

# 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:** Déšť

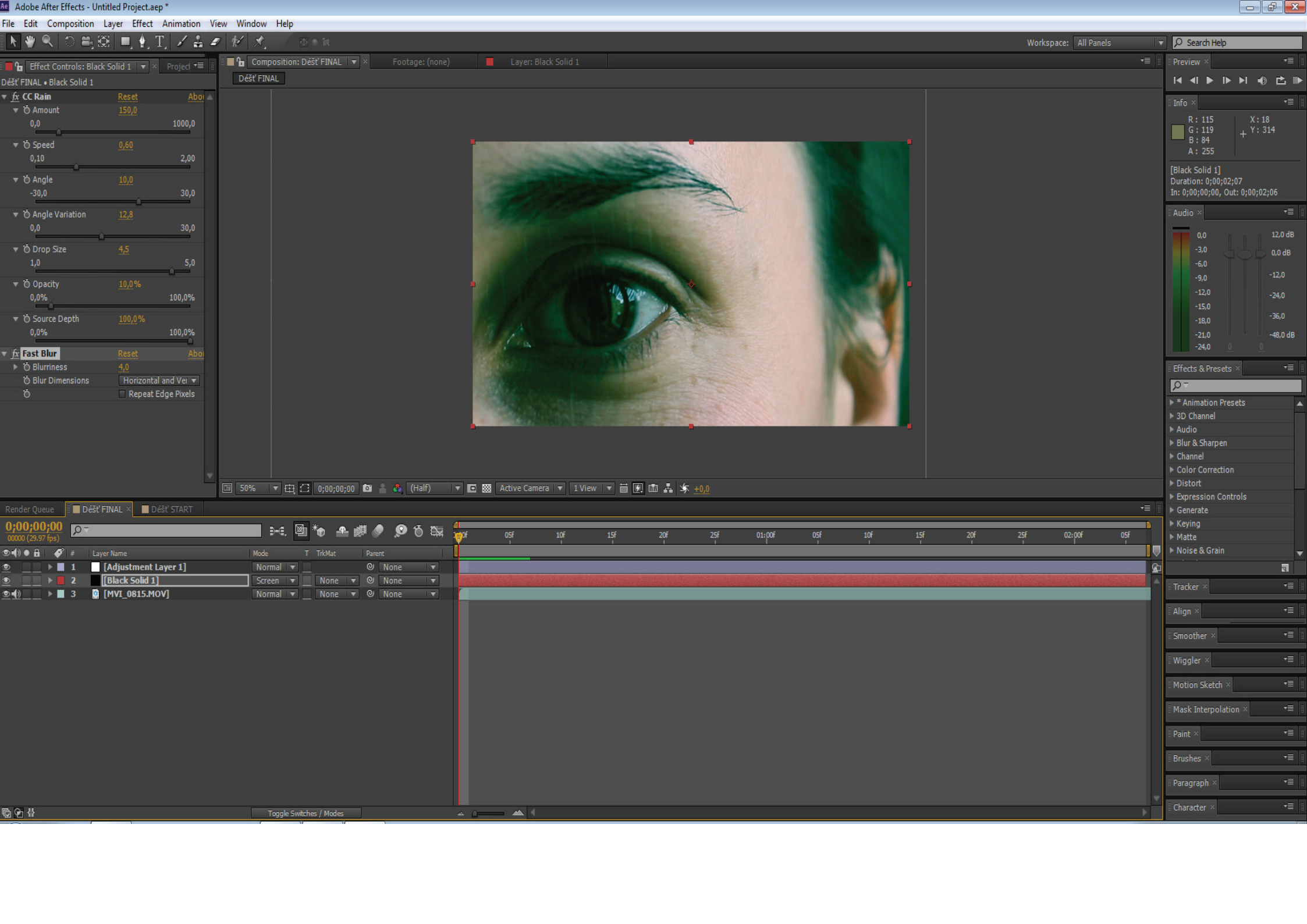
**Ročník:** 2.ročník

**Jméno autora:** Mgr. Adéla Wiederlechnerová

**Číslo šablony:** VY\_32\_INOVACE\_WIE\_MTT.2\_2\_11

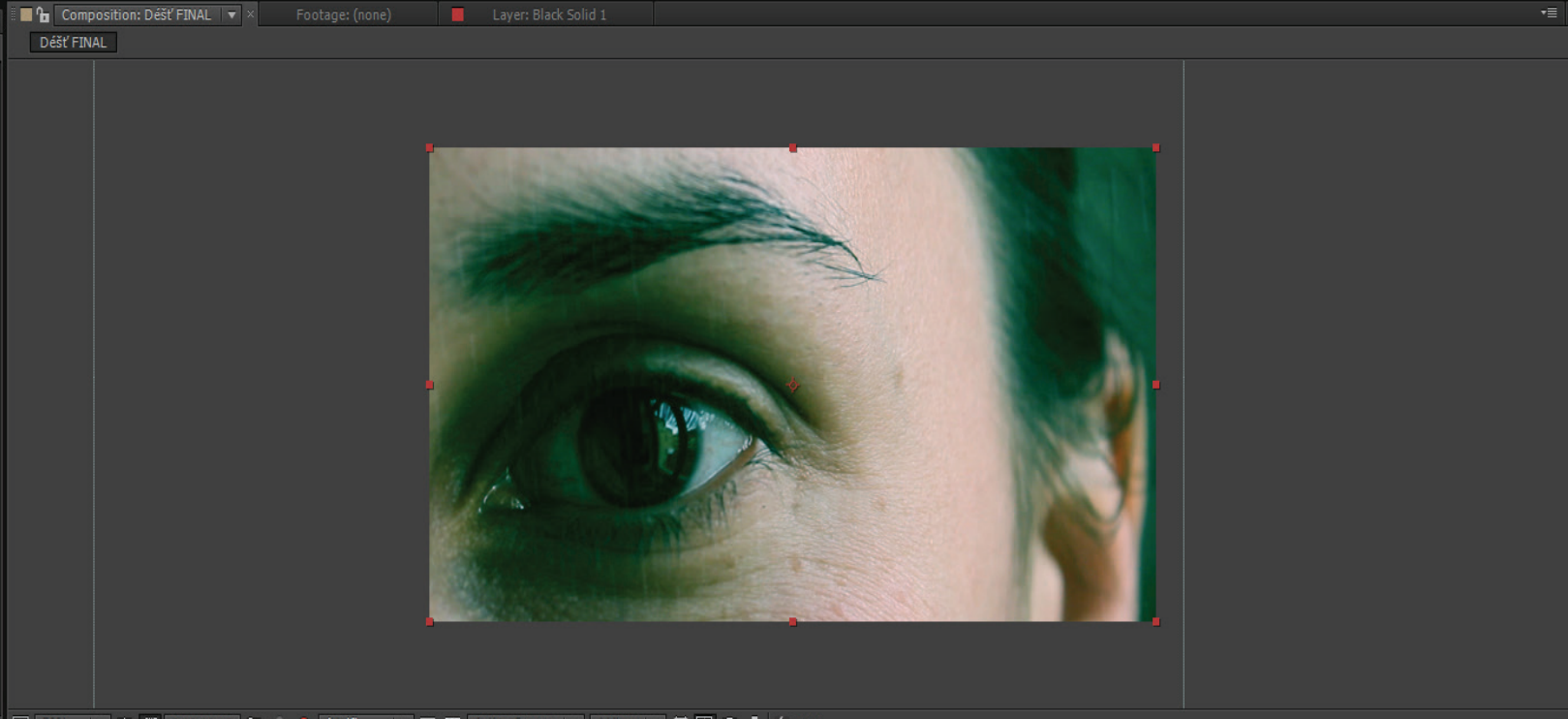


INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



Effect Controls: Black Solid 1

- CC Rain Reset Abolish
- Fast Blur Reset Abolish
  - Blurriness 4,0
  - Blur Dimensions Horizontal
  - Repeat Edge Pixels



Preview

Info

R: X: -16  
G: Y: 826  
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

Effects & Presets

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

Render Queue: DÉSŤ FINAL x DÉSŤ START

0:00:00:13 00013 (29,97 fps)

50% 0:00:00:13 (Half) Active Camera 1 View +0,0

Time Ruler (Click to set thumb)

#	Layer Name	Mode	TrkMat	Parent
1	[Adjustment Layer 1]	Normal		None
2	[Black Solid 1]	Screen	None	None
3	[MVI_0815.MOV]	Normal	None	None

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

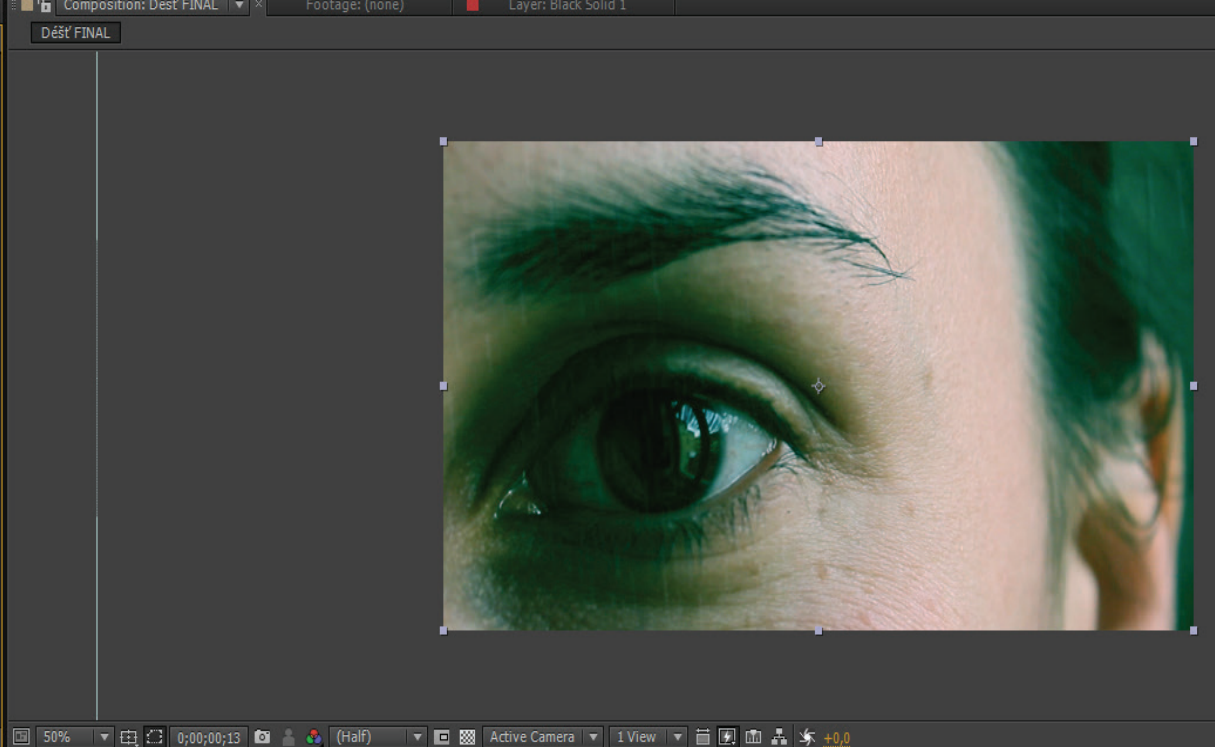
Paragraph

Character

Effect Controls: Adjustment Layer 1

Déjà FINAL • Adjustment Layer 1

- Color Balance
  - Shadow Red Balance: -49,0
  - Shadow Green Balance: 34,0
  - Shadow Blue Balance: 9,0
  - Midtone Red Balance: -20,0
  - Midtone Green Balance: 0,0
  - Midtone Blue Balance: 10,0
  - Hilight Red Balance: 5,0
  - Hilight Green Balance: 0,0
  - Hilight Blue Balance: 13,0
- Preserve Luminosity



Preview

Info

R: X: -470  
G: Y: 306  
B:  
A: 0

[Adjustment Layer 1]  
Duration: 0;00;02;07  
In: 0;00;00;00, Out: 0;00;02;06

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
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- Generate
- Keying
- Matte
- Noise & Grain

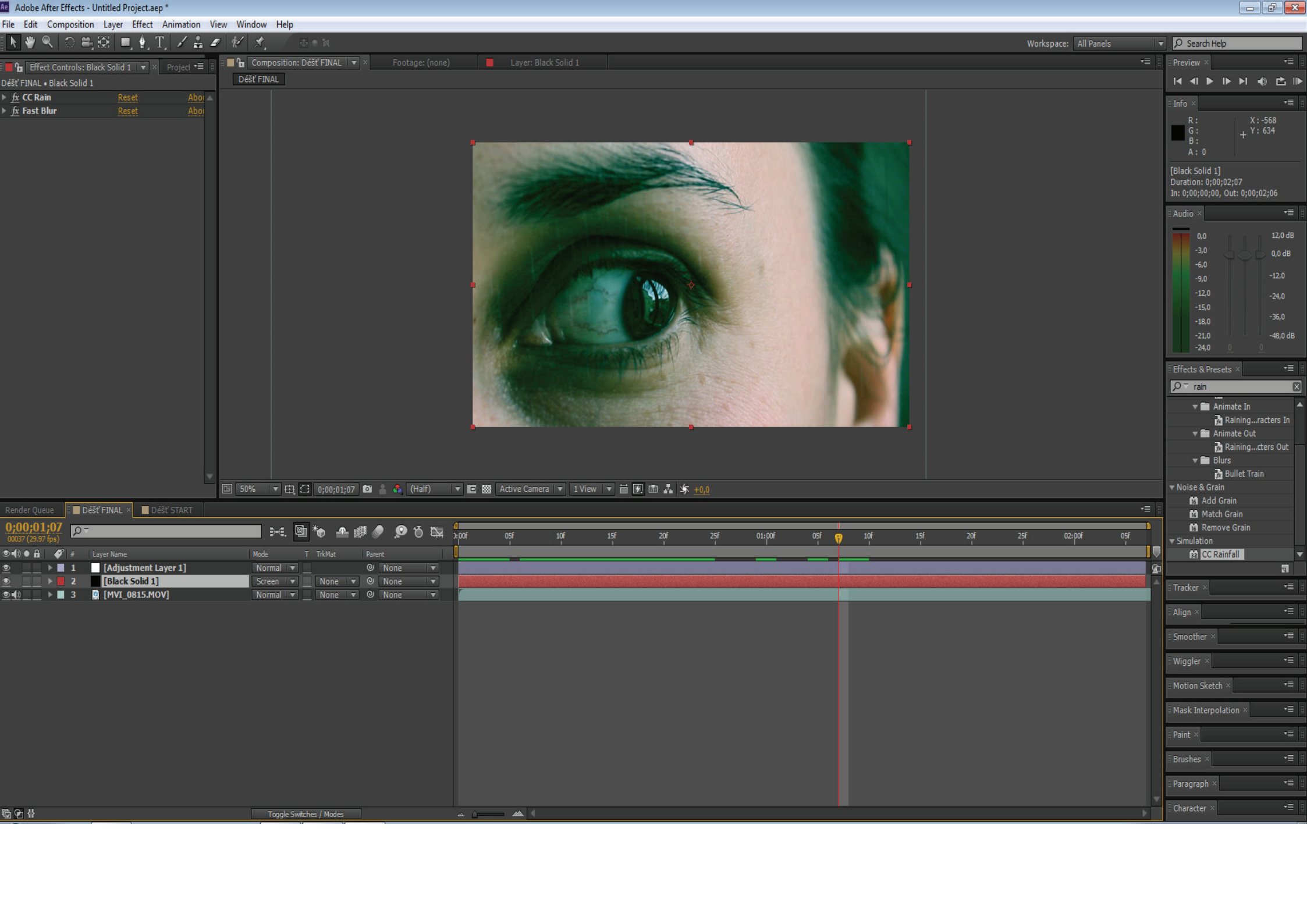
Render Queue: Déjà FINAL x Déjà START

0;00;00;13 00013 (29.97 fps)

50% 0;00;00;13 (Half) Active Camera 1 View +0,0

#	Layer Name	Mode	TrkMat	Parent
1	[Adjustment Layer 1]	Normal		None
2	[Black Solid 1]	Screen		None
3	[MVI_0815.MOV]	Normal		None

The timeline shows three layers: an Adjustment Layer (green bar), a Black Solid (red bar), and a video clip (teal bar). A red vertical line indicates the current time position at approximately 00:00:13. The timeline is marked with frame numbers (05f, 10f, 15f, 20f, 25f, 01:00f, 05f, 10f, 15f, 20f, 25f, 02:00f, 05f).



Obrazová příloha - vlastní archiv ( Print Screen )