

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: Pohyblivé masky

Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_9



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Comp 1 • Front

25% 0:00:00:00 00000 (25.00 fps)

Render Queue Možnosti masky FINAL

0:00:00:00 00000 (25.00 fps)

Source Name

Comp 1

Composition Settings

Composition Name: **Comp 2**

Basic Advanced

Preset: HDTV 1080 25

Width: 1920 px

Height: 1080 px Lock Aspect Ratio to 16:9 (1,78)

Pixel Aspect Ratio: Square Pixels Frame Aspect Ratio: 16:9 (1,78)

Frame Rate: 25 frames per second Drop Frame

Resolution: Third 640 x 360, 900 KB per 8bpc frame

Start Timecode: 0:00:00:00 is 0:00:00:00 Base 25

Duration: 0:00:10:03 is 0:00:10:03 Base 25

Background Color: Black

Preview

OK Cancel

Preview

Info

R: X: -1048
G: Y: 48
B: +
A: 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0
-9,0
-12,0
-15,0
-18,0
-21,0
-24,0

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

Toggle Switches / Modes

Project

Effect Controls: (none)

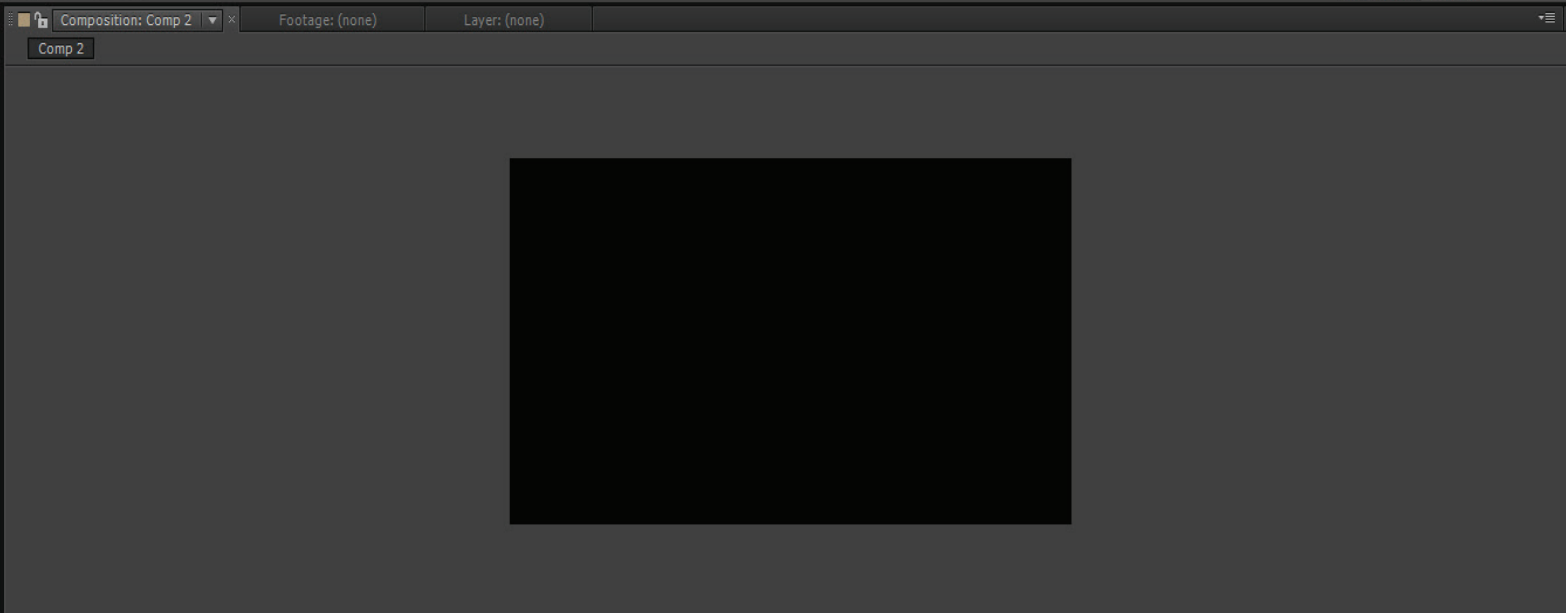
Comp 2

25%

0:00:00:00
00000 (25.00 fps)

Source Name	Mode	T	TrkMat	Parent

Toggle Switches / Modes



0:00:00:00
00000 (25.00 fps)

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

Render Queue

Možnosti masky FINAL

Comp 1

Comp 2

Preview

Info

R : X : -728
G : Y : 528
B : +
A : 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0
-9,0 -12,0
-15,0 -24,0
-18,0 -36,0
-21,0 -48,0 dB
-24,0

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Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

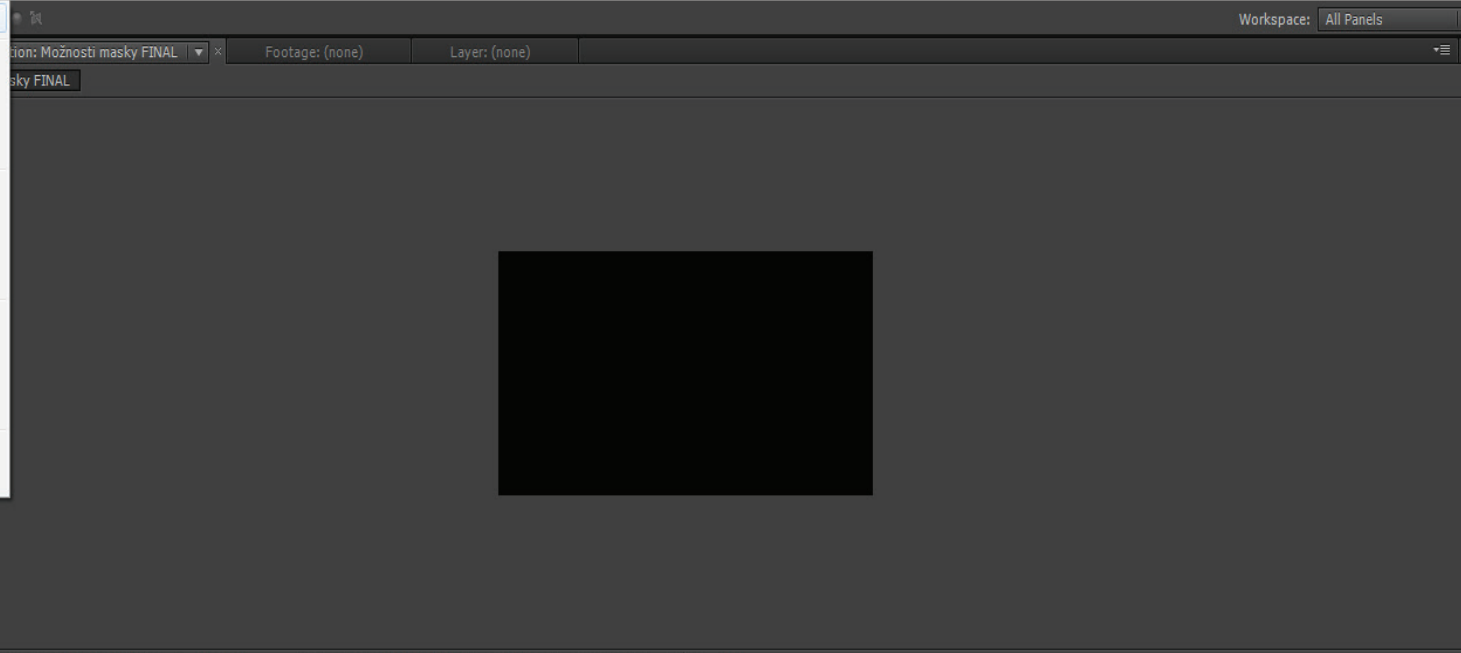
Paint

Brushes

Paragraph

Character

- New Composition... Ctrl+N
- Composition Settings... Ctrl+K
- Set Poster Time
- Trim Comp to Work Area
- Crop Comp to Region of Interest
- Add to Render Queue Ctrl+M
- Add Output Module
- Cache Work Area in Background Ctrl+Return
- Cancel Caching Work Area in Background
- Preview ▶
- Save Frame As ▶
- Pre-render...
- Save RAM Preview... Ctrl+Numpad 0
- Composition Flowchart Ctrl+Shift+F11
- Composition Mini-Flowchart tap Shift



25% 0:00:00:03 Full Active Camera 1 View +0,0

Render Queue: Možnosti masky FINAL

0:00:00:03
00003 (29.97 fps)

Source Name	Mode	TrkMat	Parent

Timeline: 0:00:00:03 10f 20f 01:00f 10f 20f 02:00f

Toggle Switches / Modes

Workspace: All Panels Search Help

Preview

Info

R:	X: -424
G:	+ Y: -432
B:	
A:	0

Audio

0.0 12.0 dB
-3.0 0.0 dB
-6.0
-9.0
-12.0
-15.0
-18.0
-21.0
-24.0

Effects & Presets

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- Keying
- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

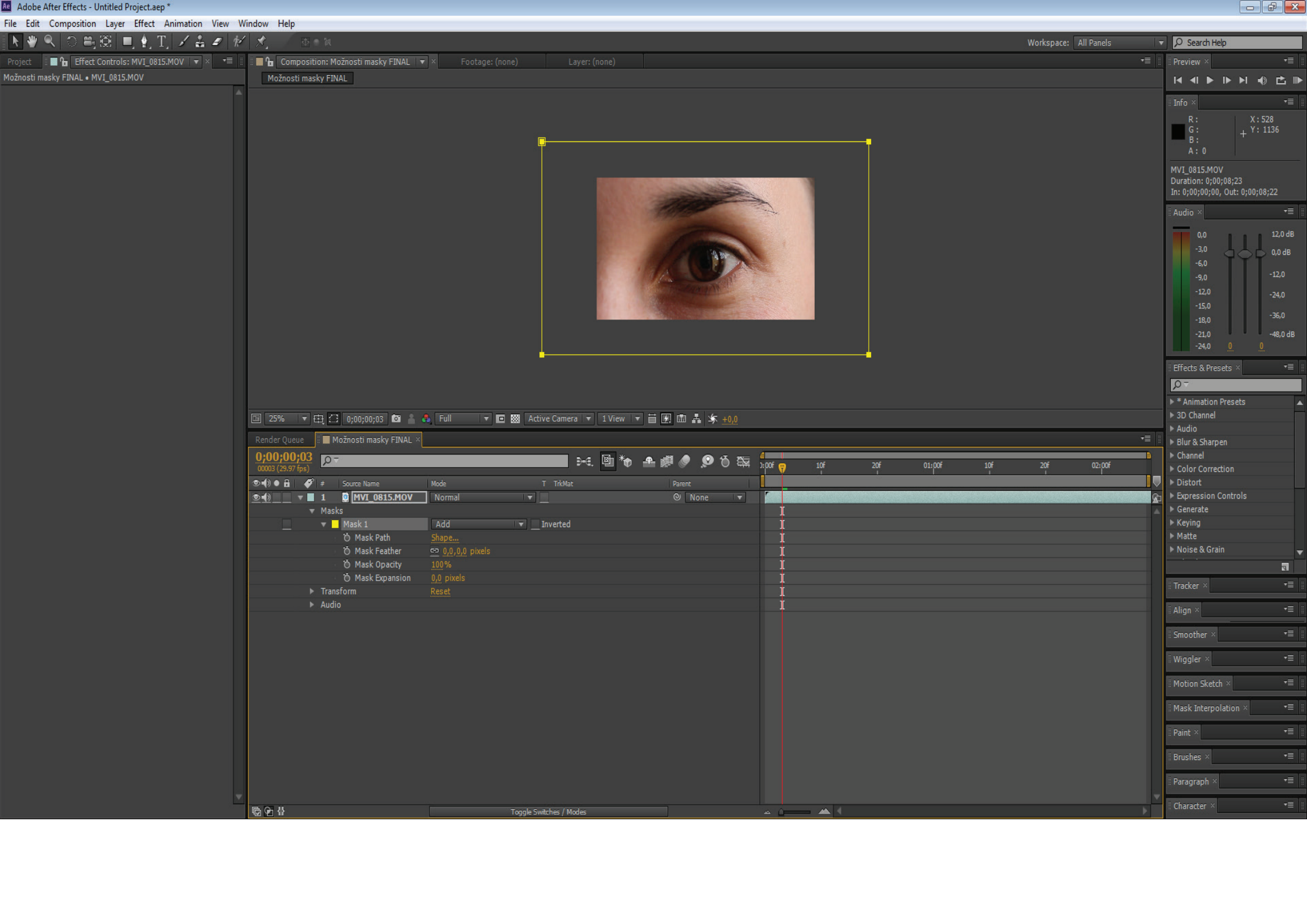
Mask Interpolation

Paint

Brushes

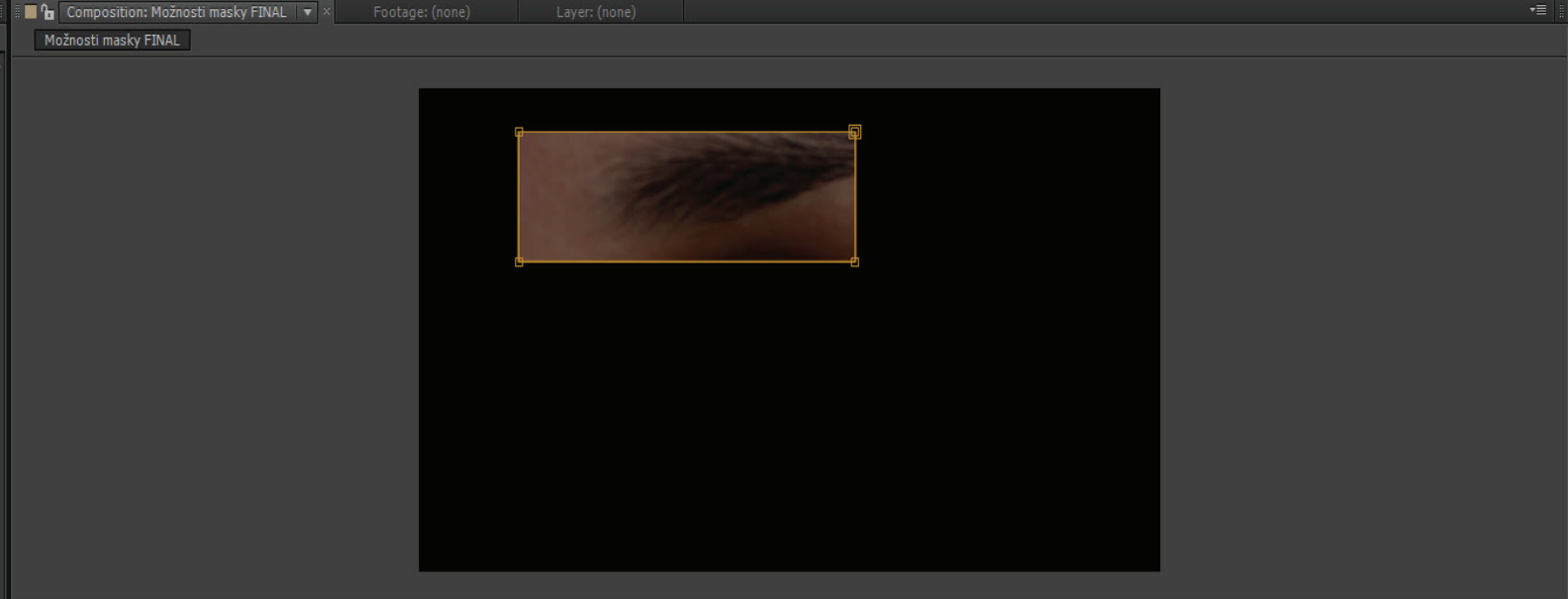
Paragraph

Character



Project

Možnosti masky FINAL • MVI_0815.MOV



50% 0:00:00:03 Full Active Camera 1 View +0,0

Render Queue

0:00:00:03 00003 (29.97 fps)

Source Name	Mode	TrkMat	Parent
1 MVI_0815.MOV	Normal		None

Masks

- Mask 1
 - Mask Path: Shape...
 - Mask Feather: 0,0,0,0 pixels
 - Mask Opacity: 60%
 - Mask Expansion: 0,0 pixels
 - Transform: Reset
 - Audio

Preview

Info

R : X : 548
G : Y : 886
B : +
A : 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0 -12,0
-9,0 -24,0
-12,0 -36,0
-15,0 -48,0 dB
-18,0
-21,0
-24,0

Effects & Presets

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Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

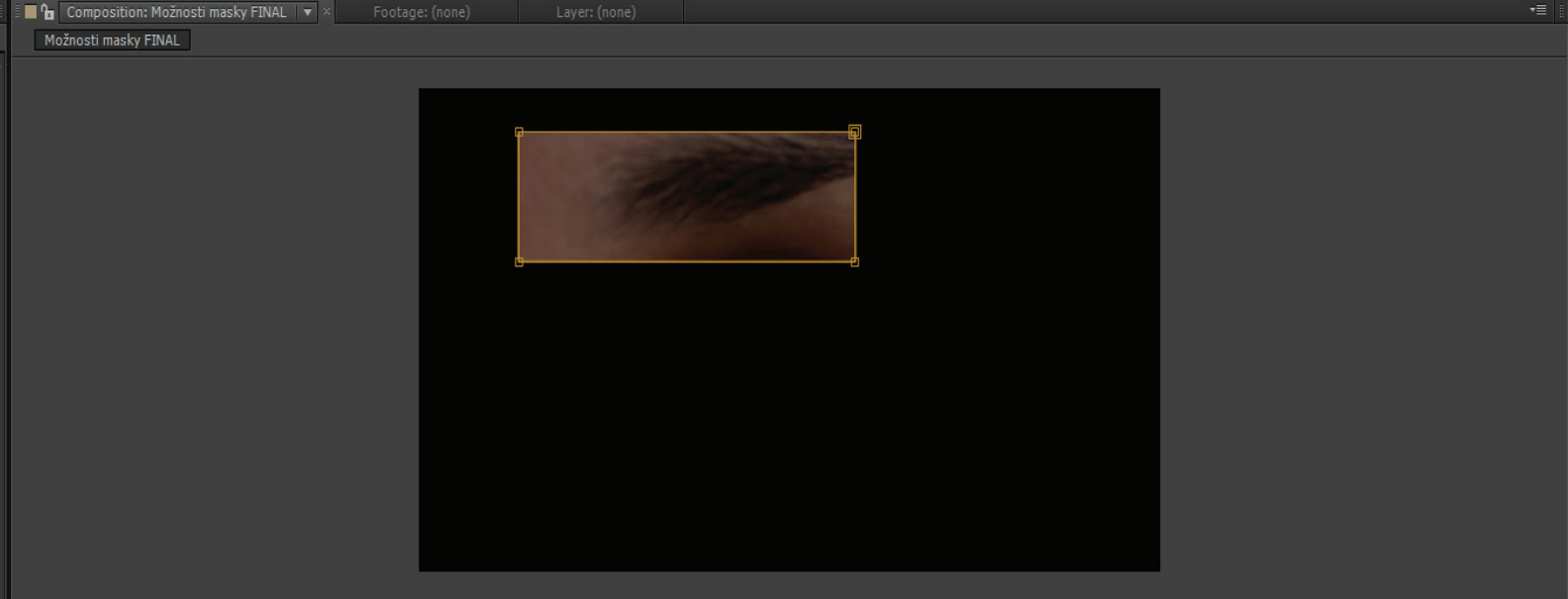
Brushes

Paragraph

Character

Project

Možnosti masky FINAL • MVI_0815.MOV



50% 0:00:00:03 Full Active Camera 1 View +0,0

Render Queue

0:00:00:03 00003 (29.97 fps)

Source Name	Mode	TrkMat	Parent
1 MVI_0815.MOV	Normal		None
Masks			
Mask 1	Difference		Inverted
Mask Path	Shape...		
Mask Feather	0,0,0,0 pixels		
Mask Opacity	60%		
Mask Expansion	0,0 pixels		
Transform	Reset		
Audio			

Preview

Info

R : X : 548
G : Y : 886
B : +
A : 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0 -12,0
-9,0 -24,0
-12,0 -36,0
-15,0 -48,0 dB
-18,0
-21,0
-24,0

Effects & Presets

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- Channel
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- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

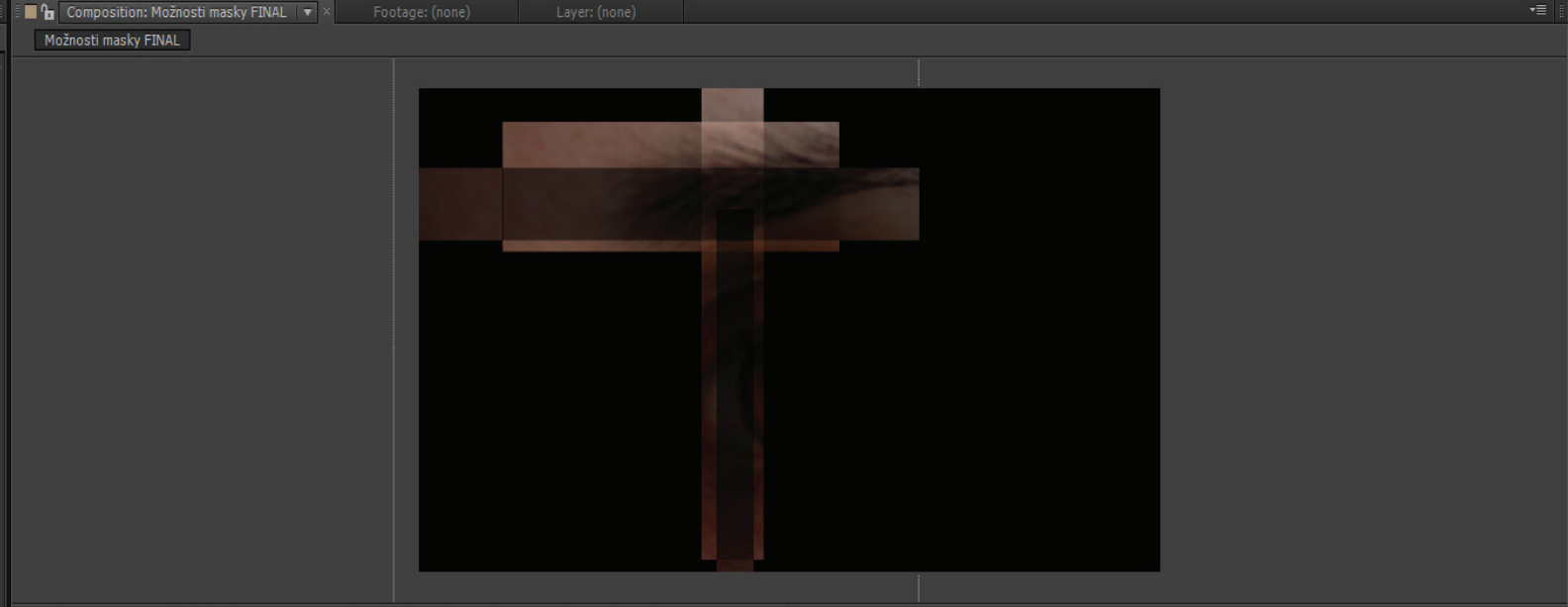
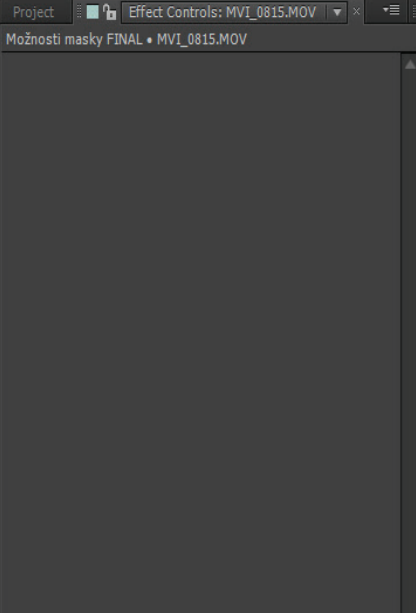
Mask Interpolation

Paint

Brushes

Paragraph

Character



Info

R : X : 548
G : Y : 886
B : +
A : 0

Undo
Mask Mode

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0 -12,0
-9,0 -24,0
-12,0 -36,0
-15,0 -48,0 dB
-18,0
-21,0
-24,0

Effects & Presets

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- Distort
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- Matte
- Noise & Grain

Render Queue

0:00:00:22 00022 (29.97 fps)

0:00f 10f 20f 01:00f 10f 20f 02:00f

#	Source Name	Mode	TrkMat	Parent
1	MVI_0815.MOV	Normal		None
Masks				
1	Mask 1	Difference		Inverted
	Mask Path	Shape...		
	Mask Feather	0,0,0,0 pixels		
	Mask Opacity	65%		
	Mask Expansion	0,0 pixels		
2	Mask 2	Add		Inverted
	Mask Path	Shape...		
	Mask Feather	0,0,0,0 pixels		
	Mask Opacity	65%		
	Mask Expansion	0,0 pixels		
3	Mask 3	Difference		Inverted
	Mask Path	Shape...		
	Mask Feather	0,0,0,0 pixels		
	Mask Opacity	34%		
	Mask Expansion	0,0 pixels		
4	Mask 4	Difference		Inverted
	Mask Path	Shape...		
	Mask Feather	0,0,0,0 pixels		
	Mask Opacity	39%		
	Mask Expansion	0,0 pixels		
	Transform	Reset		

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

- New
- Layer Settings... Ctrl+Shift+Y
- Open Layer
- Open Layer Source Alt+Numpad Enter
- Mask
- Mask and Shape Path
- Quality
- Switches
- Transform
- Time
- Frame Blending
- 3D Layer
- Guide Layer
- Environment Layer
- Add Marker Numpad *
- Preserve Transparency
- Blending Mode
- Next Blending Mode Shift+=
- Previous Blending Mode Shift+-
- Track Matte
- Layer Styles
- Group Shapes Ctrl+G
- Ungroup Shapes Ctrl+Shift+G
- Arrange
- Convert to Editable Text
- Create Shapes from Text
- Create Masks from Text
- Create Shapes from Vector Layer
- Camera
- Auto-trace...
- Pre-compose... Ctrl+Shift+C

- Text Ctrl+Alt+Shift+T
- Solid... Ctrl+Y
- Light... Ctrl+Alt+Shift+L
- Camera... Ctrl+Alt+Shift+C
- Null Object Ctrl+Alt+Shift+Y
- Shape Layer
- Adjustment Layer Ctrl+Alt+Y
- Adobe Photoshop File...



00:00:22 Full Active Camera 1 View +0,0

Možnosti masky START Možnosti masky FINAL

Source Name	Mode	T	TrkMat	Parent
1 MVI_0815.MOV	Normal			None
Masks				
Mask 1	Difference			Inverted
Mask 2	Add			Inverted
Mask 3	Difference			Inverted
Mask 4	Difference			Inverted
Transform	Reset			
Audio				

Preview

Info

R : X : -536
G : Y : -170
B : +
A : 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0 -12,0
-9,0 -24,0
-12,0 -36,0
-15,0 -48,0 dB
-18,0
-21,0
-24,0

Effects & Presets

- * Animation Presets
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- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character



0:00:00:22
00022 (29.97 fps)

#	Source Name	Mode	T	TrkMat	Parent
1	MVI_0815.MOV	Normal			None
Masks					
	Mask 1	Difference			Inverted
	Mask 2	Add			Inverted
	Mask 3	Difference			Inverted
	Mask 4	Difference			Inverted
Transform Reset					
Audio					

Preview

Info

R : X : -494
G : + Y : 316
B :
A : 0

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0 -12,0
-9,0 -24,0
-12,0 -36,0
-15,0 -48,0 dB
-18,0
-21,0
-24,0

Effects & Presets

- * Animation Presets
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- Matte
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Character



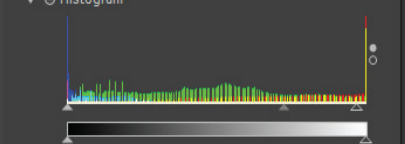
Project Effect Controls: Adjustment Layer 2

Composition: Možnosti masky FINAL Footage: (none) Layer: (none)

Možnosti masky FINAL • Adjustment Layer 2

- fx **Color Balance** [Reset](#) [About...](#)
 - Shadow Red Balance 29,0
 - Shadow Green Balance 46,0
 - Shadow Blue Balance -74,0
 - Midtone Red Balance 63,0
 - Midtone Green Balance -58,0
 - Midtone Blue Balance -100,0
 - Highlight Red Balance 69,0
 - Highlight Green Balance 4,0
 - Highlight Blue Balance -72,0
 - Preserve Luminosity

- fx **Levels** [Reset](#) [About...](#)
 - Channel: RGB



- Input Black 0,0
- Input White 247,4
- Gamma 0,42
- Output Black 0,0
- Output White 255,0
- Clip To Output Black Off for 32 bpc Color
- Clip To Output White Off for 32 bpc Color

- fx **Glow** [Reset](#) [Options...](#) [About...](#)
 - Glow Based On Color Channels

- Glow Threshold 32,2%
- Glow Radius 53,0
- Glow Intensity 0,0
- Composite Original Behind
- Glow Operation Add
- Glow Colors Original Colors
- Color Looping Triangle A>B>A
- Color Loops 1,0
- Color Phase 0x -12,0°

- A & B Midpoint 50%
- Color A
- Color B
- Glow Dimensions Horizontal and Vertical



50% 0:00:00:22 Full Active Camera 1 View +0,0

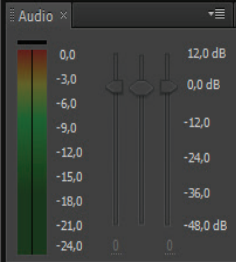
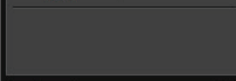
Render Queue Možnosti masky START Možnosti masky FINAL

#	Source Name	Mode	T	TrkMat	Parent
1	Adjstm...Layer 2	Add			None
Effects					
fx	Color Balance	Reset About...			
fx	Levels	Reset About...			
fx	Glow	Reset Options... About...			
	Transform	Reset			
2	MVI_0815.MOV	Normal		None	None
Masks					
	Mask 1	Difference		Inverted	
	Mask 2	Add		Inverted	
	Mask 3	Difference		Inverted	
	Mask 4	Difference		Inverted	
	Transform	Reset			
	Audio				

Preview

Info

R : X : -148
G : Y : 900
B : +
A : 0



Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Distort
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- Generate
- Keying
- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Toggle Switches / Modes

Project: Možnosti masky FINAL • Adjustment Layer 2

fx Color Balance [Reset](#) [About...](#)

- Shadow Red Balance: 29,0
- Shadow Green Balance: 46,0
- Shadow Blue Balance: -74,0
- Midtone Red Balance: 63,0
- Midtone Green Balance: -58,0
- Midtone Blue Balance: -100,0
- Highlight Red Balance: 69,0
- Highlight Green Balance: 4,0
- Highlight Blue Balance: -72,0
- Preserve Luminosity

fx Levels [Reset](#) [About...](#)

Channel: RGB

Histogram

- Input Black: 0,0
- Input White: 247,4
- Gamma: 0,42
- Output Black: 0,0
- Output White: 255,0
- Clip To Output Black: Off for 32 bpc Color
- Clip To Output White: Off for 32 bpc Color

fx Glow [Reset](#) [Options...](#) [About...](#)

- Glow Based On: Color Channels
- Glow Threshold: 32,2%
- Glow Radius: 53,0
- Glow Intensity: 0,0
- Composite Original: Behind
- Glow Operation: Add
- Glow Colors: Original Colors
- Color Looping: Triangle A>B>A
- Color Loops: 1,0
- Color Phase: 0x -12,0°
- A & B Midpoint: 50%
- Color A: [Color Picker]
- Color B: [Color Picker]
- Glow Dimensions: Horizontal and Vertical

Composition: Možnosti masky FINAL

Footage: (none) Layer: (none)

Možnosti masky FINAL

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

Render Queue: Možnosti masky START, Možnosti masky FINAL

0:00:00:00 (29.97 fps)

#	Source Name	Mode	TrkMat	Parent
1	Adjustm...Layer 2	Add		None
2	MVI_0815.MOV	Normal	None	None
Masks				
	Mask 1	Difference	Inverted	
	Mask 2	Add	Inverted	
	Mask 3	Difference	Inverted	
	Mask 4	Difference	Inverted	
Transform Reset				
Audio				

Time Ruler (Click to set thumb)

Workspace: All Panels

Search Help

Preview

Info

R: X: 374
G: Y: 836
B: +
A: 0

Adjustment Layer 2
Duration: 0:00:02:08
In: 0:00:00:00, Out: 0:00:02:07

Audio

0,0 12,0 dB
-3,0 0,0 dB
-6,0
-9,0 -12,0
-15,0 -24,0
-18,0 -36,0
-21,0 -48,0 dB
-24,0

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Obrazová příloha - vlastní archiv (Print Screen)