

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: Voda - pokračování

Ročník: 2.ročník

Jméno autora: Mgr. Adéla Wiederlechnerová

Číslo šablony: VY_32_INOVACE_WIE_MTT.2_3_1



evropský
sociální
fond v ČR



EVROPSKÁ UNIE

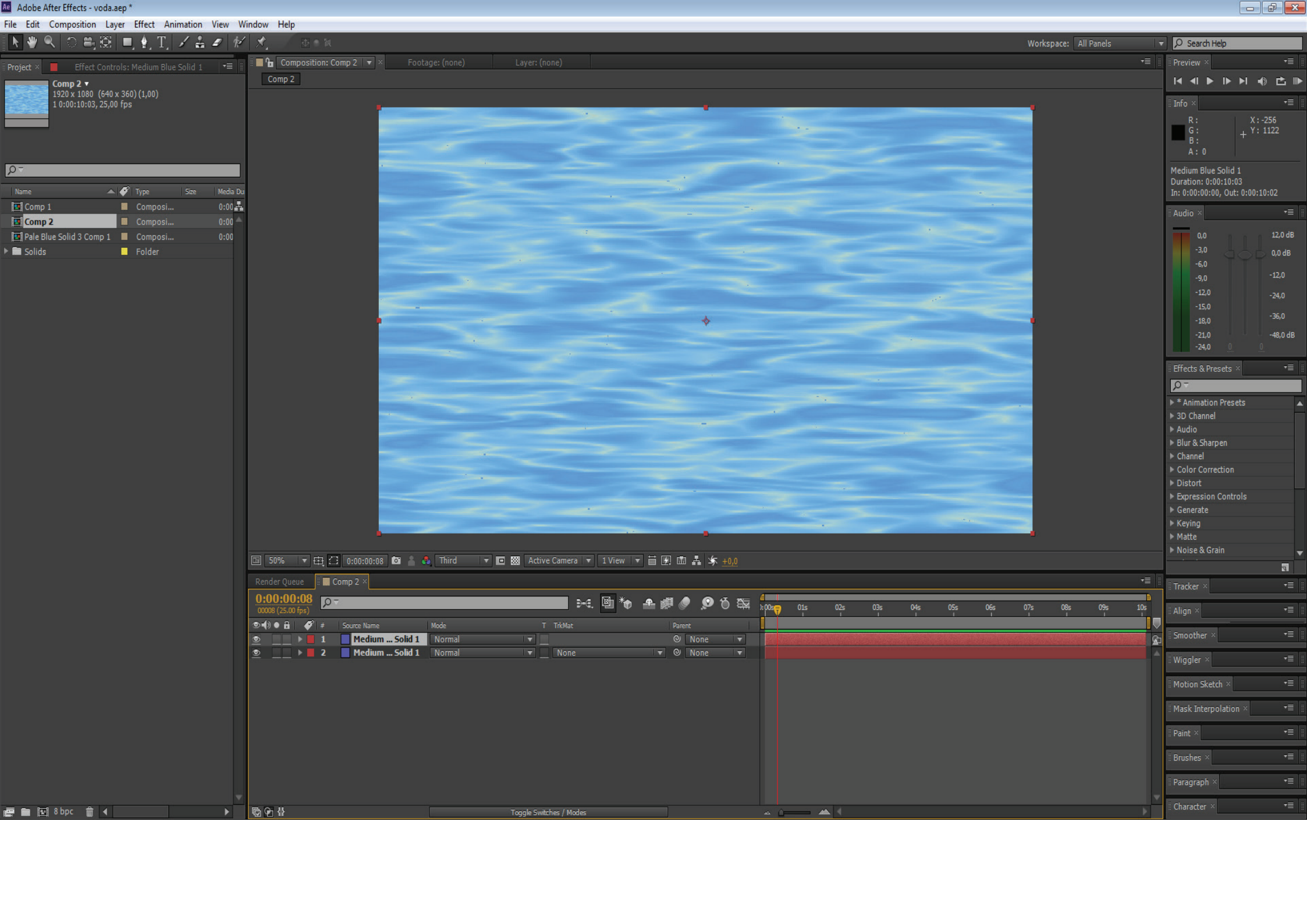


MINISTERSTVO ŠKOLSTVÍ,
MLÁDEŽE A TĚLOVÝCHOVY



OP Vzdělávání
pro konkurenceschopnost

INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

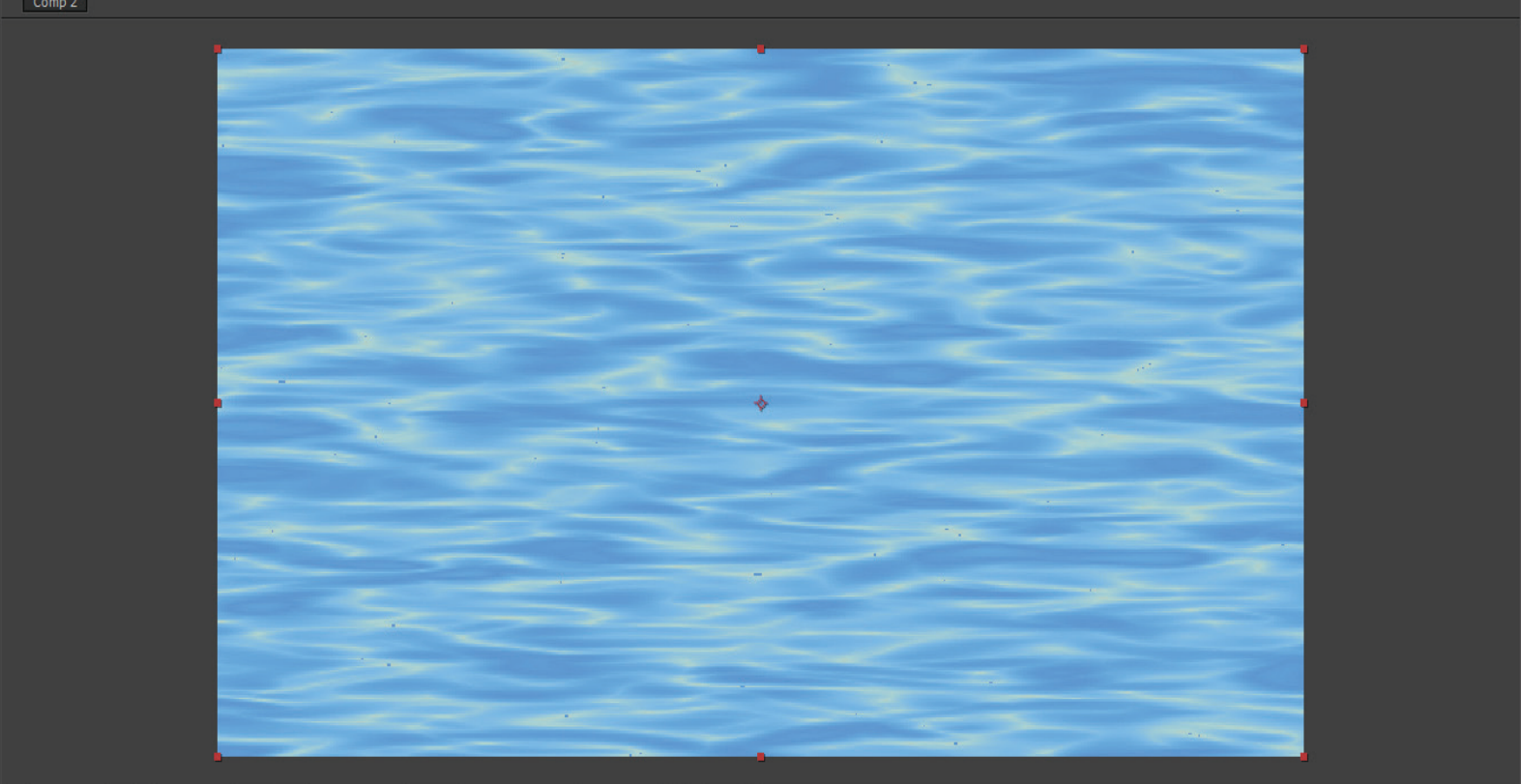


Project x Effect Controls: Medium Blue Solid 1

Composition: Comp 2 Footage: (none) Layer: (none)

Preview x

Comp 2 ▾
 1920 x 1080 (640 x 360) (1,00)
 10:00:10:03, 25,00 fps



Info x

R : X : -256
 G : + Y : 1122
 B :
 A : 0

Medium Blue Solid 1
 Duration: 0:00:10:03
 In: 0:00:00:00, Out: 0:00:10:02

Audio x

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

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

50% 0:00:00:08 Third Active Camera 1 View +0,0

Render Queue x Comp 2 x

0:00:00:08 00008 (25.00 fps)

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

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

Project

Effect Controls: Medium Blue Solid 1

Comp 2
1920 x 1080 (640 x 360) (1,00)
10:00:10:03, 25,00 fps

Name	Type	Size	Media Du
Comp 1	Composi...	0:00	
Comp 2	Composi...	0:00	
Pale Blue Solid 3 Comp 1	Composi...	0:00	
Solids	Folder		

Render Queue

0:00:00:08
00008 (25.00 fps)

#	Source Name	Normal
1	Medium ... Solid 1	Normal
2	Medium ... Solid 1	Normal

Composition: Comp 2

Footage: (none)

Layer: (none)

Comp 2

- Normal
- Dissolve
- Dancing Dissolve
- Darken
- Multiply
- Color Burn
- Classic Color Burn
- Linear Burn
- Darker Color
- Add
- Lighten
- Screen
- Color Dodge
- Classic Color Dodge
- Linear Dodge
- Lighter Color
- Overlay
- Soft Light
- Hard Light
- Linear Light
- Vivid Light
- Pin Light
- Hard Mix
- Difference
- Classic Difference
- Exclusion
- Subtract
- Divide
- Hue
- Saturation
- Color
- Luminosity
- Stencil Alpha
- Stencil Luma
- Silhouette Alpha
- Silhouette Luma
- Alpha Add
- Luminescent Premul

50%

0:00:00:08

Third

1 View

+0,0

Parent

None

None

0:00s 01s 02s 03s 04s 05s 06s 07s 08s 09s 10s

Preview

Info

R : X : -256
G : + Y : 1122
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

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

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Project x Effect Controls: Medium Blue Solid 1

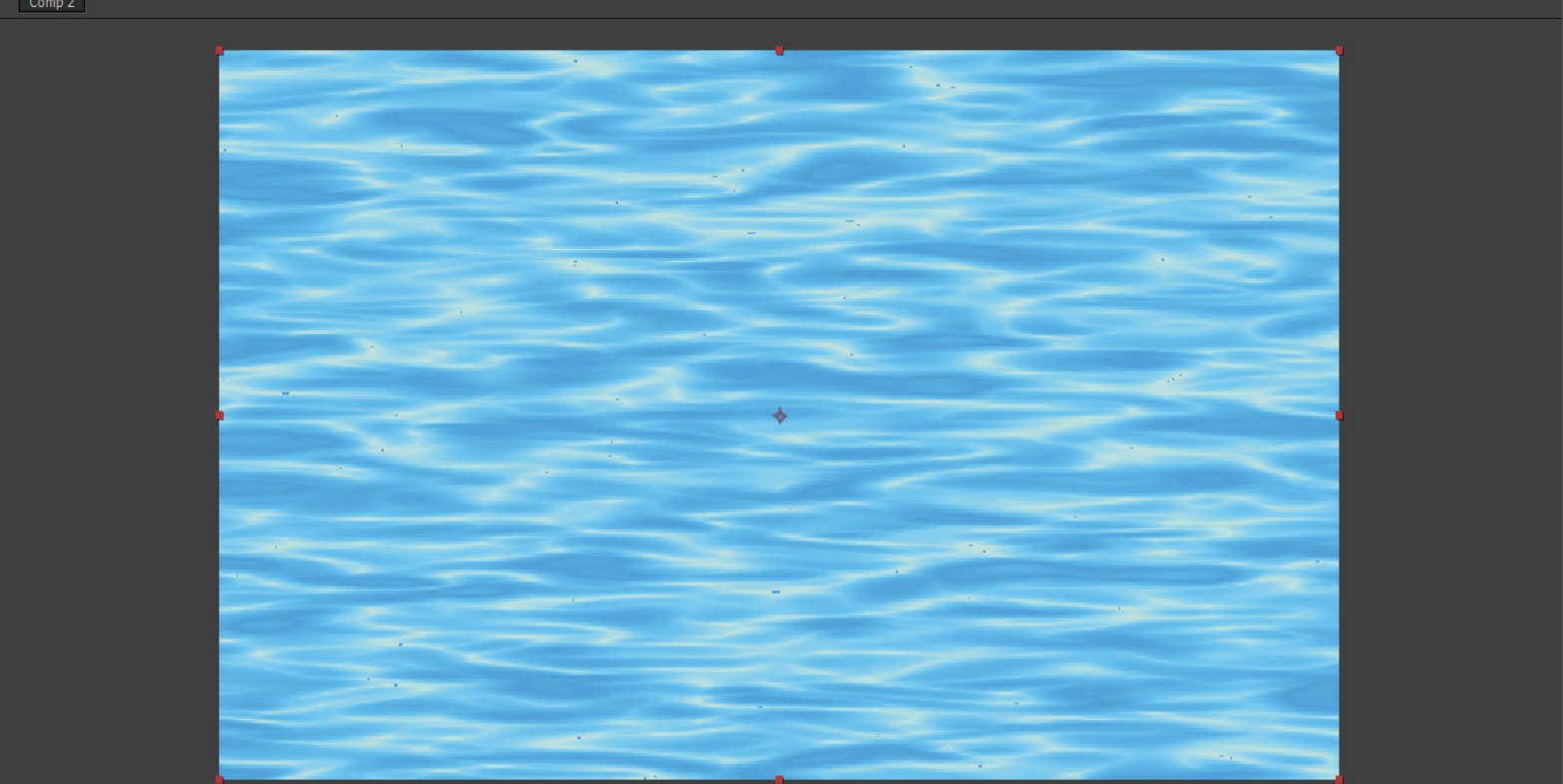
Composition: Comp 2

Footage: (none)

Layer: (none)

Preview

Comp 2 ▾
 1920 x 1080 (640 x 360) (1,00)
 1 0:00:10:03, 25,00 fps



Info

R : 121 X : 460
 G : 201 + Y : 1074
 B : 239
 A : 255

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
- 3D Channel
- Audio
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- Channel
- Color Correction
- Distort
- Expression Controls
- Generate
- Keying
- Matte
- Noise & Grain

50% 0:00:00:08 Third Active Camera 1 View +0,0

Render Queue

0:00:00:08
 00008 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
1	Medium ... Solid 1	Soft Light		None
2	Medium ... Solid 1	Normal	None	None

Timeline window showing a red bar at 0:00:00:08. The timeline has a scale from 0s to 10s with markers every 1s. A red bar is positioned at the 8-second mark, extending from 0:00:00:08 to 0:00:00:09. The bar is currently selected, and a yellow playhead is visible at the 8-second mark.

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

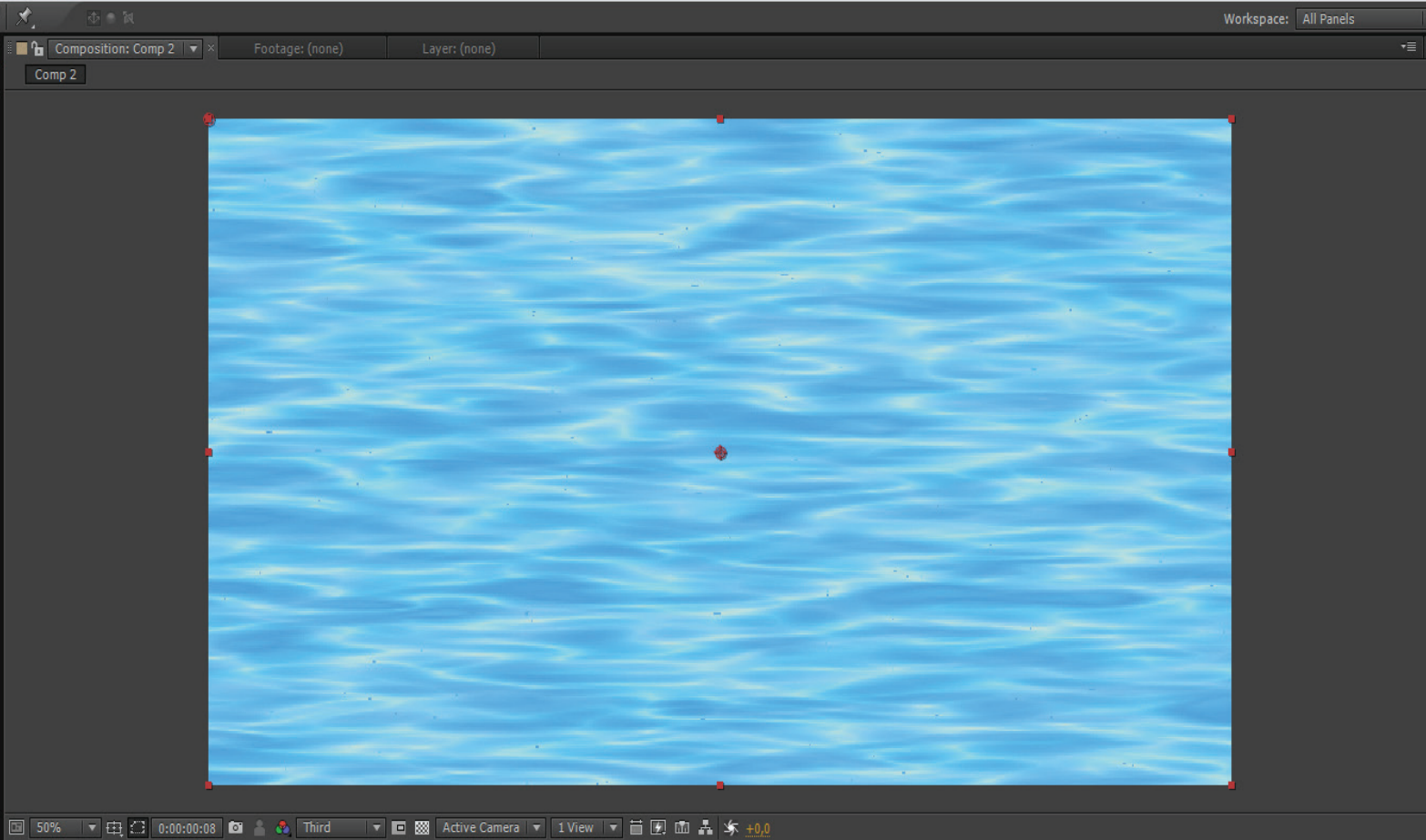
Character

Project: Effect Controls: Medium Blue Solid 1

Comp 2 • Medium Blue Solid 1

Fractal Noise [Reset](#) [About...](#)

- Fractal Type: Smeary
- Noise Type: Spline
- Invert
- Contrast: 130,0
- Brightness: 71,0
- Overflow: Wrap Back
- Transform
- Complexity: 1,9
- Sub Settings
- Evolution: 0x +0,0°
- Evolution Options
 - Cycle Evolution
 - Cycle (in Revolutions): 1
 - Random Seed: 350
 - Opacity: 100,0%
 - Blending Mode: Normal
- Colorama** [Reset](#) [About...](#)
 - Input Phase
 - Output Cycle
 - Modify
 - Pixel Selection
 - Masking
 - Composite Over Layer
 - Blend With Original: 0%
- Hue/Saturation** [Reset](#) [About...](#)
 - Channel Control: Master
 - Channel Range
 - Master Hue: 0x -22,0°
 - Master Saturation: 0
 - Master Lightness: 0
 - Colorize
 - Colorize Hue: 0x +0,0°
 - Colorize Saturation: 25
 - Colorize Lightness: 0



Render Queue: Comp 2

0:00:00:08 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
1	Fractal Noise	Reset		
	Fractal Type	Smeary		
	Noise Type	Spline		
	Invert	On		
	Contrast	130,0		
	Brightness	71,0		
	Overflow	Wrap Back		
	Transform			
	Complexity	1,9		
	Sub Settings			
	Evolution	0x +0,0°		
	Evolution Options			
	Opacity	100,0%		

Timeline: 0:00:00:08 (25.00 fps)

Timeline controls: 50% zoom, 0:00:00:08 timecode, Third camera, Active Camera, 1 View, +0,0 speed.

Workspace: All Panels

Search Help

Preview

Info

R: X: -368
G: + Y: 1078
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

- * Animation Presets
- 3D Channel
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- Matte
- Noise & Grain

Tracker

Align

Smoother

Wiggler

Motion Sketch

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Paint

Brushes

Paragraph

Character

Comp 2 • Medium Blue Solid 1

Fractal Noise [Reset](#) [About...](#)

- Fractal Type: Smeary
- Noise Type: Spline
- Invert
- Contrast: 130,0
- Brightness: 71,0
- Overflow: Wrap Back
- Transform
- Complexity: 1,9
- Sub Settings
- Evolution: 0x +0,0°

Evolution Options

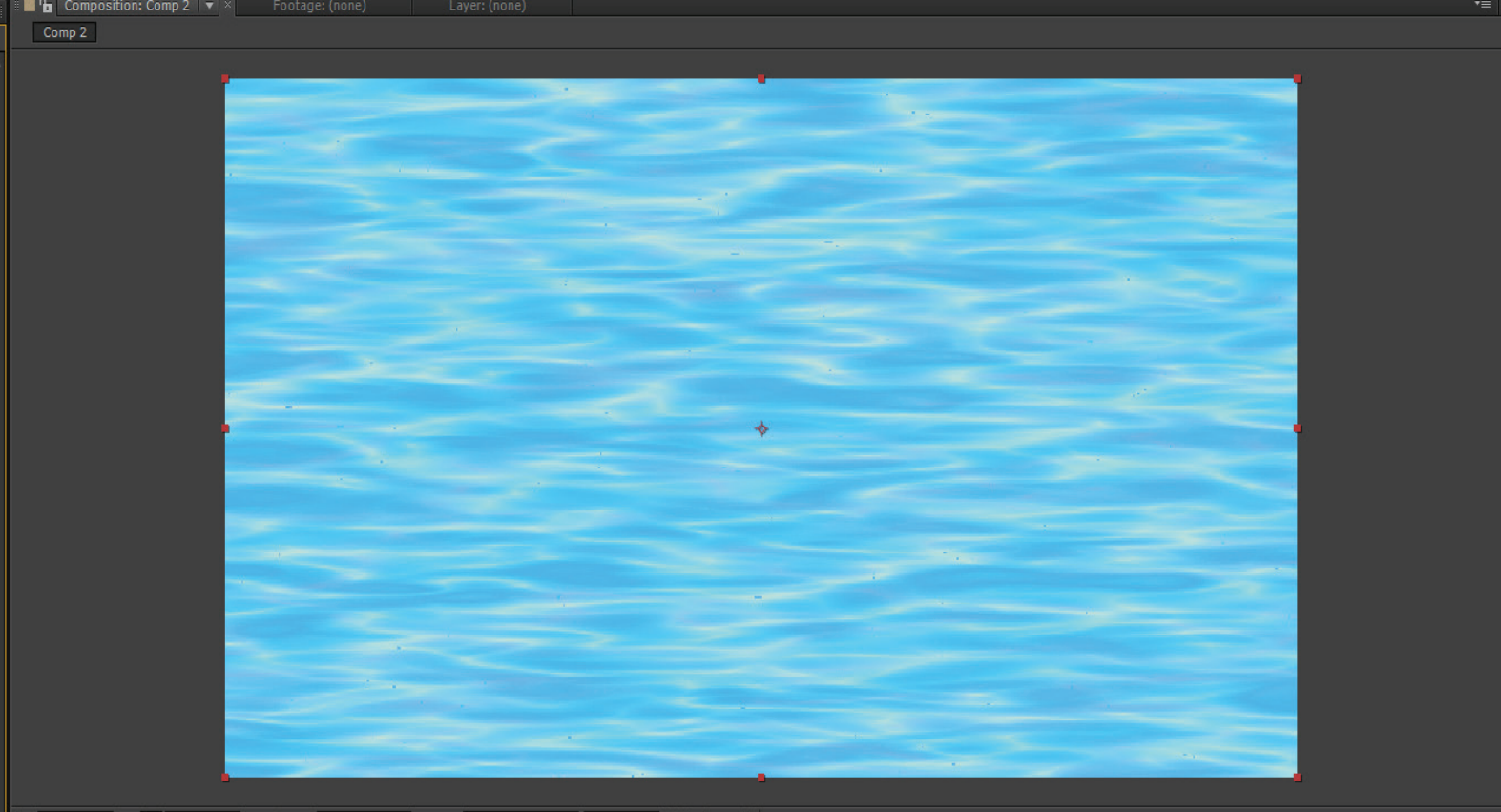
- Cycle Evolution
- Cycle (in Revolutions): 1
- Random Seed: 350
- Opacity: 100,0%
- Blending Mode: Normal

Colorama [Reset](#) [About...](#)

- Input Phase
- Output Cycle
- Modify
- Pixel Selection
- Masking
- Composite Over Layer
- Blend With Original: 0%

Hue/Saturation [Reset](#) [About...](#)

- Channel Control: Master
- Channel Range
- Master Hue: 0x -38,0°
- Master Saturation: 0
- Master Lightness: 0
- Colorize
- Colorize Hue: 0x +0,0°
- Colorize Saturation: 25
- Colorize Lightness: 0



Render Queue: Comp 2

0:00:00:08
00008 (25.00 fps)

#	Source Name	Mode	TrkMat	Parent
fx	Fractal Noise	Reset About...		
	Fractal Type	Smeary		
	Noise Type	Spline		
	Invert	<input checked="" type="checkbox"/> On		
	Contrast	130,0		
	Brightness	71,0		
	Overflow	Wrap Back		
	Transform			
	Complexity	1,9		
	Sub Settings			
	Evolution	0x +0,0°		
	Evolution Options			
	Opacity	100,0%		

Toggle Switches / Modes

Preview

Info

R: 134 X: 246
G: 206 + Y: 962
B: 236
A: 255

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
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- Noise & Grain

Tracker

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Character

Obrazová příloha - vlastní archiv (Print Screen)