

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: Shape Tools - Nástroje tvaru

Ročník: 1. ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.1_1_18



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Project

Comp 2
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Rectangle Tool Q

Rounded Rectangle Tool Q

Ellipse Tool Q

Polygon Tool Q

Star Tool Q

Workspace: Standard

Search Help

Info Audio

R: X: 2338
G: + Y: 684
B:
A: 0

Preview

RAM Preview Options

Frame Rate Skip Resolution
(25) 0 Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

8 bpc 50% 0:00:00:00 Full Active Camera 1 View +0,0

Comp 1 Comp 2

0:00:00:00 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

Source Name

1 * Shape Layer 1

Contents

Rectangle 1 Normal

Transform Reset

2 Royal Blue Solid 1

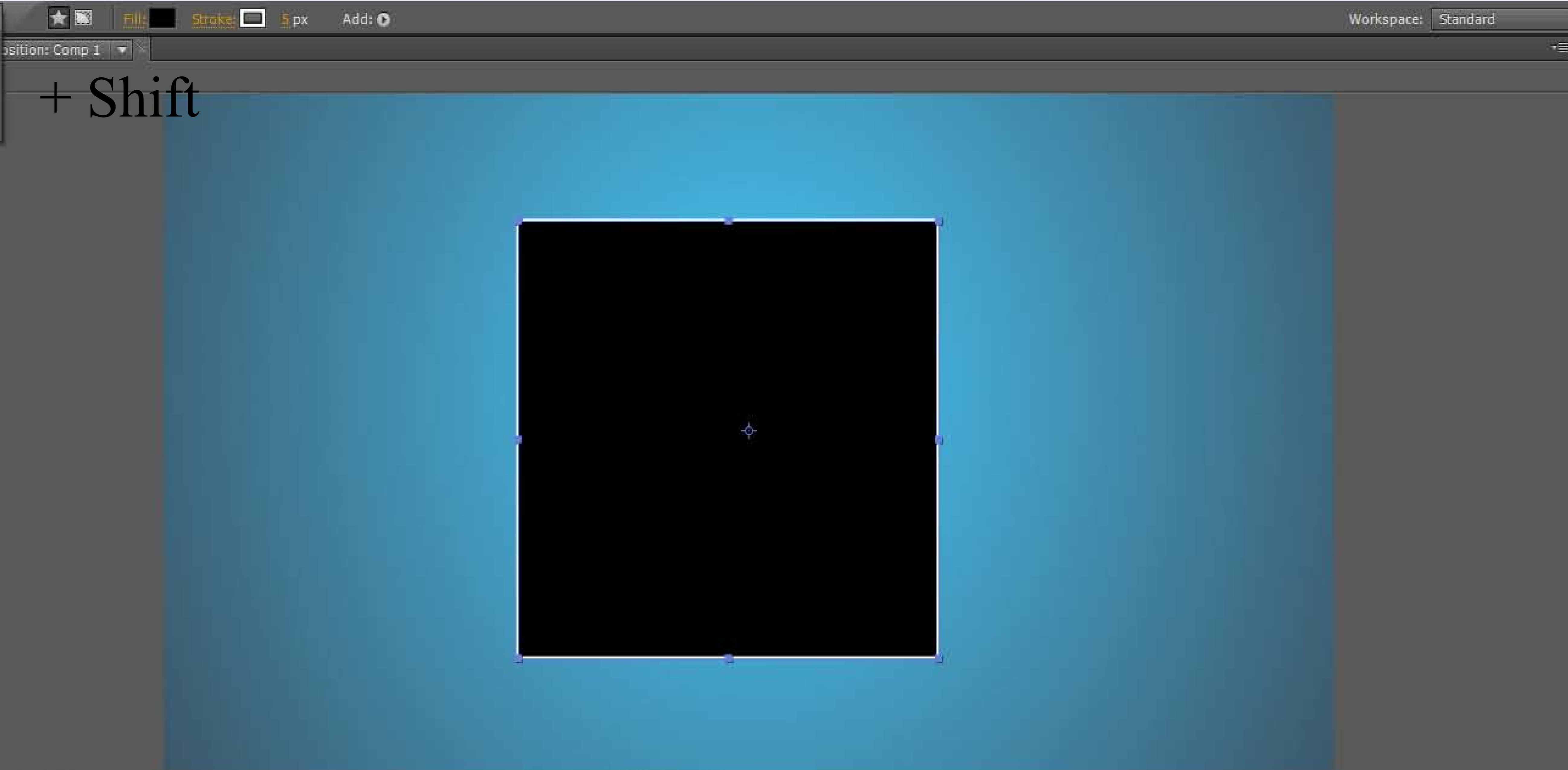
Timeline tracks showing a blue layer (Shape Layer 1) and a red layer (Royal Blue Solid 1) spanning the duration of the composition.

Project

Comp 2
1920 x 1080 (1,00)
10:00:10:00, 25,00 fps

Tools

- Rectangle Tool Q
- Rounded Rectangle Tool Q
- Ellipse Tool Q
- Polygon Tool Q
- Star Tool Q



Workspace: Standard

Search Help

Info

R: 64 X: 1526
G: 130 + Y: 18
B: 160
A: 255

Shape: Shape Layer 1
T: -330,0, L: -378,0, B: -22,0, R: 312,0

Preview

RAM Preview Options

Frame Rate: (25) Skip: 0 Resolution: Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

8 bpc 50% 0:00:00:00 Full Active Camera 1 View +0,0

Comp 1 Comp 2

0:00:00:00

Timeline

#	Source Name	Start	End
1	★ Shape Layer 1	0:00:00:00	0:00:00:00
2	animace	0:00:00:00	0:00:00:00
3	Royal Blue Solid 1	0:00:00:00	0:00:00:00

Properties for Shape Layer 1:

- Contents: Rectangle 1 (Normal)
- Transform: Reset

Project

Comp 2
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Rectangle Tool Q

Rounded Rectangle Tool Q

Ellipse Tool Q

Polygon Tool Q

Star Tool Q

Fill: Stroke: 5 px Add: +

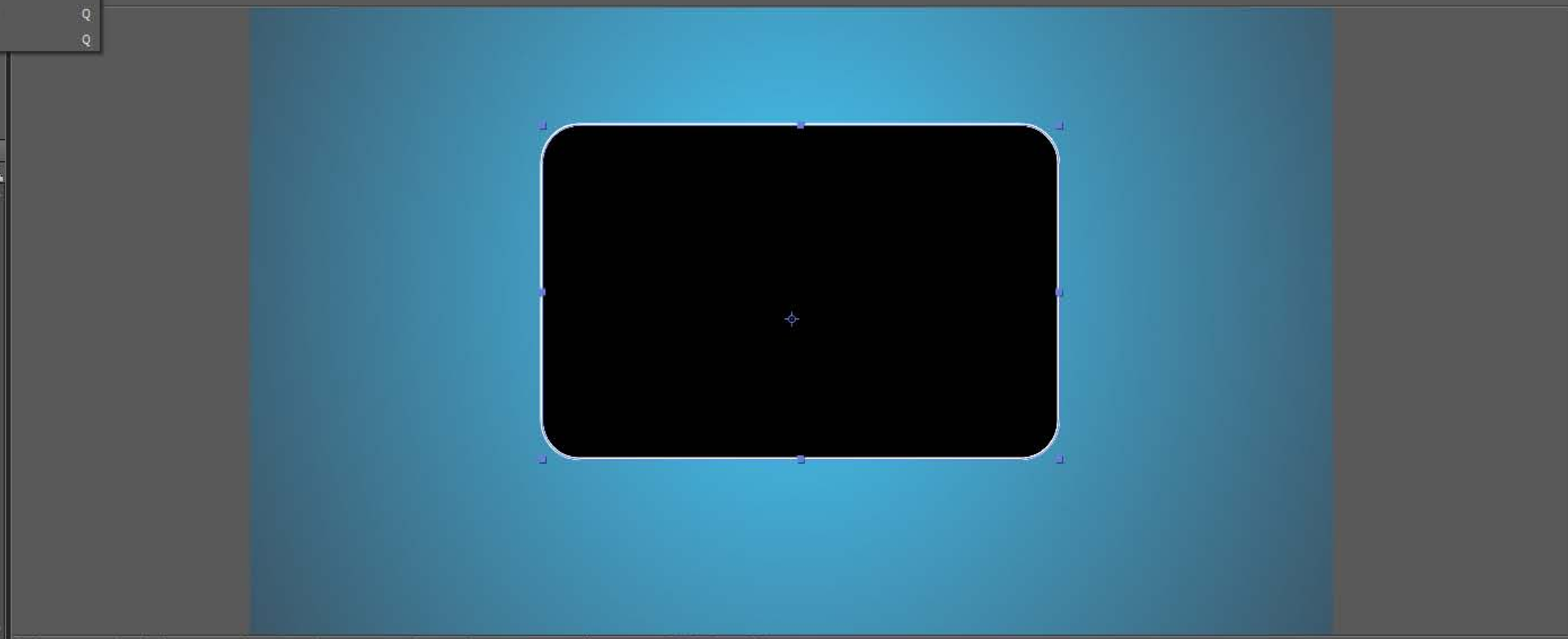
Workspace: Standard Search Help

Name Comment

Comp 1

Comp 2

Solids



Info Audio

R : 62 X : 198
G : 112 + Y : 42
B : 136
A : 255

Shape: Shape Layer 1
T: -330,0, L: -442,0, B: 240,0, R: 474,0

Preview

RAM Preview Options

Frame Rate (25) Skip 0 Resolution Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

8 bpc 50% 0:00:00:00 Full Active Camera 1 View +0,0

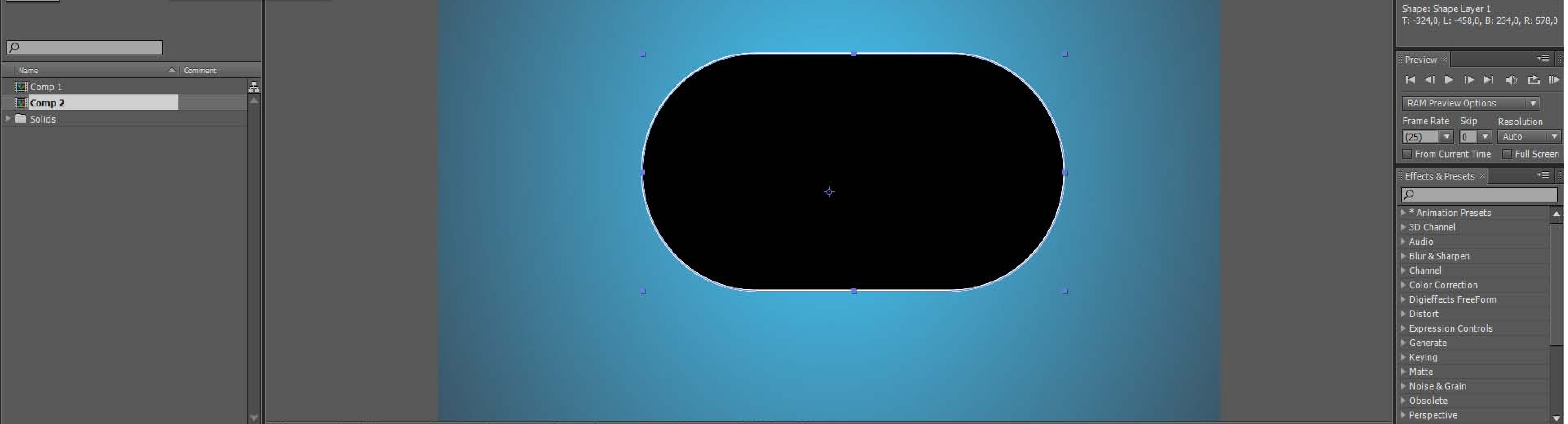
0:00:00:00 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

#	Source Name	Properties
1	★ Shape Layer 1	Normal
Contents		
	Rectangle 1	Normal
Transform		
2	animace	Reset
3	Royal Blue Solid 1	fx

Project: Comp 2 (1920 x 1080 (1,00), 10:00:10:00, 25,00 fps)

Tools: Rectangle Tool, Rounded Rectangle Tool, Ellipse Tool, Polygon Tool, Star Tool

Position: Comp 1



Timeline: 0:00:00:00 to 10s

Layers: 1 Shape Layer 1, 2 animace, 3 Royal Blue Solid 1

Properties for Shape Layer 1:

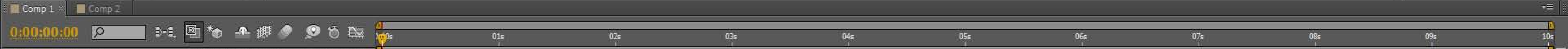
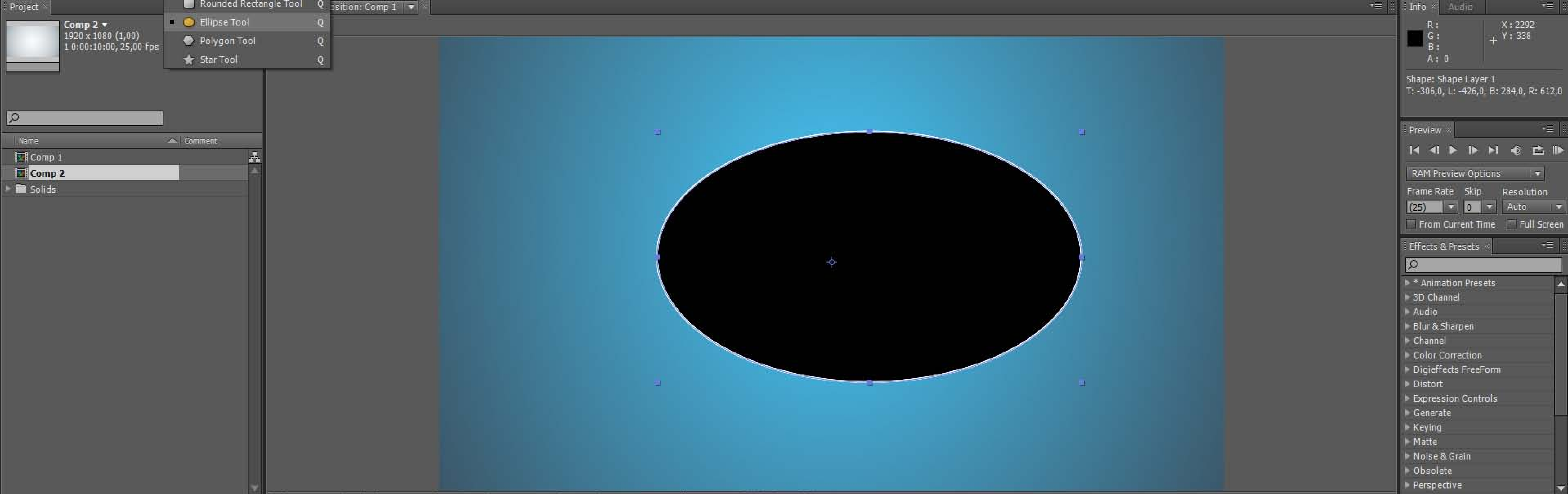
- Contents: Rectangle 1 (Normal)
- Transform: Reset
- Layer 2: animace
- Layer 3: Royal Blue Solid 1

Info: X: -344, Y: 350

Shape: Shape Layer 1
T: -324,0, L: -458,0, B: 234,0, R: 578,0

Preview: RAM Preview Options (Frame Rate: 25, Skip: 0, Resolution: Auto)

Effects & Presets: Animation Presets, 3D Channel, Audio, Blur & Sharpen, Channel, Color Correction, Digieffects FreeForm, Distort, Expression Controls, Generate, Keying, Matte, Noise & Grain, Obsolete, Perspective



Properties panel for 'Shape Layer 1':

- Contents: Ellipse 1 (Normal)
- Transform: Reset
- Layer 2: animace
- Layer 3: Royal Blue Solid 1

Effects & Presets panel:

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective



- Rectangle Tool Q
- Rounded Rectangle Tool Q
- Ellipse Tool Q
- Polygon Tool Q
- Star Tool Q

Fill: Stroke: 5 px Add:

Workspace: Standard

Search Help

Project

Comp 2
1920 x 1080 (1,00)
10:00:10:00, 25,00 fps

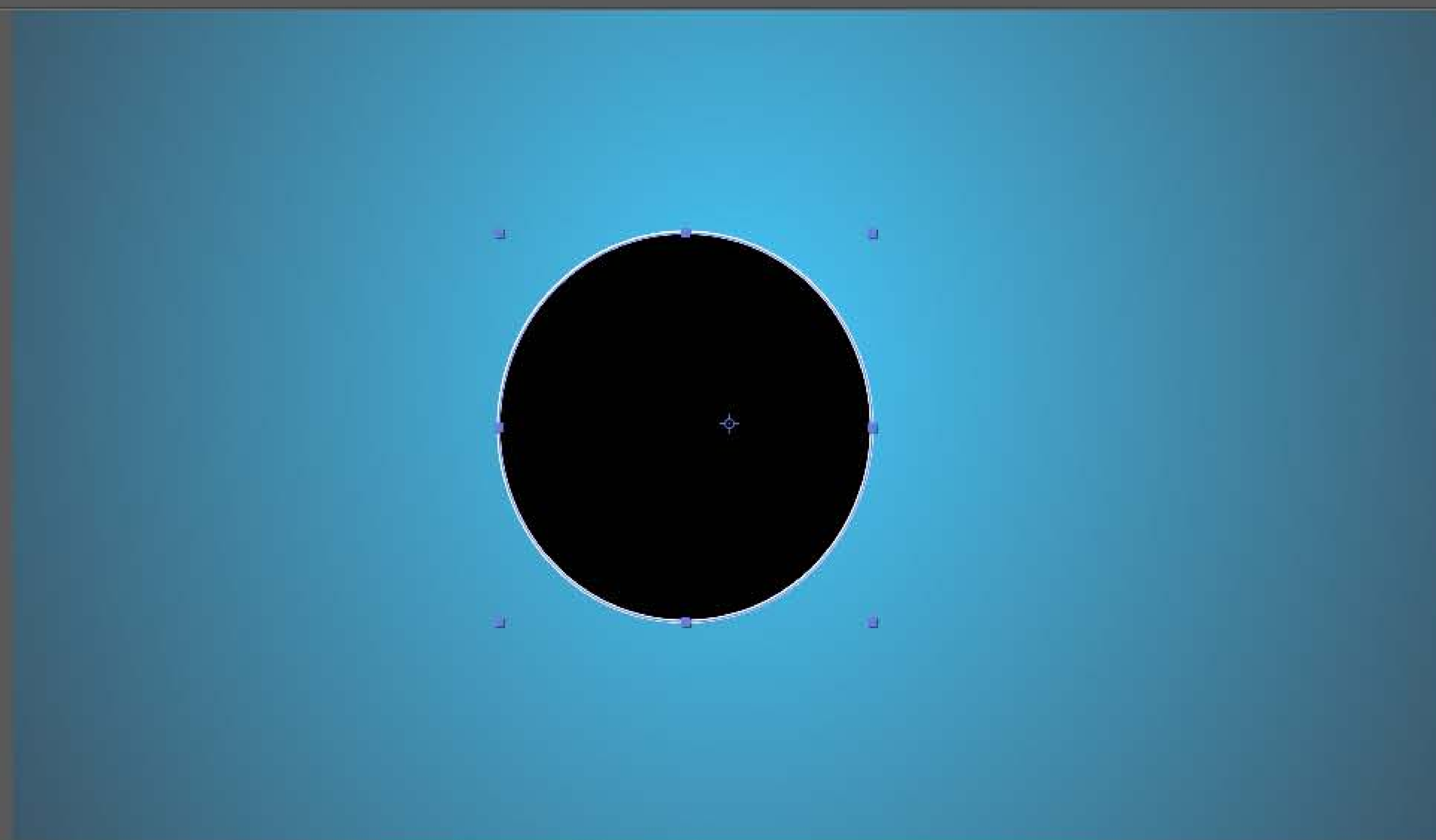
Name Comment

Comp 1

Comp 2

Solids

+ Shift



Info

R: X: 2336
G: + Y: 68
B:
A: 0

Shape: Shape Layer 1
T: -244,0, L: -308,0, B: 110,0, R: 192,0

Preview

RAM Preview Options

Frame Rate Skip Resolution
(25) 0 Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

8 bpc 50% 0:00:00:00 Full Active Camera 1 View +0,0

Comp 1 Comp 2

0:00:00:00 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

Source Name

1 **Shape Layer 1**

Contents

Ellipse 1 Normal

Transform Reset

2 animace

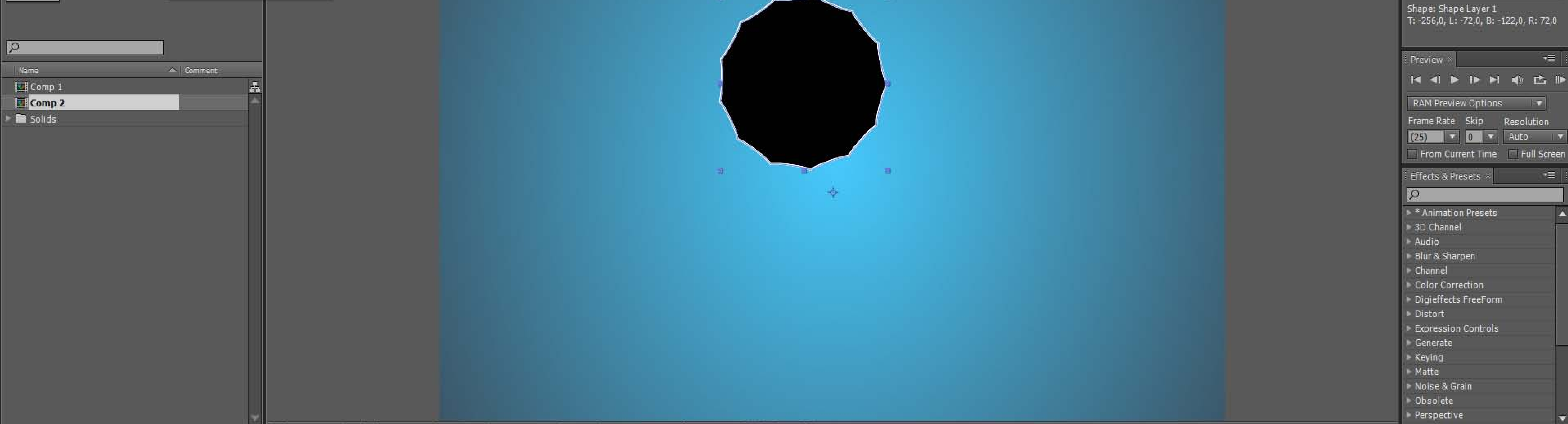
3 Royal Blue Solid 1

Project: Comp 2 1920 x 1080 (1,00) 1:00:10:00, 25,00 fps

Tools: Rectangle Tool, Rounded Rectangle Tool, Ellipse Tool, Polygon Tool, Star Tool

Properties: Fill: Black, Stroke: White, 5 px, Add: [icon]

Position: Comp 1



Timeline: 0:00:00:00 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

Layer 1: Shape Layer 1 (Normal)

Contents: Polystar 1

Transform: Reset

Layer 2: animace

Layer 3: Royal Blue Solid 1

Info: X: 1930, Y: 10, Shape: Shape Layer 1, T: -256,0, L: -72,0, B: -122,0, R: 72,0

Preview: RAM Preview Options, Frame Rate: (25), Skip: 0, Resolution: Auto, From Current Time, Full Screen

Effects & Presets: Animation Presets, 3D Channel, Audio, Blur & Sharpen, Channel, Color Correction, Digieffects FreeForm, Distort, Expression Controls, Generate, Keying, Matte, Noise & Grain, Obsolete, Perspective

Project

Comp 2
1920 x 1080 (1,00)
1 0:00:10:00, 25,00 fps

Name Comment

- Comp 1
- Comp 2
- Solids

Composition: Comp 1

Comp 1

+ sipky nahoru-dolů

Shape: Shape Layer 1
T: -192,0, L: -236,0, B: -16,0, R: -64,0

Preview

RAM Preview Options

Frame Rate Skip Resolution
(25) 0 Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

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

Comp 1 x Comp 2

0:00:00:00

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

#	Source Name	Properties
1	★ Shape Layer 1	Normal
Contents		
	Polystar 1	Normal
Transform		
2	T animace	Reset
3	■ Royal Blue Solid 1	fx

Project

Comp 2
1920 x 1080 (1,00)
1:00:10:00, 25,00 fps

Rectangle Tool Q

Rounded Rectangle Tool Q

Ellipse Tool Q

Polygon Tool Q

★ Star Tool Q

Fill: Stroke: 5 px Add:

Position: Comp 1

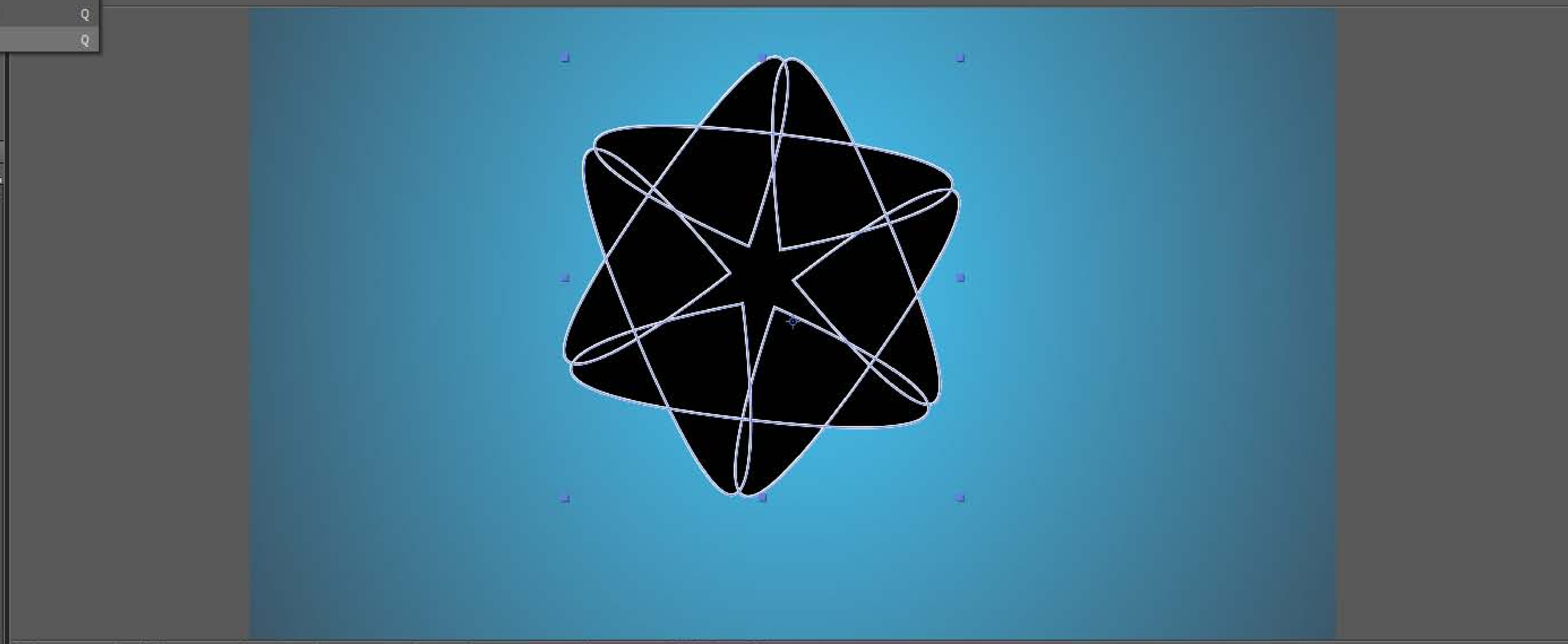
Workspace: Standard Search Help

Name Comment

Comp 1

Comp 2

Solids



Info Audio

R : 66 X : 1054
G : 160 + Y : 32
B : 199
A : 255

Shape: Shape Layer 1
T: -74,0, L: -54,0, B: 70,0, R: 142,0

Preview

RAM Preview Options

Frame Rate Skip Resolution
(25) 0 Auto

From Current Time Full Screen

Effects & Presets

- * Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective

8 bpc 50% 0:00:00:00 Full Active Camera 1 View +0,0

0:00:00:00 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

1 ★ Shape Layer 1

Contents

Polystar 1 Normal

Transform Reset

2 animace

3 Royal Blue Solid 1

Timeline tracks for Shape Layer 1, animace, and Royal Blue Solid 1.

Nástroje tvaru slouží k vytváření tvarů nebo masek. Maskování znamená, že ořízneme tvarem určitou část vrstvy. Ve výchozím nastavení zůstává vidět vše, co se nachází uvnitř hranic, vše co je mimo, se zprůhlední.

V nabídce tohoto nástroje se nachází obdélník, zaoblený obdélník, elipsa, mnohoúhelník a hvězda. Nástroj se používá kliknutím a tažením levého tlačítka myši, během kterého se vykresluje požadovaný tvar. Tvary se vykreslují od rohu do rohu, ale při současném tažení a držení klávesy Ctrl/Command se budou vykreslovat od středu. Pokud chceme vykreslovat pravidelné tvary, slouží k tomu kombinace držení klávesy Shift a tažení myši (místo obdélníku čtverec a místo elipsy kružnice).

Pomocí šipek na klávesnici a nebo kolečka na myši můžeme modifikovat tvary během jejich vytváření. Na tabulce níže jsou zobrazeny možné modifikace tvarů.

Citace:

MAŇURA, Jakub. UP [online]. [cit. 28.1.2013]. Dostupný na WWW: https://docs.google.com/viewer?a=v&q=cache:UtNcDk6-PBIJ:test.luu-kec.eu/bakalarka_prace.pdf+&hl=en&gl=cz&pid=bl&srcid=ADGEEsgwmXOpqXtGQfXca0EVCqpLeyMr3GTfAlPOR_xoi2T8x15DAzx0p-ZVtKn4VT-Xp6W3WsqYQ5rllSJsOpr64OrwqlJV6s5Yd3MTZ0px3-ueRQ4lhKm5jqrJQB9Q0b9UAWUCFuuFH&sig=AHIEtbRyDDeHgNc-ra05mg2X5CFDUkG7t_Q

Obrazová příloha - vlastní archiv