

# 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:** Filmová barva - horor

**Ročník:** 2.ročník

**Jméno autora:** Mgr. Adéla Wiederlechnerová

**Číslo šablony:** VY\_32\_INOVACE\_WIE\_MTT.2\_2\_12



evropský  
sociální  
fond v ČR



EVROPSKÁ UNIE



MINISTERSTVO ŠKOLSTVÍ,  
MLÁDEŽE A TĚLOVÝCHOVY



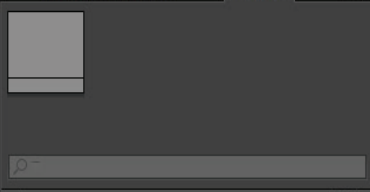
OP Vzdělávání  
pro konkurenceschopnost

INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

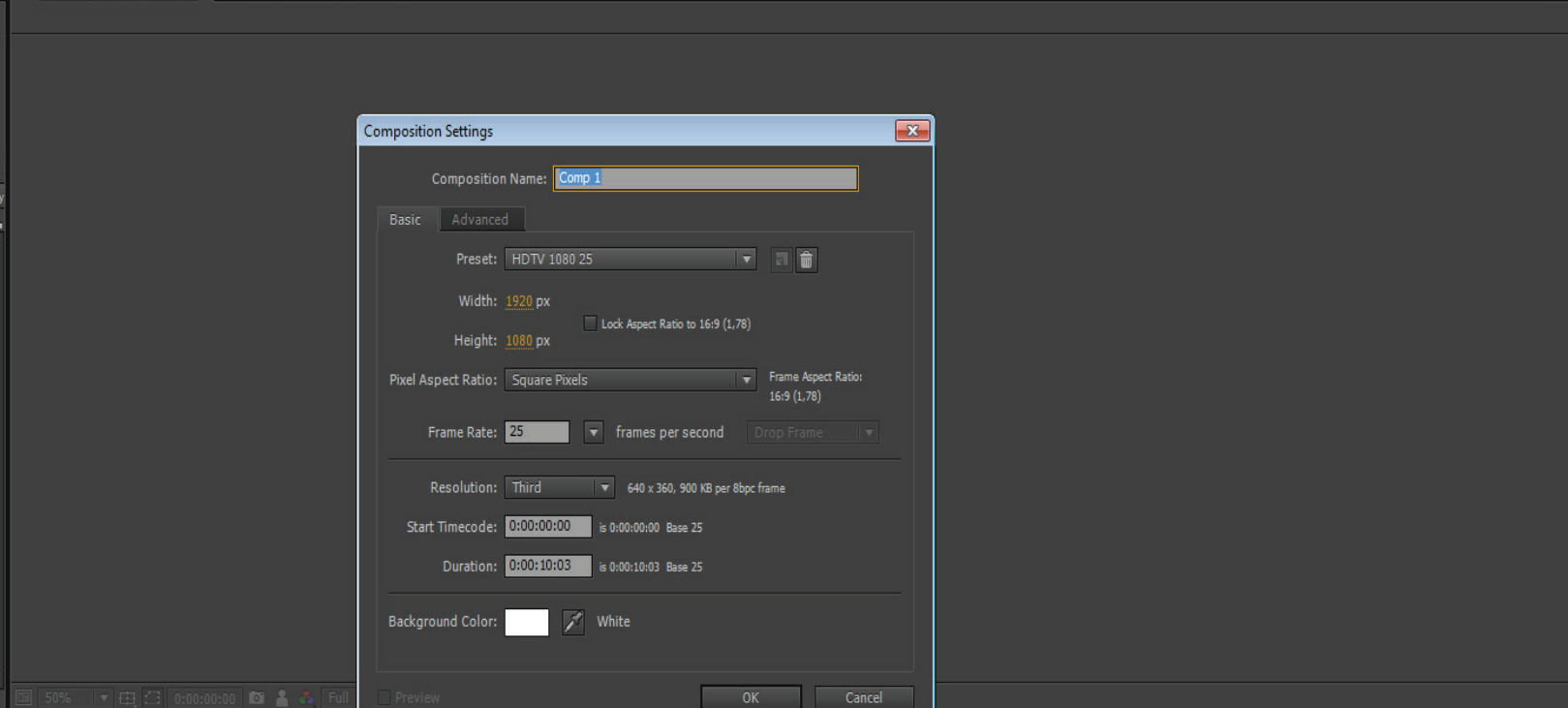
Effect Controls: (none) Project

Composition: (none) Footage: (none)

Preview

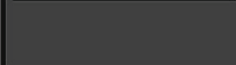


Name Ty



Info

R : X : -832  
G : Y : 386  
B :  
A : 0



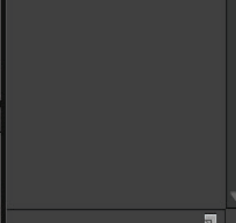
Audio  
0.0 12.0 dB  
-3.0  
-6.0 0.0 dB  
-9.0  
-12.0  
-15.0 -24.0  
-18.0 -36.0  
-21.0 -48.0 dB  
-24.0

Effects & Presets

star bu

Simulation

CC Star Burst



Composition Settings

Composition Name:

Basic Advanced

Preset:

Width:  px  
Height:  px  Lock Aspect Ratio to 16:9 (1.78)

Pixel Aspect Ratio:  Frame Aspect Ratio: 16:9 (1.78)

Frame Rate:  frames per second

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

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

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

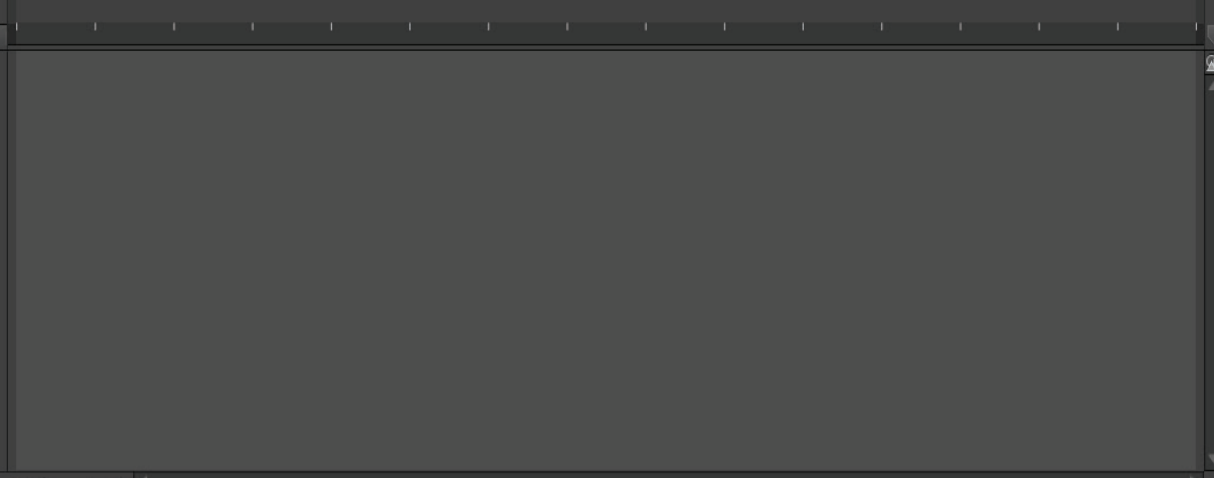
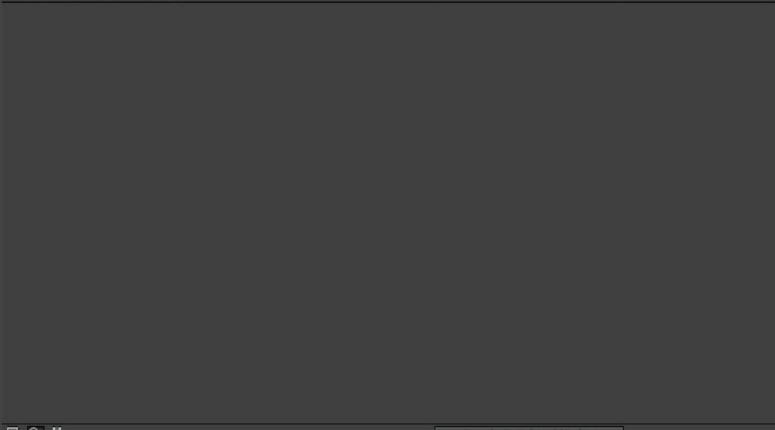
Background Color:   White

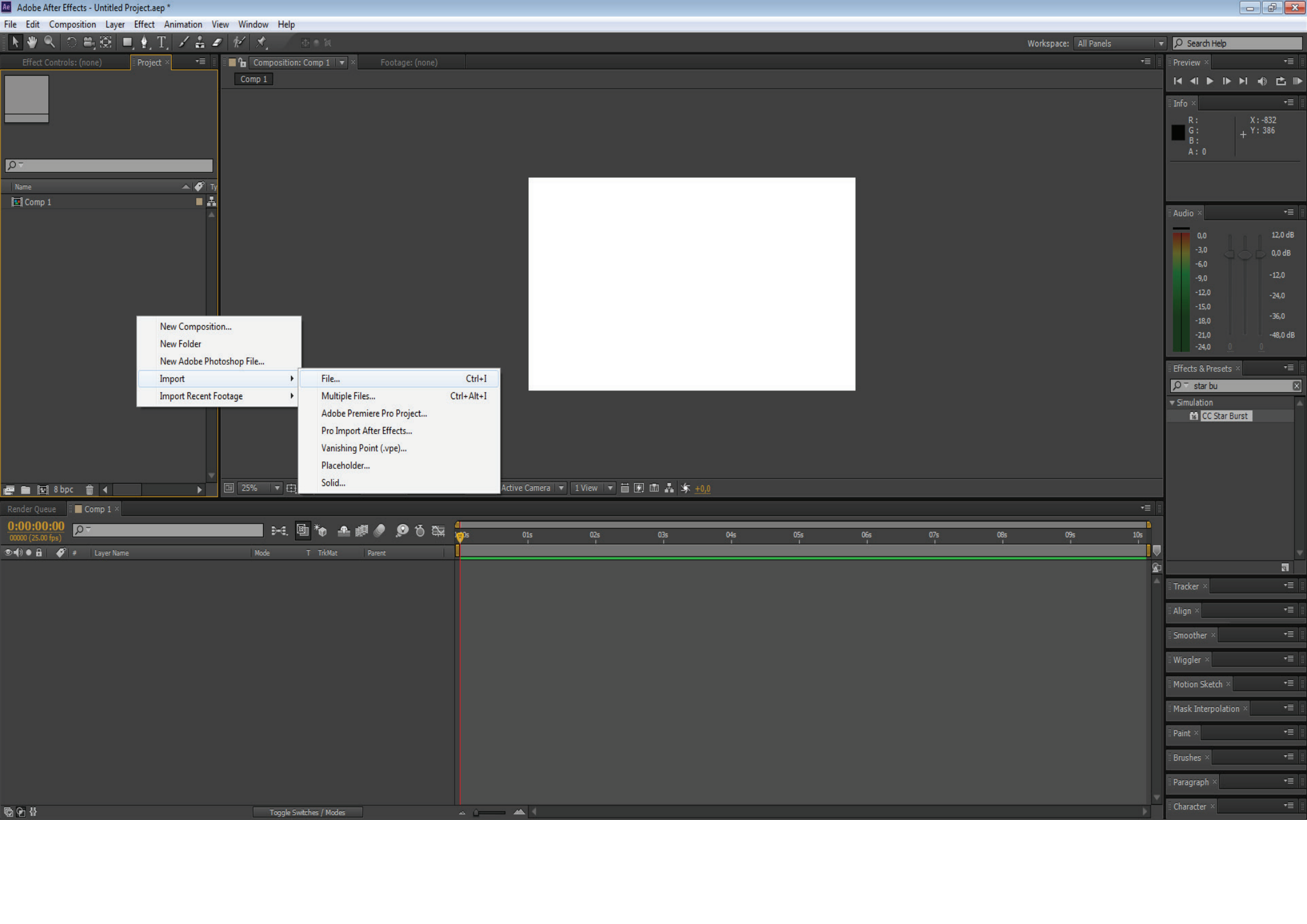
Preview

Render Queue (none)

50% 0:00:00:00 Full

Layer Name Mode T TrkMat Parent

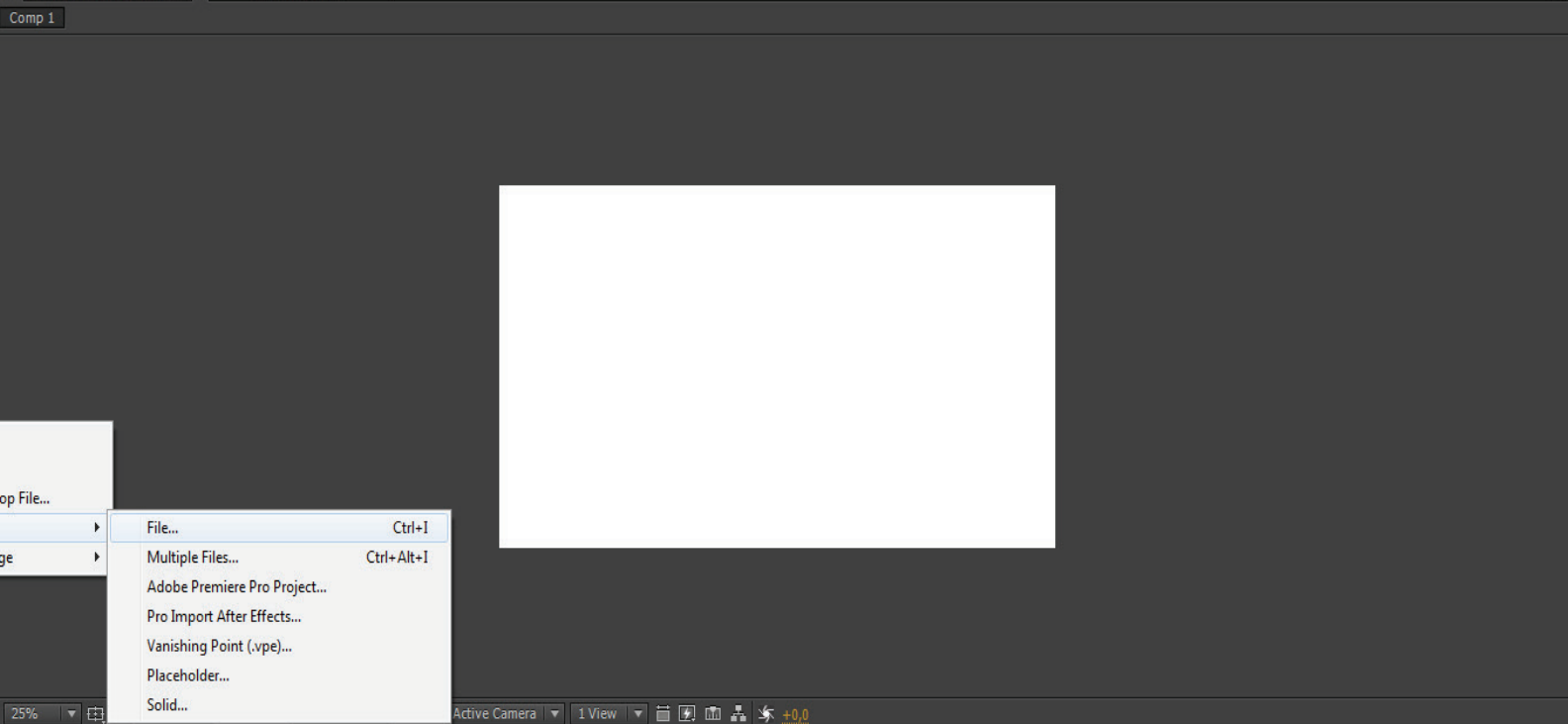
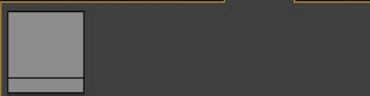




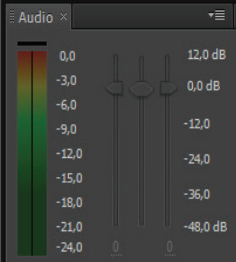
Effect Controls: (none) Project

Composition: Comp 1 Footage: (none)

Preview



Info R: X: -832 G: + Y: 386 B: A: 0



- New Composition...
New Folder
New Adobe Photoshop File...
Import
Import Recent Footage
File... Ctrl+I
Multiple Files... Ctrl+Alt+I
Adobe Premiere Pro Project...
Pro Import After Effects...
Vanishing Point (.vpe)...
Placeholder...
Solid...

Effects & Presets star bu

Simulation CC Star Burst

Render Queue Comp 1

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

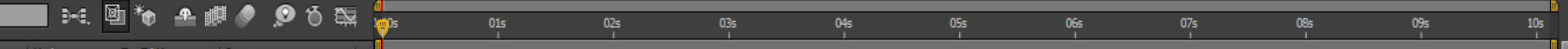


Table with columns: Layer Name, Mode, TrkMat, Parent

Tracker
Align
Smoother
Wiggler
Motion Sketch
Mask Interpolation
Paint
Brushes
Paragraph
Character

Toggle Switches / Modes

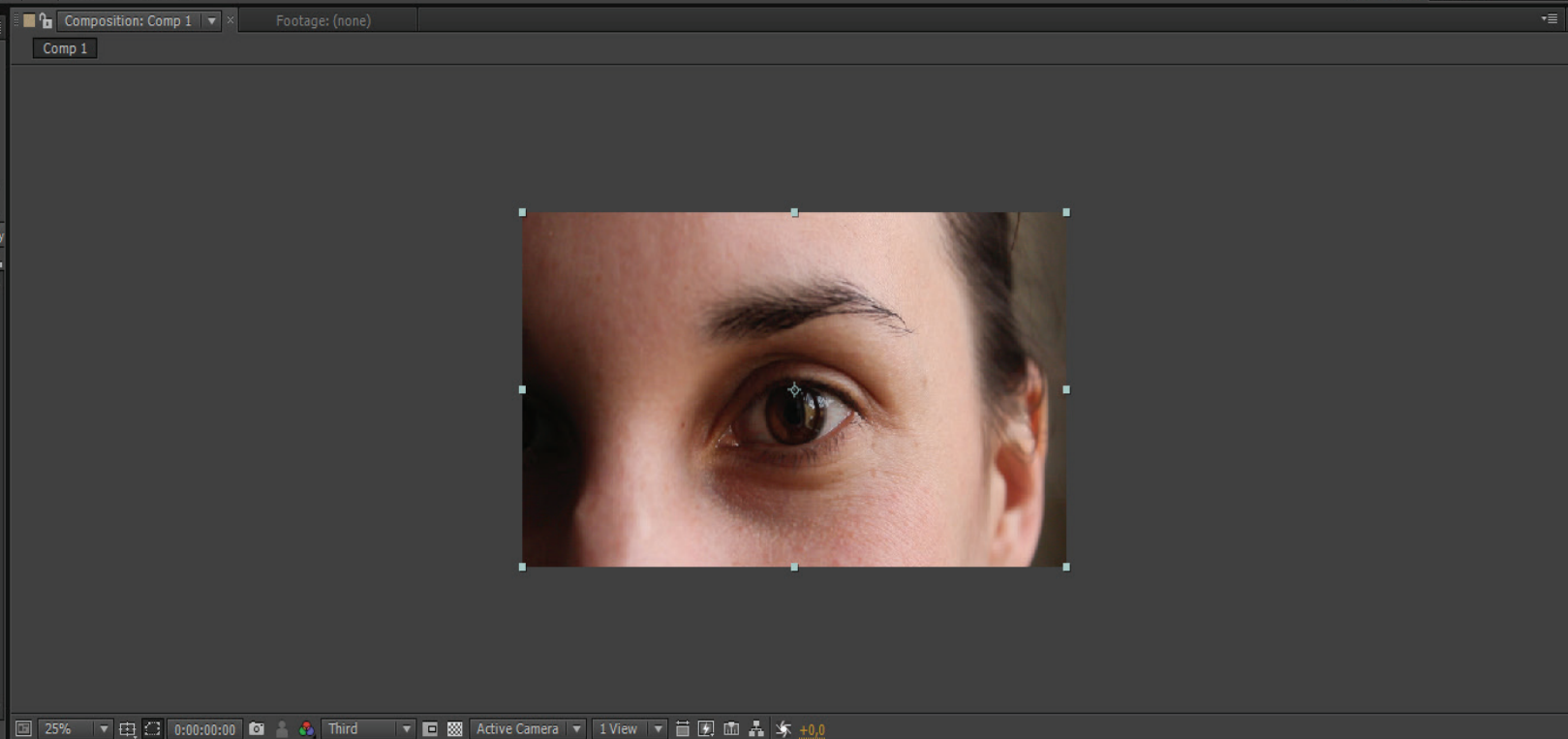
Effect Controls: MVI\_0815.MOV

MVI\_0815.MOV, used 1 time  
 1920 x 1080 (1,00)  
 1 0:00:08:18, 23,976 fps  
 Millions of Colors  
 H.264  
 48,000 kHz / 16 bit U / Stereo

Name

Comp 1

MVI\_0815.MOV



Preview

Info

R :	X : -1244
G :	+ Y : 1504
B :	
A : 0	

Audio

Effects & Presets

star bu

Simulation

CC Star Burst

0:00:00:00 (25.00 fps)

Timeline

Layer Name	Mode	TrkMat	Parent
1 [MVI_0815.MOV]	Normal		None

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

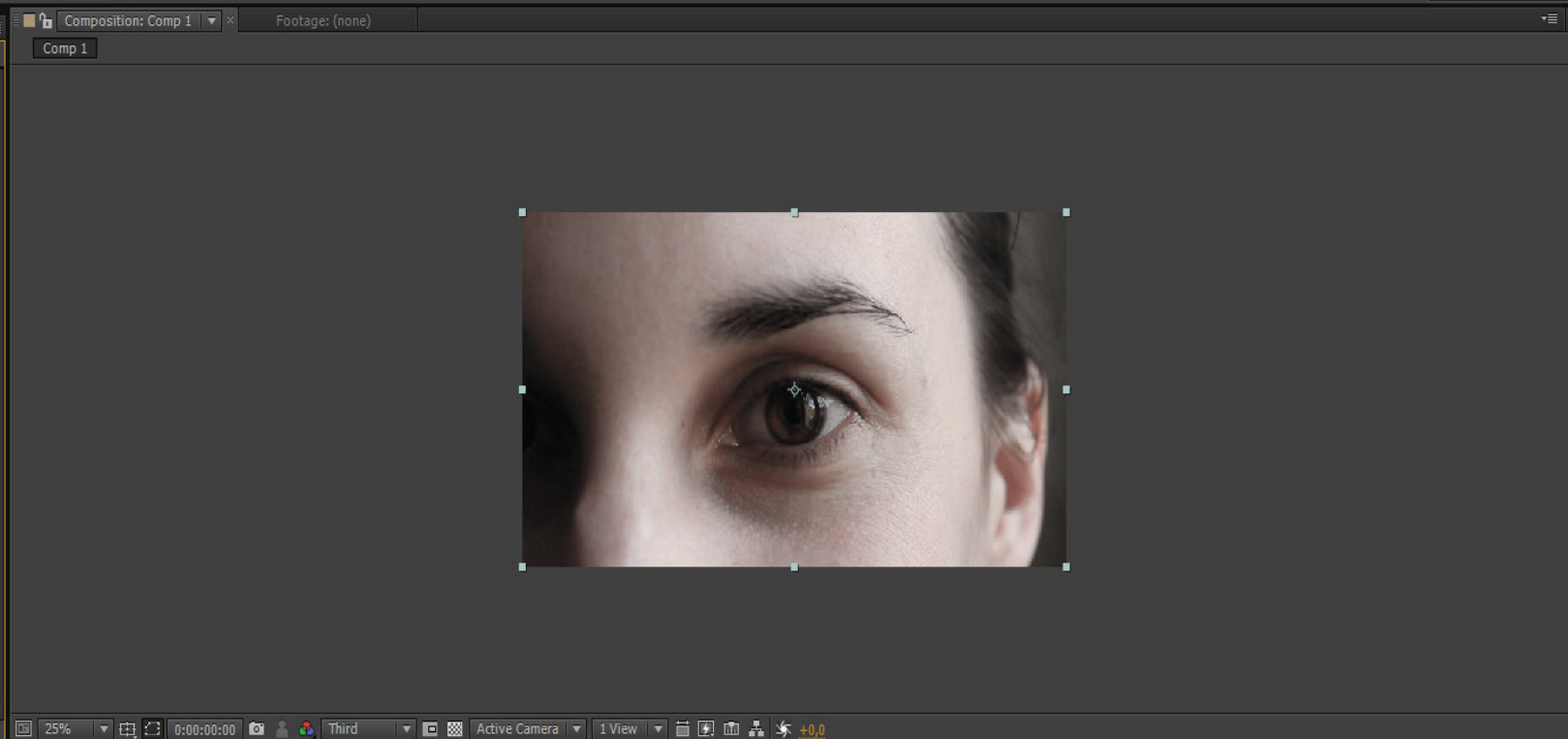
Paragraph

Character

Effect Controls: MVI\_0815.MOV

Comp 1 • MVI\_0815.MOV

- Vibrance Reset Abol
  - Vibrance -81,0
  - Saturation 0,0



Preview

◀ ▶ ⏪ ⏩ 🔊 📺

Info

R :	X : -600
G :	+ Y : 1516
B :	
A : 0	

Audio

Effects & Presets

Search: vibr

- Color Correction
  - Vibrance

Render Queue

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

25% 0:00:00:00 Third Active Camera 1 View +0,0

Layer Name	Mode	TrkMat	Parent
1 [MVI_0815.MOV]	Normal		None

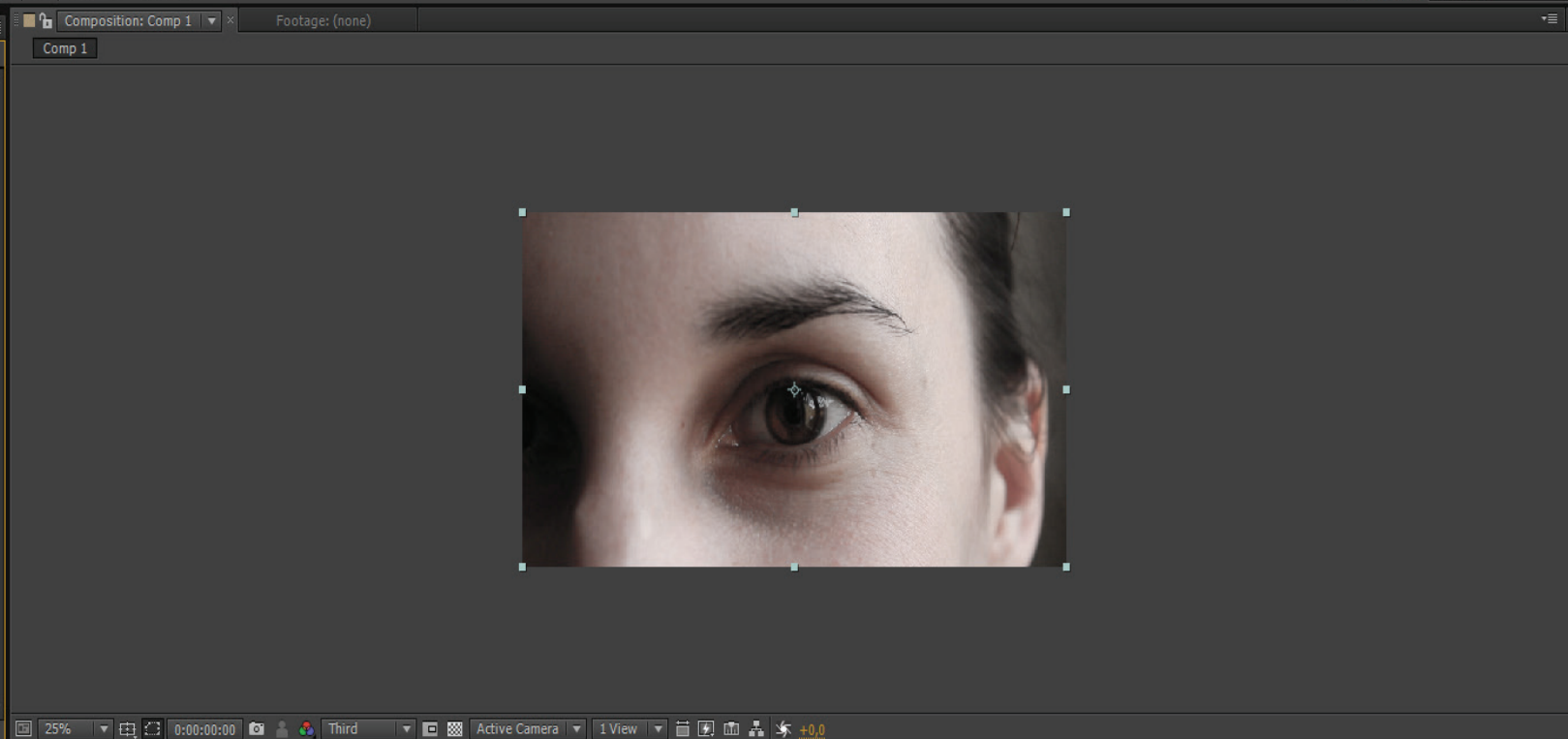
- Tracker
- Align
- Smoother
- Wiggler
- Motion Sketch
- Mask Interpolation
- Paint
- Brushes
- Paragraph
- Character



Effect Controls: MVI\_0815.MOV

Comp 1 • MVI\_0815.MOV

- Vibrance
  - Vibrance -81,0
  - Saturation 0,0
- Color Balance
  - Shadow Red Balance 0,0
  - Shadow Green Balance 0,0
  - Shadow Blue Balance 0,0
  - Midtone Red Balance 0,0
  - Midtone Green Balance 0,0
  - Midtone Blue Balance 0,0
  - Highlight Red Balance 0,0
  - Highlight Green Balance 0,0
  - Highlight Blue Balance 0,0
  - Preserve Luminosity



Preview

Info

R : 60	X : 892
G : 39	Y : 648
B : 33	
A : 255	

Audio

Effects & Presets

color bal

- Color Correction
  - Color Balance
  - Color Balance (HLS)

Render Queue

0:00:00:00

00000 (25.00 fps)

Layer Name	Mode	TrkMat	Parent
1 [MVI_0815.MOV]	Normal		None

Timeline

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

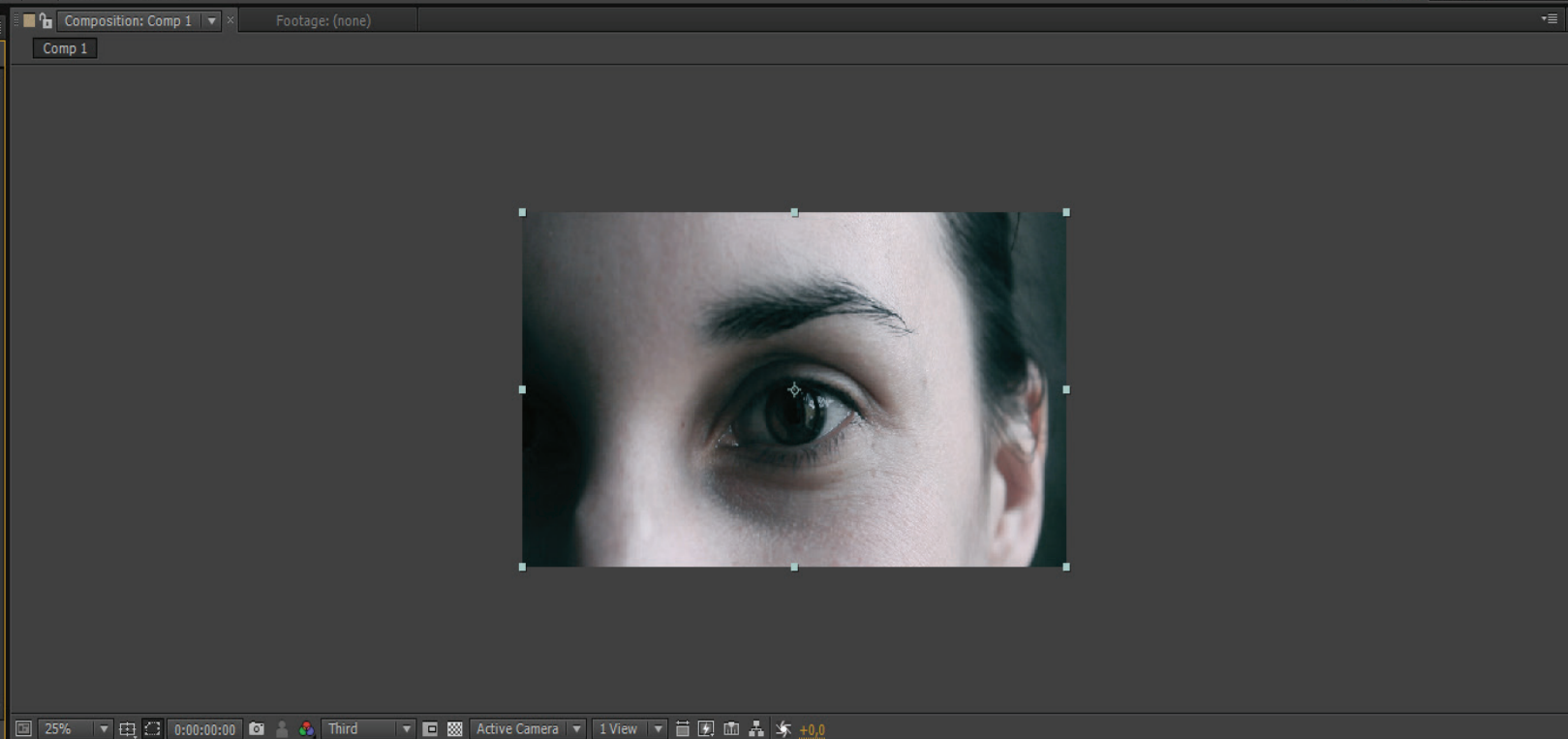
- Tracker
- Align
- Smoother
- Wiggler
- Motion Sketch
- Mask Interpolation
- Paint
- Brushes
- Paragraph
- Character



Effect Controls: MVI\_0815.MOV

Comp 1 • MVI\_0815.MOV

- Vibrance
  - Vibrance: -81,0
  - Saturation: 0,0
- Color Balance
  - Shadow Red Balance: -25,0
  - Shadow Green Balance: 7,0
  - Shadow Blue Balance: -5,0
  - Midtone Red Balance: 1,0
  - Midtone Green Balance: -3,0
  - Midtone Blue Balance: 3,0
  - Highlight Red Balance: 0,0
  - Highlight Green Balance: -13,0
  - Highlight Blue Balance: 7,0
  - Preserve Luminosity:



Preview

Info

R: X: 524  
G: Y: 1484  
B:  
A: 0

Audio

Effects & Presets

color bal

- Color Correction
  - Color Balance
  - Color Balance (HLS)

Render Queue

Comp 1

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

Layer Name	Mode	TrkMat	Parent
1 [MVI_0815.MOV]	Normal		None

Time Ruler (Click to set thumb)

- Tracker
- Align
- Smoother
- Wiggler
- Motion Sketch
- Mask Interpolation
- Paint
- Brushes
- Paragraph
- Character

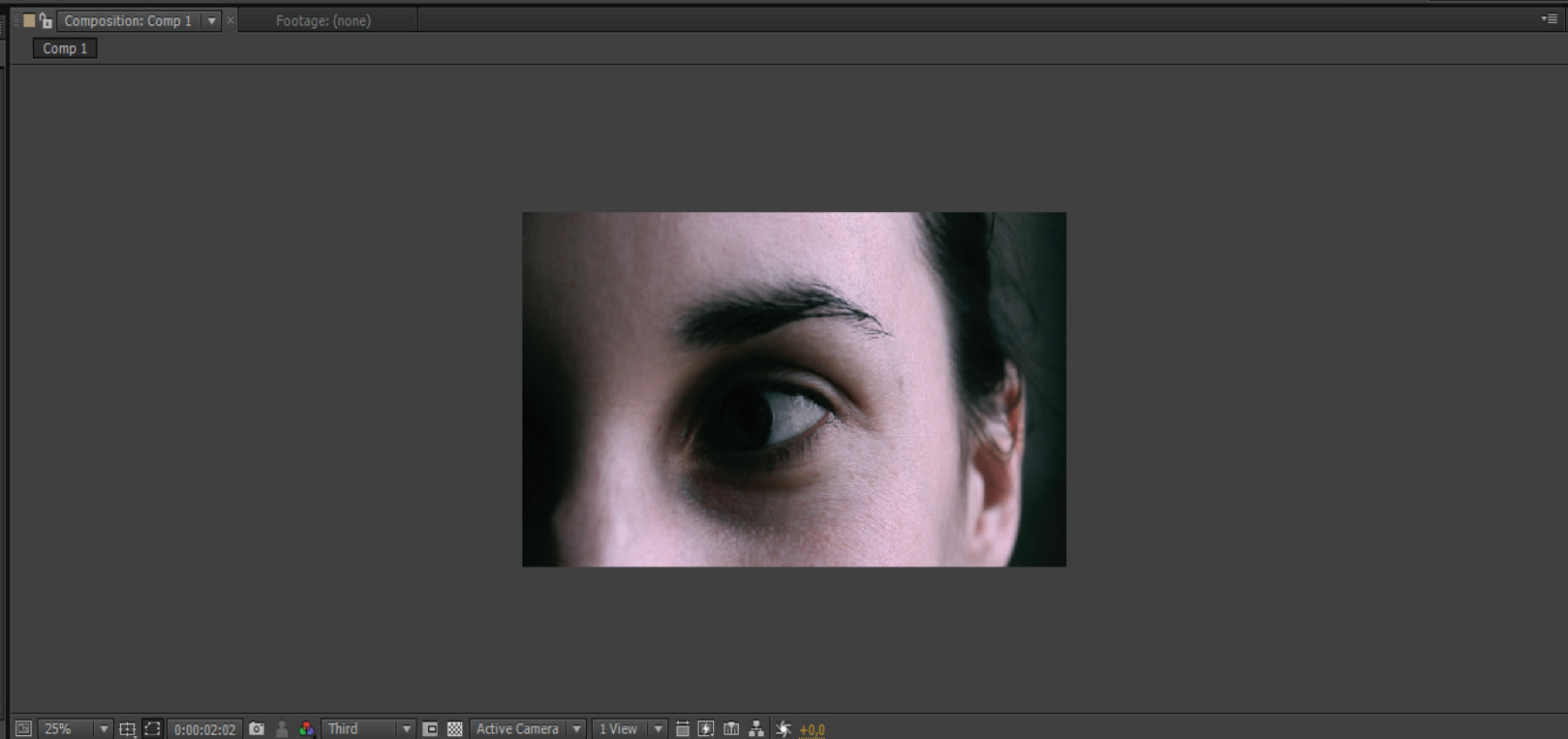


Effect Controls: MVI\_0815.MOV

Comp 1 • MVI\_0815.MOV

- Vibrance **Reset** **Abol**
  - Vibrance -81,0
  - Saturation 0,0
- Color Balance **Reset** **Abol**
- Levels **Reset** **Abol**
  - Channel: RGB
  - Histogram

Input Black 0,0  
 Input White 255,0  
 Gamma 0,68  
 Output Black 0,0  
 Output White 255,0  
 Clip To Output Black Off for 32 bpc Coli  
 Clip To Output White Off for 32 bpc Coli



Preview

Info

R : X : 928  
 G : + Y : 1480  
 B :  
 A : 0

Audio

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

Effects & Presets

Level

- \* Animation Presets
  - Image - Utilities
    - Levels ...uter to video
    - Levels ... to computer
- Color Correction
  - Auto Levels
  - Levels
  - Levels ...vidual Controls

Render Queue

Comp 1

0:00:02:02  
 00052 (25.00 fps)

Layer Name	Mode	TrkMat	Parent
1 [MVI_0815.MOV]	Normal		None

Timeline

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

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Obrazová příloha - vlastní archiv ( Print Screen )