

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: Pruhované pozadí

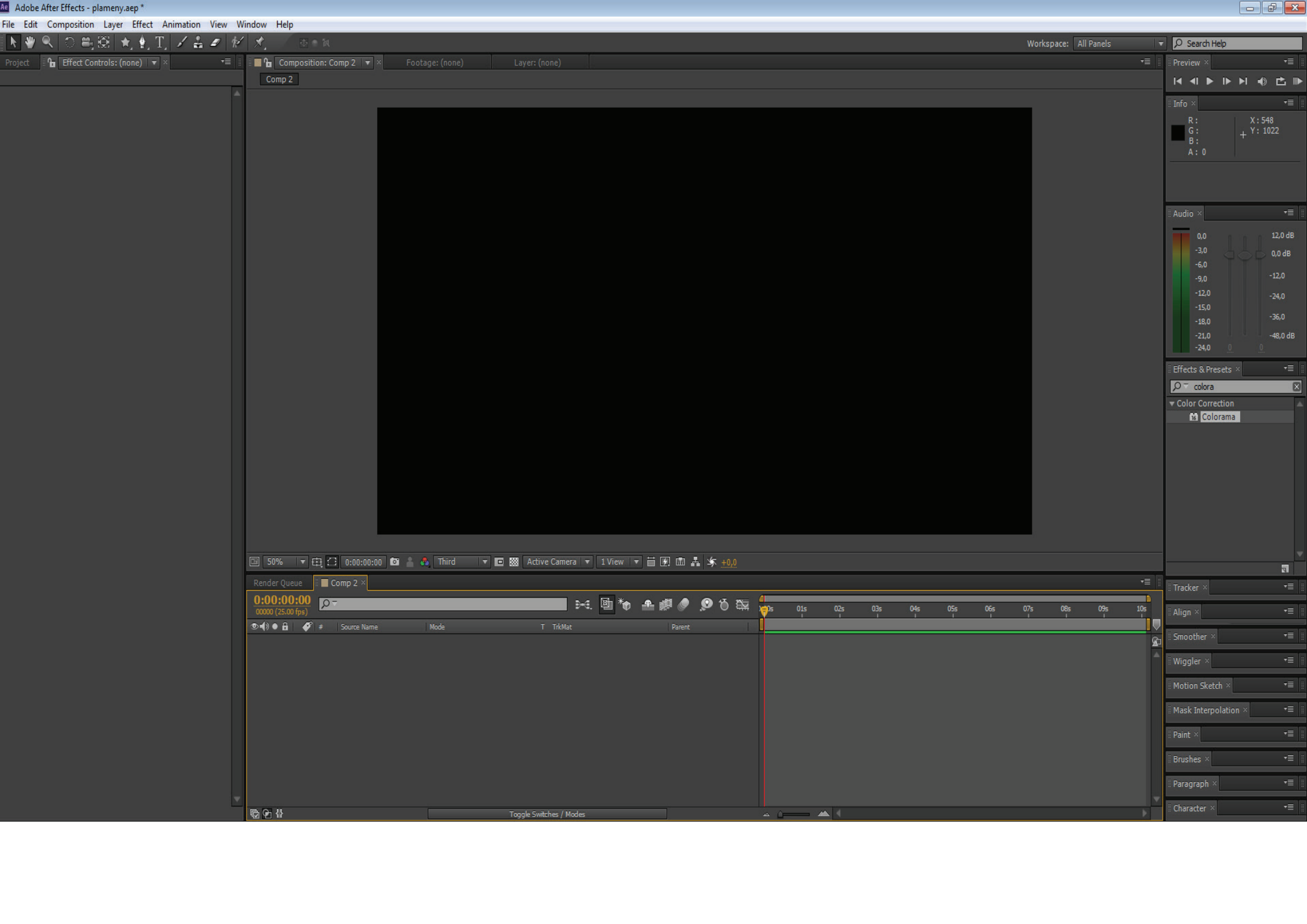
Ročník: 2.ročník

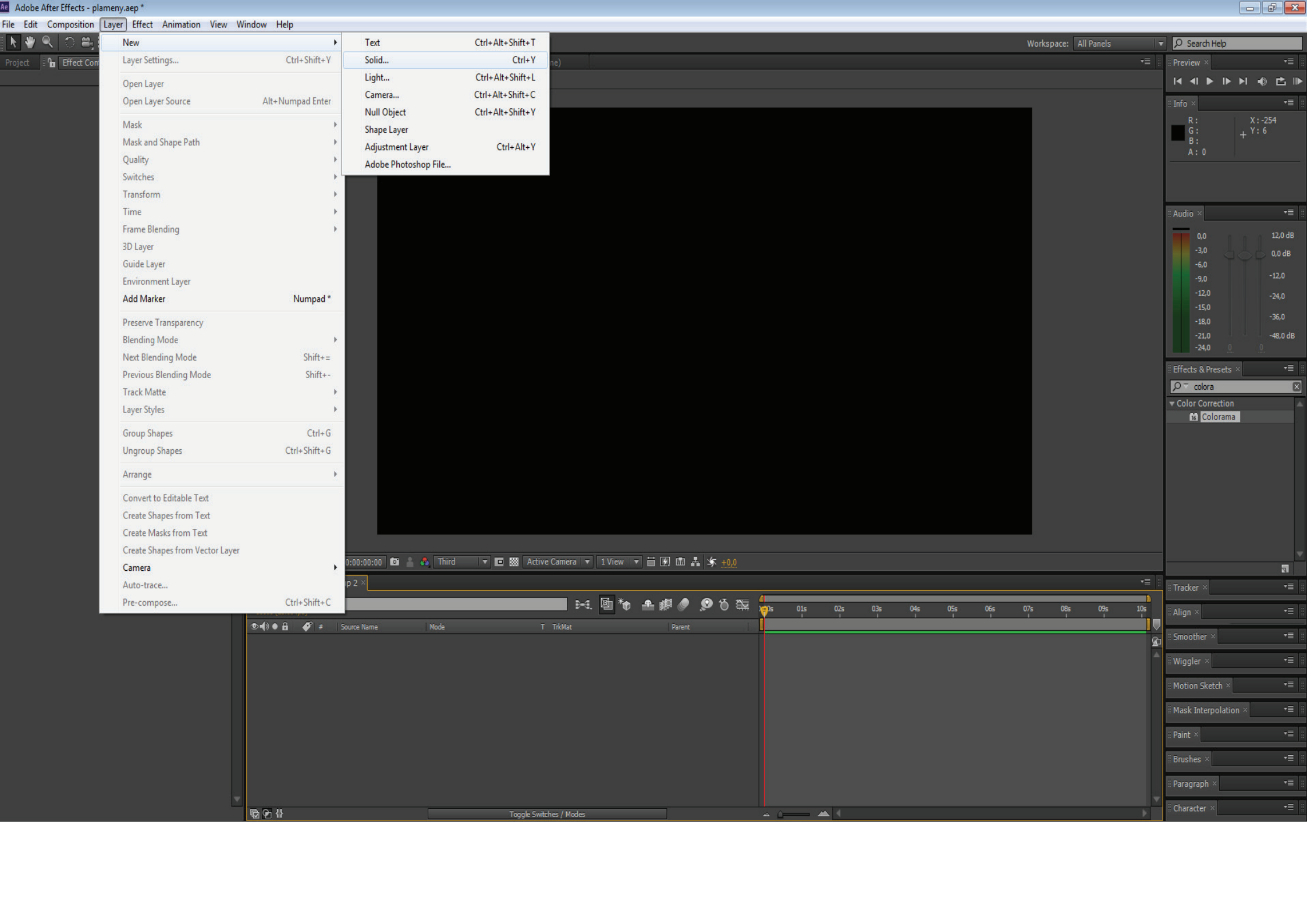
Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_16



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ





- 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...

Info

| | |
|-------|----------|
| R : | X : -254 |
| G : | + Y : 6 |
| 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

Search: colora

Color Correction

- Colorama

Tracker

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

Timeline

| Source Name | Mode | TrkMat | Parent |
|-------------|------|--------|--------|
| ... | T | TrkMat | Parent |

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

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

Toggle Switches / Modes

Solid Settings

Name:

Size

Width: px

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

Units:

Pixel Aspect Ratio:

Width: 100,0 % of comp
Height: 100,0 % of comp
Frame Aspect Ratio: 16:9 (1,78)

Color

Preview

Preview

Info

R: X: -214
G: Y: 36
B: +
A: 0

Audio

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

Effects & Presets

Color Correction

Colorama

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

Render Queue Comp 2 0:00:00:00 00000 (25.00 fps)

| # | Source Name | Mode | T | TrkMat | Parent |
|---|-------------|------|---|--------|--------|
| | | | | | |

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

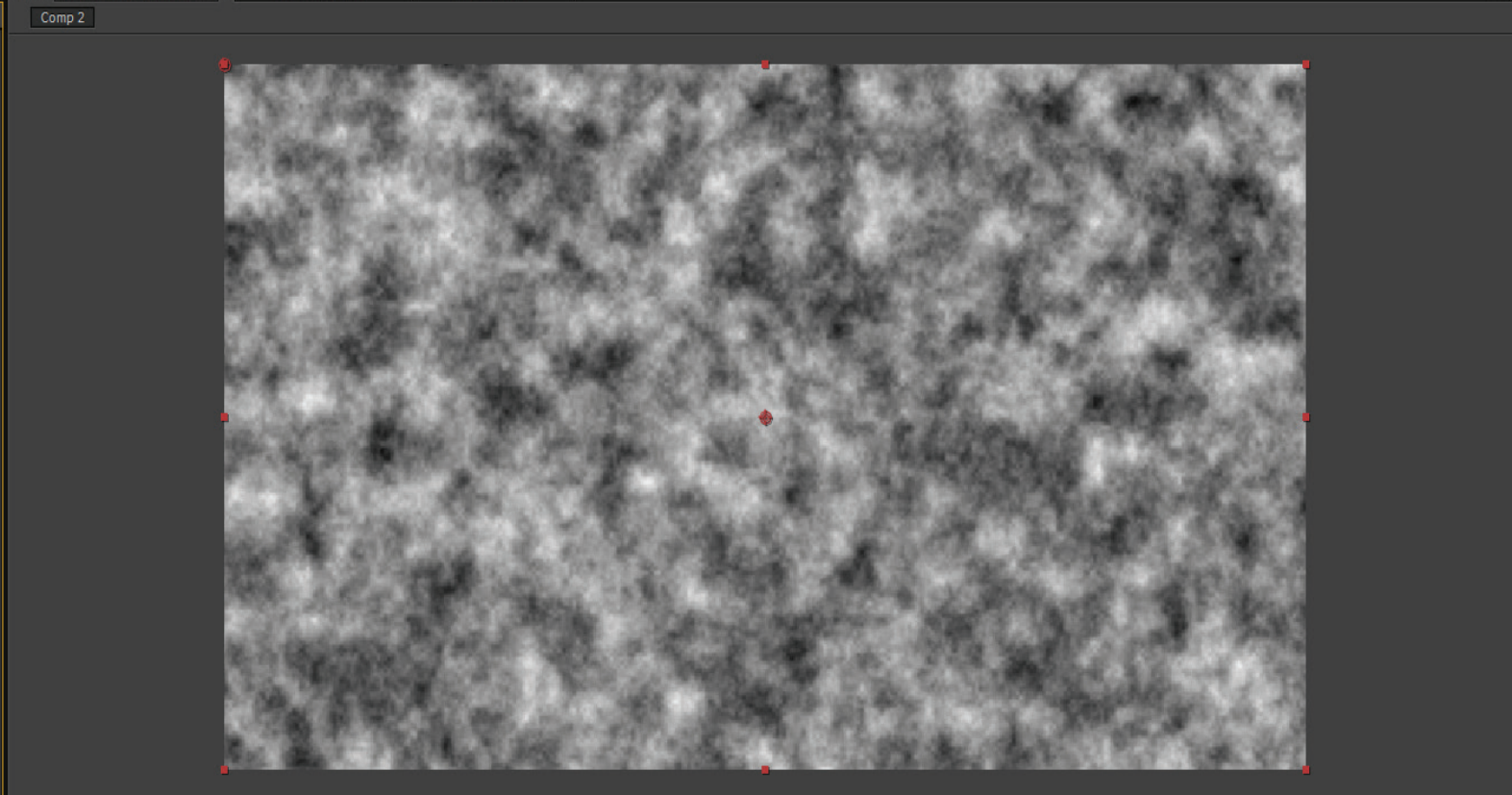
Paragraph

Character

Comp 2 • Pale Blue Solid 4

Fractal Noise Reset About...

- Fractal Type: Basic
- Noise Type: Soft Linear
- Invert
- Contrast: 100.0
- Brightness: 0.0
- Overflow: Allow HDR Results
- Transform
- Complexity: 6.0
- Sub Settings
- Evolution: 0x +0.0°
- Evolution Options
- Opacity: 100.0%
- Blending Mode: Normal



Info

R : 203 X : 1546
 G : 203 + Y : 606
 B : 203
 A : 255

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

fractal

Noise & Grain

Fractal Noise

50% 0:00:00:00 Third Active Camera 1 View +0.0

Render Queue

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

| # | Source Name | Mode | TrkMat | Parent |
|---|-------------------|--------|--------|--------|
| 1 | Pale Blue Solid 4 | Normal | | None |

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

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

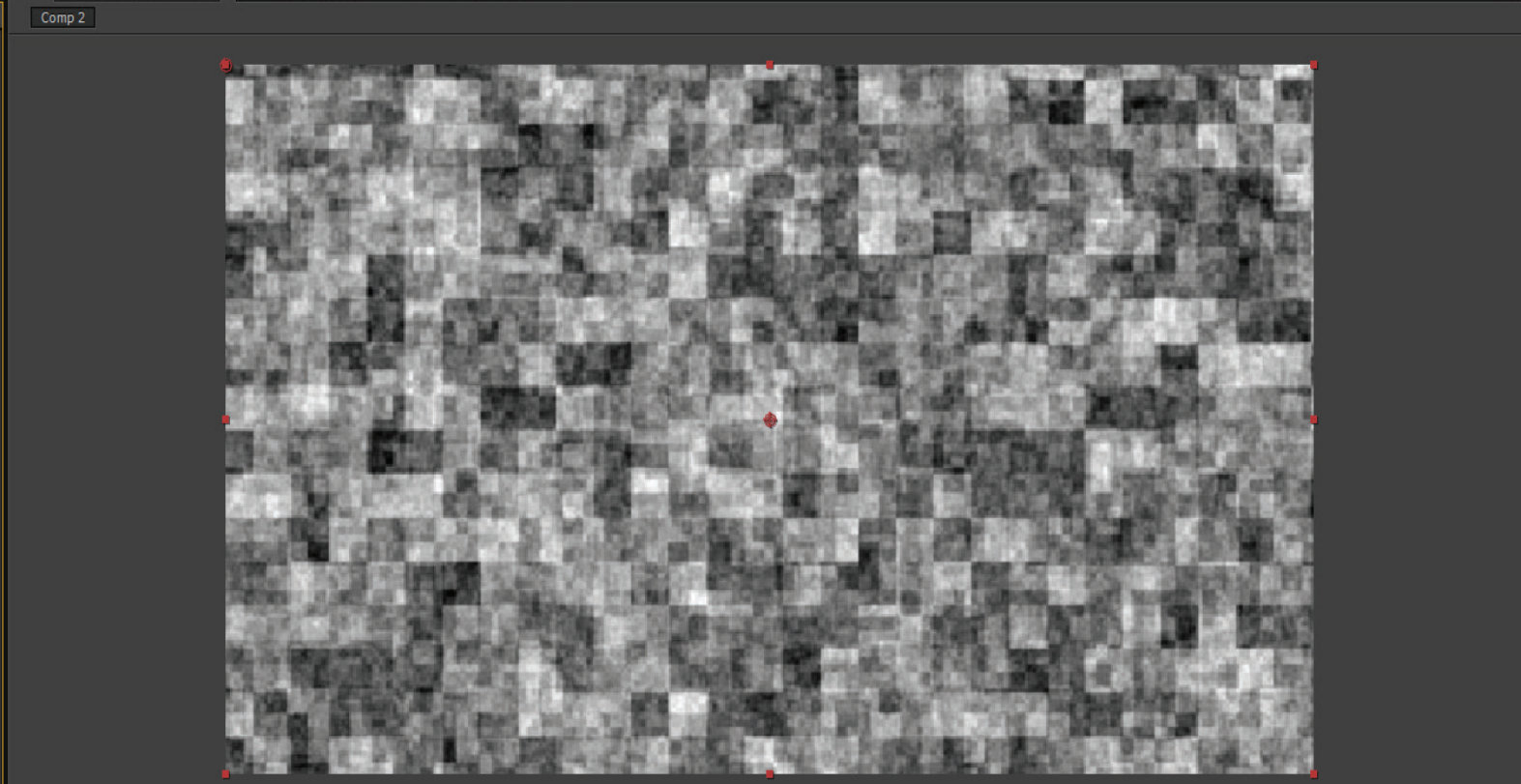
Paragraph

Character

Comp 2 • Pale Blue Solid 4

Fractal Noise Reset About...

- Fractal Type: Basic
- Noise Type: Block
- Invert
- Contrast: 100.0
- Brightness: 0.0
- Overflow: Allow HDR Results
- Transform
- Complexity: 6.0
- Sub Settings
- Evolution: 0x +0.0°
- Evolution Options
- Opacity: 100.0%
- Blending Mode: Normal



Preview

Info

| | |
|---------|----------|
| R : 132 | X : 268 |
| G : 132 | + Y : 40 |
| B : 132 | |
| A : 255 | |

Audio

Effects & Presets

fractal

- Noise & Grain
 - Fractal Noise

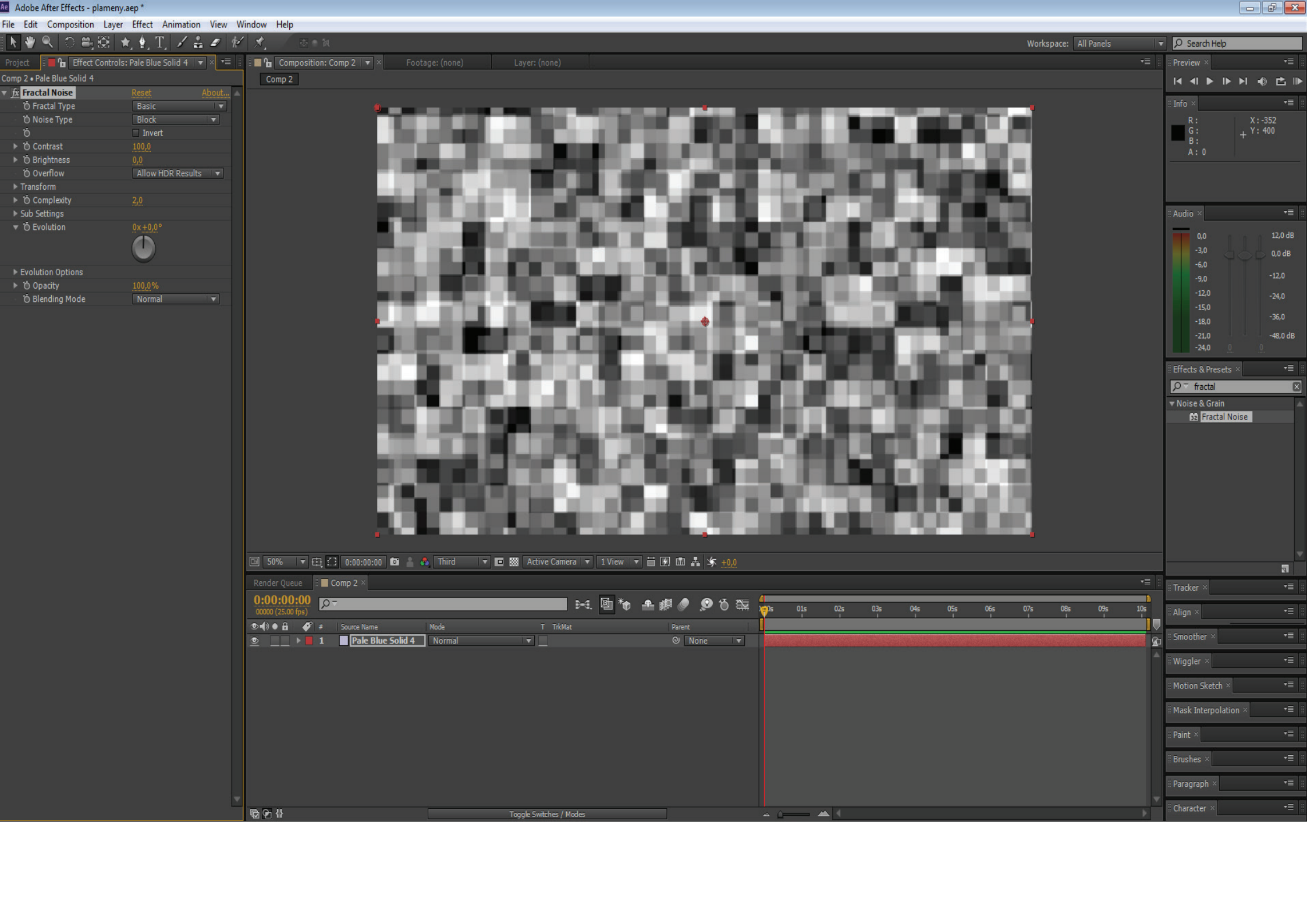
50% 0:00:00:00 Third Active Camera 1 View +0.0

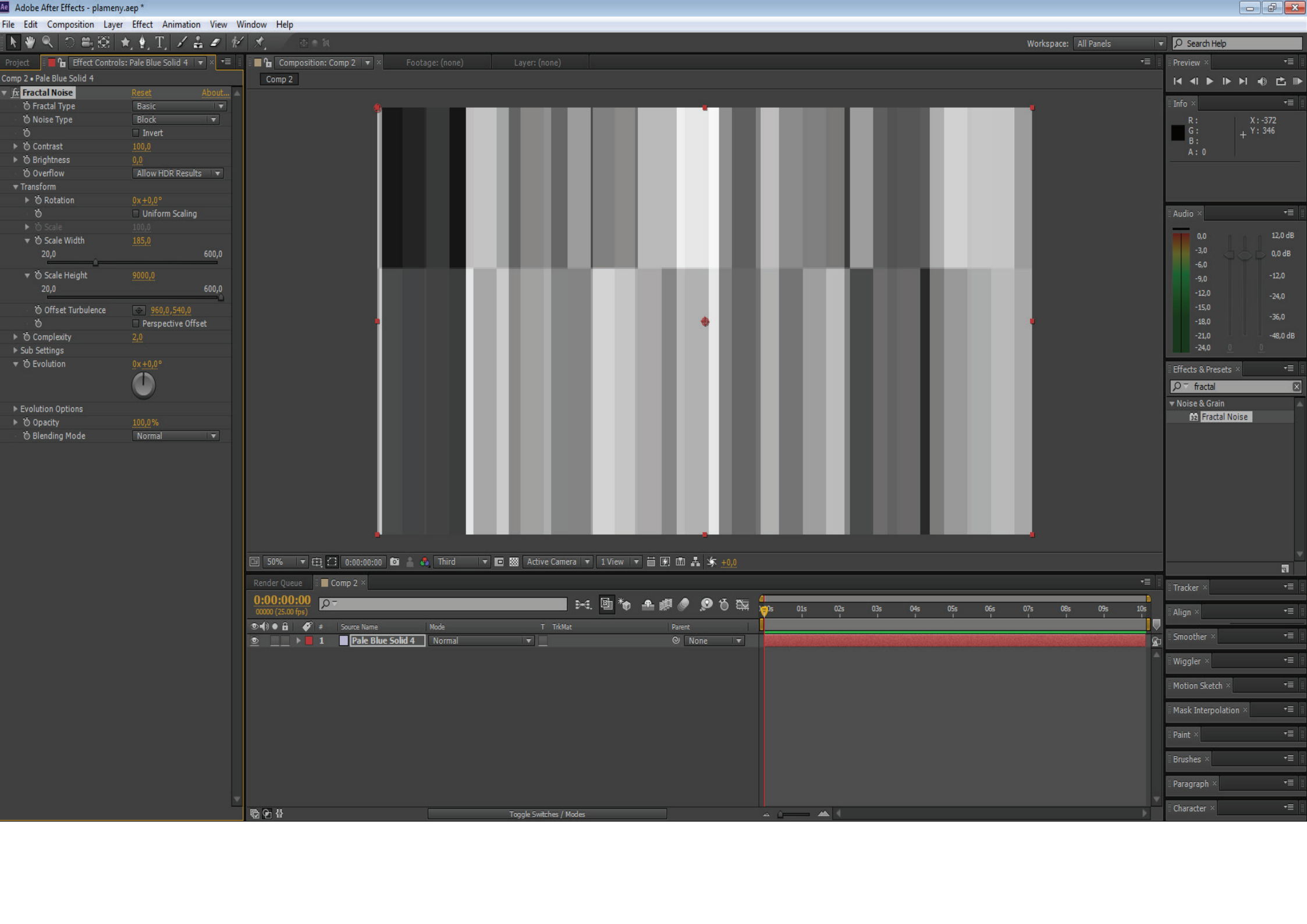
Render Queue Comp 2

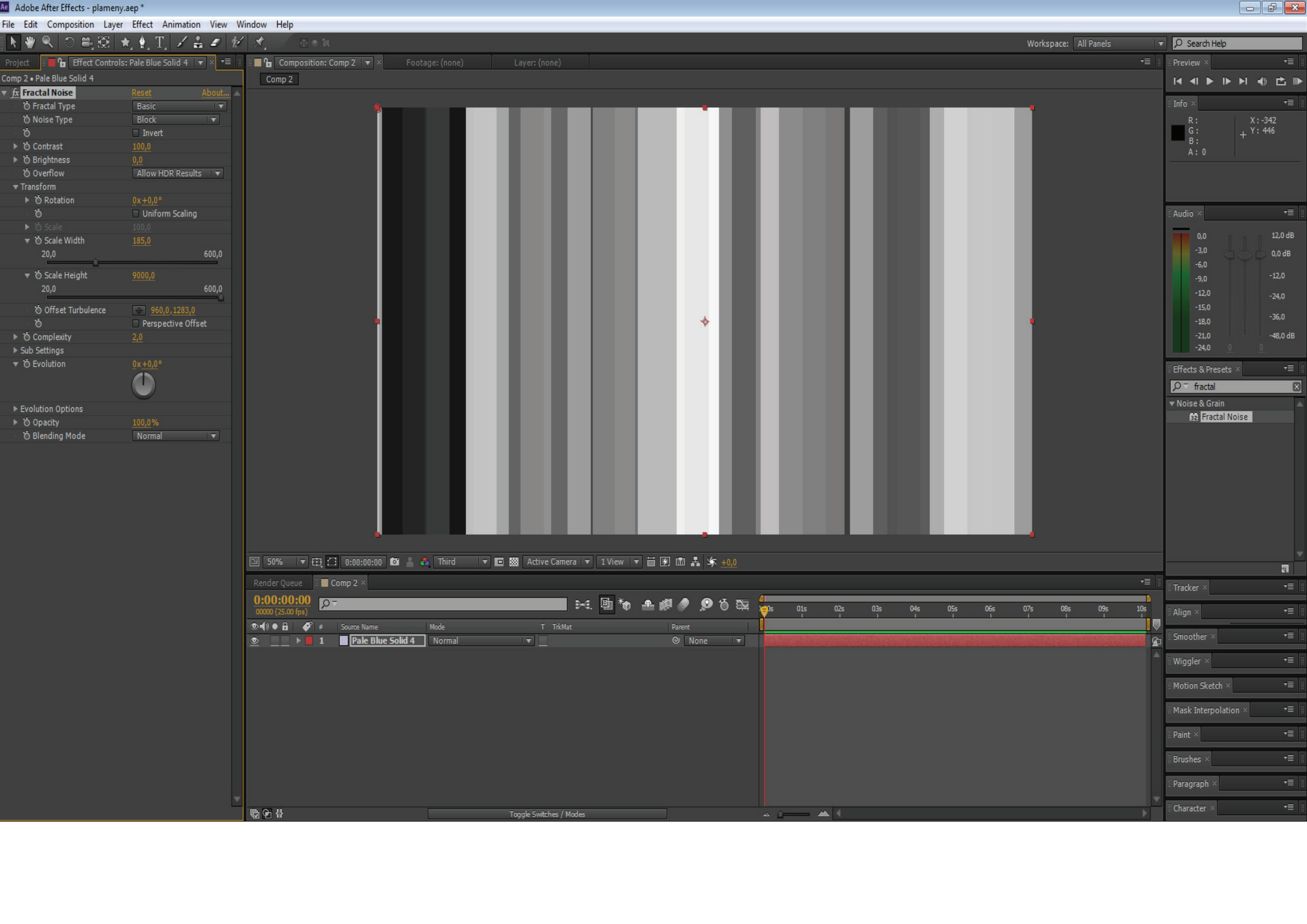
0:00:00:00 00000 (25.00 fps)

| Source Name | Mode | TrkMat | Parent |
|---------------------|--------|--------|--------|
| 1 Pale Blue Solid 4 | Normal | | None |

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

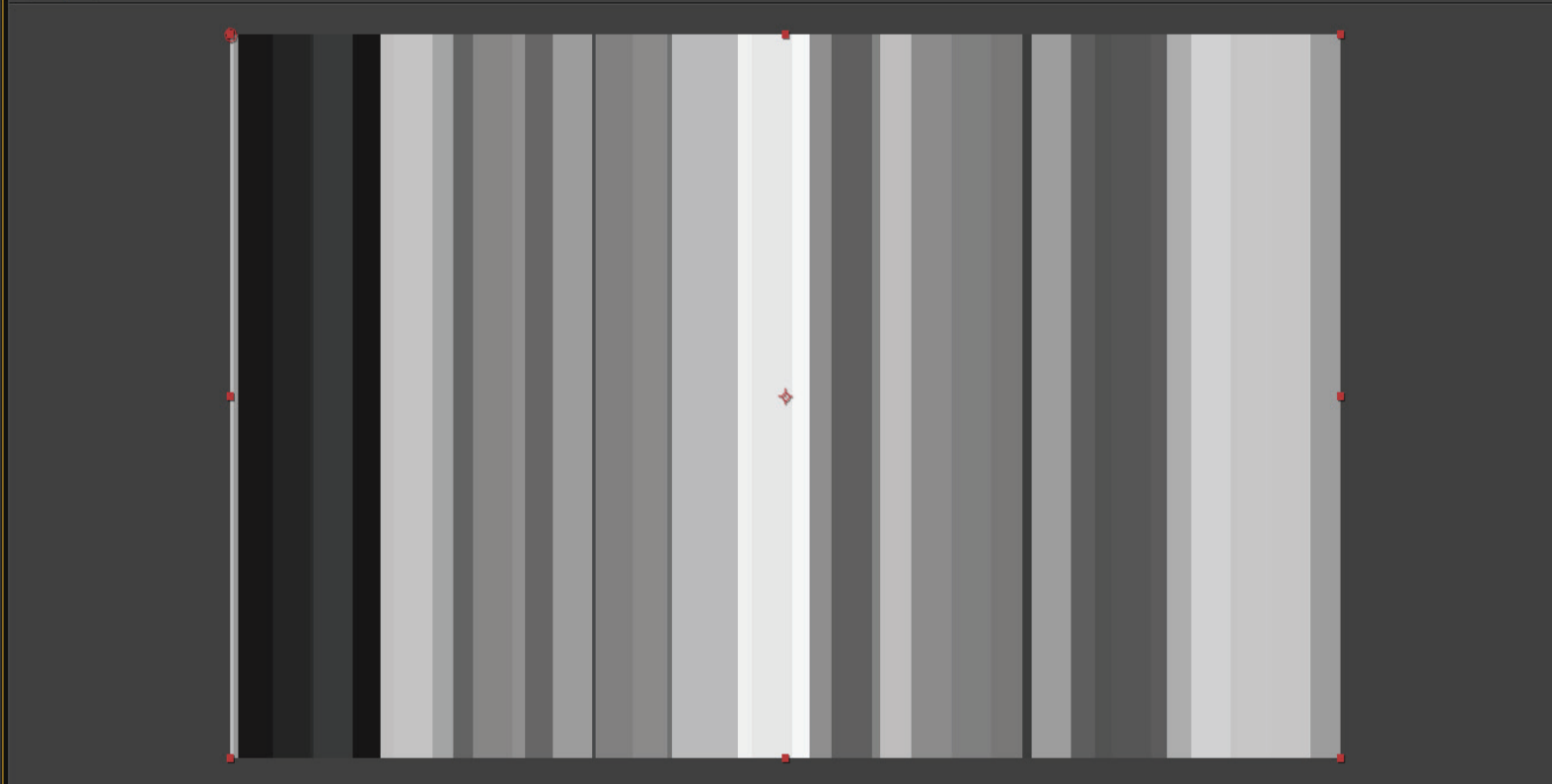






Fractal Noise Reset About...

- Fractal Type: Basic
- Noise Type: Block
- Invert
- Contrast: 100,0
- Brightness: 0,0
- Overflow: Allow HDR Results
- Transform
 - Rotation: 0x+0,0°
 - Uniform Scaling
 - Scale: 100,0
 - Scale Width: 185,0 (20,0 to 600,0)
 - Scale Height: 9000,0 (20,0 to 600,0)
 - Offset Turbulence: 960,0, 1283,0
 - Perspective Offset
- Complexity: 2,0
- Sub Settings
- Evolution: 0x+0,0°
- Evolution Options
 - Opacity: 100,0%
 - Blending Mode: Normal



Info

R: X: -342
G: + Y: 446
B:
A: 0

Audio

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

Effects & Presets

fractal

Noise & Grain

Fractal Noise

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

Render Queue Comp 2

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

| Source Name | Mode | TrkMat | Parent |
|---------------------|--------|--------|--------|
| 1 Pale Blue Solid 4 | Normal | | None |

Tracker

Align

Smoother

Wiggler

Motion Sketch

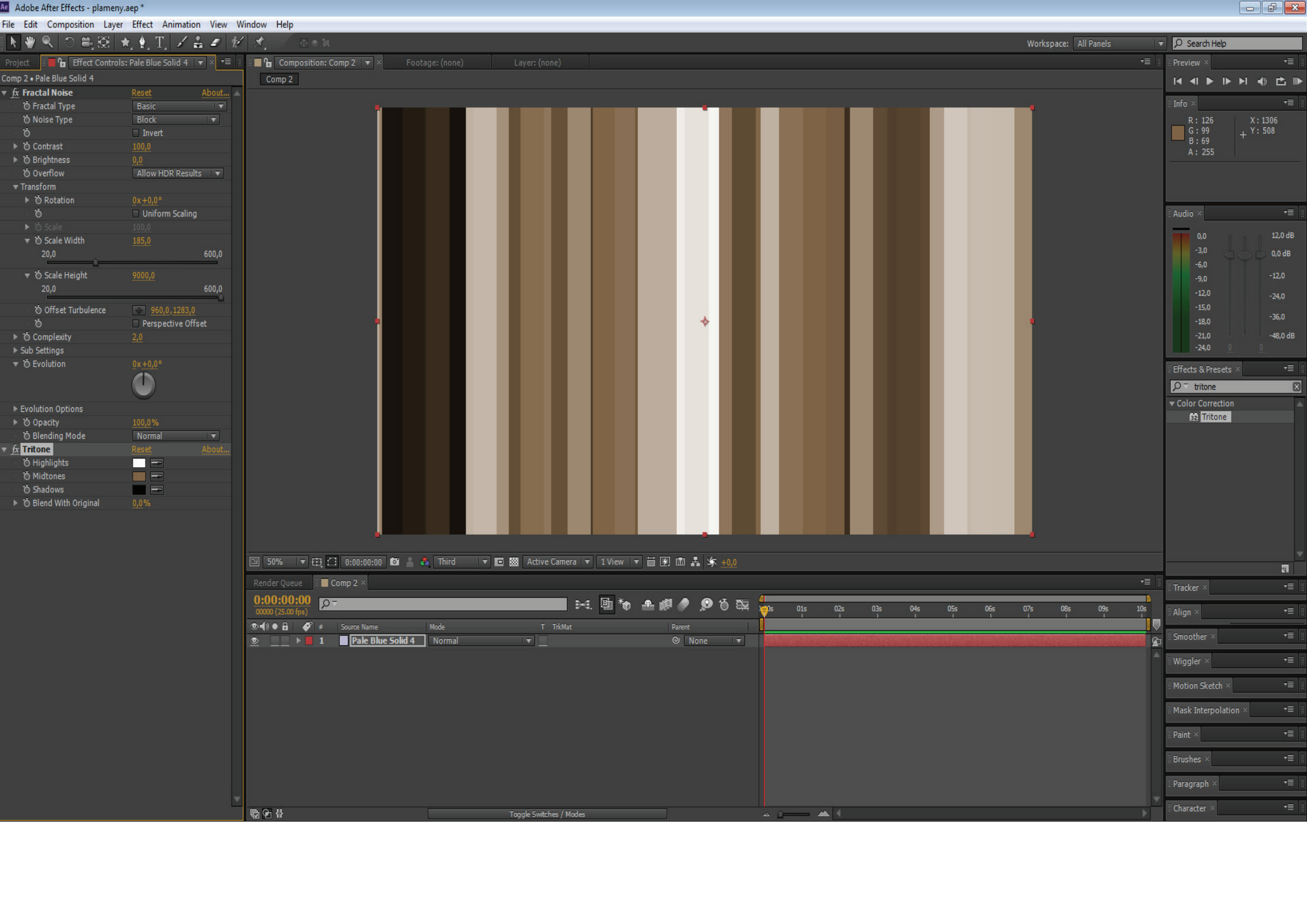
Mask Interpolation

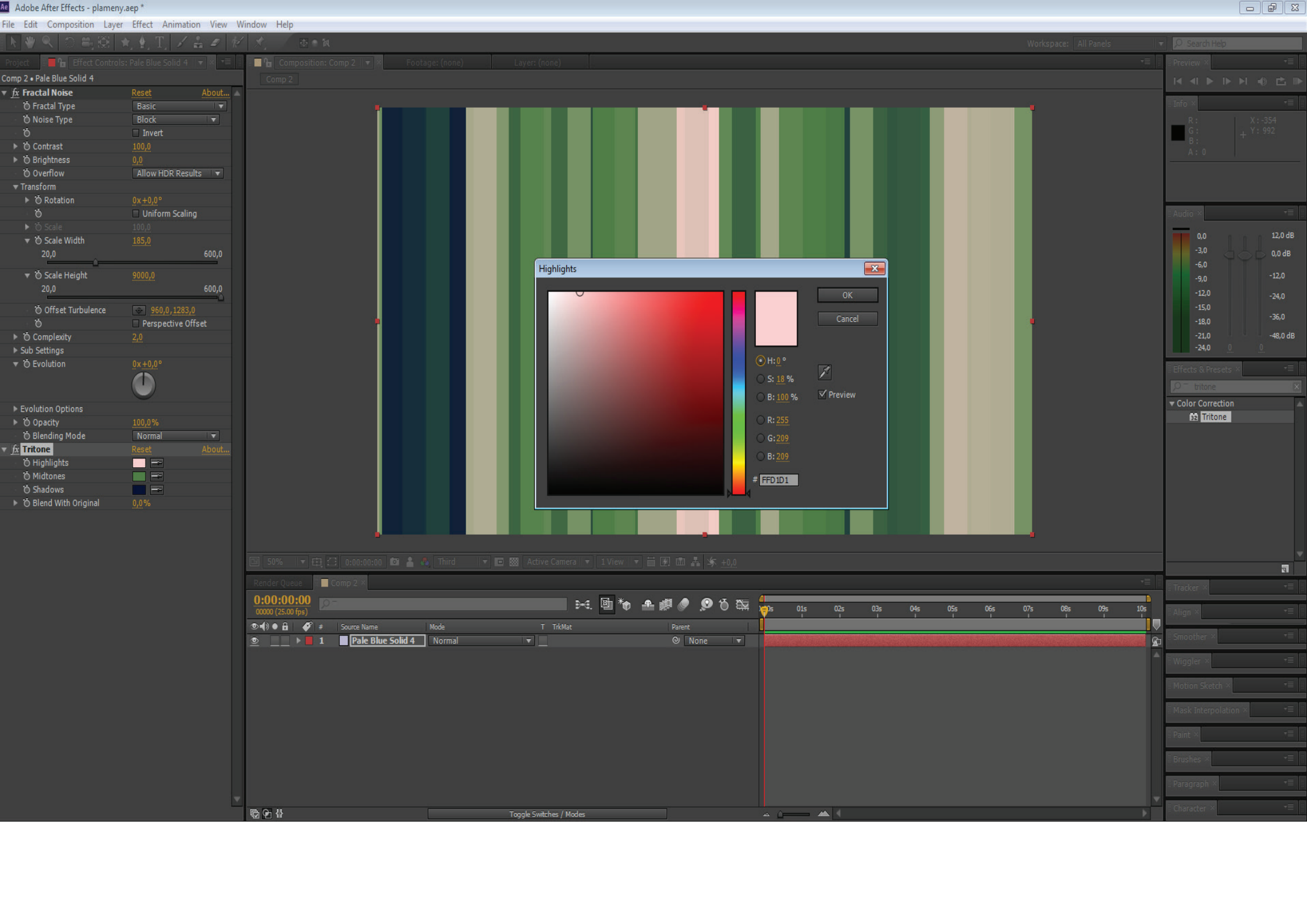
Paint

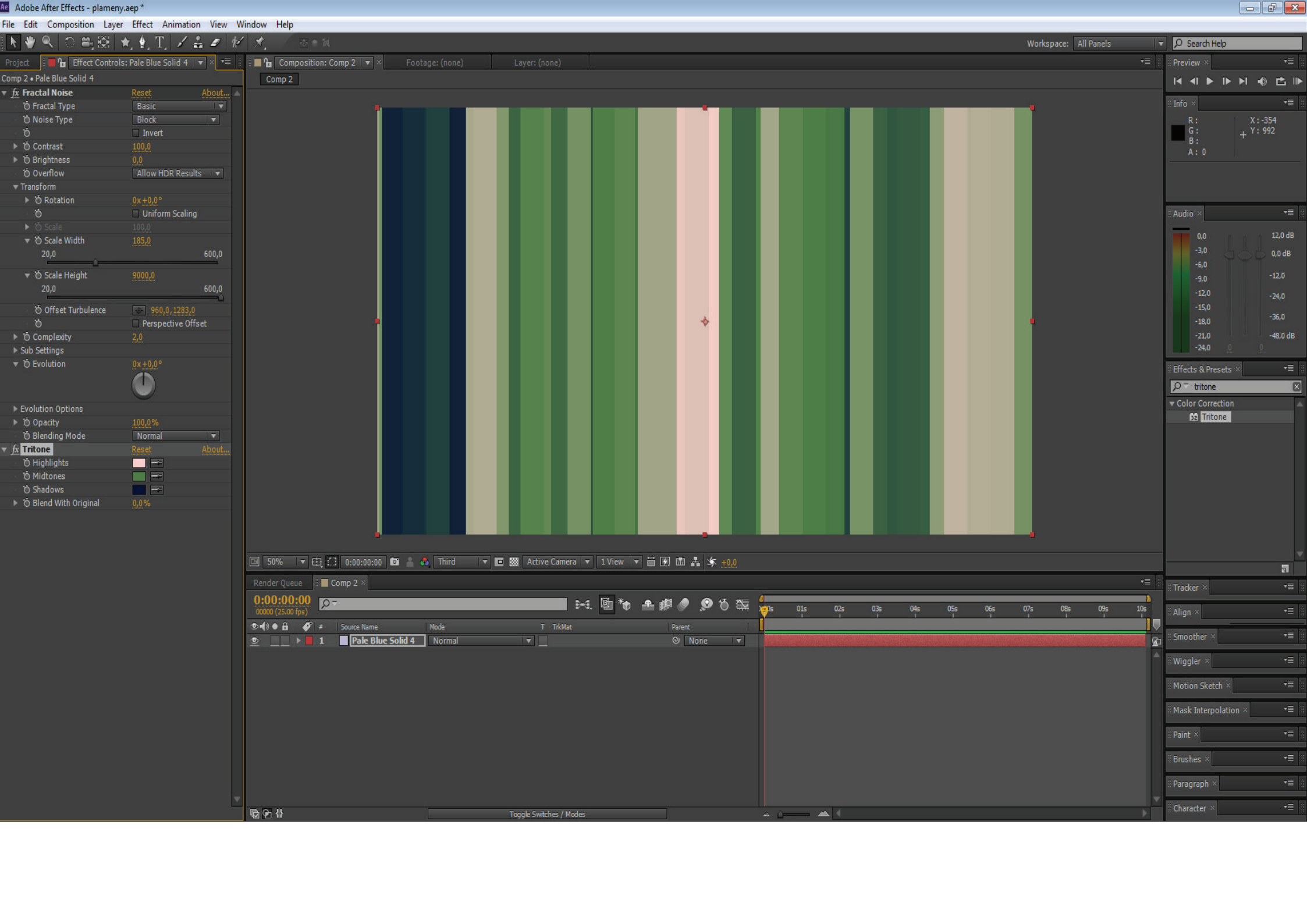
Brushes

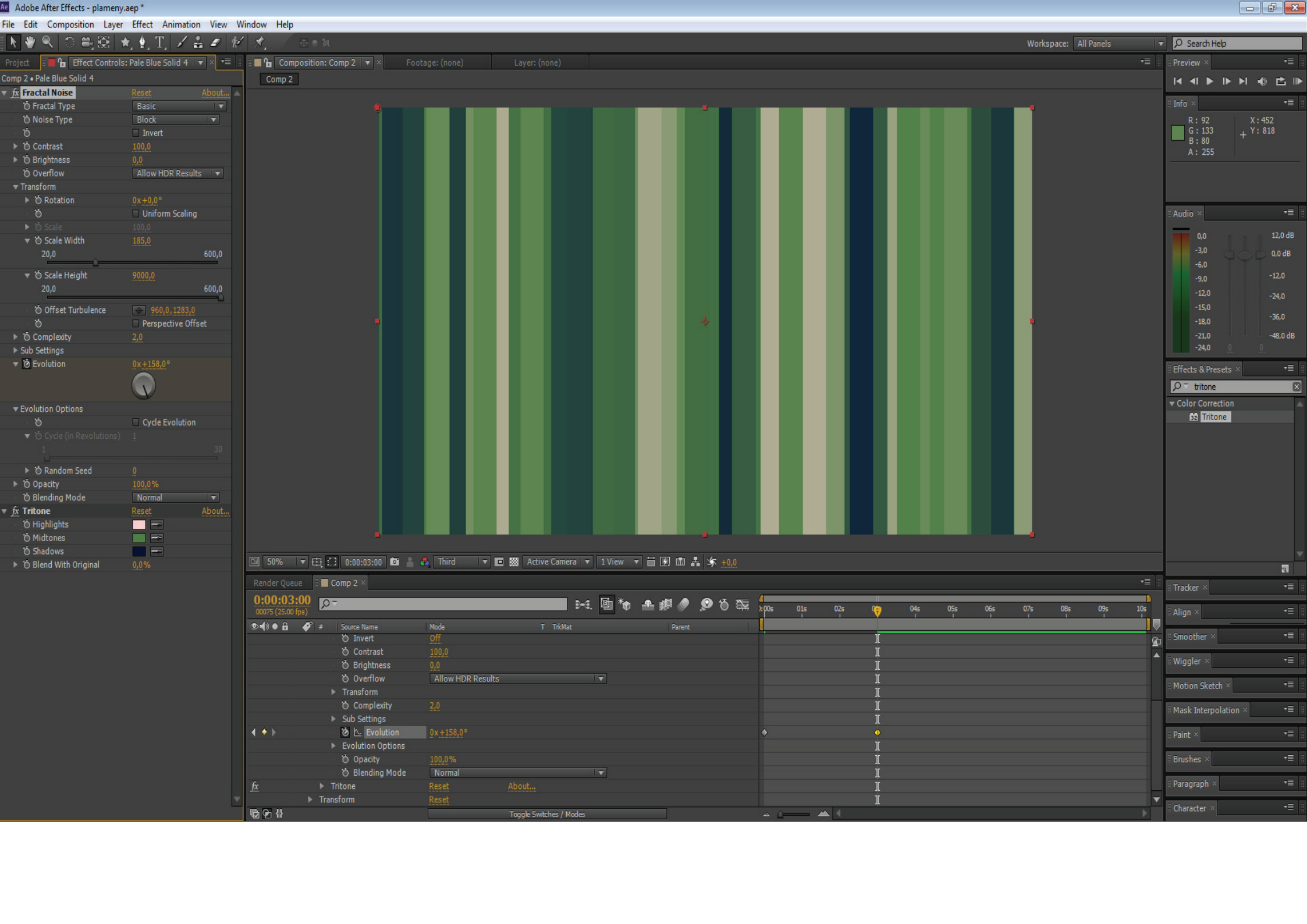
Paragraph

Character









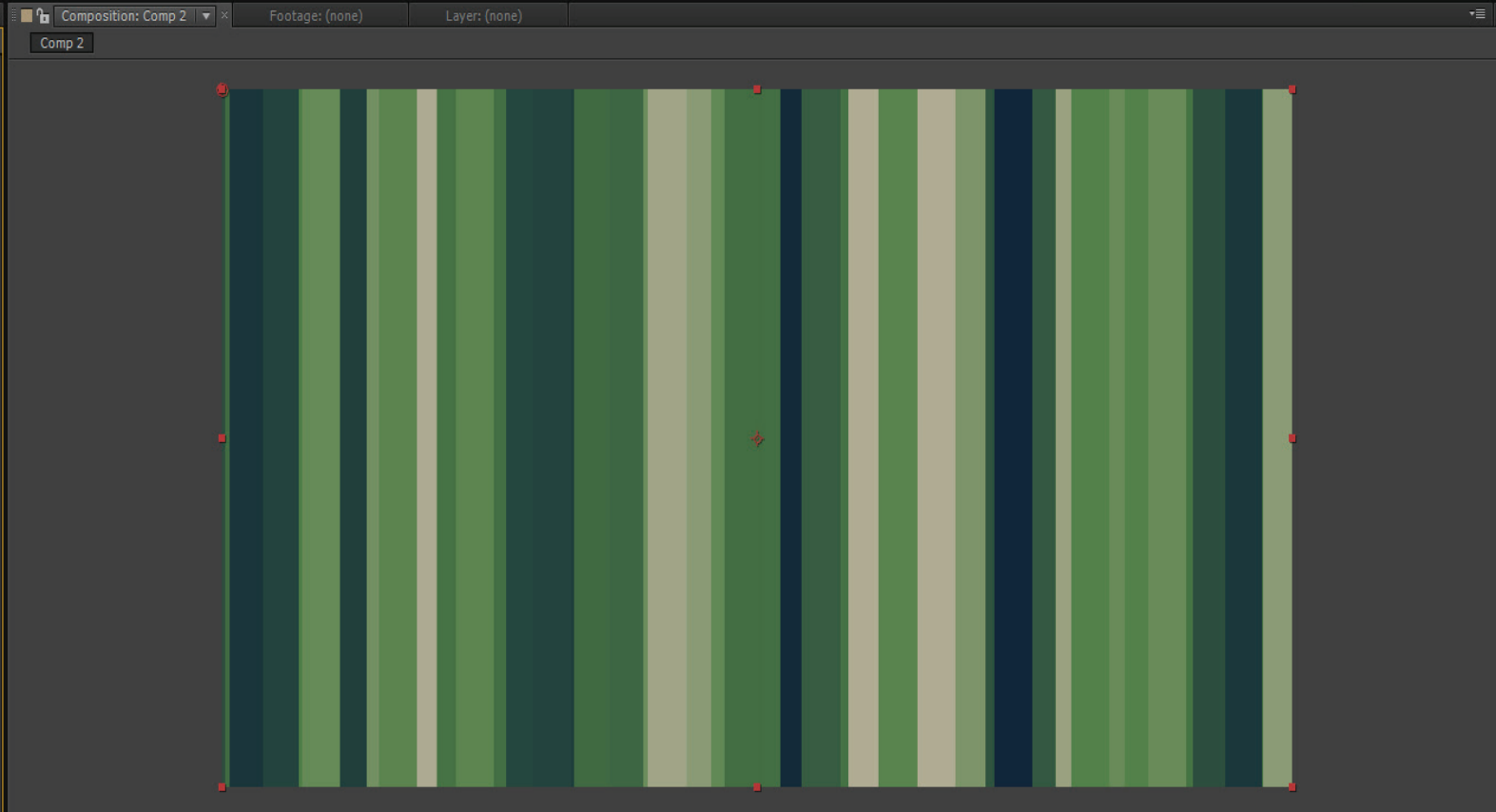
Project: Pale Blue Solid 4

Effect Controls: Pale Blue Solid 4

Comp 2 • Pale Blue Solid 4

Fractal Noise [Reset](#) [About...](#)

- Fractal Type: Basic
- Noise Type: Block
- Invert
- Contrast: 100.0
- Brightness: 0.0
- Overflow: Allow HDR Results
- Transform
 - Rotation: 0x+0.0°
 - Uniform Scaling
 - Scale: 100.0
 - Scale Width: 185.0 (range: 20.0 to 600.0)
 - Scale Height: 9000.0 (range: 20.0 to 600.0)
 - Offset Turbulence: 960.0, 1283.0
 - Perspective Offset
 - Complexity: 2.0
- Sub Settings
 - Evolution: 0x+158.0°
- Evolution Options
 - Cycle Evolution
 - Cycle (in Revolutions): 1 (range: 1 to 30)
 - Random Seed: 0
 - Opacity: 100.0%
 - Blending Mode: Normal
- Tritone** [Reset](#) [About...](#)
- Highlights:
- Midtones:
- Shadows:
- Blend With Original: 0.0%



Preview

Info

R: 92 X: 452
G: 133 + Y: 818
B: 80
A: 255

Audio

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

Effects & Presets

tritone

Color Correction

Tritone

50% 0:00:03:00 Third Active Camera 1 View +0.0

Render Queue: Comp 2

0:00:03:00 000% (25.00 fps)

| Source Name | Mode | T | TrkMat | Parent |
|-------------------|--|---|--------|--------|
| Invert | Off | | | |
| Contrast | 100.0 | | | |
| Brightness | 0.0 | | | |
| Overflow | Allow HDR Results | | | |
| Transform | | | | |
| Complexity | 2.0 | | | |
| Sub Settings | | | | |
| Evolution | 0x+158.0° | | | |
| Evolution Options | | | | |
| Opacity | 100.0% | | | |
| Blending Mode | Normal | | | |
| Tritone | Reset About... | | | |
| Transform | Reset | | | |

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Obrazová příloha - vlastní archiv (Print Screen)