- Solids



Info > Audio

R : 120 X : 1818
G : 165 + Y : 360
B : 192
A : 255

Puppet
Triangle Count: 100

Preview >

Effects & Presets > Characte

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

0:00:02:19 0:00s 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

#	Source Name	Effects
1	Medium Red Solid 1	Puppet (On Transparent: Off, Auto-traced Shapes: Mesh 1)
2	animate in	
3	Royal Blue Solid 2	

Paragraph >

0 px 0 px 0 px
0 px 0 px

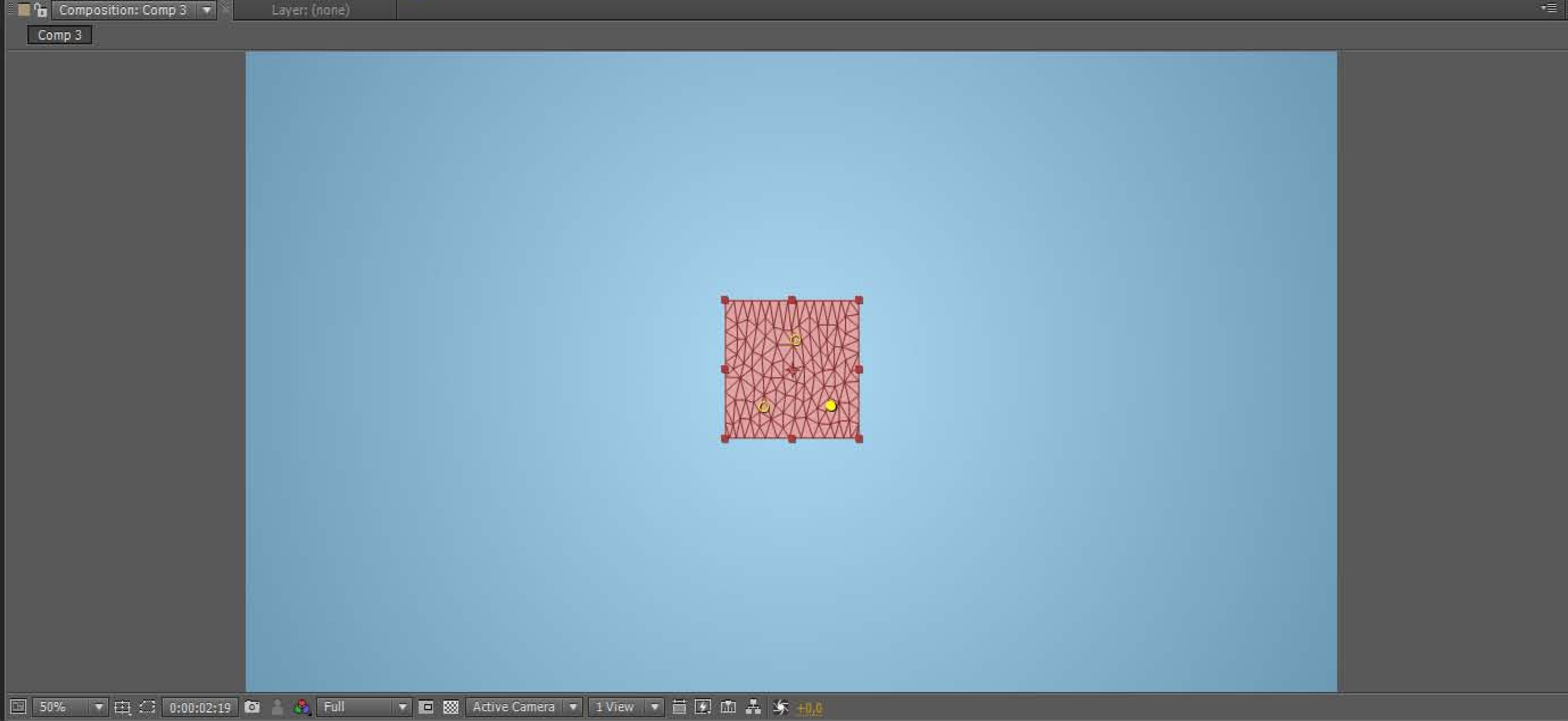
Toggle Switches / Modes

Project > Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Comp 3**
- Solids



Info Audio

R : 150 X : 1308
G : 196 + Y : 454
B : 222
A : 255

Puppet
Triangle Count: 209

Preview

Effects & Presets Character

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

0:00:02:19

#	Source Name	Timeline
1	Medium Red Solid 1	[Timeline bar]
Effects		
Puppet		
On Transparent		
Auto-traced Shapes		
Mesh 1		
Transform		
2	animate in	[Timeline bar]
3	Royal Blue Solid 2	[Timeline bar]

Paragraph

0 px 0 px 0 px
0 px 0 px

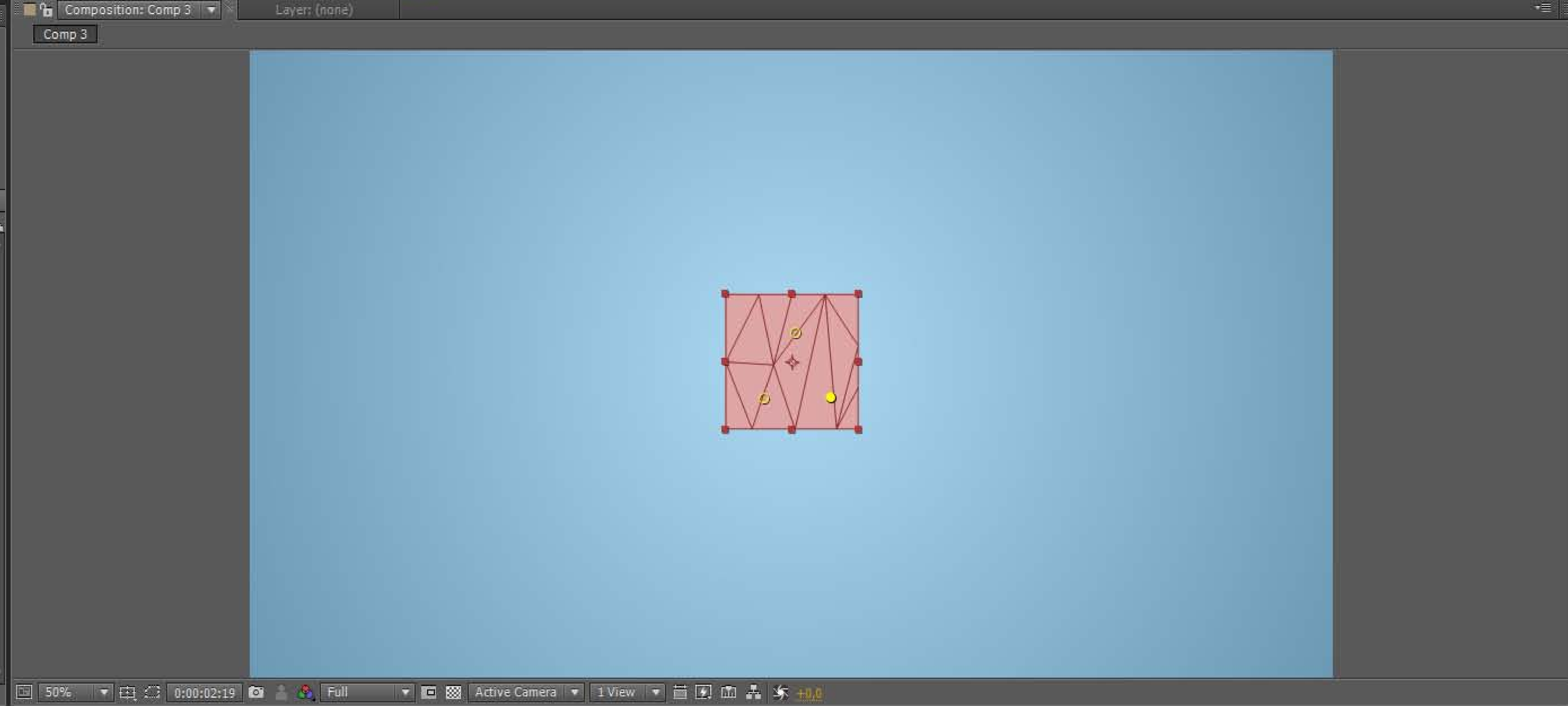
Project > Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Comp 3**
- Solids

8 bpc



Info > Audio

R: X: 1984
G: + Y: 282
B:
A: 0

Puppet
Triangle Count: 13

Preview

Effects & Presets > Characte

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

0:00:02:19

0:00s 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

#	Source Name	Effects
1	Medium Red Solid 1	Puppet (Reset), On Transparent (Off), Auto-traced Shapes, Mesh 1, Transform (Reset)
2	animate in	
3	Royal Blue Solid 2	

Paragraph

0 px 0 px 0 px
0 px 0 px

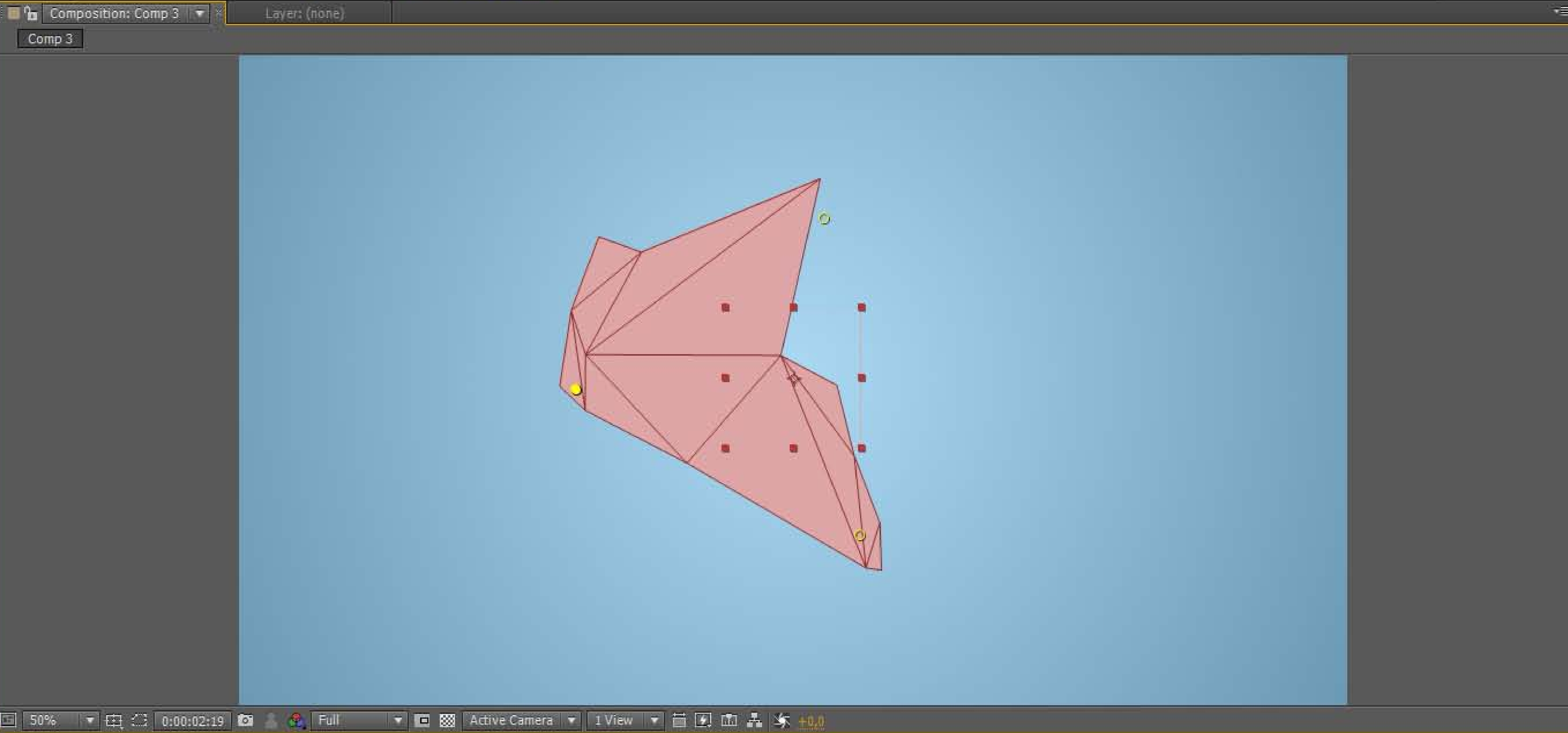
Toggle Switches / Modes

Project

Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name	Comment
Comp 1	
Comp 2	
Comp 3	
Solids	



Info

Audio

R: 139 X: 1496
G: 185 + Y: 446
B: 211
A: 255

Puppet
Triangle Count: 13

Preview

Effects & Presets

Character

- Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

#	Source Name	Effects
1	Medium Red Solid 1	
Effects		
	Puppet	Reset
	On Transparent	OFF
	Auto-traced Shapes	
	Mesh 1	
	Transform	Reset
2	animate in	
3	Royal Blue Solid 2	

The timeline shows three layers: 'Medium Red Solid 1' (red bar), 'animate in' (red bar), and 'Royal Blue Solid 2' (red bar). A red vertical line indicates the current time position at approximately 0:00:02:19. The timeline is marked with seconds from 00s to 10s.

Paragraph

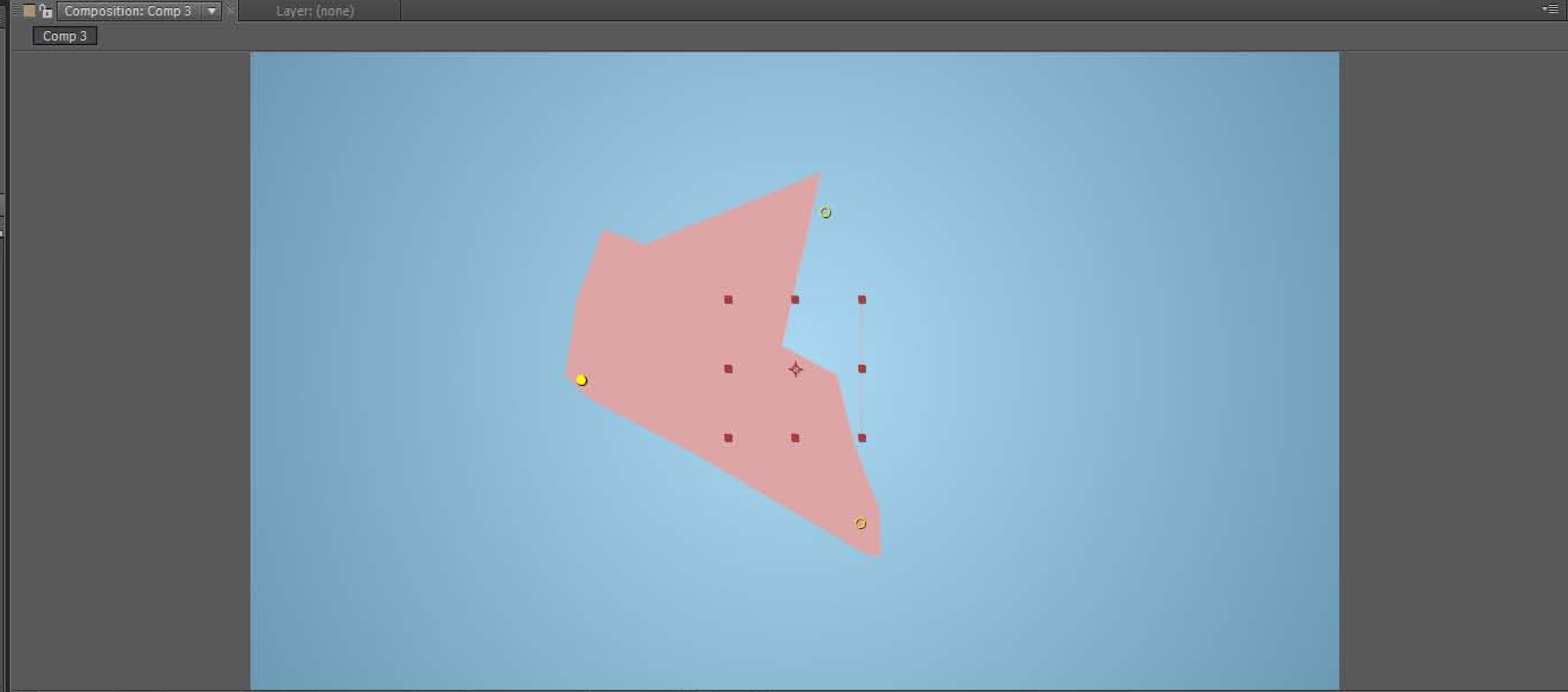
0 px 0 px 0 px
0 px 0 px

Project > Effect Controls: Medium Red Solid

Comp 3
1920 x 1080 (1.00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Comp 3**
- Solids



Info Audio

R: 149 X: 1214
G: 195 + Y: 268
B: 221
A: 255

Preview

Effects & Presets Character

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

0:00:02:19

#	Source Name	Timeline
1	Medium Red Solid 1	[Timeline bar]
Effects		
Puppet		
	On Transparent	Off
	Auto-traced Shapes	
	Mesh 1	
Transform		
2	animate in	[Timeline bar]
3	Royal Blue Solid 2	[Timeline bar]

Paragraph

0 px 0 px 0 px
0 px 0 px

V překladu se jedná o nástroj špendlíku loutky. Tento nástroj umožňuje další možnosti ohýbání vrstev a má dva účely. Pokud máme nějaký prvek, se kterým nechceme, aby se nadále hýbalo, tak nástroj slouží pro jeho stabilizaci. A druhý účel je opačný. Slouží jako úchyty pro přetahování prvků. Kliknutím se dané místo v kompozici a nebo vrstvě, tzv. přišpendlí a deformace probíhá až po změně pozice špendlíku. Tento nástroj, jak už název napovídá se nejlépe hodí pro animování postav. Nástrojem můžeme například animovat ruku, která nám mává, a nebo přišpendlit nohy, aby se nehýbaly.

Citace:

MAŇURA, Jakub. UP [online]. [cit. 28.1.2013]. Dostupný na WWW: https://docs.google.com/viewer?a=v&q=cache:UtNcDk6-PBIJ:test.luukec.eu/bakalarka_prace.pdf+&hl=en&gl=cz&pid=bl&srcid=ADGEESgwmxOpqXtGQfXca0EVCqpLeyMr3GTfAlPOR_xoi2T8x15DA-zx0pZVtKn4VT-Xp6W3WsqYQ5rllSJsOpr64OrwqlJV6s5Yd3MTZ0px3-ueRQ4lhKm5jqrJQB9Q0b9UAWUCFuuFH&sig=AHIEtbRyD-DeHgNcra05mg2X5CFDUkG7t_Q

Obrazová příloha - vlastní archiv