

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: Oheň

Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_3_14



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

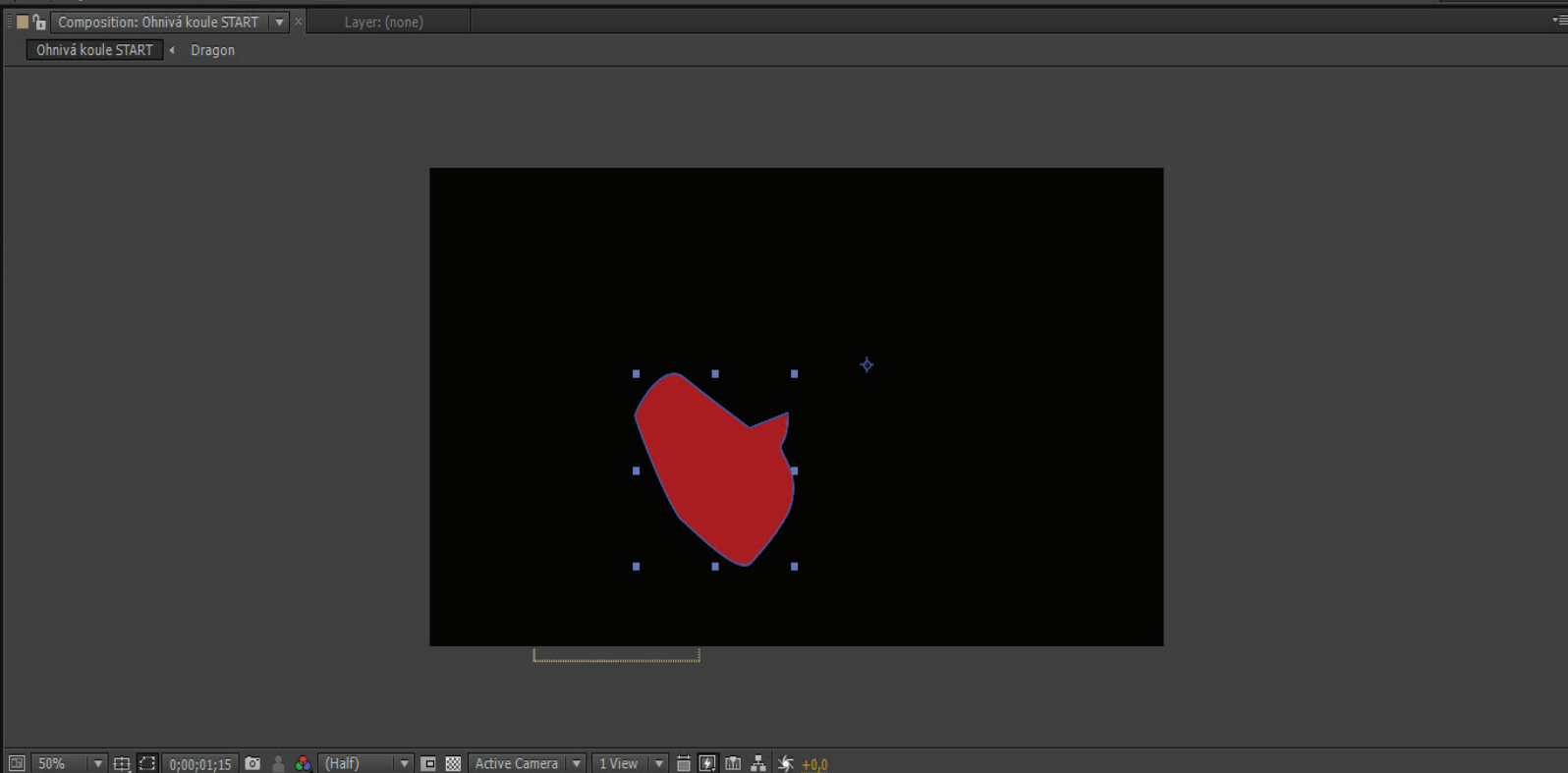
Project

Effect Controls: Oheň

Dragon, used 2 times
756 x 463 (1,00)
1 0;00;05;00, 29,97 fps

Dragon

- dragon w merged head Layers
- Oheňová koule FINAL
- Oheňová koule START
- Rotating.aep
- Solids



Preview

Info

R : X : -586
G : + Y : 850
B :
A : 0

Undo
Clear Layer(s)

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

Render Queue

Oheňová koule START

0:00:01:15
00045 (29.97 fps)

Timeline

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

Layer Name	Start	End
1 Oheň	0:00:01:15	0:00:02:00
2 [Black Solid 4]	0:00:00:00	0:00:04:00

Ohnivá koule START • Oheň

Turbulent Noise Reset Ab...

- Fractal Type: Basic
- Noise Type: Soft Linear
- Invert
- Contrast: 150,0 (0,0 to 400,0)
- Brightness: 0,0 (-100,0 to 100,0)
- Overflow: Allow HDR Results
- Transform
 - Rotation: 0x +0,0°
 - Uniform Scaling
 - Scale: 80,0 (20,0 to 600,0)
 - Scale Width: 100,0
 - Scale Height: 100,0
 - Offset Turbulence: 640,0,360,0
 - Perspective Offset
 - Complexity: 6,0 (1,0 to 10,0)
- Sub Settings
 - Sub Influence (%): 70,0
 - Sub Scaling: 56,0
- Evolution: 0x +56,0°
- Evolution Options
 - Opacity: 100,0% (0,0% to 100,0%)



Preview

Info

R:	X: -608
G:	+ Y: 510
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

-24,0 -48,0 dB

Effects & Presets

- * Animation Presets
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- Noise & Grain

Render Queue Ohnivá koule START Ohnivá koule FINAL Dragon

0:00:01:15 00045 (29.97 fps)

50% 0:00:01:15 (Half) Active Camera 1 View +0,0

Timeline

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

Layer Name

- 1 ★ Oheň
- 2 [Black Solid 4]

Ohnivá koule START • Oheň

fx Colorama Reset Abol


▼ Input Phase

- Get Phase From: Intensity
- Add Phase: None
- Add Phase From: Intensity
- Add Mode: Wrap
- Phase Shift: 0x + 0,0°

▼ Output Cycle

Use Preset Palette: [none]

▼ Output Cycle



► Cycle Repetitions: 1,00

Interpolate Palette

▼ Modify

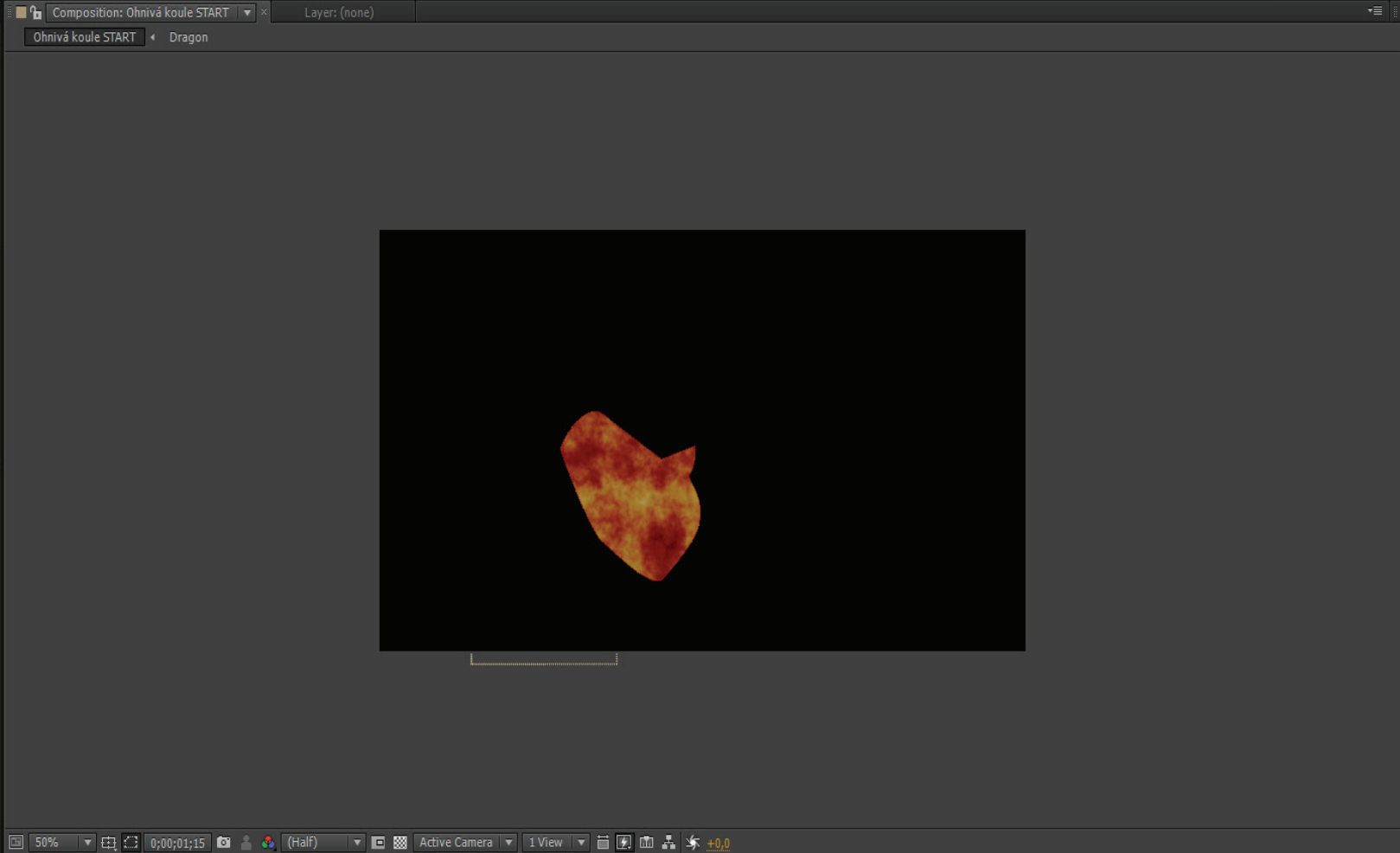
- Modify: All
- Modify Alpha
- Change Empty Pixels

▼ Pixel Selection

- Matching Color: ■
- Matching Tolerance: 0,50
- Matching Softness: 0,00
- Matching Mode: Off

▼ Masking

- Mask Layer: None
- Masking Mode: Off
- Composite Over Lay
- Blend With Original: 0%

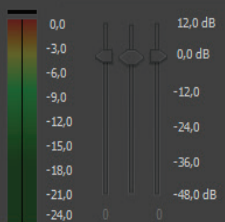


Preview

Info

R:	X: -470
G:	Y: 124
B:	
A: 0	

Audio



Effects & Presets

- * Animation Presets
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- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

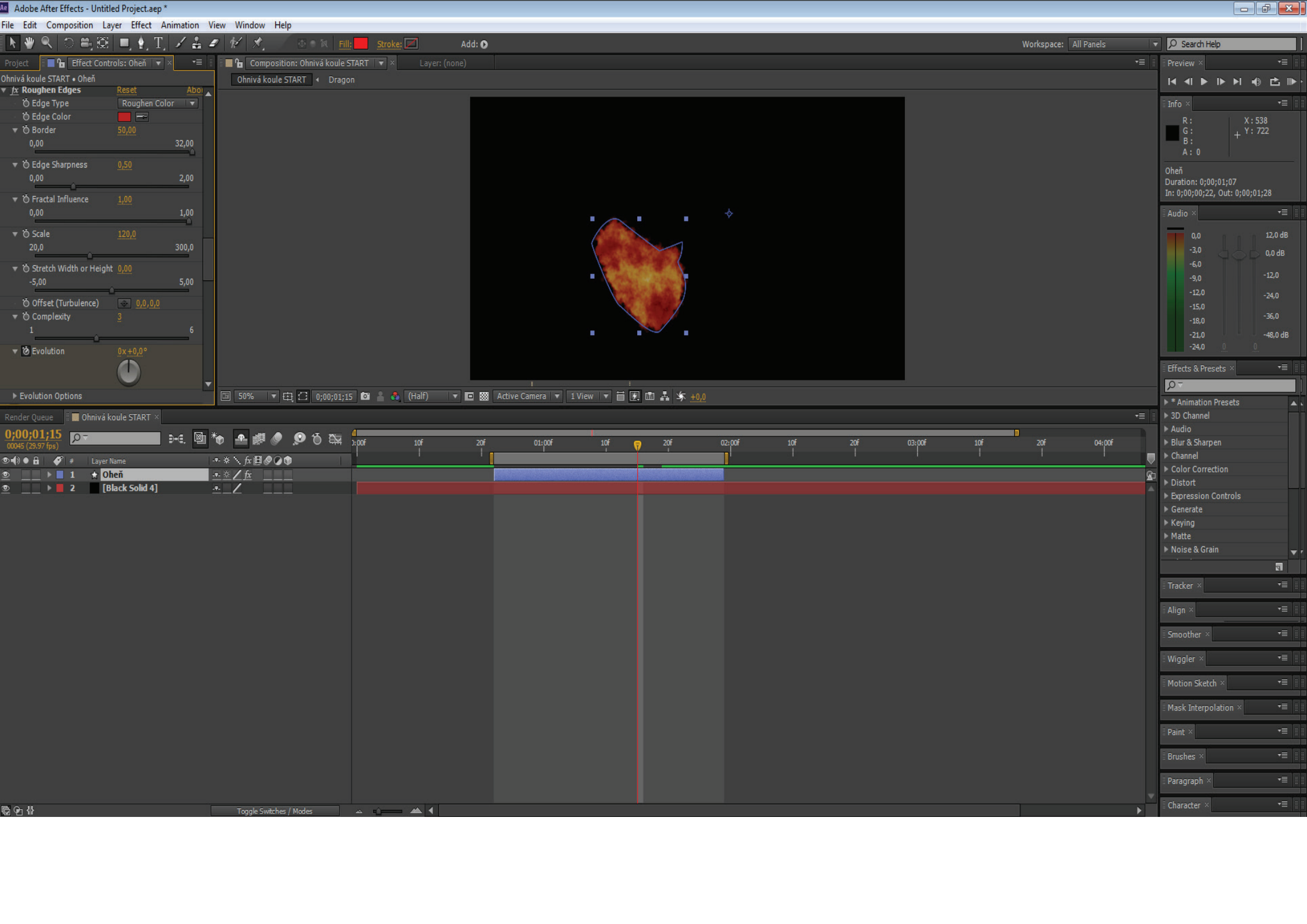
Paint

Brushes

Paragraph

Character

Layer Name	Visibility	Opacity	Position	Scale	Rotation	Anchor Point	Effect
1 Oheň	<input checked="" type="checkbox"/>	100%					Colorama
2 [Black Solid 4]	<input checked="" type="checkbox"/>	100%					



Effect Controls: Oheň

- fx **Glow**
 - Glow Based On: Color Channels
 - Glow Threshold: 70,0%
 - Glow Radius: 20,0
 - Glow Intensity: 0,5
 - Composite Original: Behind
 - Glow Operation: Add
 - Glow Colors: Original Colors
 - Color Looping: Triangle A>B>A
 - Color Loops: 1,0
 - Color Phase: 0x + 0,0°
 - A & B Midpoint: 50%
 - Color A: [Color Picker]
 - Color B: [Color Picker]
 - Glow Dimensions: Horizontal and Vertical

Composition: Ohnivá koule START

Layer: (none)

Ohnivá koule START Dragon

50% 0:00;01:15 (Half) Active Camera 1 View +0,0

Preview

Info

R : X : -458
G : Y : 734
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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 - Audio
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 - Channel
 - Color Correction
 - Distort
 - Expression Controls
 - Generate
 - Keying
 - Matte
 - Noise & Grain

Layer Name

- 1 ★ Oheň
- 2 [Black Solid 4]

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

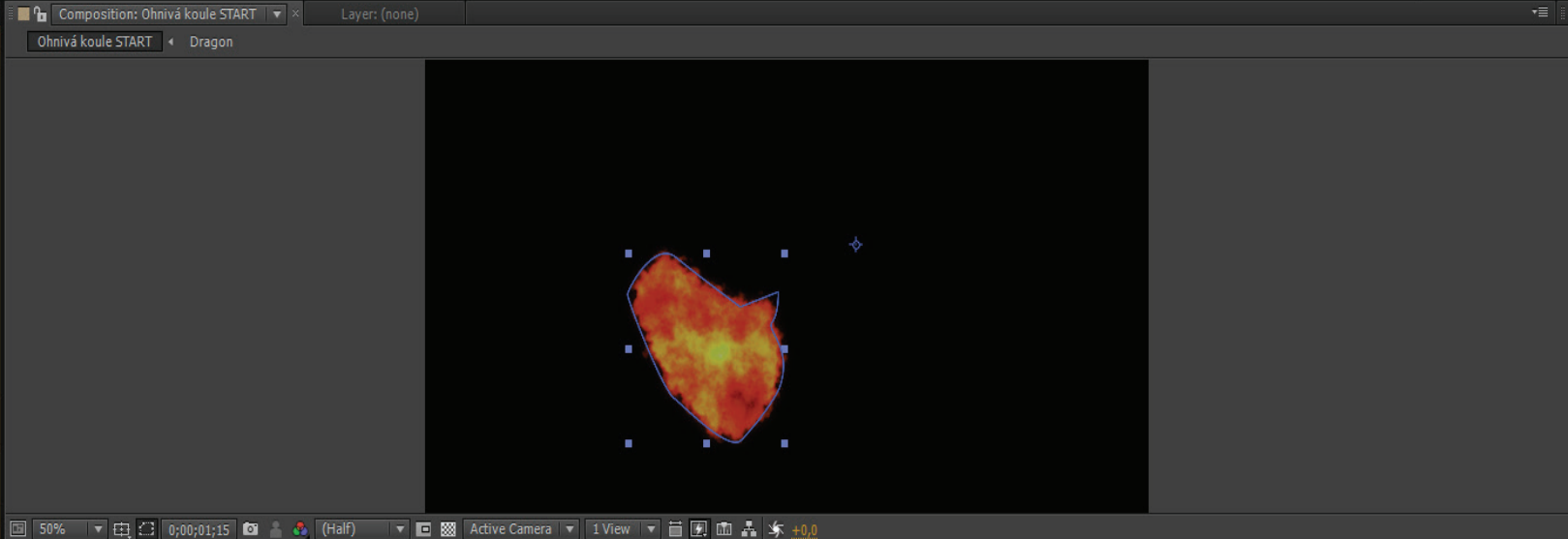
Brushes

Paragraph

Character

Effect Controls: Oheň

- Color A
- Color B
- Glow Dimensions
- Hue/Saturation
- Channel Control
- Channel Range
- Master Hue: 0x +8,0°
- Master Saturation: 0
- Master Lightness: 0
- Colorize
- Colorize Hue: 0x +0,0°
- Colorize Saturation: 25
- Colorize Lightness: 0



Preview

Info

R :	X : -458
G :	Y : 744
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

Render Queue Ohnivá koule START

0:00;01:15
00045 (29.97 fps)

Layer Name	Effects
1 Oheň	Hue/Saturation
2 [Black Solid 4]	

Timeline

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

Effects & Presets

- * Animation Presets
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- Distort
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- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

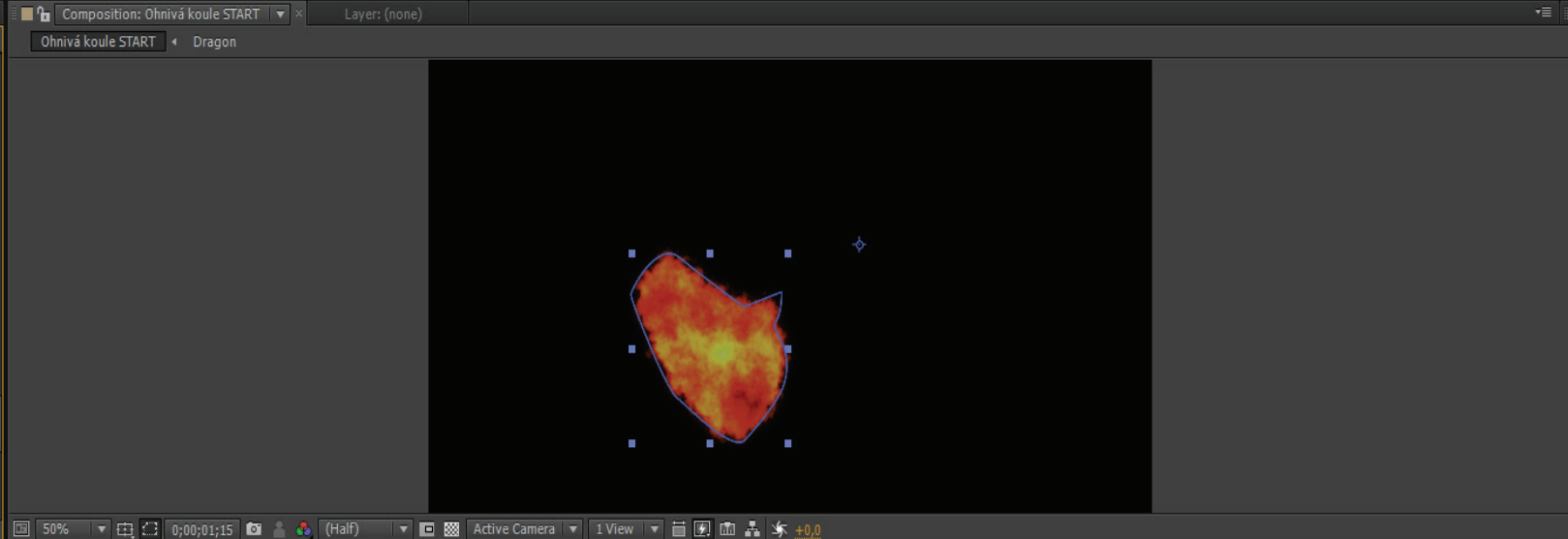
Brushes

Paragraph

Character

Ohnivá koule START • Oheň

- Color A
- Color B
- Glow Dimensions Horizontal and Vertical
- Hue/Saturation** Reset Advanced
- Channel Control Master
- Channel Range
- Master Hue $0x + 8,0^\circ$
- Master Saturation 0
- Master Lightness 0
- Colorize
- Colorize Hue $0x + 0,0^\circ$
- Colorize Saturation 25
- Colorize Lightness 0



Preview

Info

R : X : -458
G : Y : 744
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

0:00:01:15 00045 (29,97 fps)

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

Layer Name

1 Oheň

2 [Black Solid 4]

Effects & Presets

- Animation Presets
- 3D Channel
- Audio
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- Channel
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- Distort
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- Generate
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- Matte
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- Tracker
- Align
- Smoother
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- Paint
- Brushes
- Paragraph
- Character

Project

Ohnivá koule START • Oheň

- fx Turbulent Noise Reset Aboi
- fx Colorama Reset Aboi
- fx Roughen Edges Reset Aboi
- fx Glow Reset Options... Aboi
- fx Hue/Saturation Reset Aboi
- fx Levels Reset Aboi

Composition: Ohnivá koule START Layer: (none)

Ohnivá koule START Dragon

200% 0:00:01:06 (Full) Active Camera 1 View +0,0

Preview

Info

R: 0 X: 600
G: 0 Y: 504
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

- * 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

Render Queue Ohnivá koule START

0:00:01:06 00036 (29.97 fps)

Layer Name

1 Oheň

2 [Black Solid 4]

Timeline

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

Obrazová příloha - vlastní archiv (Print Screen)