

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: Sníh

Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_3_9



evropský
sociální
fond v ČR



EVROPSKÁ UNIE



MINISTERSTVO ŠKOLSTVÍ,
MLÁDEŽE A TĚLOVÝCHOVY



OP Vzdělávání
pro konkurenceschopnost

INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

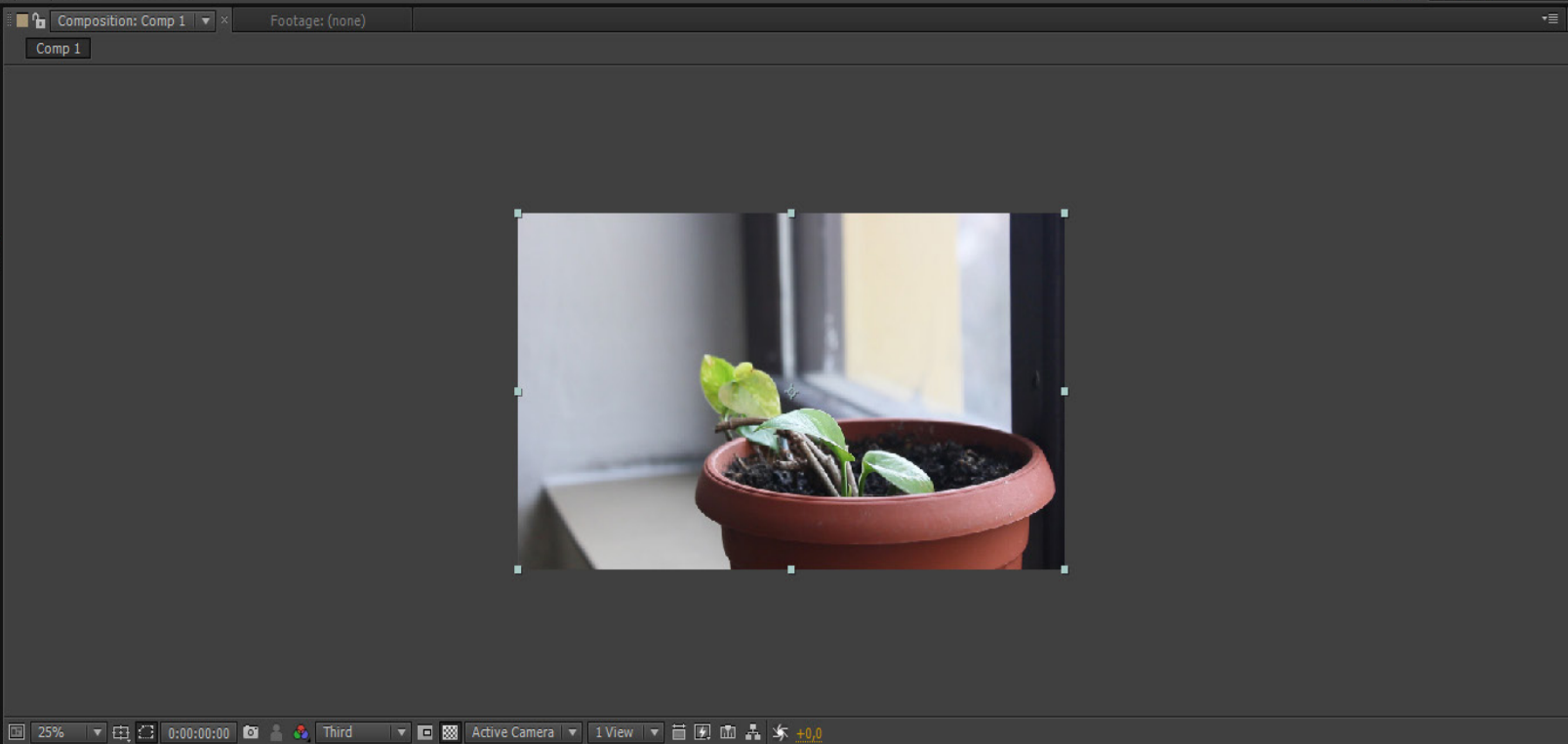
Effect Controls: MVI_0817.MOV

MVI_0817.MOV, used 1 time
1920 x 1080 (1,00)
1 00:00:08:06, 23,976 fps
Millions of Colors
H.264
48,000 kHz / 16 bit U / Stereo

Name

Comp 1

MVI_0817.MOV



Preview

Info

R : X : -572
G : + Y : 1480
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

rain

- Animate In
 - Raining...racters In
- Animate Out
 - Raining...cters Out
- Blurs
 - Bullet Train
- Noise & Grain
 - Add Grain
 - Match Grain
 - Remove Grain
- Simulation
 - CC Rainfall

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue

Comp 1

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

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

#	Source Name	Mode	TrkMat	Parent
1	MVI_0817.MOV	Normal		None

Toggle Switches / Modes

Effect Controls: MV

MVI_0817.MOV
1920 x 1080 (9)
1 0:00:08:06,
Millions of Co
H.264
48,000 kHz / 1

Name

Comp 1

MVI_0817.MOV

8 bpc

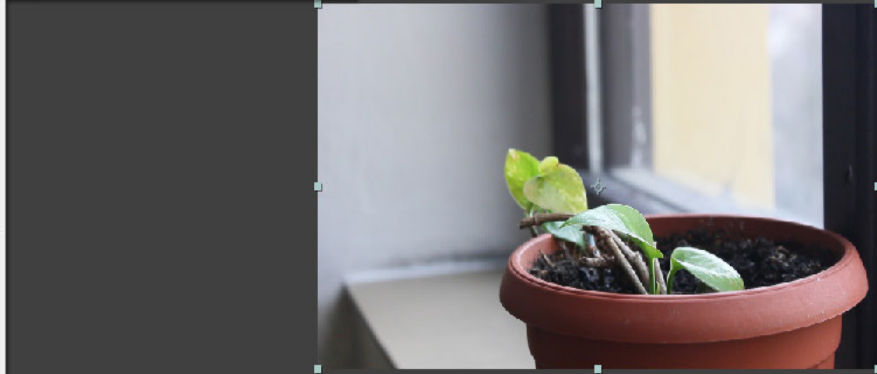
Render Queue

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

Toggle Switches / Modes

- 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 [Icons] Third [Icons] Active Camera [Icons] 1 View [Icons] +0,0

Timeline

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

Parent

None

Preview

Info

R : X : -1804
G : Y : 1388
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

rain

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- Match Grain
- Remove Grain
- Simulation
- CC Rainfall

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

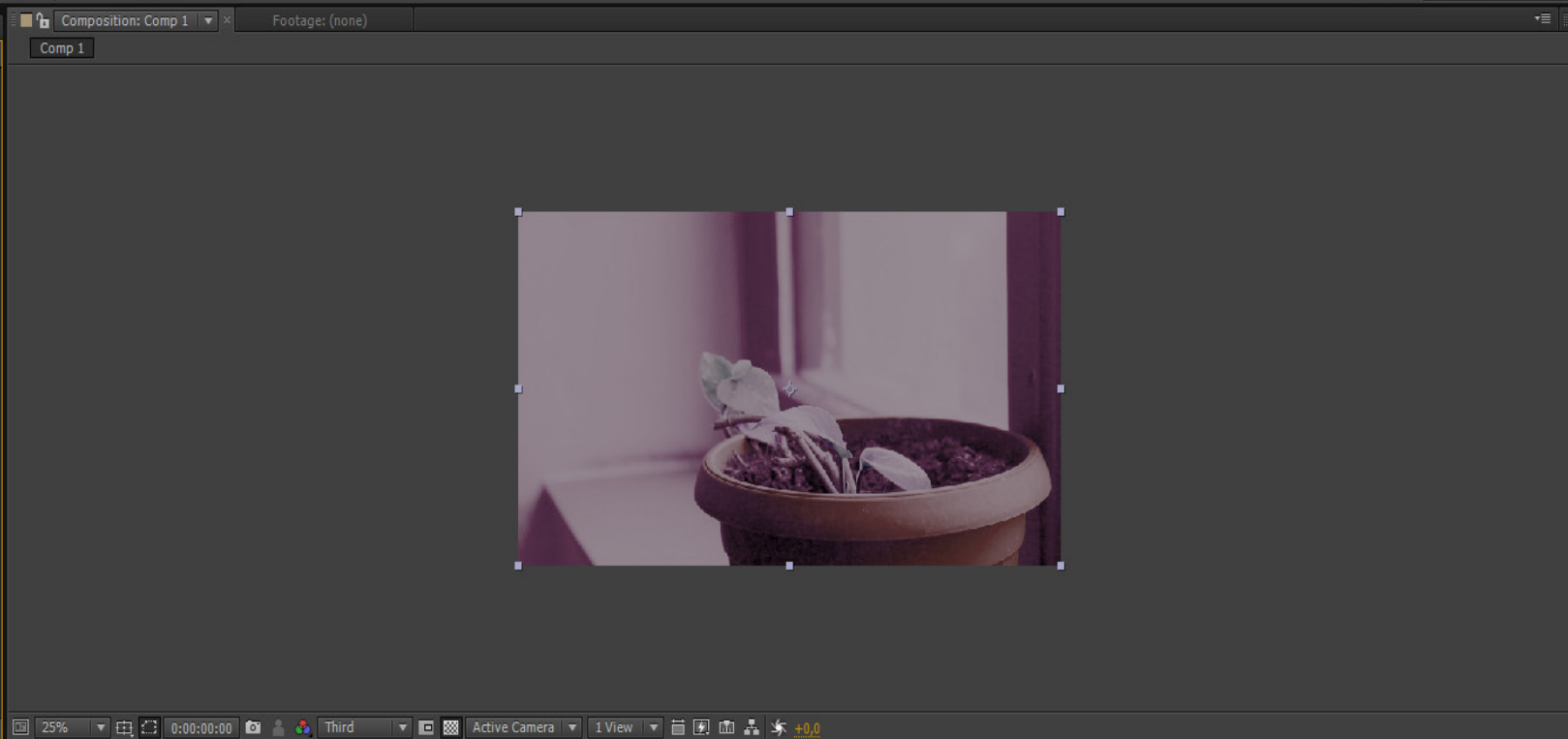
Paragraph

Character

Effect Controls: Adjustment Layer 1

Comp 1 • Adjustment Layer 1

- fx Solid Composite Reset Abol
 - Source Opacity 100,0%
 - Color Color Burn
 - Opacity 38,0%
 - Blending Mode Color Burn
- fx Hue/Saturation Reset Abol
 - Channel Control Master
 - Channel Range Colorize
 - Master Hue 0x +75,0°
 - Master Saturation -71
 - Master Lightness -31
 - Colorize
 - Colonize Hue 0x +0,0°
 - Colonize Saturation 25
 - Colonize Lightness 0



Workspace: All Panels

Search Help

Preview

Info

R: X: -1788
G: Y: 184
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

olo

- Animation Presets
 - Image - Creative
 - Colorize - blue wash
 - Colorize - gold dip
 - Colorize - infrared
 - Coloriz...oonshadows
 - Colorize - red hand tint
 - Colorize - royal purple
 - Colorize - sepia
 - Colorize - sky blue
 - Colorize - sky orange
 - Coloriz...nset gradient

Render Queue

Comp 1

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

#	Source Name	Mode	T	TrkMat	Parent
1	Adjustment Layer 1	Normal			None
2	MVI_0817.MOV	Normal		None	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

- 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
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- 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...



Third Active Camera 1 View +0.0

Timeline and Layer Panel:

- Timeline: 00s to 10s
- Parent: None
- Layer 1: None
- Layer 2: None

Right-hand panels:

- Search Help
- Preview: Play, Stop, Solo, Mute, Pan, Zoom
- Info: R: X: -1664, G: Y: 76, B: A: 0
- MVI_0817.MOV: Duration: 0:00:08:06, In: 0:00:00:00, Out: 0:00:08:05
- Audio: 0.0 to -24.0 dB
- Effects & Presets: Colorize - oonshadows
- Tracker
- Align
- Smoother
- Wiggler
- Motion Sketch
- Mask Interpolation
- Paint
- Brushes
- Paragraph
- Character

Render Queue:

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

Effect Controls: MVI_0817.MOV

Comp 1 • MVI_0817.MOV

Composition: Comp 1

Footage: (none)

Comp 1

Solid Settings

Name: Black Solid 1

Size

Width: 1920 px

Height: 1080 px

Lock Aspect Ratio to 16:9 (1.78)

Units: pixels

Pixel Aspect Ratio: Square Pixels

Width: 100.0 % of comp

Height: 100.0 % of comp

Frame Aspect Ratio: 16:9 (1.78)

Make Comp Size

Color

Preview

OK Cancel

Preview

Info

R: X: -1608

G: Y: 1076

B: +

A: 0

Audio

0.0 12.0 dB

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

Effects & Presets

Animation Presets

- Image - Creative
 - Colorize - blue wash
 - Colorize - gold dip
 - Colorize - infrared
 - Colorize...onshadows
 - Colorize...red hand tint
 - Colorize - royal purple
 - Colorize - sepia
 - Colorize - sky blue
 - Colorize - sky orange
 - Colorize...nset gradient

Render Queue

Comp 1

25% 0:00:00:00 Third Active Camera 1 View +0.0

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

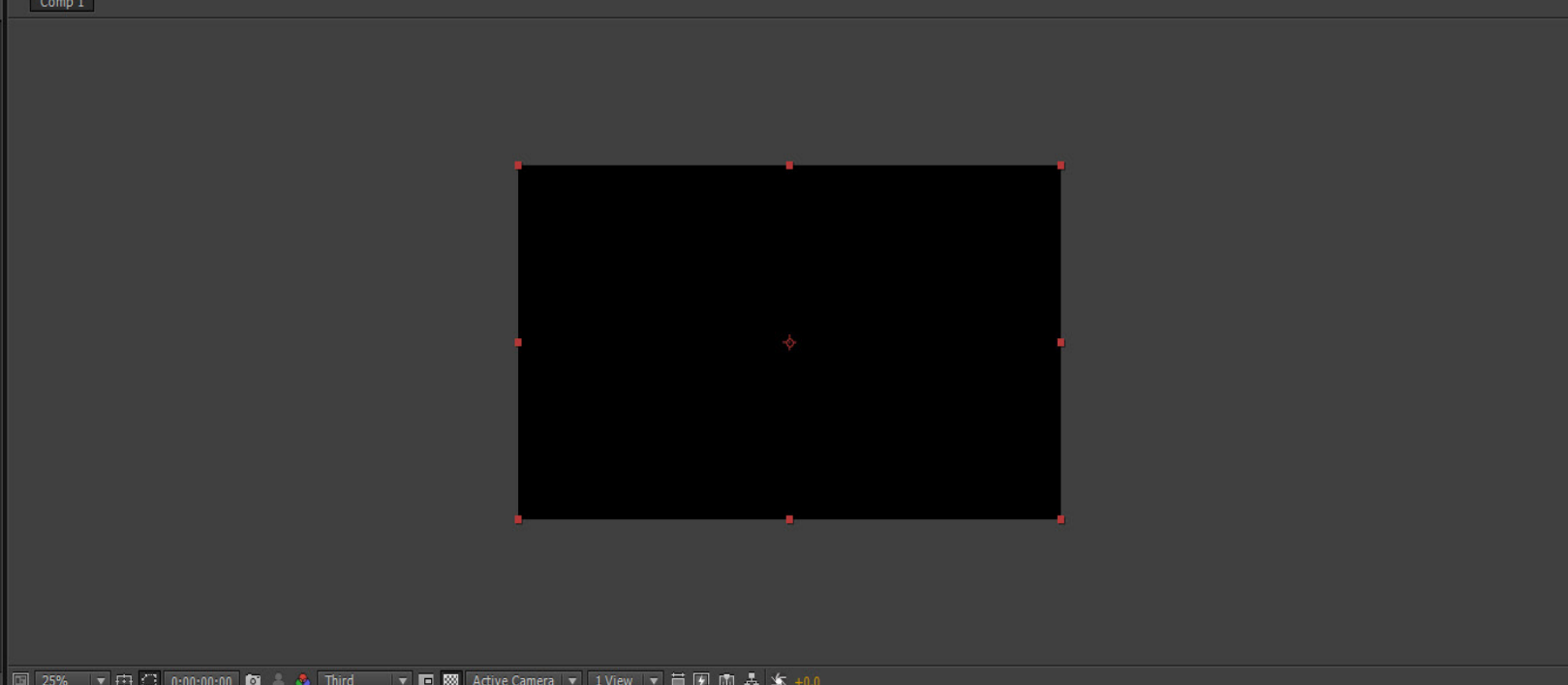
00s 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

#	Source Name	Mode	TrkMat	Parent
1	Adjustment Layer 1	Normal		None
2	MVI_0817.MOV	Normal	None	None

Effect Controls: Black Solid 1

Project

Comp 1 • Black Solid 1



Preview

Info

R : X : 3664
G : + Y : 976
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

sno

- * Animation Presets
 - Text
 - Graphical
 - Snowflakes
 - Simulation
 - CC Snowfall

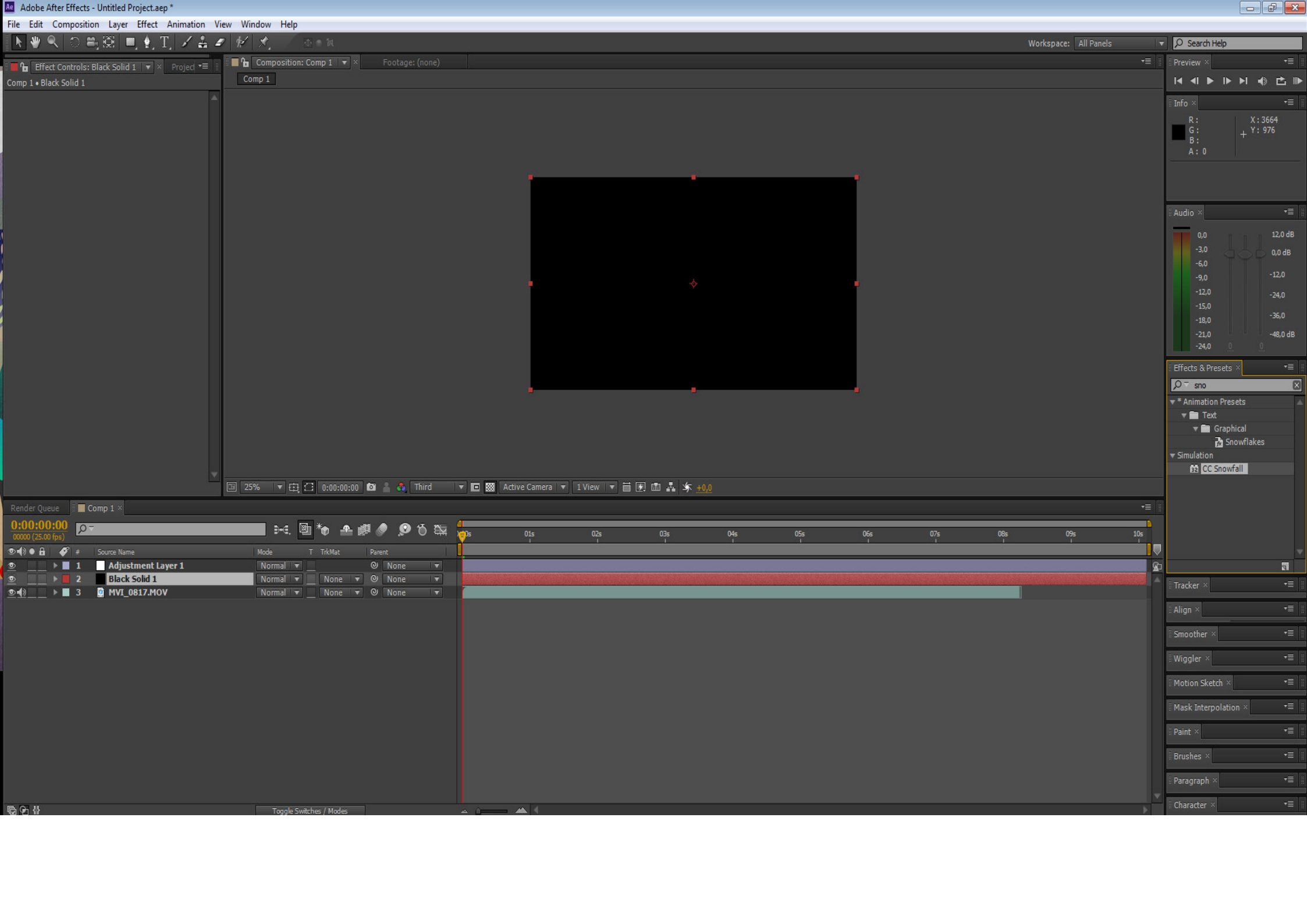
Render Queue

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

#	Source Name	Mode	T	TrkMat	Parent
1	Adjustment Layer 1	Normal			None
2	Black Solid 1	Normal		None	None
3	MVI_0817.MOV	Normal		None	None

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

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



Effect Controls: Black Solid 1

Composition: Comp 1 Footage: (none)

Comp 1 • Black Solid 1

Comp 1

fx CC Snowfall Reset Abol

- Normal
- Dissolve
- Dancing Dissolve
- Darken
- Multiply
- Color Burn
- Classic Color Burn
- Linear Burn
- Darker Color
- Add
- Lighten
- Screen
- Color Dodge
- Classic Color Dodge
- Linear Dodge
- Lighter Color
- Overlay
- Soft Light**
- Hard Light
- Linear Light
- Vivid Light
- Pin Light
- Hard Mix
- Difference
- Classic Difference
- Exclusion
- Subtract
- Divide
- Hue
- Saturation
- Color
- Luminosity
- Stencil Alpha
- Stencil Luma
- Silhouette Alpha
- Silhouette Luma
- Alpha Add
- Luminescent Premul



Render Queue Comp 1

0:00:01:02 00027 (25.00 fps)

#	Source Name	Blend Mode
1	Adjustment Layer 1	Normal
2	Black Solid 1	Soft Light
3	MVI_0817.MOV	Normal

Active Camera 1 View +0.0

Preview

Info

R : X : -1188
G : + Y : 1500
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

sno

- * Animation Presets
 - Text
 - Graphical
 - Snowflakes
 - Simulation
 - CC Snowfall

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

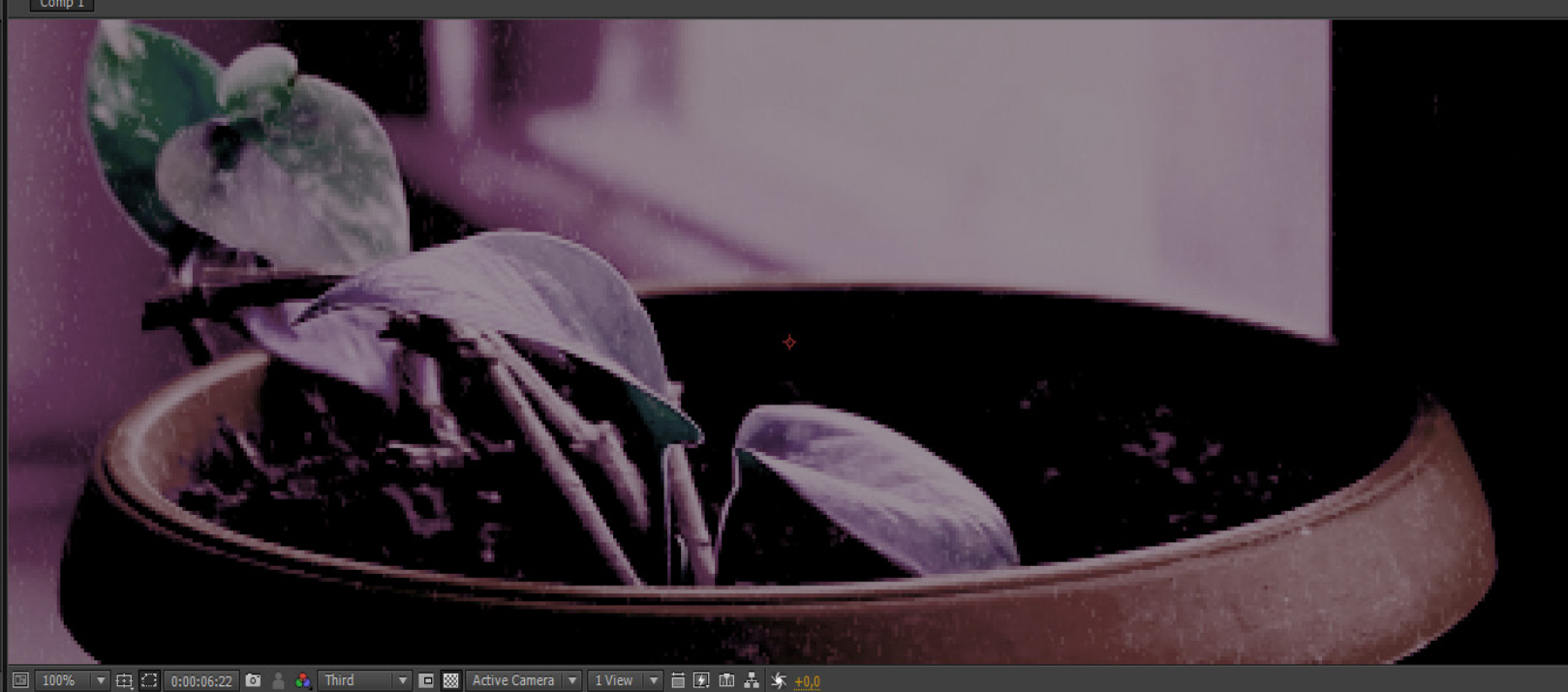
Brushes

Paragraph

Character

Comp 1 • Black Solid 1

fx CC Snowfall Reset Abol



Preview

Info

R : 0 X : 634
G : 0 + Y : 596
B : 0
A : 255

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

sno

- Animation Presets
 - Text
 - Graphical
 - Snowflakes
 - Simulation
 - CC Snowfall

Render Queue Comp 1

0:00:06:22 00172 (25.00 fps)

100% 0:00:06:22 Third Active Camera 1 View +0.0

#	Source Name	Mode	T	TrkMat	Parent
1	Adjustment Layer 1	Normal			None
2	Black Solid 1	Soft Ligl		None	None
3	MVI_0817.MOV	Normal		None	None

The timeline shows three layers: Adjustment Layer 1 (purple bar), Black Solid 1 (red bar), and MVI_0817.MOV (green bar). A red vertical line indicates the current time position at approximately 06:22. The timeline scale is in seconds, from 00s to 10s.

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

Obrazová příloha - vlastní archiv (Print Screen)