

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: Jevištní světla

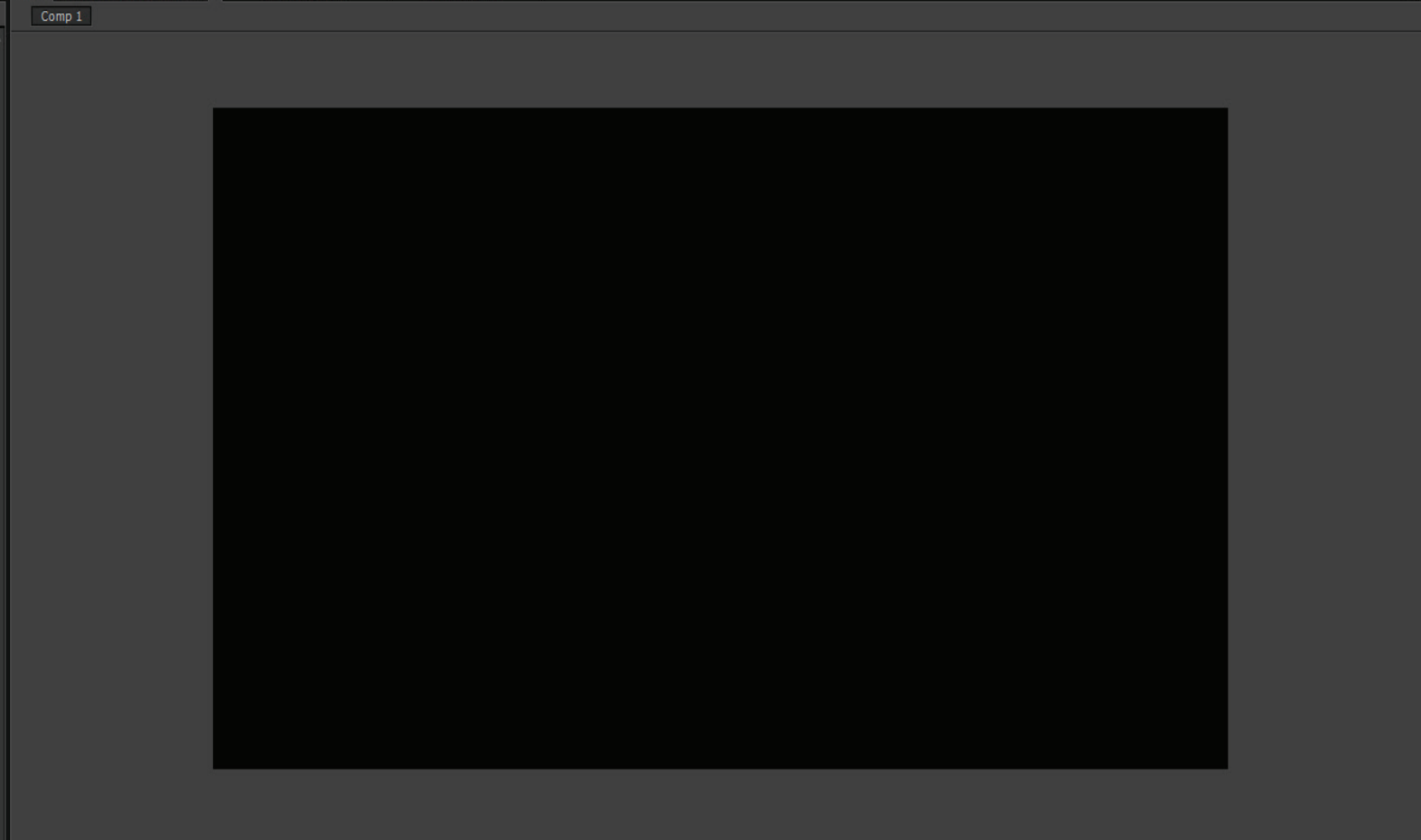
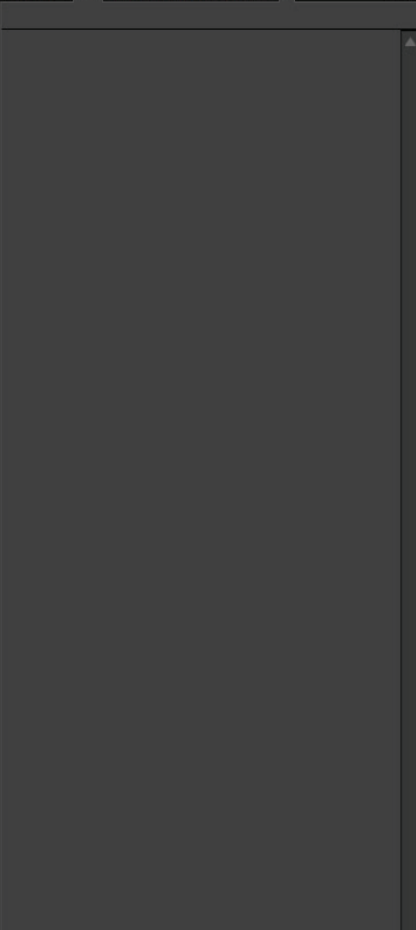
Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_15



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



Info

R :	X : -264
G :	+ Y : 424
B :	
A : 0	

Audio

Effects & Presets

stroke

- Fractal
- Grid
- Lens Flare
- Paint Bucket
- Radio Waves
- Ramp
- Scribble
- Stroke
- Vegas
- Write-on
- Stylize
- Brush Strokes

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

50% 0:00:03:04 Third Active Camera 1 View +0,0

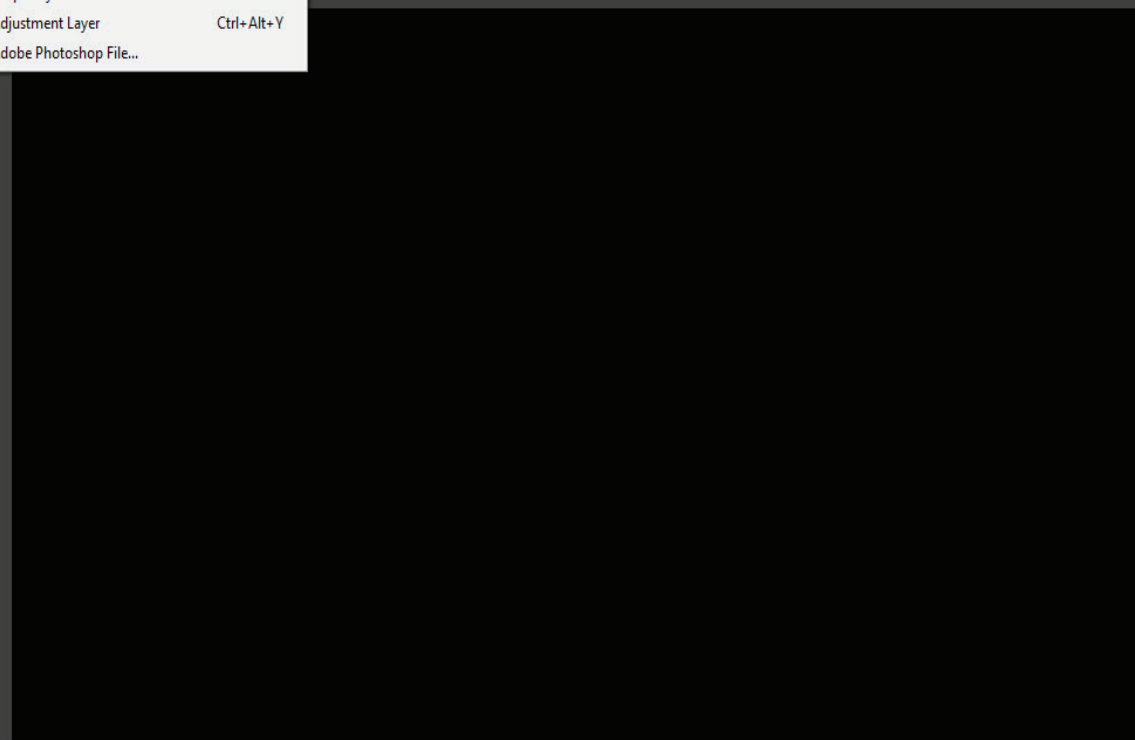
Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

Source Name	Mode	T	TrkMat	Parent

- 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 : -338
G :	+ Y : 1066
B :	
A : 0	

Audio

Effects & Presets

stroke

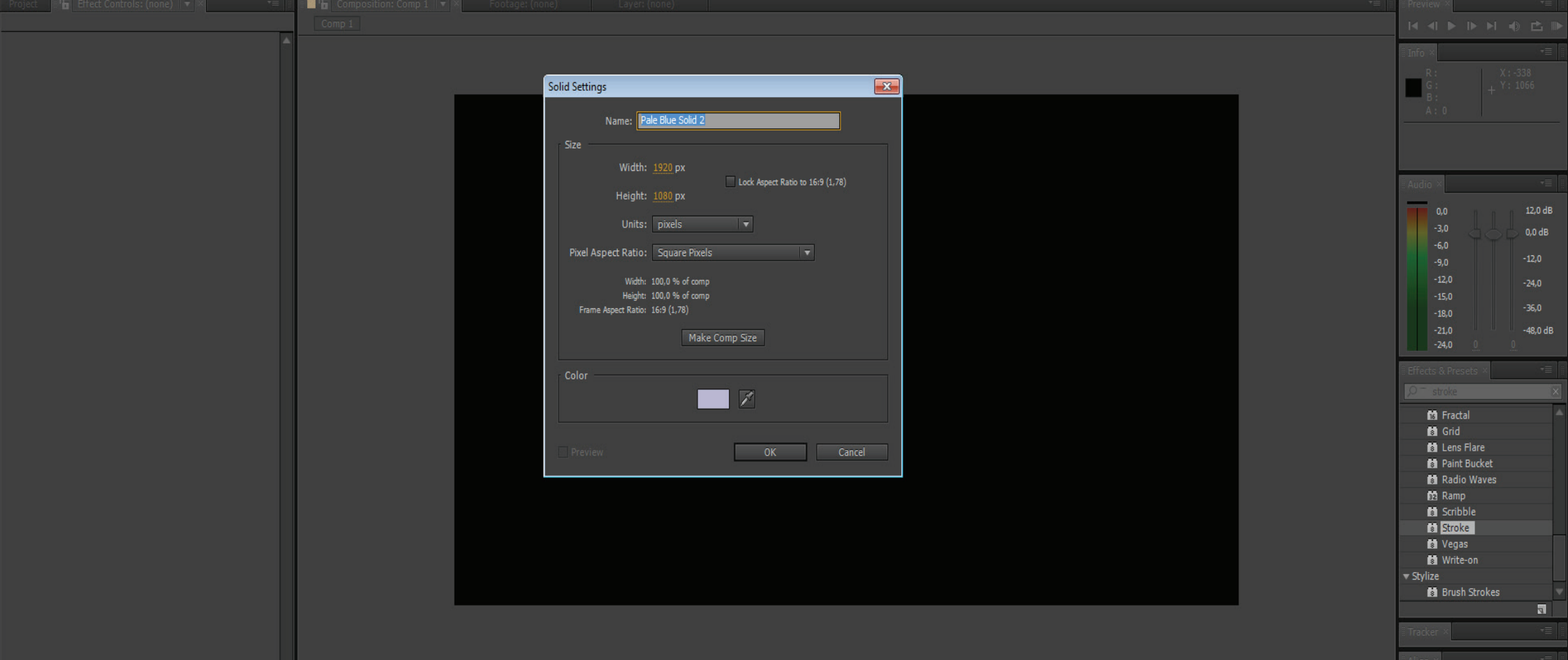
- Fractal
- Grid
- Lens Flare
- Paint Bucket
- Radio Waves
- Ramp
- Scribble
- Stroke
- Vegas
- Write-on
- Stylize
- Brush Strokes

50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

Source Name	Mode	T	TrkMat	Parent



Solid Settings

Name:

Size

Width: px

Height: px Lock Aspect Ratio to 16:9 (1.78)

Units:

Pixel Aspect Ratio:

Width: 100.0 % of comp
Height: 100.0 % of comp
Frame Aspect Ratio: 16:9 (1.78)

Color

Preview

Preview

Info

R: X: -338
G: Y: 1066
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

Effects & Presets

stroke

- Fractal
- Grid
- Lens Flare
- Paint Bucket
- Radio Waves
- Ramp
- Scribble
- Stroke
- Vegas
- Write-on
- Stylize
- Brush Strokes

50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

Source Name	Mode	T	TrkMat	Parent

Toggle Switches / Modes

Tracker

Align

Smoother

Wiggler

Motion Sketch

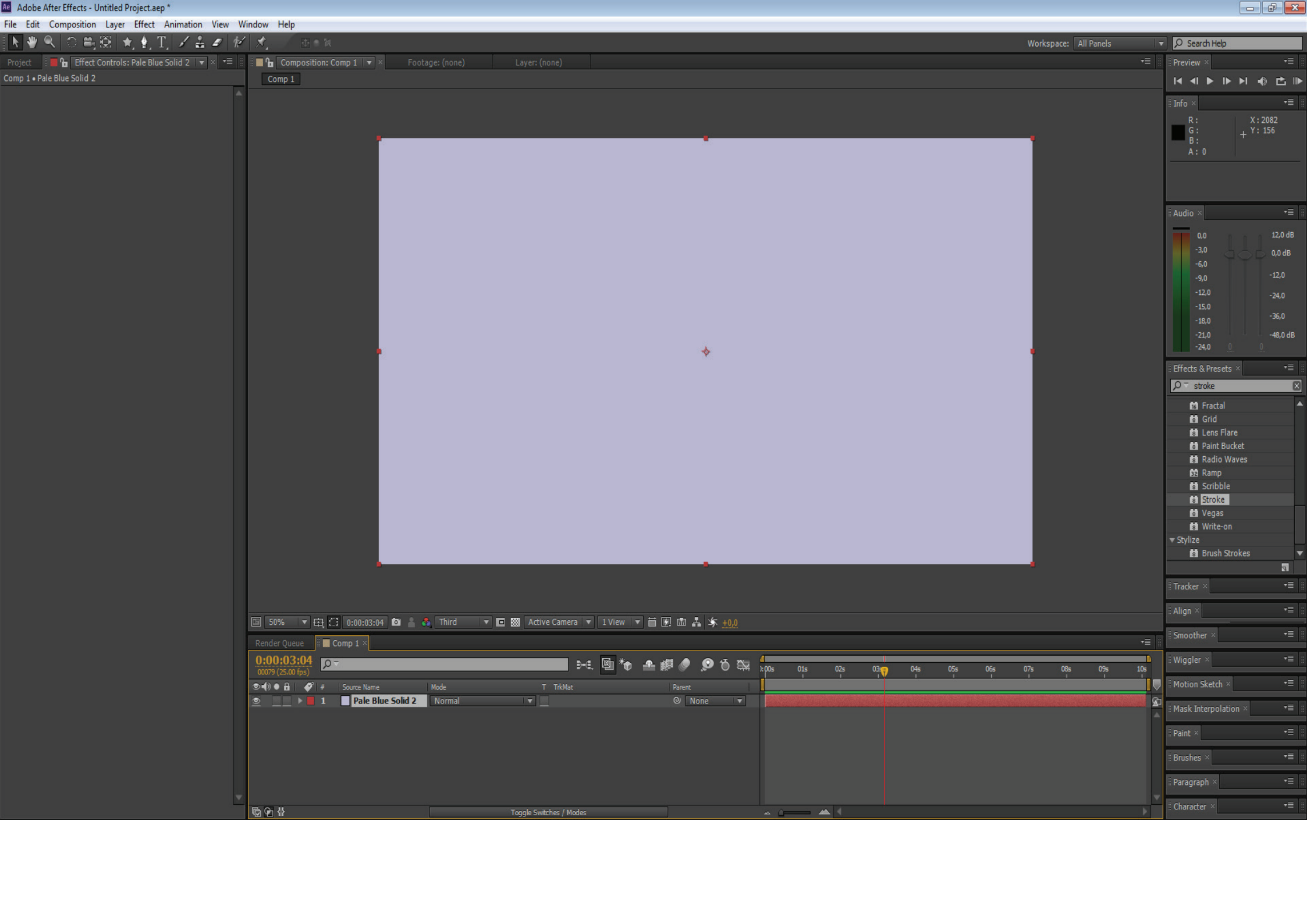
Mask Interpolation

Paint

Brushes

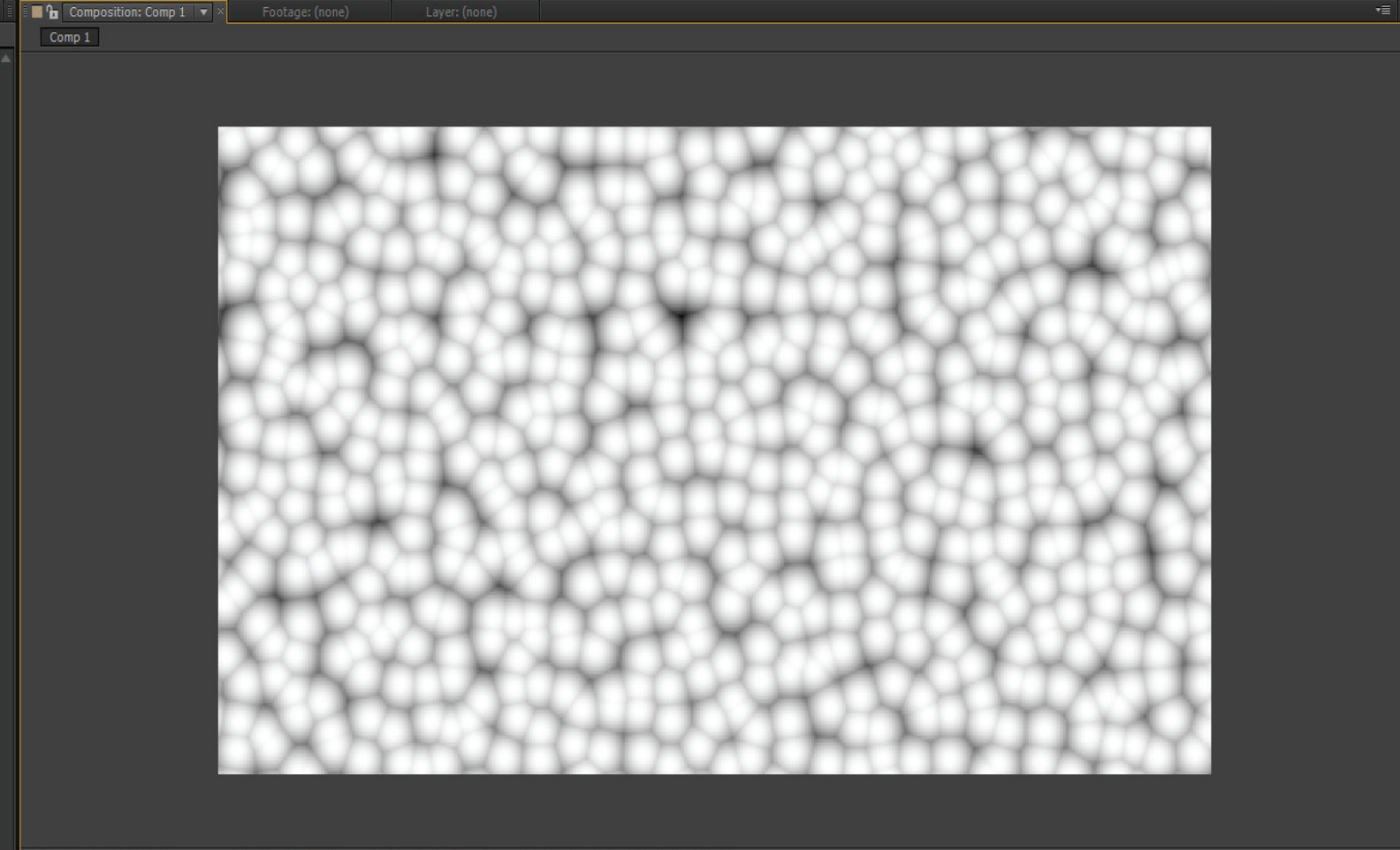
Paragraph

Character



Comp 1 • Pale Blue Solid 2

- Cell Pattern
 - Cell Pattern: Bubbles
 - Invert:
 - Contrast: 100,00 (Slider: 0,00 to 600,00)
 - Overflow: Clip
 - Disperse: 1,00
 - Size: 60,0
 - Offset: 960,0, 540,0
 - Tiling Options
 - Evolution: 0x +0,0° (Clock icon)
 - Evolution Options



50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

Source Name	Mode	TrkMat	Parent
1 Pale Blue Solid 2	Normal		None

Preview

Info

R : X : 1952
G : + Y : 504
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

Effects & Presets

cell pattern

- Generate
 - Cell Pattern

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

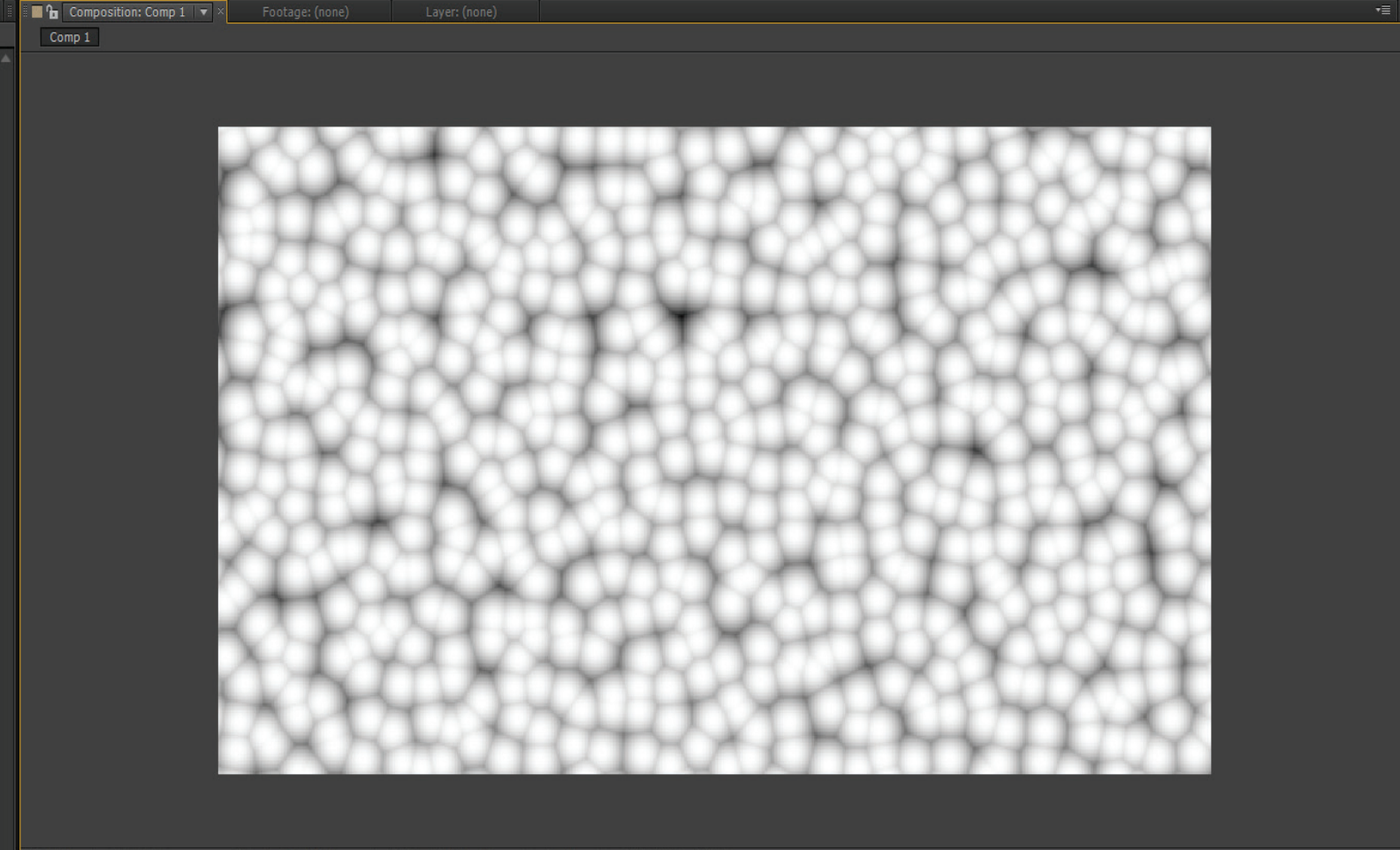
Brushes

Paragraph

Character

Comp 1 • Pale Blue Solid 2

- Cell Pattern
 - Cell Pattern: Bubbles
 - Invert:
 - Contrast: 100,00 (0,00 to 600,00)
 - Overflow: Clip
 - Disperse: 1,00
 - Size: 60,0
 - Offset: 960,0, 540,0
 - Tiling Options
 - Evolution: 0x +0,0°
 - Evolution Options



50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

Source Name	Mode	TrkMat	Parent
1 Pale Blue Solid 2	Normal		None

Preview

Info

R : X : 1952
G : Y : 504
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

cell pattern

- Generate
 - Cell Pattern

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

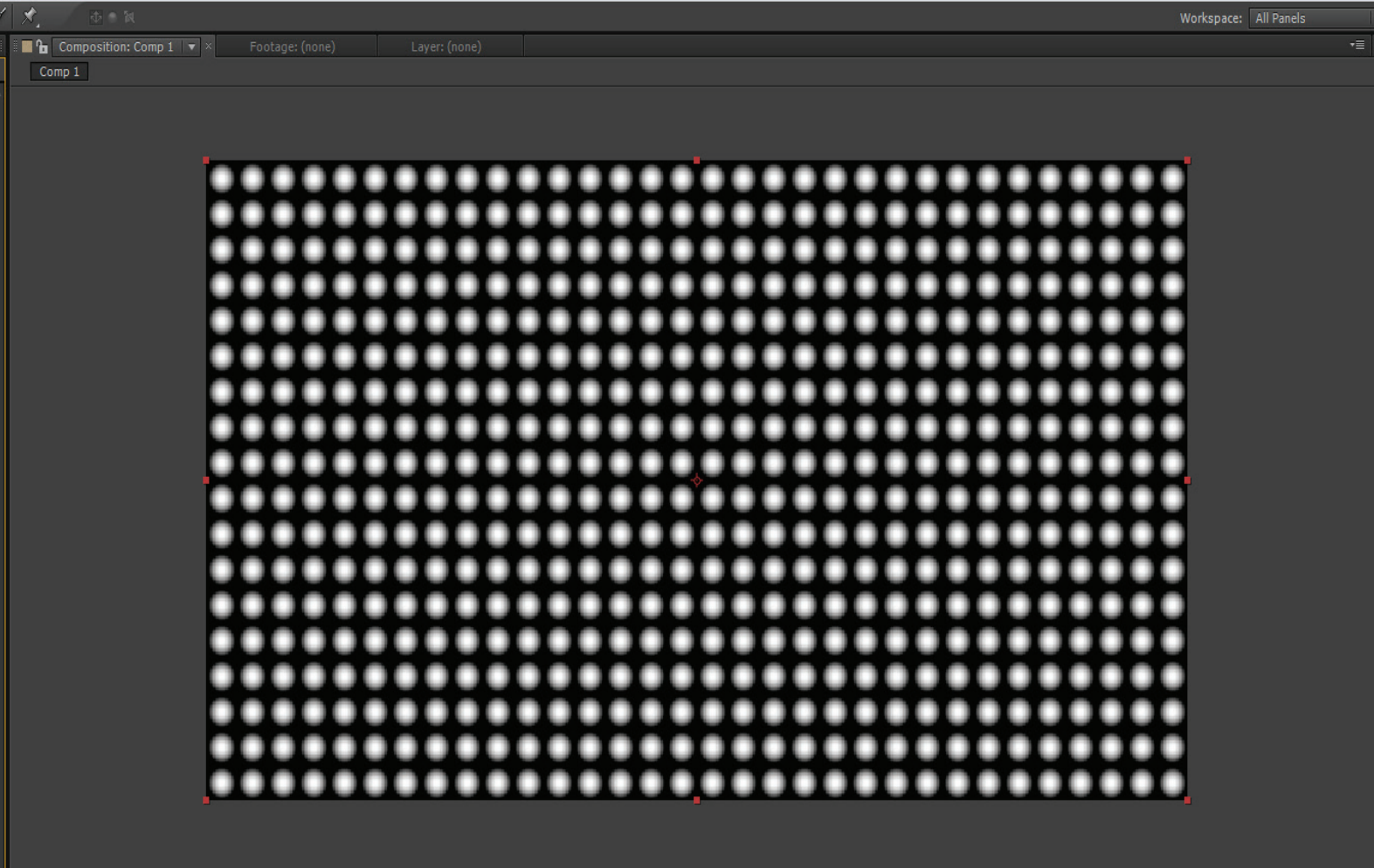
Brushes

Paragraph

Character

Comp 1 • Pale Blue Solid 2

- Cell Pattern Reset About...
 - Cell Pattern Bubbles
 - Invert
- Contrast 700,00
 - 0,00 600,00
- Overflow Clip
- Disperse 0,00
- Size 60,0
- Offset 960,0,540,0
- Tiling Options
- Evolution 0x +0,0°
- Evolution Options



Preview

Info

R : 81 X : 704
G : 81 + Y : 890
B : 81
A : 255

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

cell pattern

Generate

- Cell Pattern

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue

Comp 1

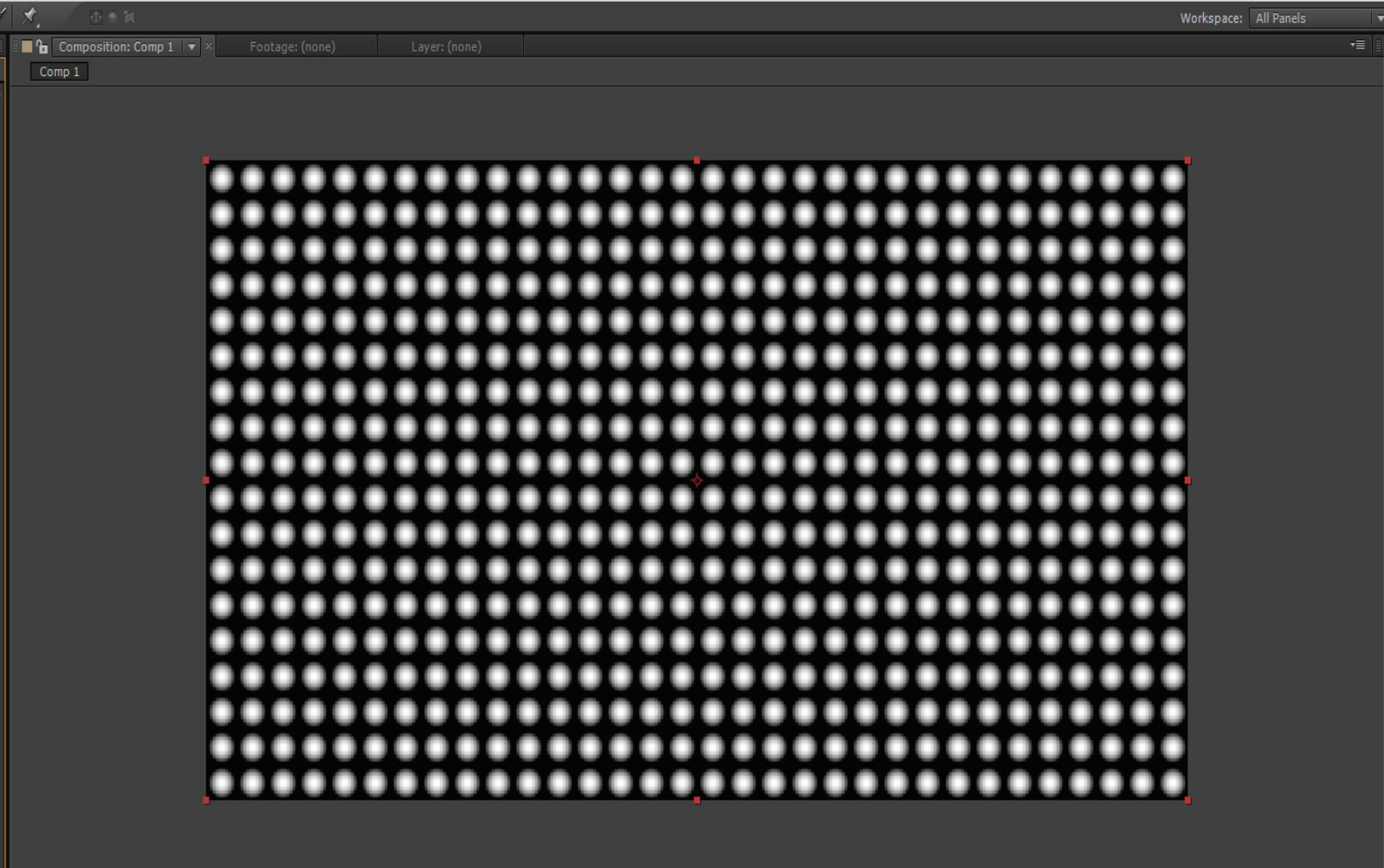
0:00:03:04
00079 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
1	Pale Blue Solid 2	Normal		None

Project: Effect Controls: Pale Blue Solid 2

Comp 1 • Pale Blue Solid 2

- Cell Pattern Reset About...
 - Cell Pattern: Bubbles
 - Invert
- Contrast: 700,00 (0,00 to 600,00)
- Overflow: Clip
- Disperse: 0,00
- Size: 60,0
- Offset: 960,0, 540,0
- Tiling Options
- Evolution: 0x +0,0°
- Evolution Options



Render Queue: Comp 1

0:00:03:04 (00079 (25.00 fps))

#	Source Name	Mode	TrkMat	Parent
1	Pale Blue Solid 2	Normal		None

Timeline: 0:00s to 10s

Toggle Switches / Modes

Workspace: All Panels

Search Help

Preview

Info: R: 81, G: 81, B: 81, A: 255; X: 704, Y: 890

Audio: 0,0 to -24,0 dB

Effects & Presets: cell pattern

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

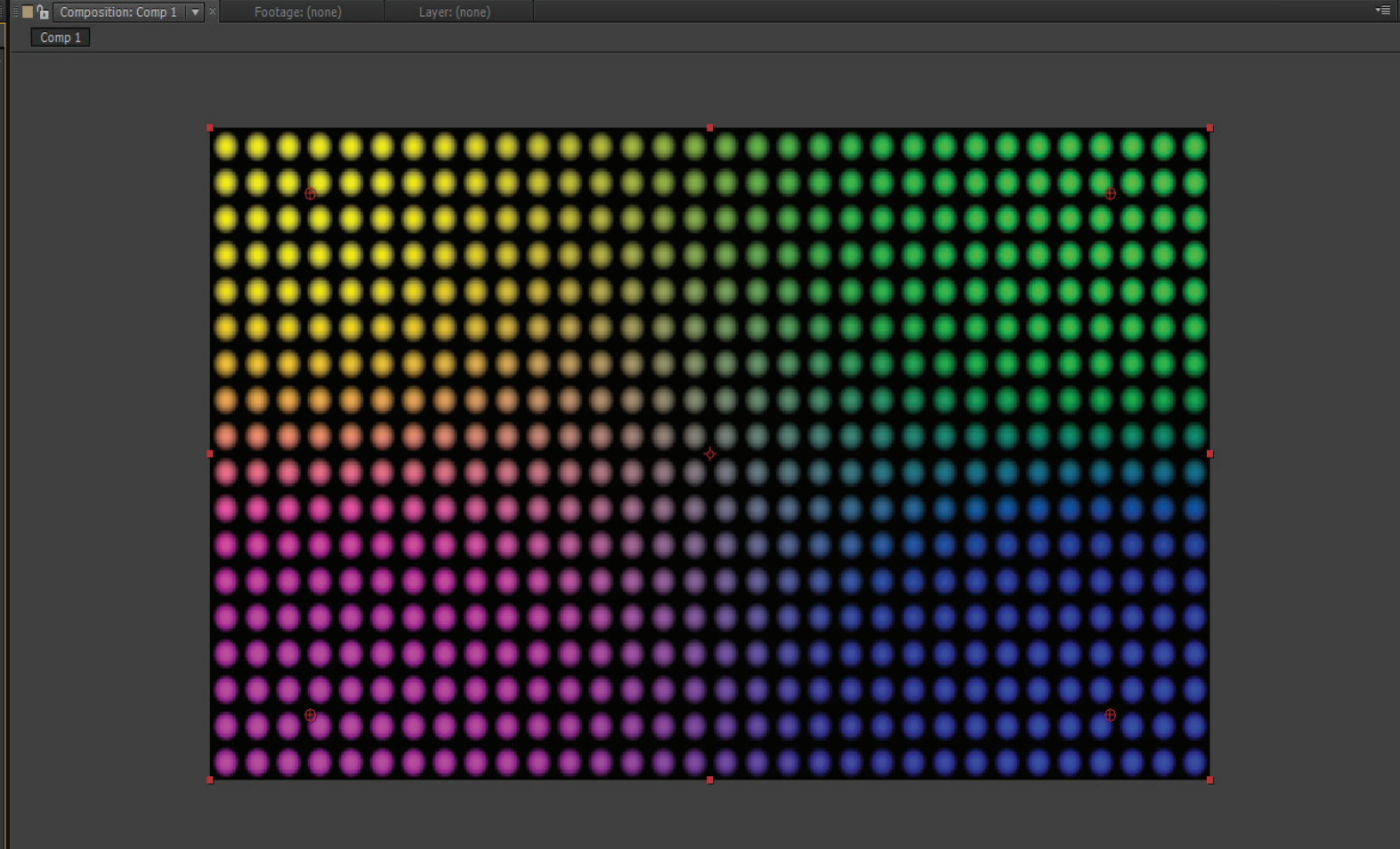
Cell Pattern [Reset](#) [About...](#)

- Cell Pattern: Bubbles
- Invert:
- Contrast: 700,00 (0,00 to 600,00)
- Overflow: Clip
- Disperse: 0,00
- Size: 60,0
- Offset: 960,0, 540,0
- Tiling Options
- Evolution: 0x +0,0°
- Evolution Options

4-Color Gradient [Reset](#) [About...](#)

Positions & Colors

- Point 1: 192,0, 108,0
- Color 1:
- Point 2: 1728,0, 108,0
- Color 2:
- Point 3: 192,0, 972,0
- Color 3:
- Point 4: 1728,0, 972,0
- Color 4:
- Blend: 100,0
- Jitter: 0,0%
- Opacity: 100,0%
- Blending Mode: Multiply



50% 0:00:03:04 Third Active Camera 1 View +0,0

Render Queue Comp 1

0:00:03:04 00079 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
1	Pale Blue Solid 2	Normal		None

Preview

Info

R: X: -190
G: Y: 1186
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

Effects & Presets

4

- Animation Presets
 - Image - Creative
 - Grayscale 4
 - Shapes
 - Sprites - Still
 - RayStar-4
 - Text
 - Miscellaneous
 - Hop Ski...A Jump 4
- Generate
 - 4-Color Gradient

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

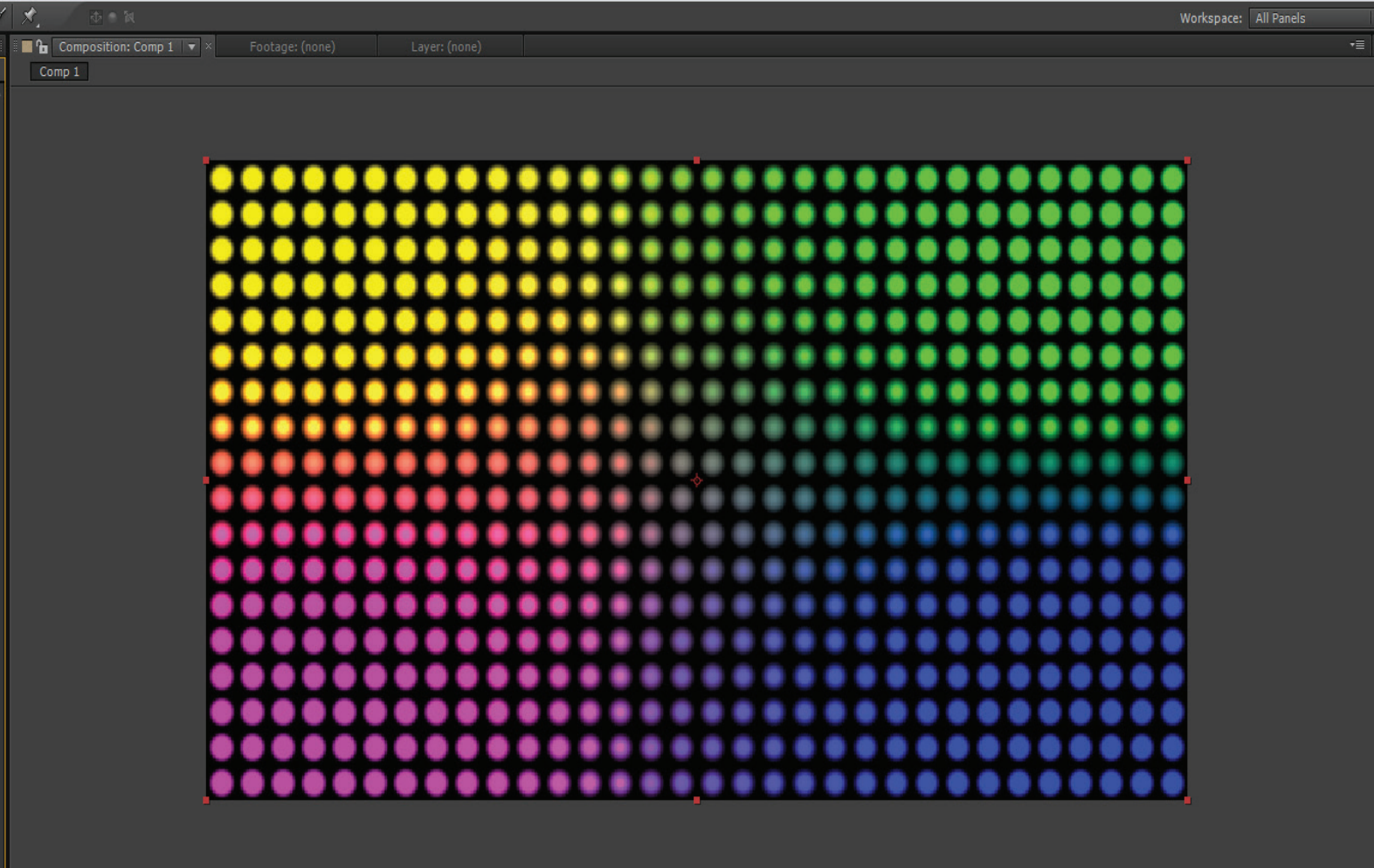
Paragraph

Character

Project: Effect Controls: Pale Blue Solid 2

Comp 1 • Pale Blue Solid 2

- Cell Pattern
 - Cell Pattern: Bubbles
 - Invert:
 - Contrast: 700,00
 - Overflow: Clip
 - Disperse: 0,00
 - Size: 60,0
 - Offset: 960,0,540,0
 - Evolution: 0x +0,0°
- 4-Color Gradient
 - Point 1: 192,0,108,0
 - Color 1: Yellow
 - Point 2: 1728,0,108,0
 - Color 2: Green
 - Point 3: 192,0,972,0
 - Color 3: Pink
 - Point 4: 1728,0,972,0
 - Color 4: Blue
 - Blend: 100,0
 - Jitter: 0,0%
 - Opacity: 100,0%
 - Blending Mode: Multiply
- Glow
 - Glow Based On: Color Channels
 - Glow Threshold: 60,0%
 - Glow Radius: 10,0
 - Glow Intensity: 1,0
 - 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: White
 - Color B: Black
 - Glow Dimensions: Horizontal and Vertical



Render Queue: Comp 1

0:00:03:04
00079 (25.00 fps)

Source Name	Mode	TrkMat	Parent
1 Pale Blue Solid 2	Normal		None

Timeline: 0:00s to 10s. Playhead at 0:03:04.

Workspace: All Panels

Search Help

Preview

Info: R: 19, G: 42, B: 79, A: 255. X: 1364, Y: 676

Audio: 0,0 dB to -48,0 dB

Effects & Presets: glo, Image - Creative, Dimension...ow+shadow, Stylize, Glow

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

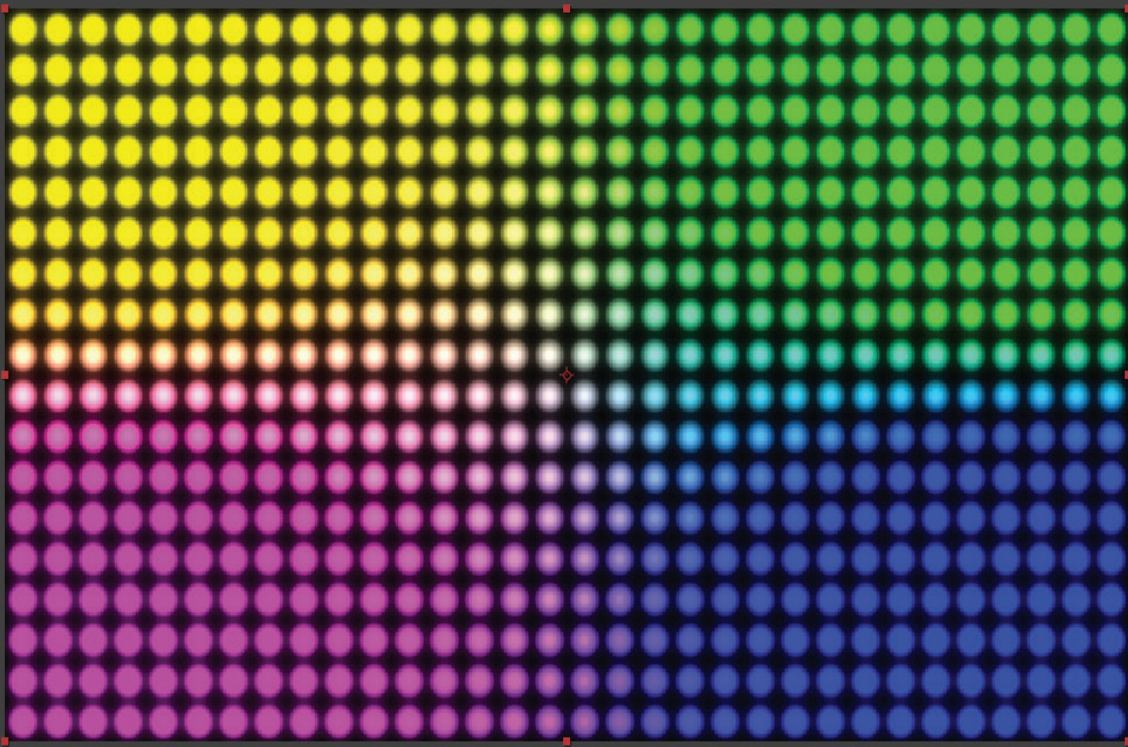
Character

Project: Effect Controls: Pale Blue Solid 2

Comp 1 • Pale Blue Solid 2

- Cell Pattern
 - Cell Pattern: Bubbles
 - Invert:
 - Contrast: 700,00
 - Overflow: Clip
 - Disperse: 0,00
 - Size: 60,0
 - Offset: 960,0,540,0
 - Evolution: 0x +0,0°
- 4-Color Gradient
 - Point 1: 192,0,108,0
 - Color 1: Yellow
 - Point 2: 1728,0,108,0
 - Color 2: Green
 - Point 3: 192,0,972,0
 - Color 3: Pink
 - Point 4: 1728,0,972,0
 - Color 4: Blue
 - Blend: 100,0
 - Jitter: 0,0%
 - Opacity: 100,0%
 - Blending Mode: Multiply
- Glow
 - Glow Based On: Color Channels
 - Glow Threshold: 32,5%
 - Glow Radius: 29,0
 - Glow Intensity: 1,0
 - 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: White
 - Color B: Black
 - Glow Dimensions: Horizontal and Vertical

Composition: Comp 1



Render Queue: Comp 1

0:00:03:04

Source Name	Mode	TrkMat	Parent
1 Pale Blue Solid 2	Normal		None

Workspace: All Panels

Search Help

Preview

Info

R: 0 X: 1464
G: 37 Y: 538
B: 34
A: 255

Audio

Effects & Presets

- Animation Presets
 - Image - Creative
 - Dimensi...ow+shadow
 - Stylize
 - Glow

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Obrazová příloha - vlastní archiv (Print Screen)