

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: Televizní šum

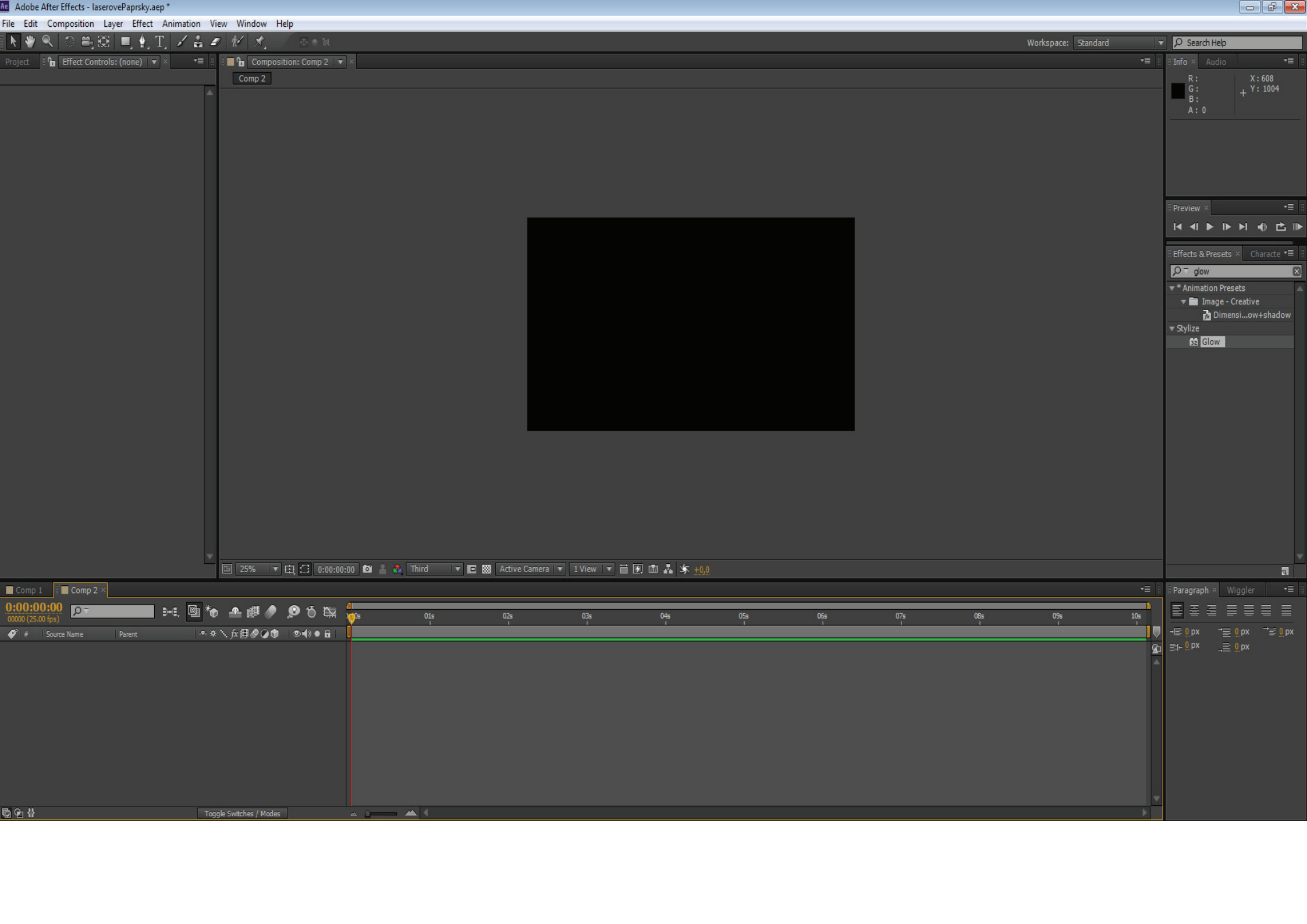
Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_2_17

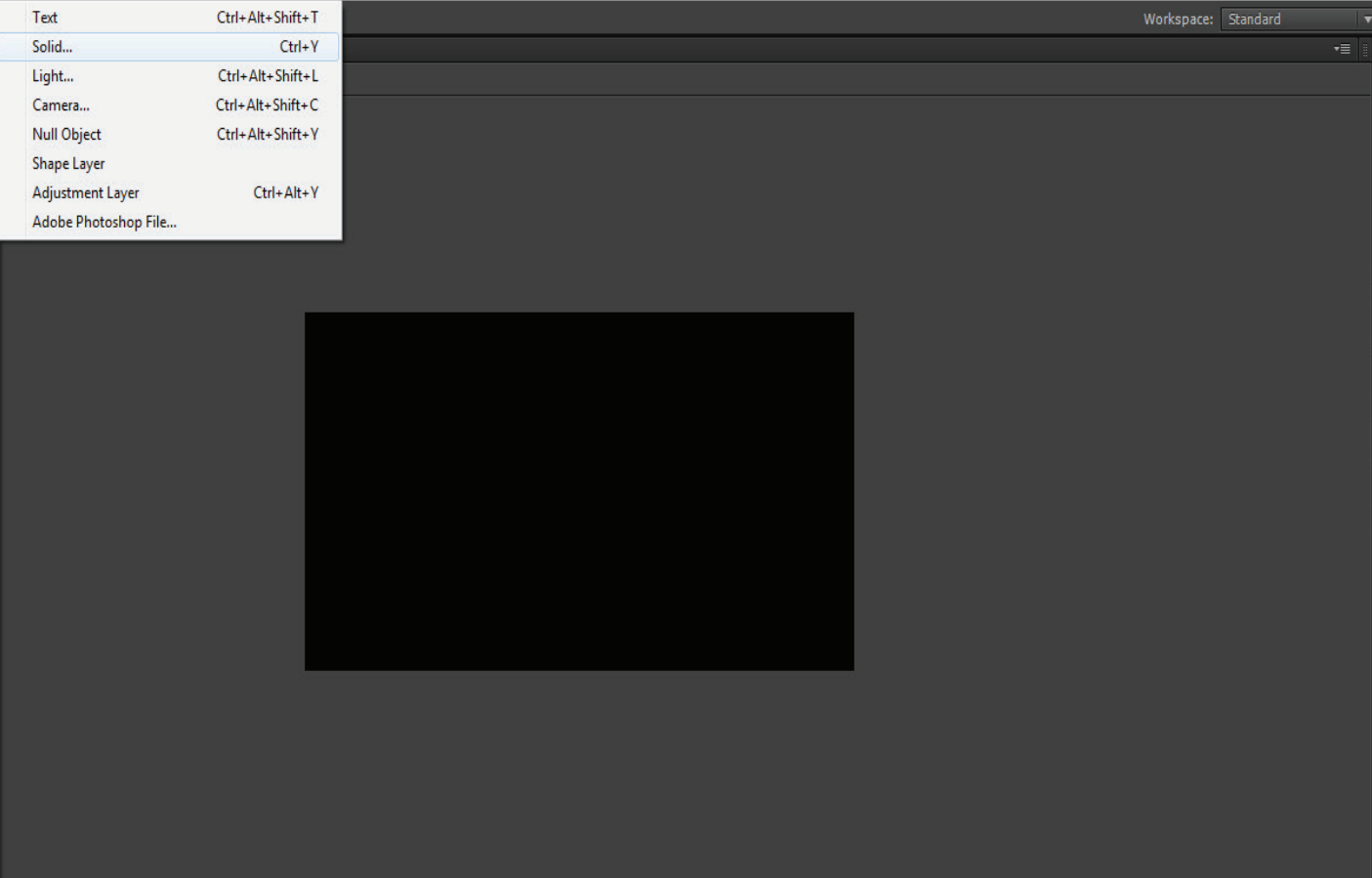


INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



- 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...



Info x Audio

R : X : -1516
 G : + Y : -392
 B :
 A : 0

Preview x

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Effects & Presets x Characte

glow

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

Comp 1 Comp 2

0:00:00:00
00000 (25.00 fps)

Source Name Parent

Third Active Camera 1 View +0,0

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

Paragraph x Wiggler

- 0 px 0 px 0 px
 - 0 px 0 px

R: X: -768
G: Y: -388
B: +
A: 0

Undo
New Solid

Preview
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Effects & Presets Character

glow

Animation Presets

Image - Creative

Dimensi...ow+shadow

Style

Glow

Paragraph Wiggler

- 0 px 0 px 0 px
- 0 px 0 px

Solid Settings

Name:

Size

Width: px

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

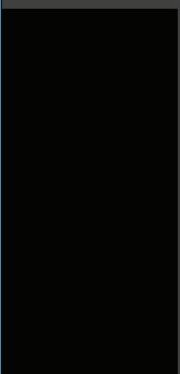
Units:

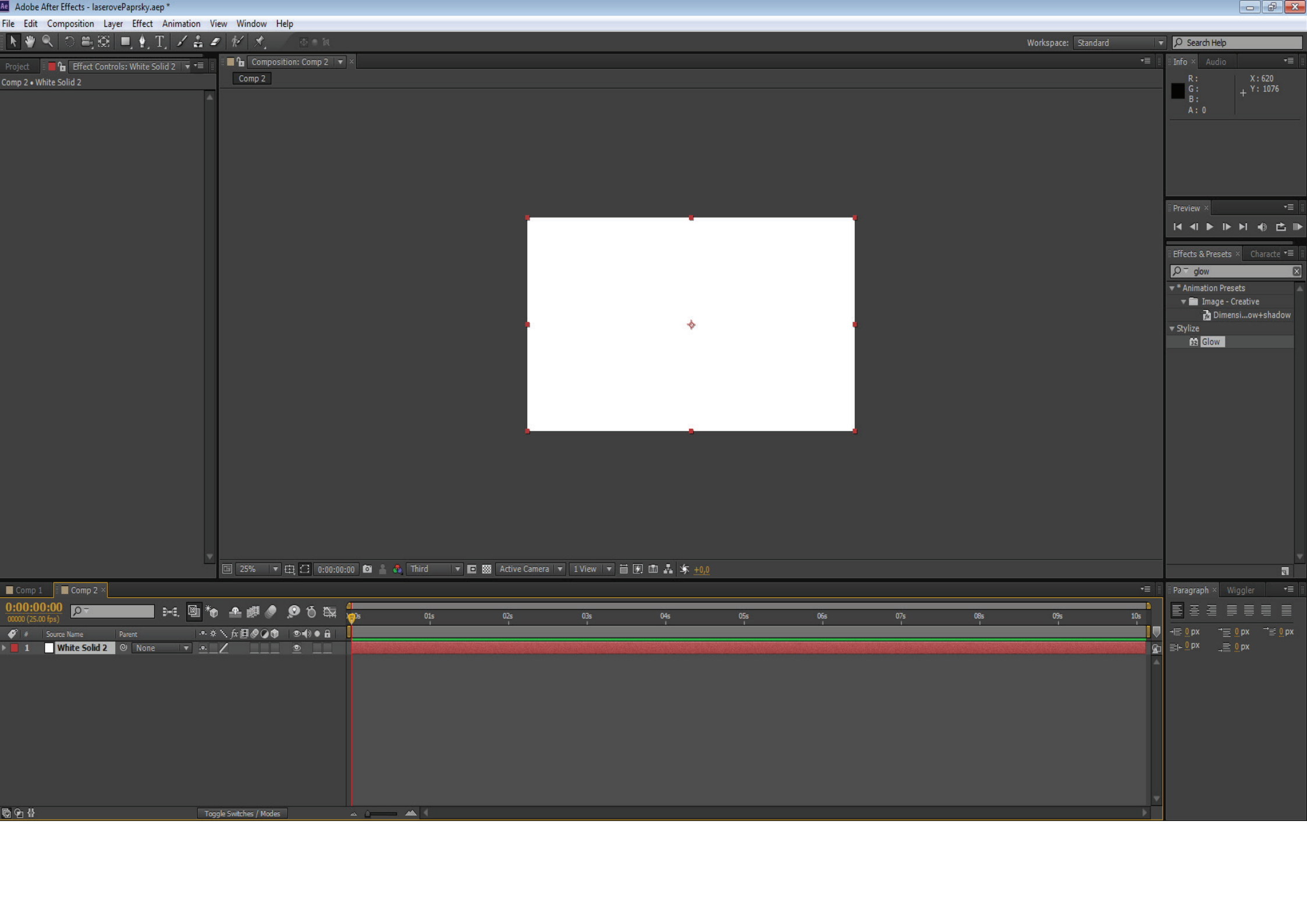
Pixel Aspect Ratio:

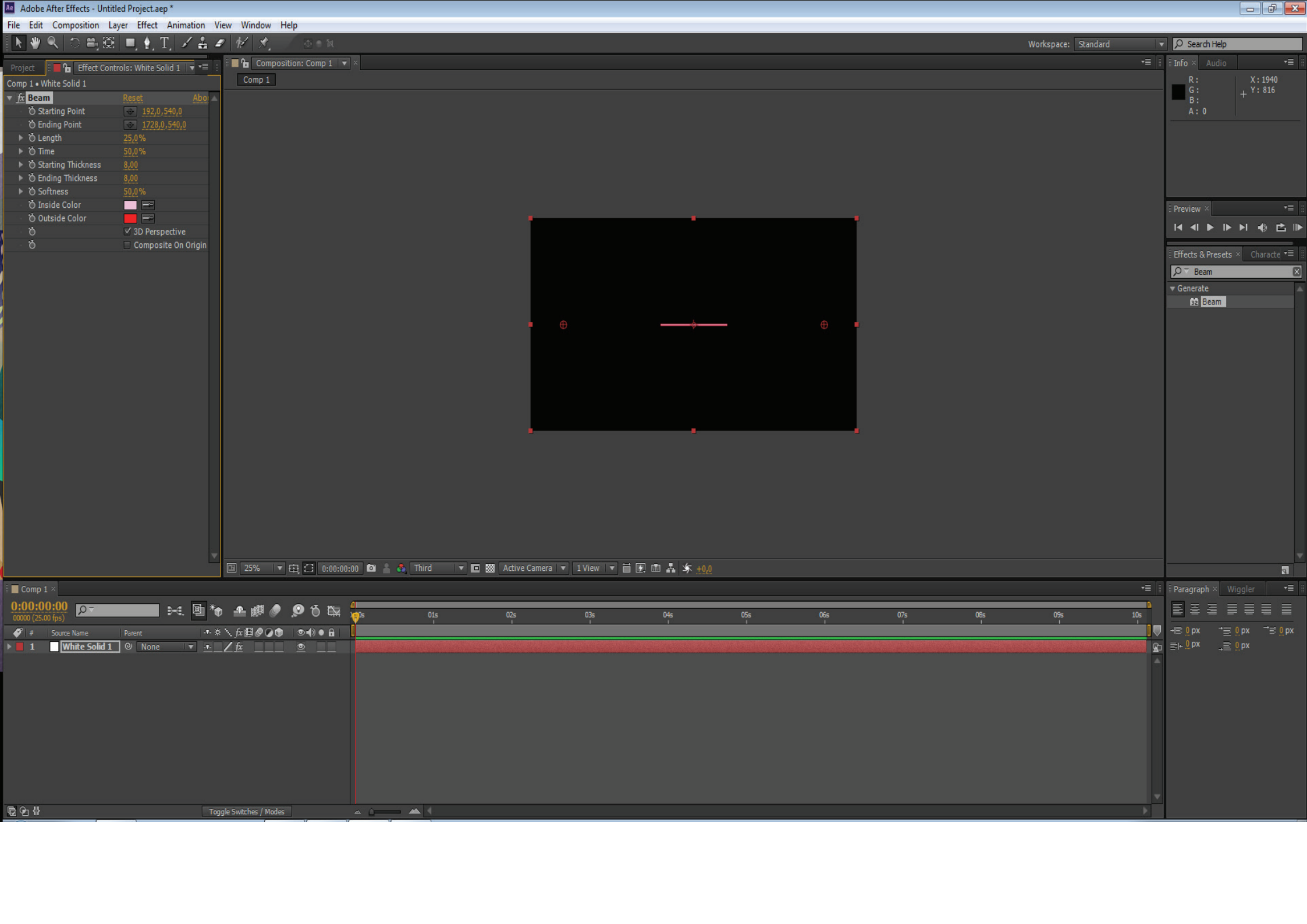
Width: 100.0 % of comp
Height: 100.0 % of comp
Frame Aspect Ratio: 16:9 (1.78)

Color

Preview







Workspace: Standard Search Help

Project: Effect Controls: White Solid 1

Composition: Comp 1

Comp 1 + White Solid 1

- Beam
 - Starting Point: -967,0,1424,0
 - Ending Point: 2388,0,44,0
 - Length: 25,0%
 - Time: 50,0%
 - Starting Thickness: 8,00
 - Ending Thickness: 8,00
 - Softness: 50,0%
 - Inside Color: [Color Picker]
 - Outside Color: [Color Picker]
 - 3D Perspective:
 - Composite On Origin:

Info: X: 208, Y: 1664

White Solid 1
Position: -967,0,1424,0
Δ: -96,0,424,0

Preview: [Play] [Stop] [Previous] [Next]

Effects & Presets: Beam

25% 0:00:00:00 Third Active Camera 1 View +0,0

Comp 1

0:00:00:00 00000 (25.00 fps)

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

Current Time Indicator

#	Source Name	Parent	Reset	fx
1	Beam		Reset	fx
1	Starting Point		-967,0,1424,0	
2	Ending Point		2388,0,44,0	
3	Length		25,0%	
4	Time		50,0%	
5	Starting Thickness		8,00	
6	Ending Thickness		8,00	
7	Softness		50,0%	
8	Inside Color		[Color Picker]	
9	Outside Color		[Color Picker]	
10	3D Perspective		On	
11	Composite On Origin		Off	

Paragraph Wiggler

0 px 0 px 0 px

0 px 0 px

Toggle Switches / Modes

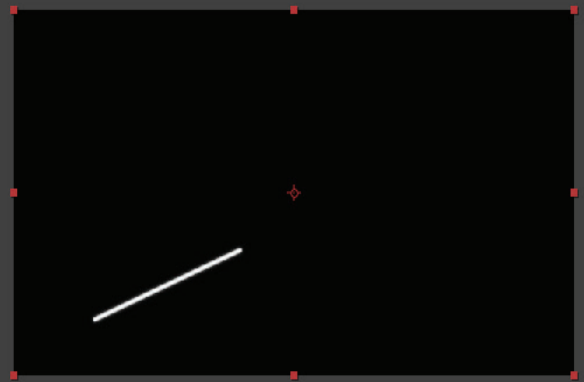
Workspace: Standard Search Help

Project: Effect Controls: White Solid 1

Comp 1 + White Solid 1

- fx Beam **Reset** **Abol**
 - Starting Point: -967,0,1424,0
 - Ending Point: 2388,0,44,0
 - Length: 15,0%
 - Time: 48,0%
 - Starting Thickness: 8,40
 - Ending Thickness: 9,00
 - Softness: 100,0%
 - Inside Color: [Color Picker]
 - Outside Color: [Color Picker]
 - 3D Perspective
 - Composite On Origin
- fx Glow **Reset** **Options...** **Abol**
 - 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: [Color Picker]
 - Color B: [Color Picker]
 - Glow Dimensions: Horizontal and Vertical

Comp 1



25% 0:00:00:00 Third Active Camera 1 View +0,0

Comp 1 x

0:00:00:00 00000 (25.00 fps)

#	Source Name	Parent	FX	Timeline
1	Beam		Reset fx	
1	Starting...int		-967,0,1424,0	
1	Ending ...t		2388,0,44,0	
1	Length		15,0%	
1	Time		48,0%	
1	Startin...ess		8,40	
1	Ending ...ss		9,00	
1	Softness		100,0%	
1	Inside Color		[Color Picker]	
1	Outside Color		[Color Picker]	
1	3D Perspective		On	
1	Composi...inal		Off	

Toggle Switches / Modes

Paragraph Wiggler

- 0 px
- 0 px
- 0 px

Project Effect Controls: White Solid 1

Composition: Comp 1

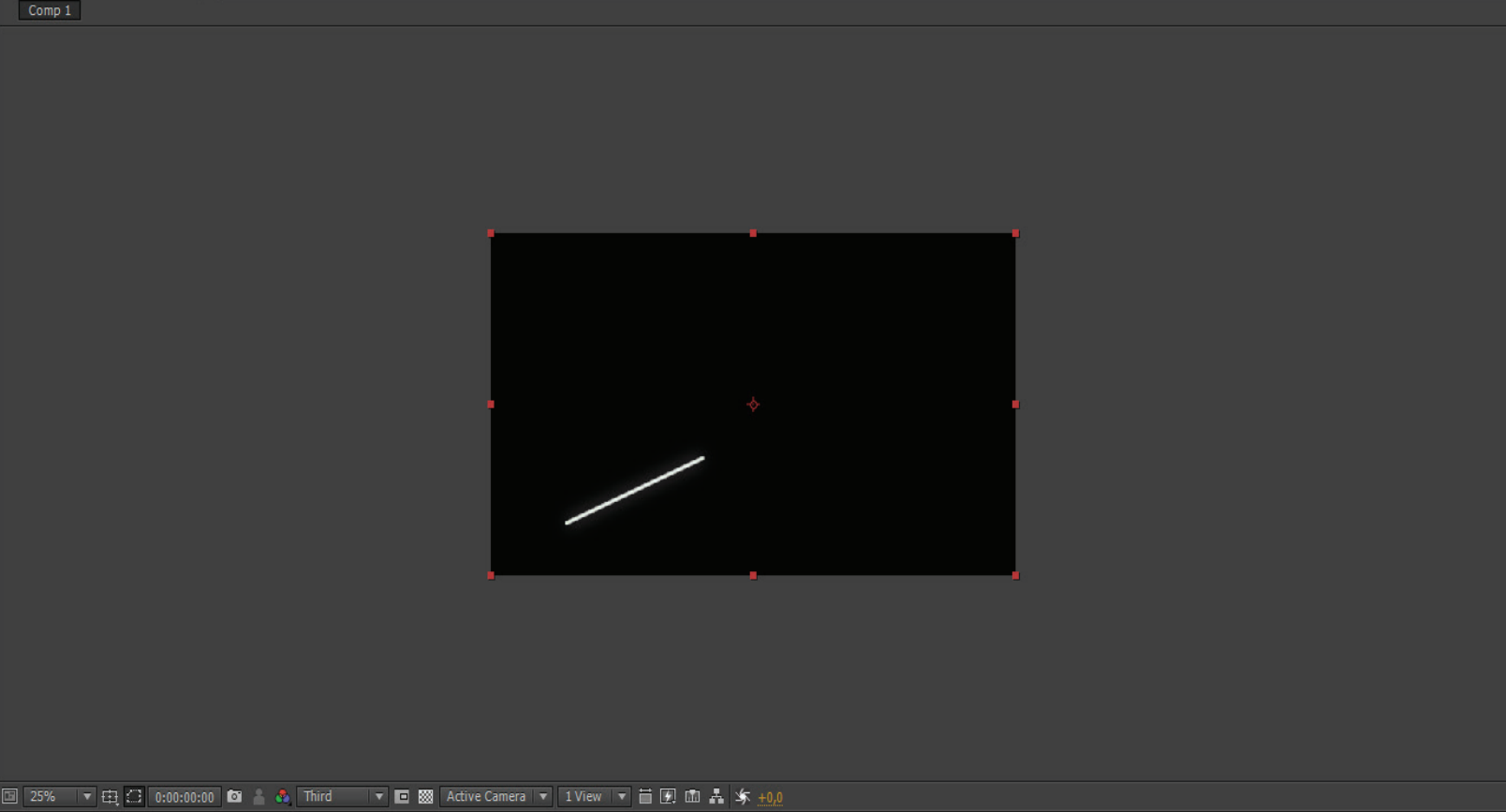
Comp 1 • White Solid 1

fx Beam Reset Abol

- Starting Point: -967,0, 1424,0
- Ending Point: 2388,0, 44,0
- Length: 15,0%
- Time: 48,0%
- Starting Thickness: 8,40
- Ending Thickness: 9,00
- Softness: 100,0%
- Inside Color: Color swatch
- Outside Color: Color swatch
- 3D Perspective
- Composite On Origin

fx Glow Reset Options... Abol

- Glow Based On: Color Channels
- Glow Threshold: 72,2%
- Glow Radius: 72,0
- Glow Intensity: 1,3
- Composite Original: Behind
- Glow Operation: Add
- Glow Colors: Original Colors
- Color Looping: Triangle A>B>A
- Color Loops: 1,0
- Color Phase: 0x +23,0°
- A & B Midpoint: 50%
- Color A: Color swatch
- Color B: Color swatch
- Glow Dimensions: Horizontal and Vertical



Info × Audio

R: X: 1296
G: + Y: 1008
B:
A: 0

Preview ×

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Effects & Presets × Character

Search: glow

- Animation Presets
 - Image - Creative
 - Dimensional Glow + shadow
- Stylize
 - Glow

Comp 1 ×

0:00:00:00 00000 (25.00 fps)

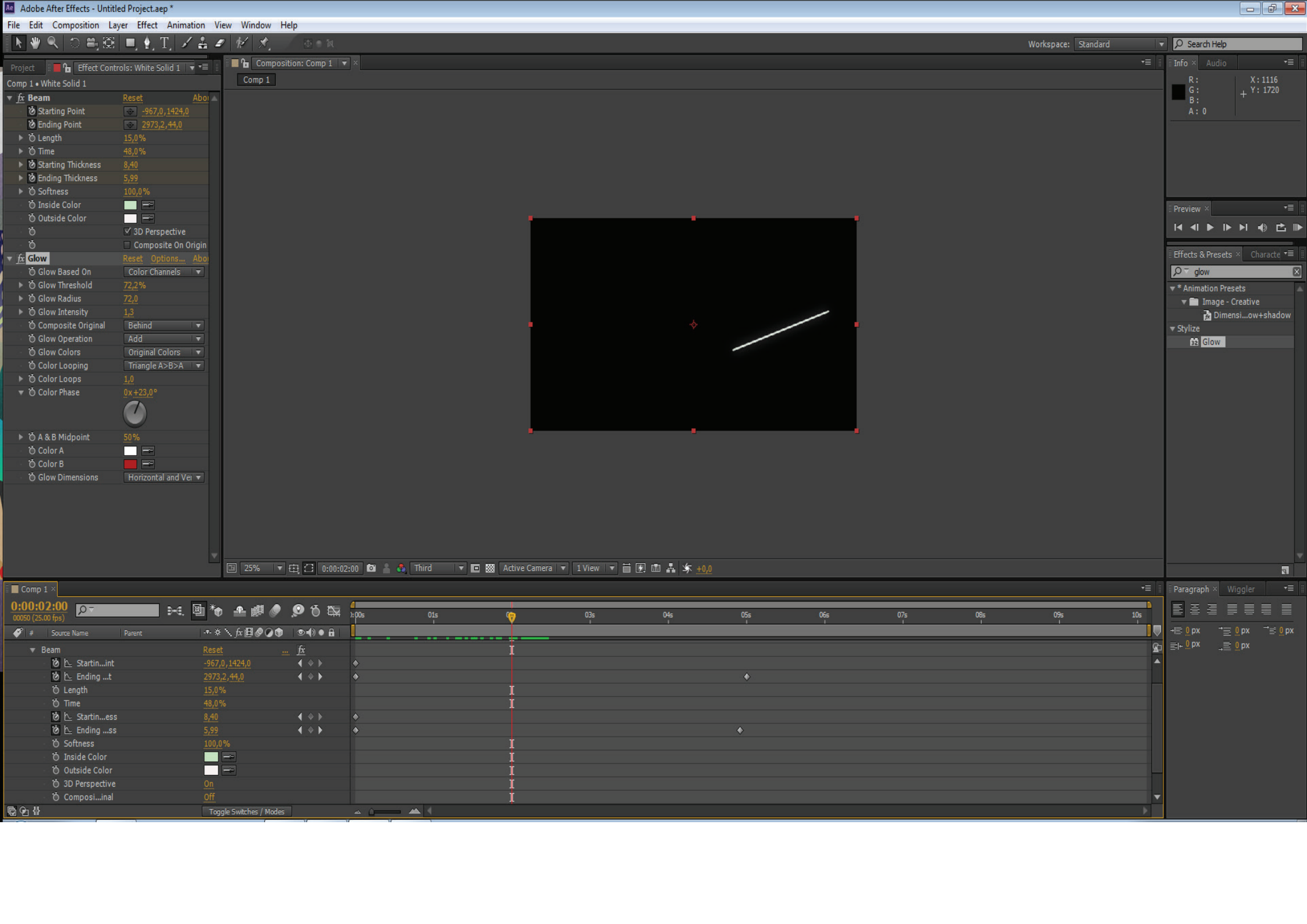
Timeline: 00s 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

#	Source Name	Parent	FX	Value	Timeline
1	Beam		Reset	fx	
1	Starting Point			-967,0, 1424,0	
2	Ending Point			2388,0, 44,0	
3	Length			15,0%	
4	Time			48,0%	
5	Starting Thickness			8,40	
6	Ending Thickness			9,00	
7	Softness			100,0%	
8	Inside Color			Color swatch	
9	Outside Color			Color swatch	
10	3D Perspective			On	
11	Composite Original			Off	

Paragraph × Wiggler

Paragraph Wiggler

Left: 0 px Right: 0 px Top: 0 px Bottom: 0 px



Obrazová příloha - vlastní archiv (Print Screen)