

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: Animace masek

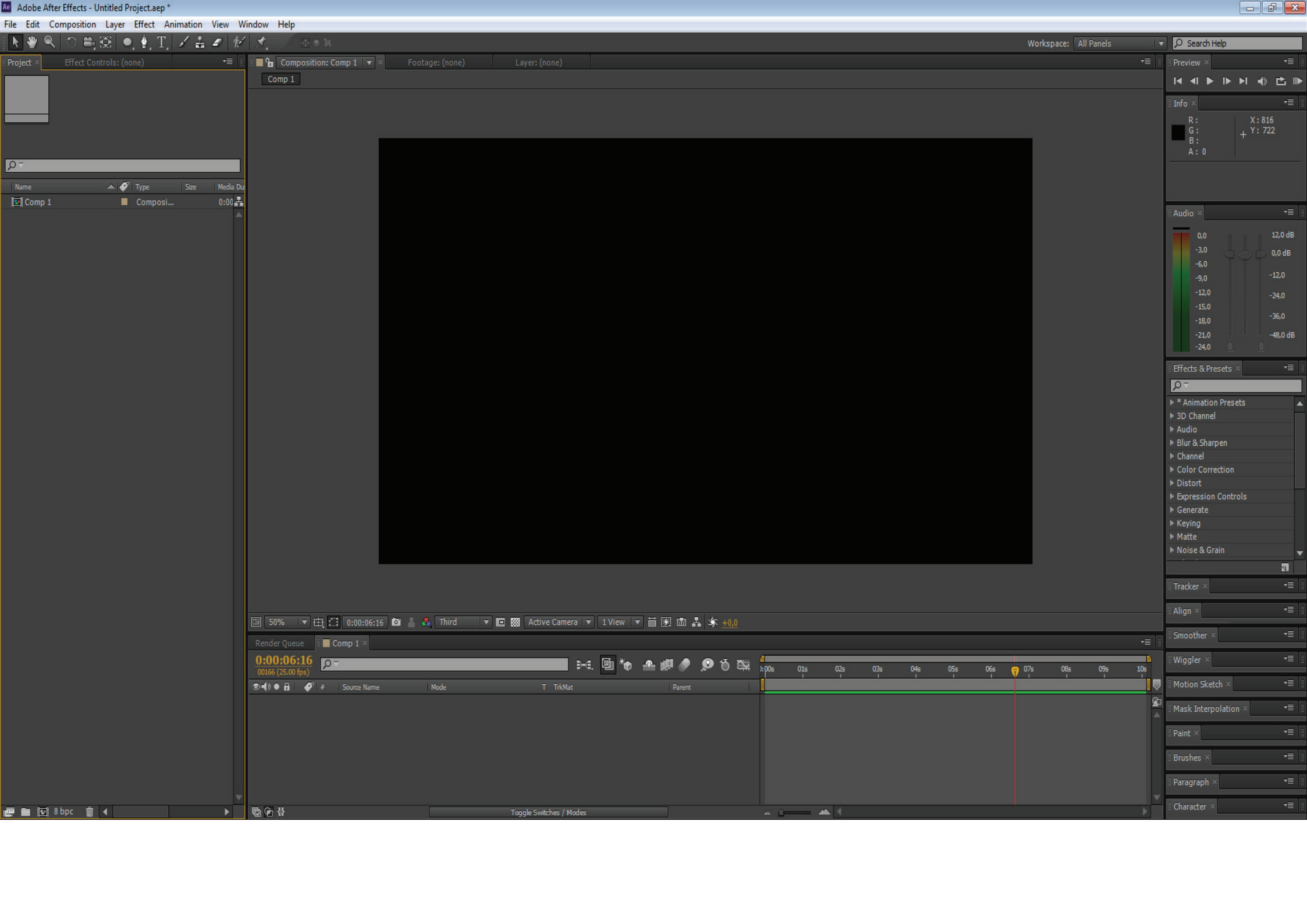
Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_8

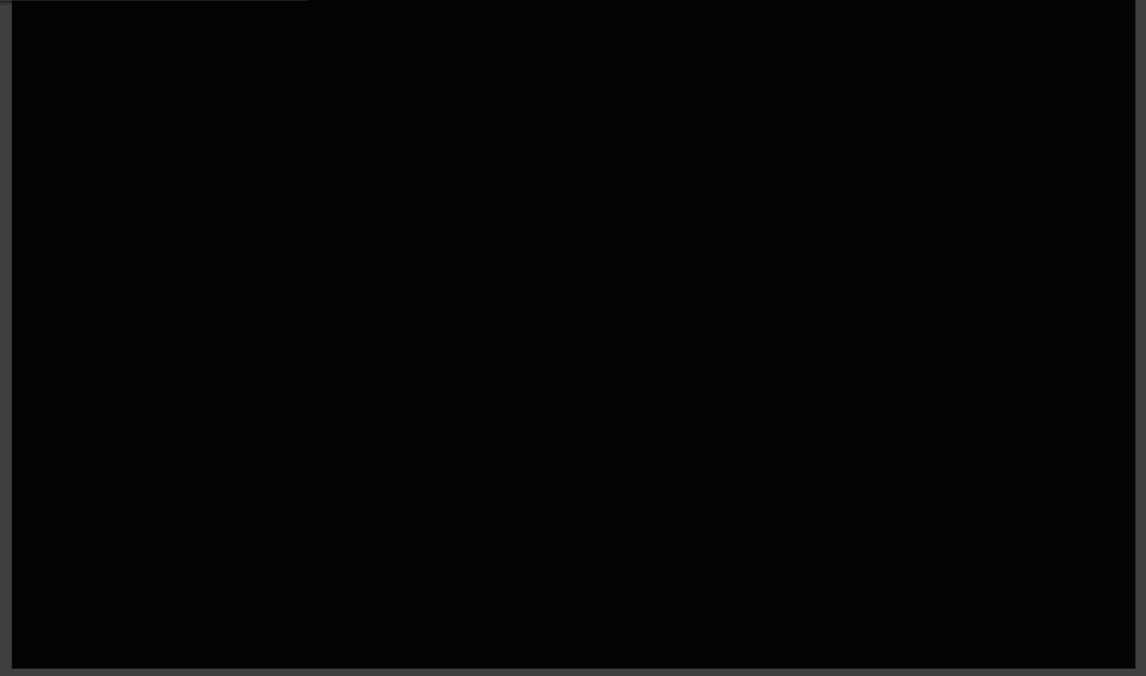


INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



- 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...



Preview

Info

R : X : -374
G : + Y : 2
B :
A : 0

Undo
New Star

Audio

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

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

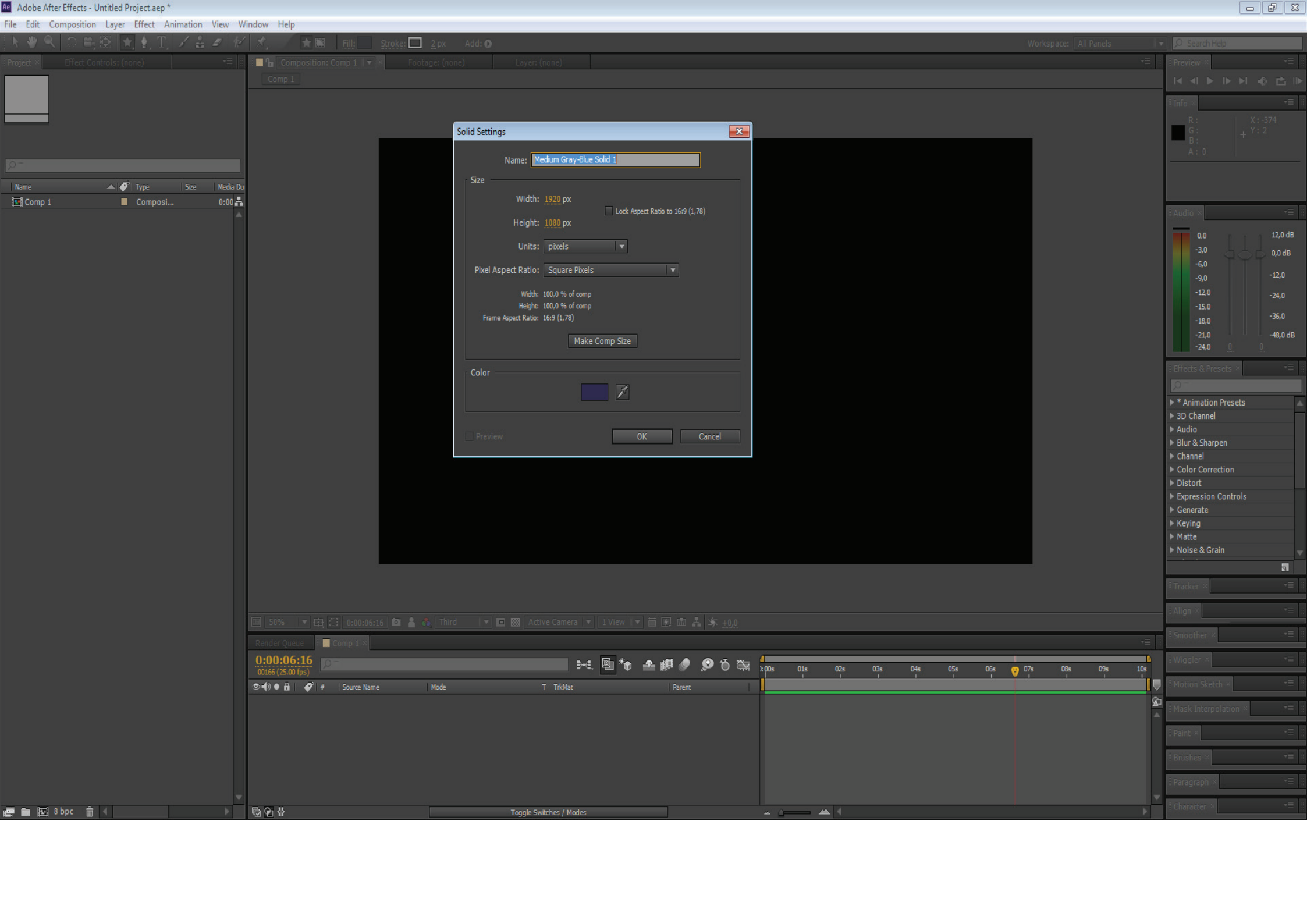
50% 0:00:06:16 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:06:16
00166 (25.00 fps)

Source Name	Mode	T	TrkMat	Parent

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



Project Effect Controls

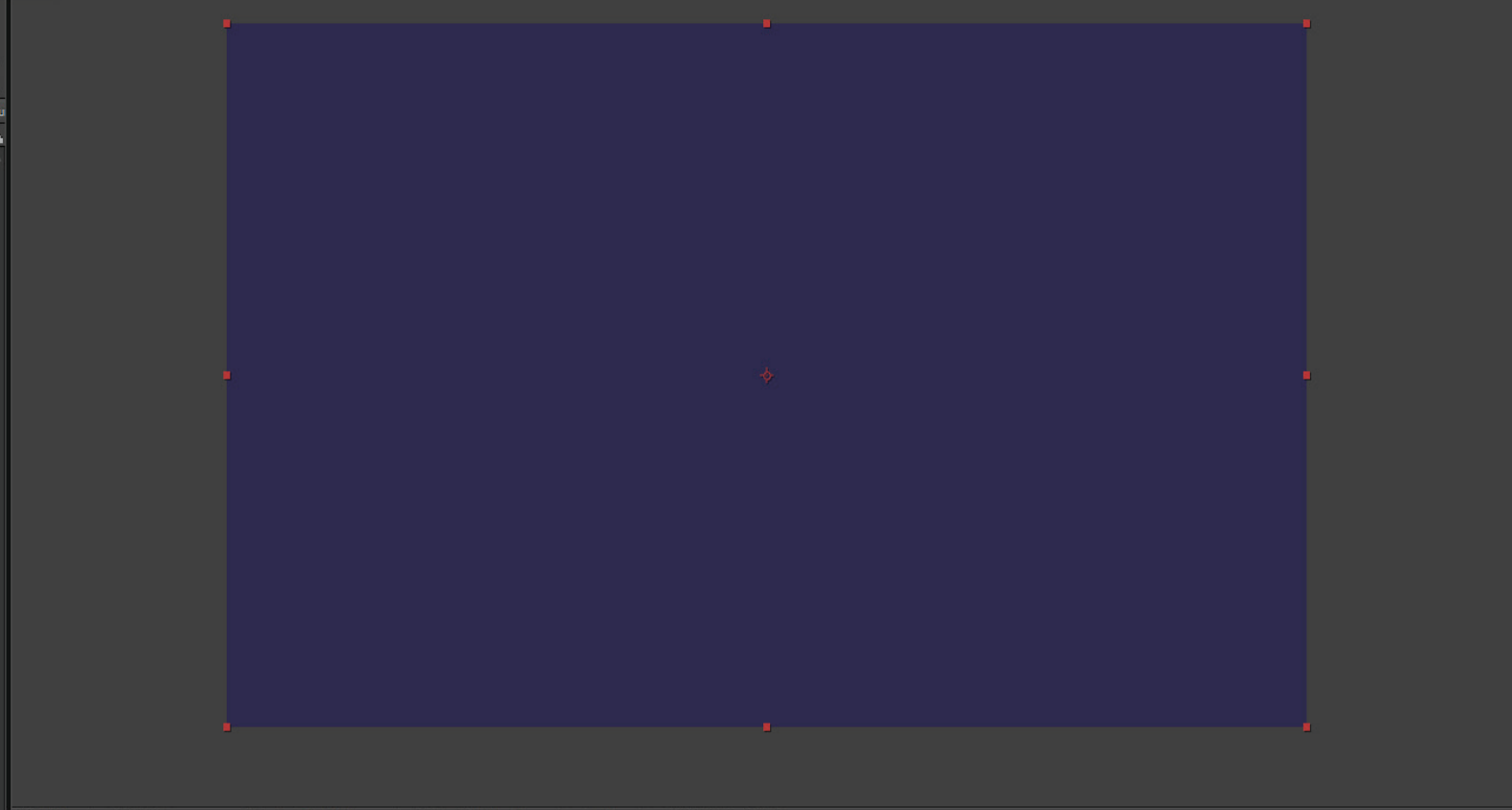
- Rectangle Tool
- Rounded Rectangle Tool
- Ellipse Tool
- Polygon Tool
- Star Tool

Composition: Comp 1 Footage: (none) Layer: (none)

Comp 1

Project

Name	Type	Size	Media Du
Comp 1	Composi...	0:00	
Solids	Folder		



Preview

Info

R :	X : -202
G :	+ Y : 196
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

- * Animation Presets
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50% 0:00:06:16 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:06:16 00166 (25.00 fps)

Source Name	Mode	TrkMat	Parent
1 Medium ... Solid 1	Normal		None

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

Tracker

Align

Smoother

Wiggler

Motion Sketch

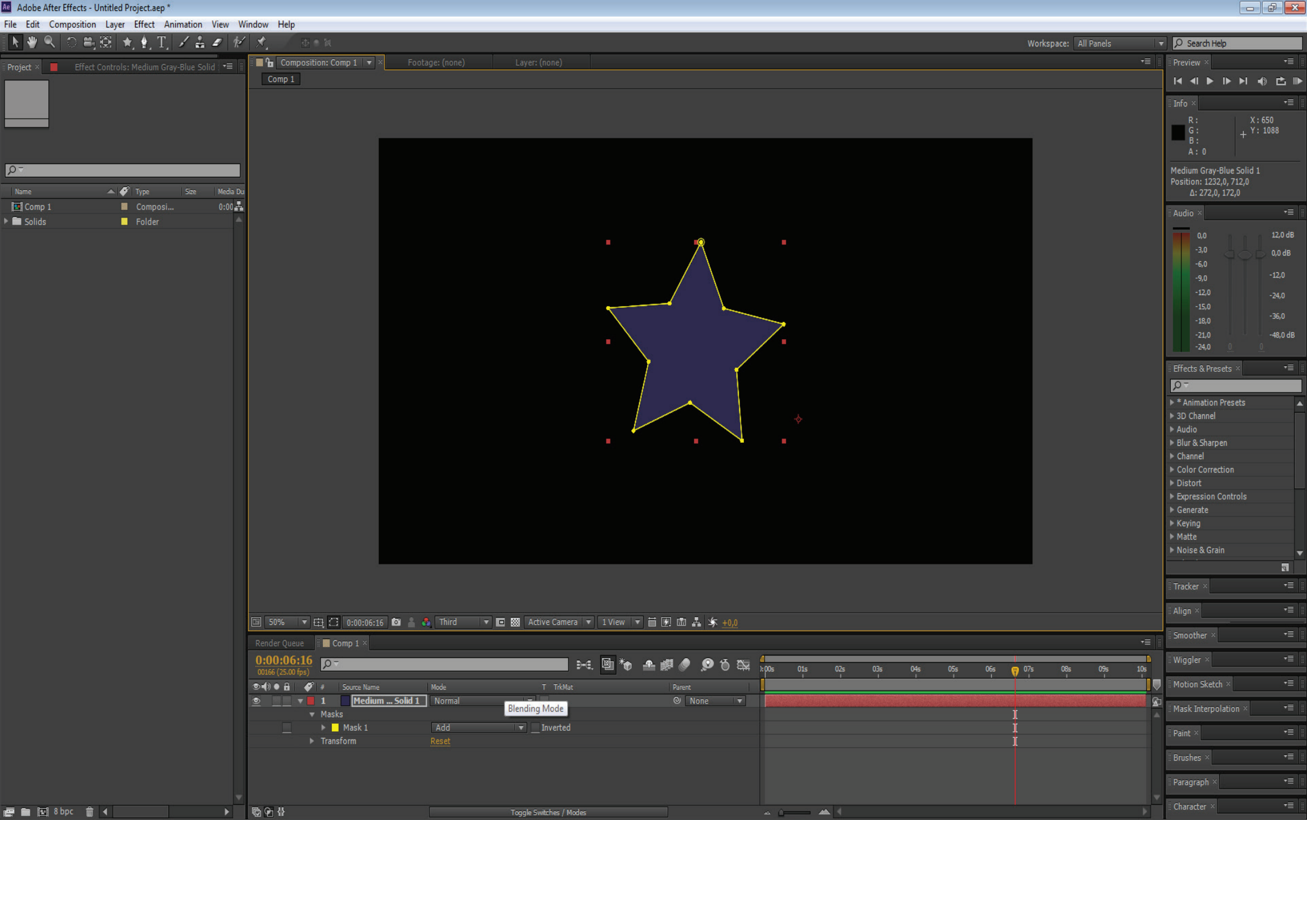
Mask Interpolation

Paint

Brushes

Paragraph

Character



Project x Effect Controls: Medium Gray-Blue Solid

Composition: Comp 1

Footage: (none)

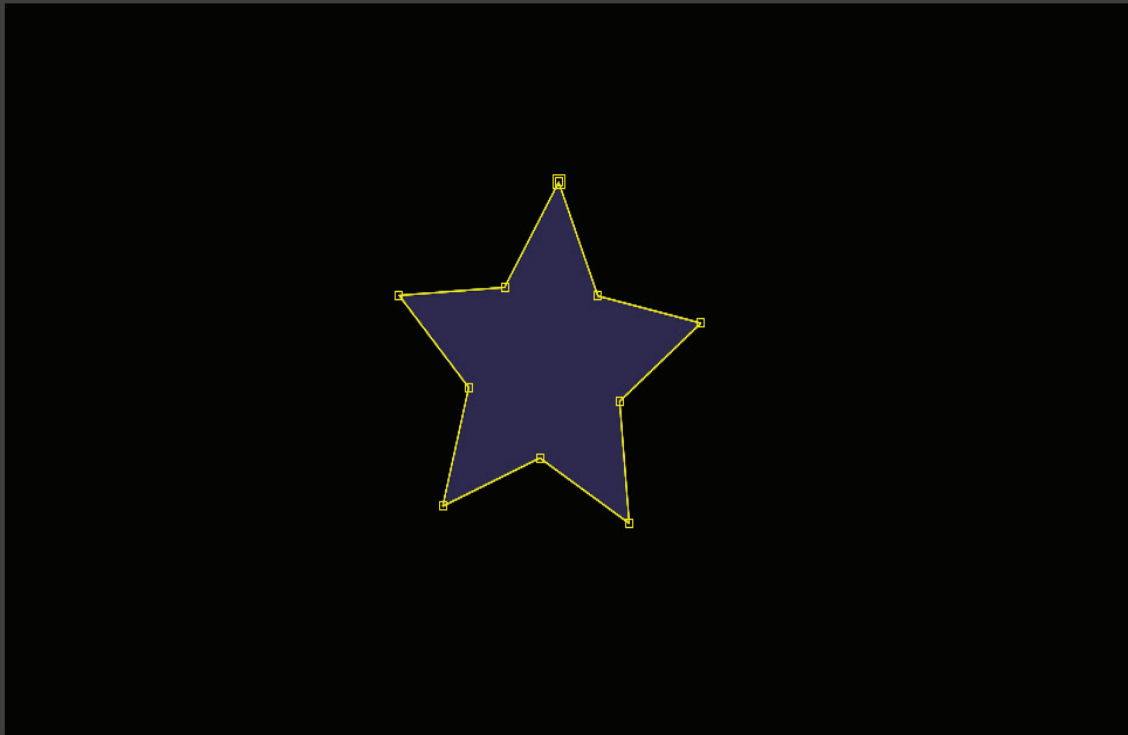
Layer: (none)

Comp 1



Name Type Size Media Du

- Comp 1 Composit... 0:00
- Solids Folder



Info

R : X : 650
 G : + Y : 1088
 B :
 A : 0

Keyframe time: 0:00:00:00
 Temporal: Linear
 Spatial: Linear

Audio



Effects & Presets

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Tracker

Align

Smoother

Wiggler

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Character

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

Render Queue Comp 1

0:00:00:00

00000 (25.00 fps)

#	Source Name	Mode	T	TrkMat	Parent
1	Medium ... Solid 1	Normal			None
Masks					
	Mask 1	Add			Inverted
	Mask Path	Shape...			
	Mask Feather	0,0,0,0 pixels			
	Mask Opacity	100 %			
	Mask Expansion	0,0 pixels			
	Transform	Reset			

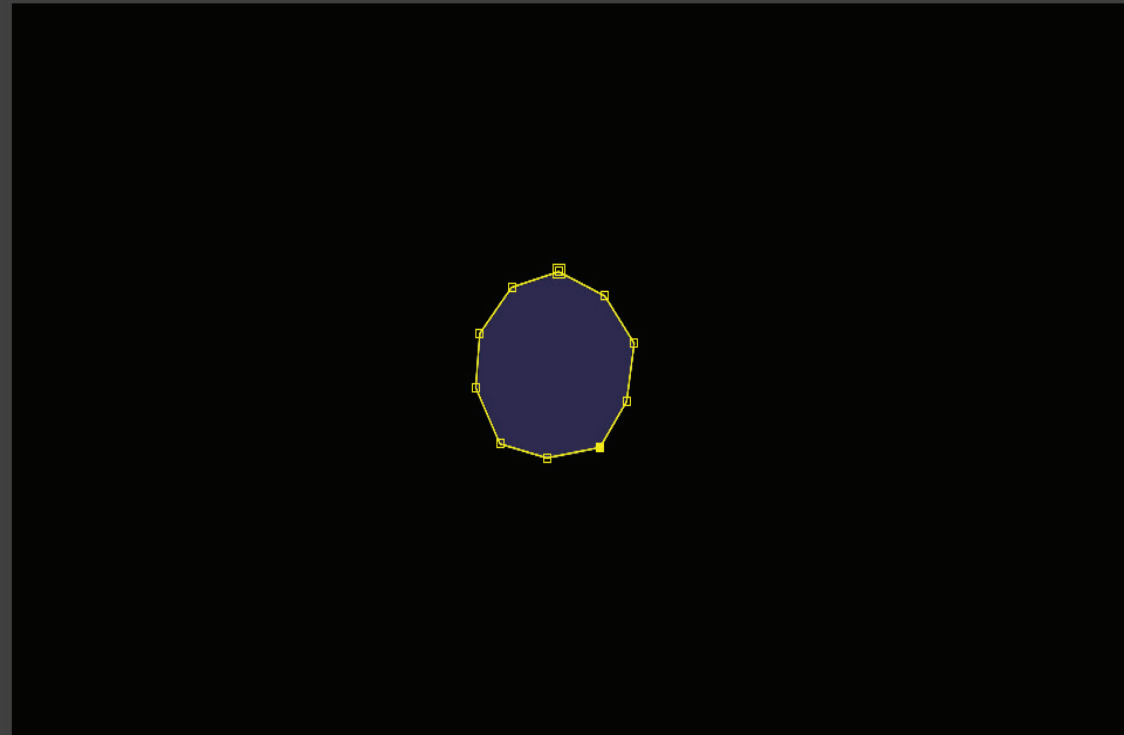
Toggle Switches / Modes



Search bar in Project panel

Name	Type	Size	Media Du
Comp 1	Composi...	0:00	
Solids	Folder		

Comp 1



Info

R : X : 1328
 G : + Y : 1064
 B :
 A : 0

Medium Gray-Blue Solid 1
 Mask: Mask 1
 Vertices: 10

Audio

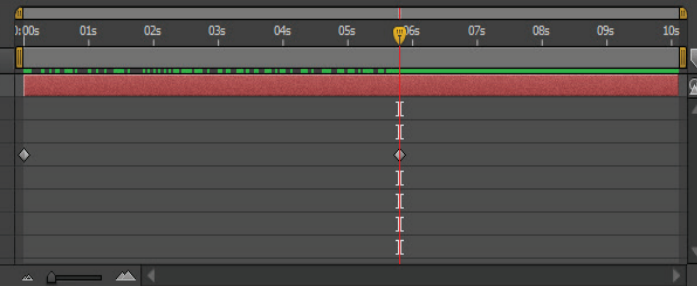
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50% 0:00:05:20 Third Active Camera 1 View +0,0

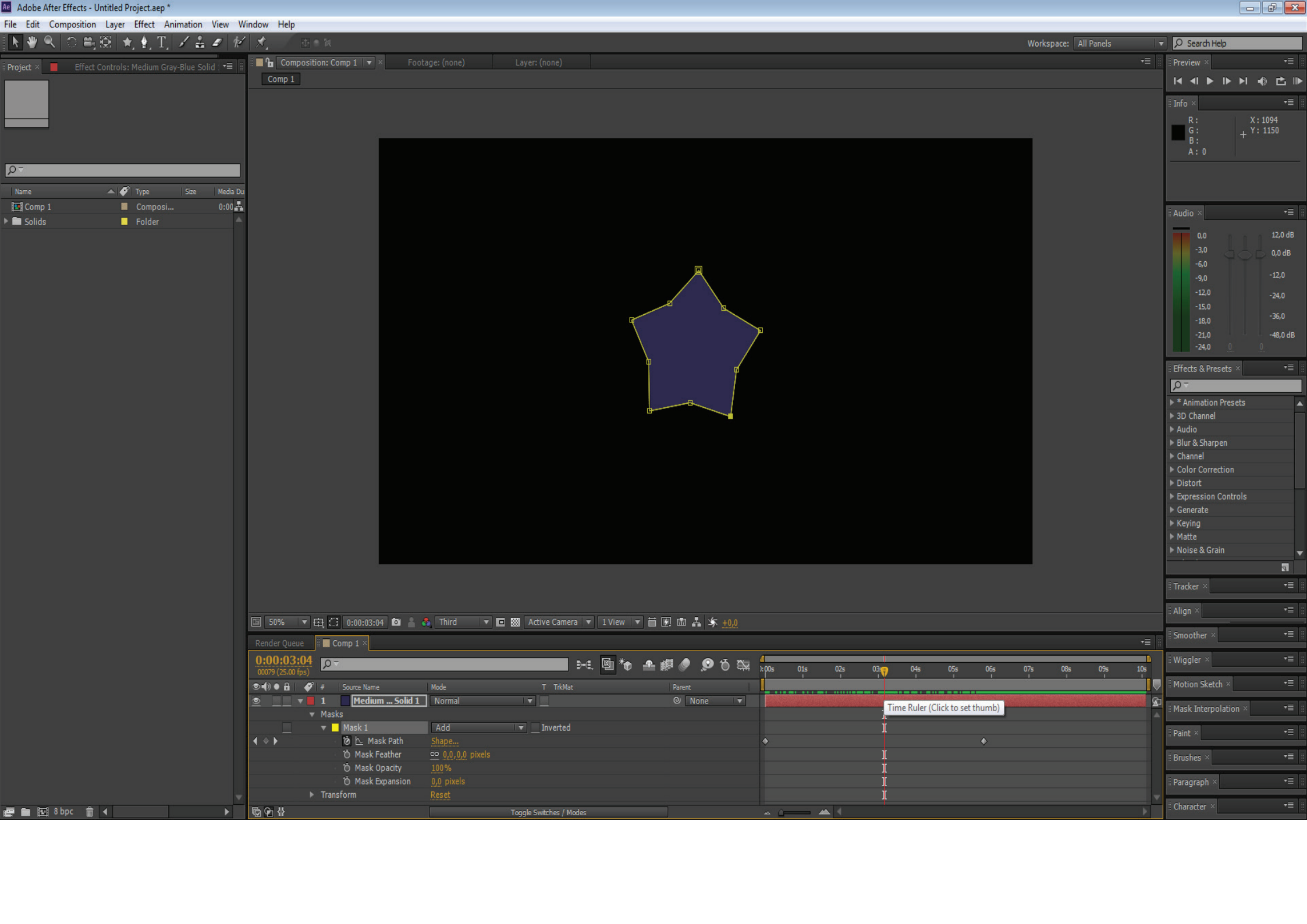
Render Queue Comp 1

0:00:05:20
 00145 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
1	Medium ... Solid 1	Normal		None
Masks				
	Mask 1	Add	Inverted	
	Mask Path	Shape...		
	Mask Feather	0,0,0,0 pixels		
	Mask Opacity	100 %		
	Mask Expansion	0,0 pixels		
	Transform	Reset		



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Obrazová příloha - vlastní archiv (Print Screen)