

# 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., Tábořská 185, Brno

**Předmět:** Multimediální technologie a technika

**Téma:** Render Queue

**Ročník:** 2. ročník

**Jméno autora:** Mgr. Adéla Wiederlechnerová

**Číslo šablony:** VY\_32\_INOVACE\_WIE\_MTT.2\_2\_4



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Project

Comp 3 • HHT

Roto Bl

Propaga

Invert Fo

Matte

► S

► F

► C

► R

► U

► M

► D

► Deco

New Composition... Ctrl+N

Composition Settings... Ctrl+K

Set Poster Time

Trim Comp to Work Area

Crop Comp to Region of Interest

Add to Render Queue Ctrl+Shift+/,

Add Output Module

Preview

Save Frame As

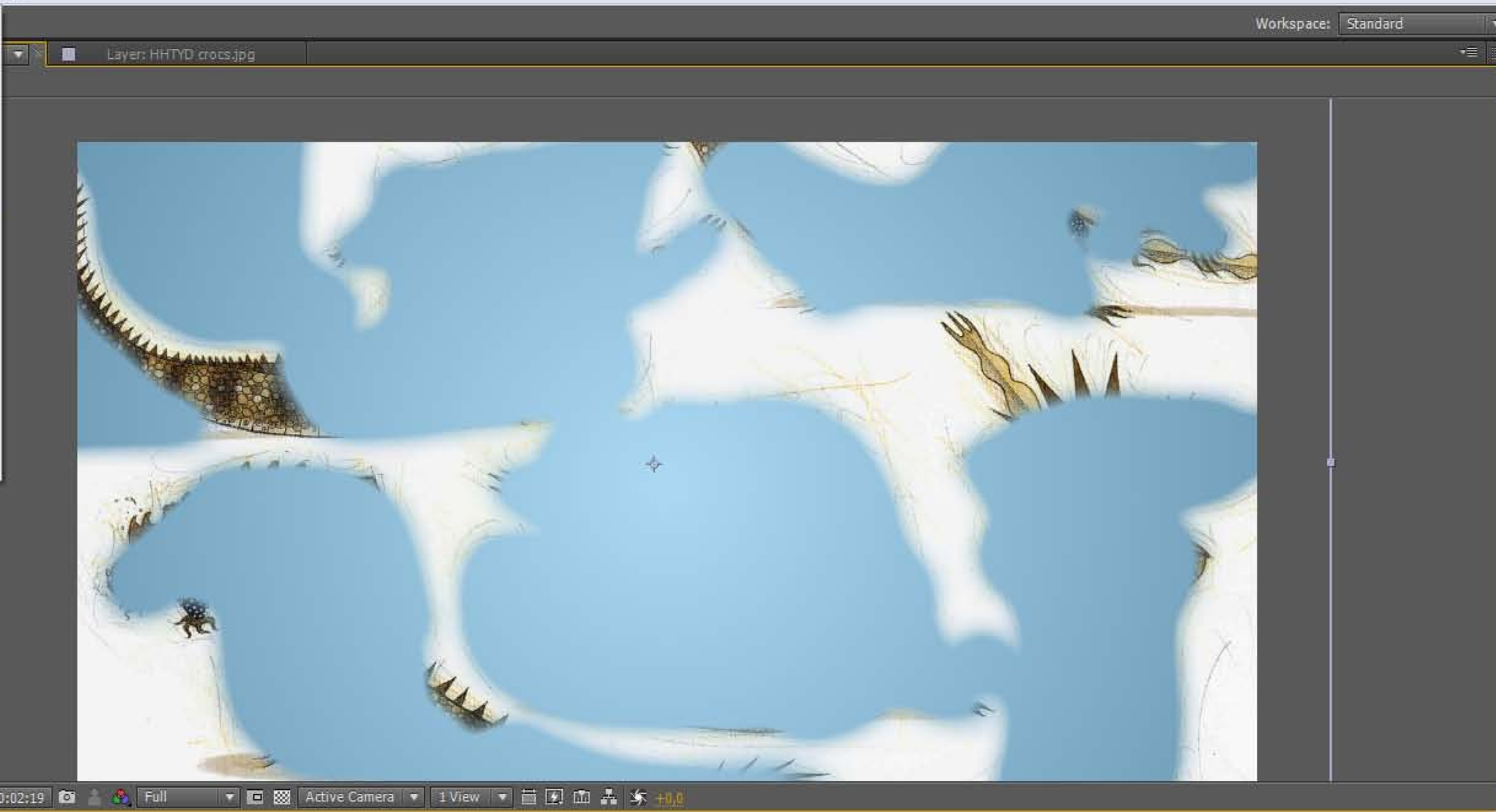
Make Movie... Ctrl+M

Pre-render...

Save RAM Preview... Ctrl+Numpad 0

Composition Flowchart Ctrl+Shift+F11

Composition Mini-Flowchart tap Shift



Comp 1 Comp 2 Comp 3

0:00:02:19

#	Layer Name	FX	Visibility	Lock
1	[HHTYD crocs.jpg]	/ fx	☑	☐
2	T animate in	/ fx	☑	☐
3	[Royal Blue Solid 2]	/ fx	☑	☐

Toggle Switches / Modes

Timeline

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

Brushes Paint

Opacity: 100 %

Flow: 100 %

Mode: Normal

Channels: RGBA

Duration: Constant

Erase: Layer Source & Paint

Clone Options

Preeth: [Icons]

Source: Current Layer

Aligned  Lock Source Time

Offset: -192, -34

Source Time Shift: 0

Clone Source Overlay: 50 %

Project: HHTYD crocs.jpg

Effect Controls: HHTYD crocs.jpg

Comp 3 • HHTYD crocs.jpg

**Roto Brush** [Reset](#) [Abol](#)

- Propagation
- Invert Foreground/Backgr
- Matte
  - Smooth: 19.2
  - Feather: 25.4%
  - Choke: 100%
  - Refine Matte
  - Reduce Chatter: 50%
  - Use Motion Blur
  - Motion Blur
  - Decontaminate Edg
  - Decontamination



Info

Color: R: -70, G: +, B: 0, A: 0. X: -70, Y: 1000

Preview

Effects & Presets

- \* Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

Render Queue

Current Render Elapsed: Est. Remain:

Stop Pause Render

Render	Comp Name	Status	Started	Render Time
1	Comp 2	Queued		
Render Settings: Current Settings Log: Errors Only				
Output Module: Photoshop Output To: Comp 2 (0-00-04-00).psd				
2	Comp 2	Queued		
Render Settings: Current Settings Log: Errors Only				
Output Module: Photoshop Output To: Comp 2 (0-00-04-03).psd				
3	Comp 3	Queued		
Render Settings: Best Settings Log: Errors Only				
Output Module: Lossless Output To: Comp 3.avi				

Brushes Paint

Opacity: 100% Flow: 100%

Mode: Normal

Channels: RGBA

Duration: Constant

Erase: Layer Source & Paint

Clone Options

Presets

Source: Current Layer

Aligned  Lock Source Time

Offset: -192, 34

Source Time Shift: 0 f

Clone Source Overlay: 50%



Project Effect Controls: HHTYD crocs.jpg

Composition: Comp 3 Layer: HHTYD crocs.jpg Render Queue

Comp 3 • HHTYD crocs.jpg

- Roto Brush
  - Propagation
  - Invert Foreground/Backgr
  - Matte
    - Smooth 19.2
    - Feather 25.4%
    - Choke 100%
    - Refine Matte
    - Reduce Chatter 50%
    - Use Motion Blur
    - Motion Blur
    - Decontaminate Edg
    - Decontamination

Current Render Elapsed: Est. Remain:

Stop Pause Render

Render	Comp Name	Status	Started	Render Time
1	Comp 2	Queued	-	-
Render Settings: Current Settings Log: Errors Only				
Output Module: Photoshop Output To: Comp 2 (0-00-04-00).psd				
2	Comp 2	Queued	-	-
Render Settings: Current Settings Log: Errors Only				
Output Module: Photoshop Output To: Comp 2 (0-00-04-03).psd				
3	Comp 3	Queued	-	-
Render Settings: Best Settings Log: Errors Only				
Output Module: Lossless Output To: Comp 3.avi				

Message: RAM: Renders Started: Total Time Elapsed: Most Recent Error:

Info Audio

R: X: 1436  
G: Y: -66  
B:  
A: 0

Preview

Navigation icons: back, forward, stop, play, etc.

Effects & Presets

- \* Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

Comp 1 Comp 2 Comp 3

0:00:02:19

#	Layer Name	FX	Visibility	Lock	Pin
1	[HHTYD crocs.jpg]	/ fx	☑	☑	☑
2	T animate in	/ fx	☑	☑	☑
3	[Royal Blue Solid 2]	/ fx	☑	☑	☑

Brushes Paint

Opacity: 100 %  
Flow: 100 %

Modes: Normal

Channels: RGBA

Duration: Constant

Erase: Layer Source & Paint

Clone Options

Preset: [Icons]

Source: Current Layer

Aligned  Lock Source Time

Offset: -192, -34

Source Time Shift: 0

Clone Source Overlay: 50 %



Effect Controls: HHTYD crocs.jpg

Comp 3 • HHTYD crocs.jpg

- Roto Brush
  - Propagation
  - Invert Foreground/Backgr
  - Matte
    - Smooth 19.2
    - Feather 25.4%
    - Choke 100%
    - Refine Matte
    - Reduce Chatter 50%
    - Use Motion Blur
    - Motion Blur
    - Decontaminate Edg
    - Decontamination

Current Render

Render	Comp Name	Status	Started
1	Comp 2	Queued	
2	Comp 2	Queued	
3	Comp 3	Queued	

Message: RAM:

### Output Module Settings

Main Options | Color Management

Format: AVI  Include Project Link

Post-Render Action:  Include Source XMP Metadata

Video Output

Channels: F4V

Depth: FLV

Color: H.264

Starting #: H.264 Blu-ray

Resize

Rendering At: None

Resize to: (L78)

Resize %: Quality: High

Crop

Use Region

Top: 0

Audio Output

Format Options...

Format Options...

OK Cancel

- AIFF
- AVI
- DPX/Cineon Sequence
- F4V
- FLV
- H.264
- H.264 Blu-ray
- IFF Sequence
- JPEG Sequence
- MP3
- MPEG2
- MPEG2 Blu-ray
- MPEG2-DVD
- MPEG4
- OpenEXR Sequence
- PNG Sequence
- Photoshop Sequence
- QuickTime
- Radiance Sequence
- SGI Sequence
- TIFF Sequence
- Targa Sequence
- WAV
- Windows Media

0:00:02:19

1:00s 01s 02s

#	Layer Name	fx	fx	fx	fx	fx	fx	fx	fx
1	[HHTYD crocs.jpg]								
2	animate in								
3	[Royal Blue Solid 2]								

Workspace: Standard

Stop Pause Render

Preview

Effects & Presets

- \* Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

Most Recent Error:

Opacity: 100 %

Flow: 100 %

Mode: Normal

Channels: RGBA

Duration: Constant

Frame: Layer Source & Paint

Clone Options:

Presets

Source: Current Layer

Workspace: Standard

Info: R: 1438, G: -66, B: 0, A: 0

Preview: Stop, Pause, Render

Effects & Presets: Animation Presets, 3D Channel, Audio, Blur & Sharpen, Channel, Color Correction, Digieffects FreeForm, Distort, Expression Controls, Generate, Keying, Matte, Noise & Grain, Obsolete, Perspective, Simulation, Stylize, Synthetic Aperture, Text, The Foundry, Time

Most Recent Error:

0:00:02:19

RAM:

07s 08s

Layer Name

1	[HHTYD crocs.jpg]				
2	animate in				
3	[Royal Blue Solid 2]				

Opacity: 100%  
Flow: 100%  
Mode: Normal  
Channels: RGBA  
Duration: Constant  
Erase: Layer Source & Rami  
Clone Options  
Preset: [Icons]  
Source: Current Layer  
Aligned: [Icons] Lock Source Time  
Offset: -192, -34  
Source Time Shift: [Icons]  
Clone Source Overlay: 50%

### Output Module

#### AVI Options

Video

Video Codec: None

- DV (24p Advanced)
- DV NTSC
- DV PAL
- Kodek Intel IYUV
- Kodek Intel IYUV
- Uncompressed UYVY 422 8bit
- V210 10-bit YUV
- None

Basic Settings

Quality:

Advanced Settings

Keyframes

OK Cancel



Project Effect Controls: HHTYD crocs.jpg

Comp 3 • HHTYD crocs.jpg

Roto Brush

Propagation

Invert Foreground/Backgr

Matte

Smooth 19.2

Feather 25.4%

Choke 100%

Refine Matte

Reduce Chatter 50%

Use Motion Blur

Motion Blur

Decontaminate Edg

Decontamination

Composition: Comp 3

Layer

Current Render

Render Comp Name

1 Comp 2

Render Settings: Current Settings

Output Module: Photoshop

2 Comp 2

Render Settings: Current Settings

Output Module: Photoshop

3 Comp 3

Render Settings: Best Settings

Output Module: Lossless

Message:

RAM:

Comp 1 Comp 2 Comp 3

0:00:02:19

Layer Name

1 [HHTYD crocs.jpg]

2 animate in

3 [Royal Blue Solid 2]

Output Movie To:

Uložit do: Nová složka

Hledání neodpovídají žádné položky.

Naposledy navštívené

Plocha

Knihovny

Počítač

Sít

Název souboru: Comp 3

Uložit jako typ: AVI (\*.avi)

Uložit

Storno

Workspace: Standard

Search Help

Info Audio

R: X: 1436

G: Y: -66

B: A: 0

Preview

Effects & Presets

\* Animation Presets

3D Channel

Audio

Blur & Sharpen

Channel

Color Correction

Digieffects FreeForm

Distort

Expression Controls

Generate

Keying

Matte

Noise & Grain

Obsolete

Perspective

Simulation

Stylize

Synthetic Aperture

Text

The Foundry

Time

Most Recent Error:

Brushes Paint

Opacity: 100%

Flow: 100%

Mode: Normal

Channels: RGBA

Duration: Constant

Erase: Layer Source & Paint

Clone Options

Presets

Source: Current Layer

Aligned Lock Source Time

Offset: -192 -34

Source Time Shift: 0

Clone Source Overlay: 50%

Project: Effect Controls: HHTYD crocs.jpg

Comp 3 • HHTYD crocs.jpg

- Roto Brush
  - Propagation
  - Invert Foreground/Backgr
  - Matte
    - Smooth 19.2
    - Feather 25.4%
    - Choke 100%
    - Refine Matte
    - Reduce Chatter 50%
    - Use Motion Blur
    - Motion Blur
    - Decontaminate Edg
    - Decontamination

Composition: Comp 3

Layer: HHTYD crocs.jpg

Render Settings

- Render 1 Comp 2
  - Render Settings: Current Settings
  - Output Module: Photoshop
- Render 2 Comp 2
  - Render Settings: Current Settings
  - Output Module: Photoshop
- Render 3 Comp 3
  - Render Settings: Best Settings
  - Output Module: Lossless

### Render Settings

Composition "Comp 3"

Quality: Best

Resolution: Full

Size: 1920 x 1080

Disk Cache: Read Only

Use OpenGL Renderer

Proxy Use: Use No Proxies

Effects: Current Settings

Solo Switches: Current Settings

Guide Layers: All Off

Color Depth: Current Settings

Time Sampling

Frame Blending: On for Checked Layers

Field Render: Off

3:2 Pulldowns: Off

Motion Blur: On for Checked Layers

Time Span: Work Area Only

Frame Rate

Use comp's frame rate 25,00

Use this frame rate: 25

Start: 0:00:00:00

End: 0:00:09:24 Custom...

Duration: 0:00:10:00

Options

Skip existing files (allows multi-machine rendering)

OK Cancel

Workspaces: Standard

Info

R: X: 1436

G: Y: 68

B: +

A: 0

Preview

Effects & Presets

- \* Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Digieffects FreeForm
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain
- Obsolete
- Perspective
- Simulation
- Stylize
- Synthetic Aperture
- Text
- The Foundry
- Time

Message: RAM: Renders Started: Total Time Elapsed: Most Recent Error:

0:00:02:19

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

#	Layer Name	FX	Visibility	Lock	Anchor
1	[HHTYD crocs.jpg]	/ fx	☑	☑	☑
2	animate in	/ fx	☑	☑	☑
3	[Royal Blue Solid 2]	/ fx	☑	☑	☑

Paint

Opacity: 100%

Flow: 100%

Mode: Normal

Channels: RGBA

Duration: Constant

Eraser: Layer Source & Paint

Clone Options

Preset: [Preset icons]

Source: Current Layer

Aligned  Lock Source Time

Offset: 192, -34

Source Time Shift: 0

Clone Source Overlay: 50%



Workspace: Standard

Search Help

Project

Composition: Comp 3

- Comp 1
- Comp 2
- Comp 3
- HHTYD crocs
- HHTYD crocs.jpg
- Solids

Comp 3

Active Camera



Info

Audio

R: X: -156  
G: + Y: 984  
B:  
A: 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
- Simulation

8 bpc

50% 0:00:02:19 Full Active Camera 1 View +0,0

Comp 1 Comp 2 Comp 3 Render Queue

0:00:00:00 (1) 0:00:01:10 (36) 0:00:09:24 (250)

Current Render Rendering "Comp 3" Elapsed: 3 Seconds Est. Remain: Stop Pause Render

Render	#	Comp Name	Status	Started	Render Time
1	Comp 2	Done	28.1.2013, 17:16:14	1 Seconds	
Render Settings: Current Settings Log: Errors Only					
Output Module: Photoshop Output To: Comp 2 (0-00-04-00).psd					
2	Comp 2	Done	28.1.2013, 17:16:16	0 Seconds	
Render Settings: Current Settings Log: Errors Only					
Output Module: Photoshop Output To: Comp 2 (0-00-04-03).psd					
3	Comp 3	Rendering	28.1.2013, 17:16:16	-	
Render Settings: Best Settings Log: Errors Only					
Output Module: Lossless Output To: Comp 3.avi					
4	HHTYD crocs	Queued	-	-	
Render Settings: Best Settings Log: Errors Only					
Output Module: Custom: AVI Output To: HHTYD crocs.avi					

Renderovací frontu, přes kterou probíhá renderování jednotlivých animací, se nachází buď v nabídce Composition -> Make Movie, nebo pod klávesovou zkratkou Ctrl + M / Command + M. Po zadání se otevře panel Render Queue (fronta renderování). Tímto panelem se řídí samostatné renderování.

Renderování kompozice v programu After Effects probíhá ve dvou odlišných krocích. V prvním kroku se snímek uloží dočasně do RAM paměti a renderuje se podle parametrů, které jsou nastaveny v Render Settings. Poté se ve druhém kroku stejný snímek uloží na disk podle parametrů v Output Modul. Díky tomuto můžeme během jedné kompozice použít několik různých výstupních modulů. Tento způsob slouží k značnému ušetření času, protože v případě, kdy uživatel chce výstup uložit do několika různých souborů, se vše provede během jednoho renderovacího průchodu.

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](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