

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: Shatter

Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_3_11

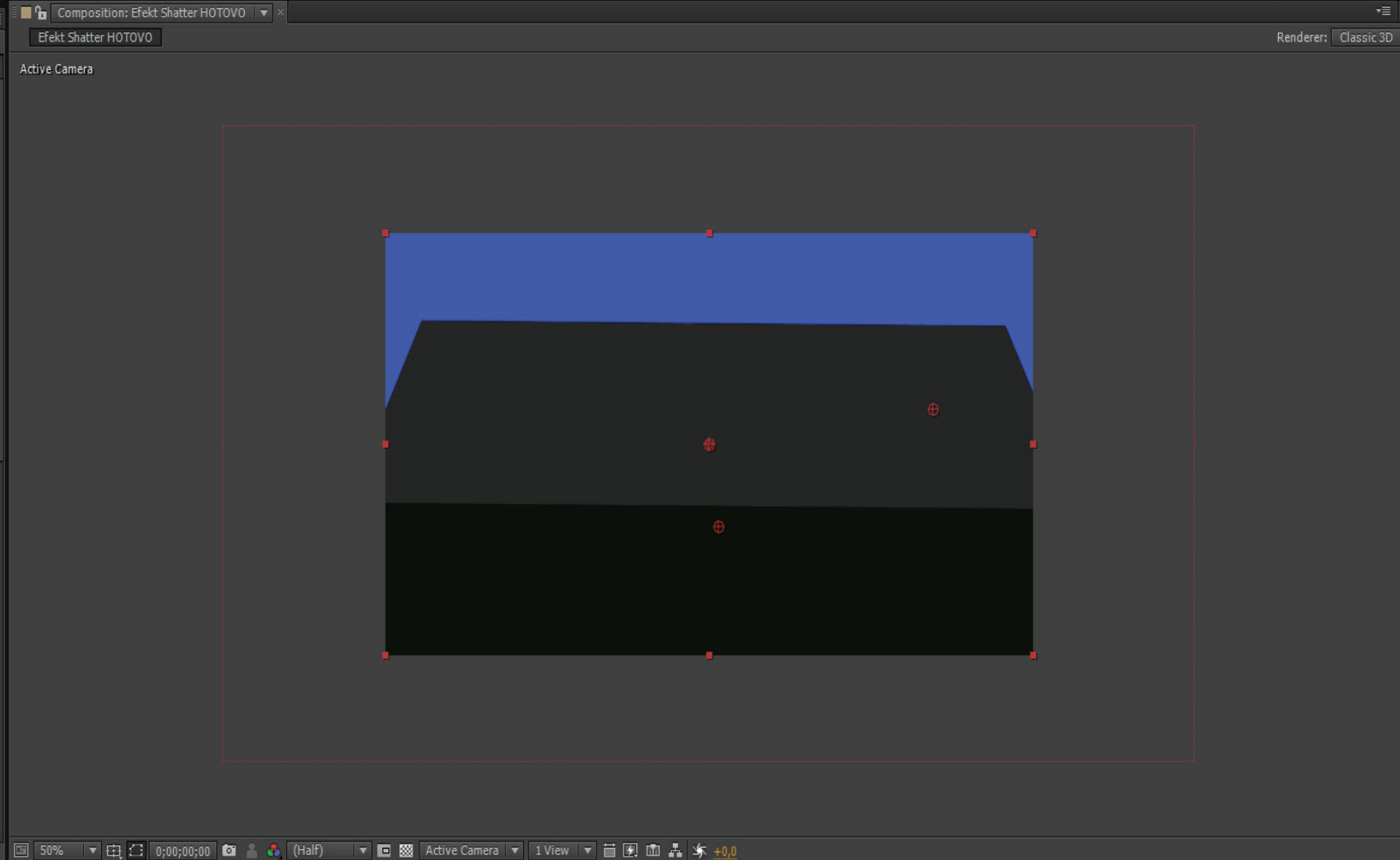


INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Effect Shatter HOTOVO • Shatter layer

Shatter Reset Abort

- View: Rendered
- Render: All
- Shape
- Force 1
 - Position: 640,0,360,0
 - Depth: 0,10
 - Radius: 0,75
 - Strength: 12,80
- Force 2
- Gradient
- Physics
 - Rotation Speed: 0,20
 - Tumble Axis: Free
 - Randomness: 0,84
 - Viscosity: 1,00
 - Mass Variance: 30%
 - Gravity: 0,00
 - Gravity Direction: 0x+180,0°
 - Gravity Inclination: 0,00
- Textures
 - Color: [Green]
 - Opacity: 1,00
 - Front Mode: Layer
 - Front Layer: 2. Shatter layer
 - Side Mode: Tinted Layer
 - Side Layer: 2. Shatter layer
 - Back Mode: Layer
 - Back Layer: 2. Shatter layer
 - Camera System: Comp Camera
- Camera Position
- Corner Pins
- Lighting
 - Light Type: Point Source
 - Light Intensity: 1,55 (0,00 to 5,00)
 - Light Color: [White]
 - Light Position: 657,0,500,0
 - Light Depth: -0,256 (-5,000 to 5,000)



Preview

Info

R: X: -484
G: Y: 472
B: +
A: 0

Shatter layer
Duration: 0;00;06;08
In: 0;00;00;00, Out: 0;00;06;07

Audio

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

Effects & Presets

write

- * Animation Presets
 - Text
 - Animate In
 - Typewriter
- Generate
 - Write-on

Render Queue

0;00;00;00 (00000 (29.97 fps))

50% 0;00;00;00 (Half) Active Camera 1 View +0,0

Layer Name	Parent
1 Kamera 1	None
2 Shatter layer	None
3 [Blue Solid 1]	None

Timeline: 00f, 10f, 20f, 01:00f, 10f, 20f, 02:00f, 10f, 20f, 03:00f, 10f, 20f, 04:00f, 10f, 20f, 05:00f

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

Effect Shatter HOTOVO • Shatter layer

Shatter Reset Abort

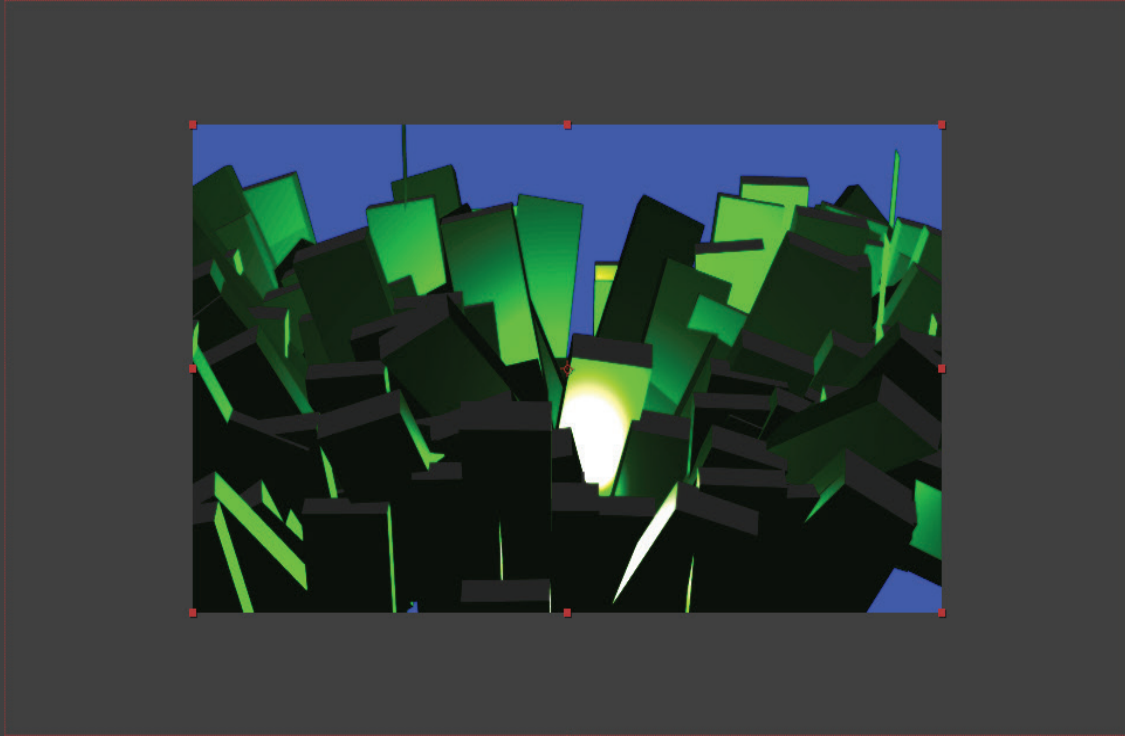
- View: Rendered
- Render: All
- Shape
- Force 1
 - Position: 640,0,360,0
 - Depth: 0,10
 - Radius: 0,75
 - Strength: 12,80
- Force 2
- Gradient
- Physics
 - Rotation Speed: 0,20
 - Tumble Axis: Free
 - Randomness: 0,84
 - Viscosity: 1,00
 - Mass Variance: 30%
 - Gravity: 0,00
 - Gravity Direction: 0x+180,0°
 - Gravity Inclination: 0,00
- Textures
 - Color:
 - Opacity: 1,00
 - Front Mode: Layer
 - Front Layer: 2. Shatter layer
 - Side Mode: Tinted Layer
 - Side Layer: 2. Shatter layer
 - Back Mode: Layer
 - Back Layer: 2. Shatter layer
 - Camera System: Comp Camera
- Camera Position
- Corner Pins
- Lighting
 - Light Type: Point Source
 - Light Intensity: 1,55 (0,00 to 5,00)
 - Light Color:
 - Light Position: 657,0,500,0
 - Light Depth: -0,256 (-5,000 to 5,000)
 - Ambient Light: 0,25 (0,00 to 2,00)
- Material

Composition: Efekt Shatter HOTOVO

Efekt Shatter HOTOVO

Renderer: Classic 3D

Active Camera



50% 0:00:18 (Half) Active Camera 1 View +0,0

Preview

Info

R:	X: -56
G:	+ Y: 1106
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

write

- * Animation Presets
 - Text
 - Animate In
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- Generate
 - Write-on

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue

Efekt Shatter START Efekt Shatter HOTOVO

0:00:18 00018 (29,97 fps)

0:00f 10f 20f 01:00f 10f 20f 02:00f 10f 20f 03:00f 10f 20f 04:00f 10f 20f 05:00f

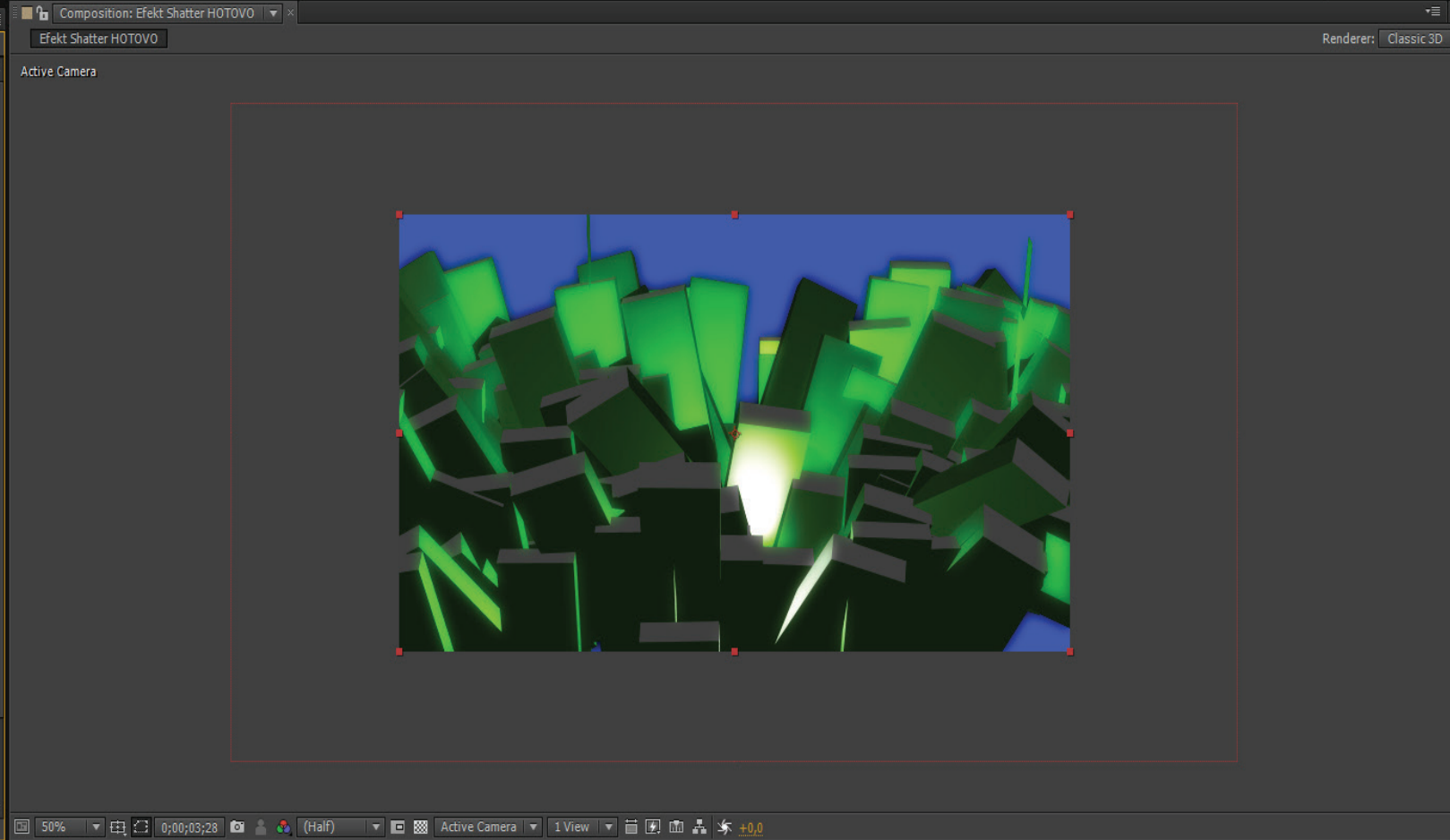
Layer Name	Parent
1 Kamera 1	None
2 Shatter layer	None
3 Blue Solid 1	None

Toggle Switches / Modes

Effect Controls: Shatter layer

Efekt Shatter HOTOVO • Shatter layer

- Shatter
 - Glow
 - Glow Based On: Color Channels
 - Glow Threshold: 35,7%
 - Glow Radius: 26,0
 - Glow Intensity: 0,5
 - Composite Original: Behind
 - Glow Operation: Add
 - Glow Colors: Original Colors
 - Color Looping: Triangle A>B>A
 - Color Loops: 2,9
 - Color Phase: 0x+0,0°
 - A & B Midpoint: 50%
 - Color A: [Color Picker]
 - Color B: [Color Picker]
 - Glow Dimensions: Horizontal and Vertical
 - Levels
 - Channel: RGB
 - Histogram
 - Input Black: 0,0
 - Input White: 225,0



Preview

Info

R : 6 X : 312
G : 30 + Y : 580
B : 0
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

write

- Animation Presets
 - Text
 - Animate In
 - Typewriter
 - Generate
 - Write-on

Layer Name	Parent
1 Kamera 1	None
2 Shatter layer	None
3 [Blue Solid 1]	None

Timeline

0:00f 10f 20f 01:00f 10f 20f 02:00f 10f 20f 03:00f 10f 20f 04:00f 10f 20f 05:00f

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

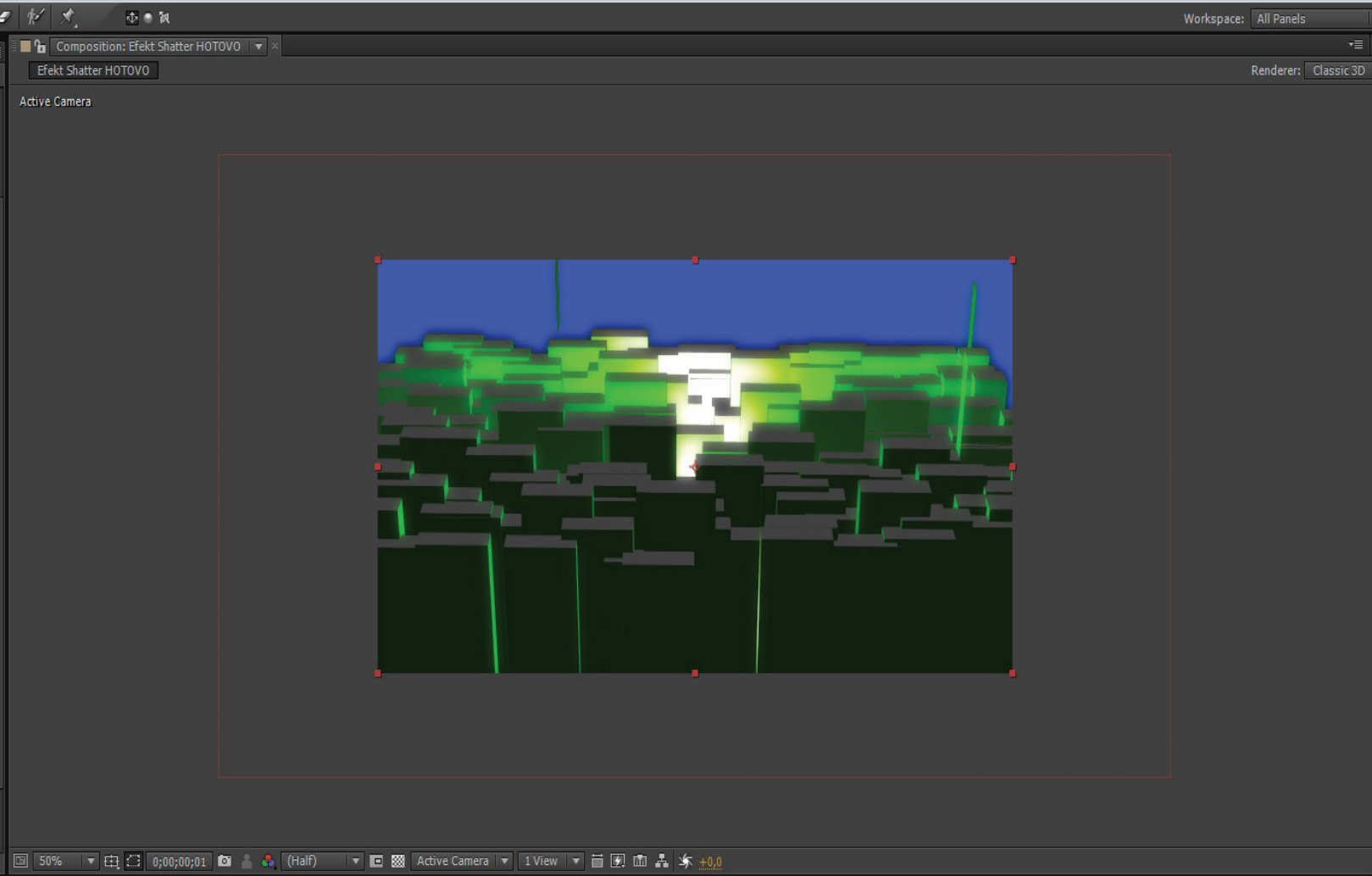
Paragraph

Character

Effect Controls: Shatter layer

Efekt Shatter HOTOVO • Shatter layer

- Glow Radius: 26,0
- Glow Intensity: 0,5
- Composite Original: Behind
- Glow Operation: Add
- Glow Colors: Original Colors
- Color Looping: Triangle A>B>A
- Color Loops: 2,9
- Color Phase: 0x +0,0°
- A & B Midpoint: 50%
- Color A: [Color Picker]
- Color B: [Color Picker]
- Glow Dimensions: Horizontal and Vertical
- Levels: Channel: RGB
- Input Black: 0,0
- Input White: 250,5
- Gamma: 1,01
- Output Black: 0,0



Search Help

Preview

Info

R: X: 250
G: + Y: 1008
B:
A: 0

Time Navigator Brackets
Start: 0:00:00:00, End: 0:00:05:04

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
-48,0 dB

Effects & Presets

write

- Animation Presets
 - Text
 - Animate In
 - Typewriter
 - Generate
 - Write-on

Render Queue Efekt Shatter HOTOVO

0:00:00:01 00001 (29.97 fps)

Timeline: 10f 20f 01:00f 10f 20f 02:00f 10f 20f 03:00f 10f 20f 04:00f 10f 20f 05:00f

Layer Name	Parent
1 Kamera 1	None
2 Shatter layer	None
3 [Blue Solid 1]	None

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Camera Settings

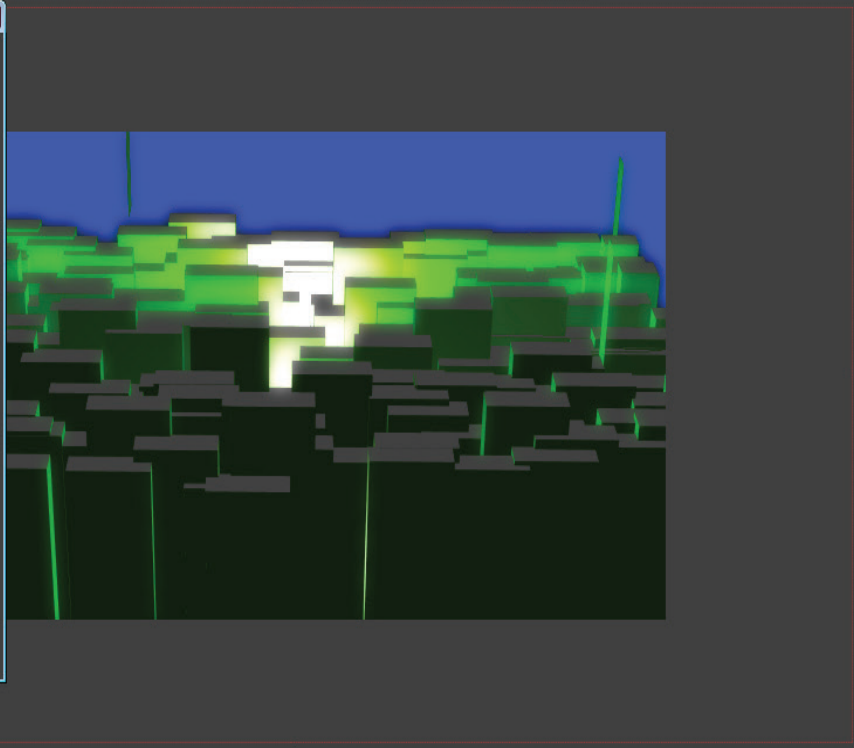
Type: Two-Node Camera Name: Kamera 1 Preset: 80mm

Film Size: 36,00 mm Focal Length: 80,00 mm Zoom: 1003,46 mm Angle of View: 25,36° Comp Size: 451,56 mm

Enable Depth of Field: Lock to Zoom: Aperture: 14,29 mm F-Stop: 5,6 Blur Level: 100,0 %

Units: millimeters Measure Film Size: Horizontally

Preview OK Cancel



Preview

Info

R: X: -740
G: Y: -190
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 -24,0

Effects & Presets

write

- * Animation Presets
 - Text
 - Animate In
 - Typewriter
- Generate
 - Write-on

Tracker

Align

Smoother

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Paragraph

Character

Layer Name	Parent
1 Kamera 1	None
2 Shatter layer	None
3 [Blue Solid 1]	None

Effect Controls: Shatter layer

Project

Efekt Shatter HOTOVO • Shatter layer

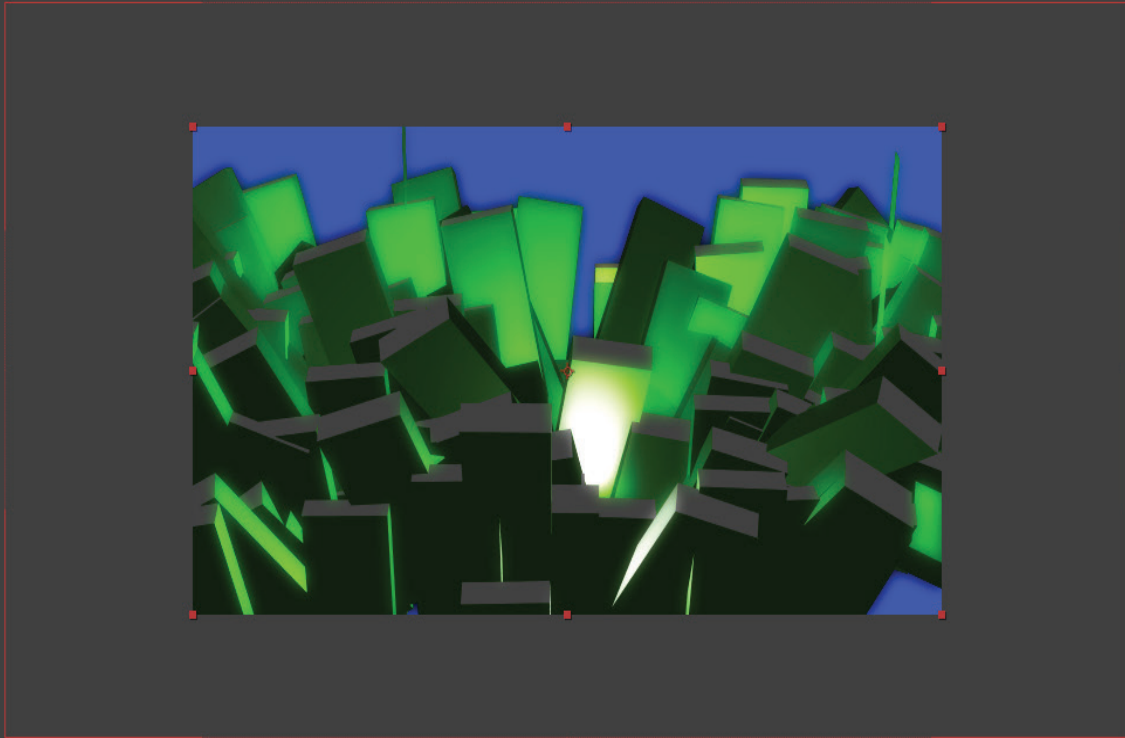
- fx Shatter Reset Abou
- fx Glow Reset Options... Abou
- fx Levels Reset Abou

Composition: Efekt Shatter HOTOVO

Efekt Shatter HOTOVO

Renderer: Classic 3D

Active Camera



50% 0:00:00:18 (Half) Active Camera 1 View +0,0

Preview

Info

R : X : 1498
G : + Y : 410
B :
A : 0

Shatter layer
Duration: 0:00:06:08
In: 0:00:00:00, Out: 0:00:06:07

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

write

- * Animation Presets
 - Text
 - Animate In
 - Typewriter
 - Generate
 - Write-on

Render Queue

0:00:00:18 00018 (29.97 fps)

0:00f 10f 20f 01:00f 10f 20f 02:00f 10f 20f 03:00f 10f 20f 04:00f 10f 20f 05:00f

#	Layer Name	Parent
1	Kamera 1	None
2	Shatter layer	None
3	[Blue Solid 1]	None

Toggle Switches / Modes

Tracker

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Paint

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Character

Obrazová příloha - vlastní archiv (Print Screen)