

# 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:** Vitráž - světlo

**Ročník:** 2.ročník

**Jméno autora:** Mgr. Adéla Wiederlechnerová

**Číslo šablony:** VY\_32\_INOVACE\_WIE\_MTT.2\_3\_4



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

**Light Settings**

Name:

Settings

Light Type:

Color:

Intensity:

Cone Angle:

Cone Feather:

Falloff:

Radius:

Falloff Distance:

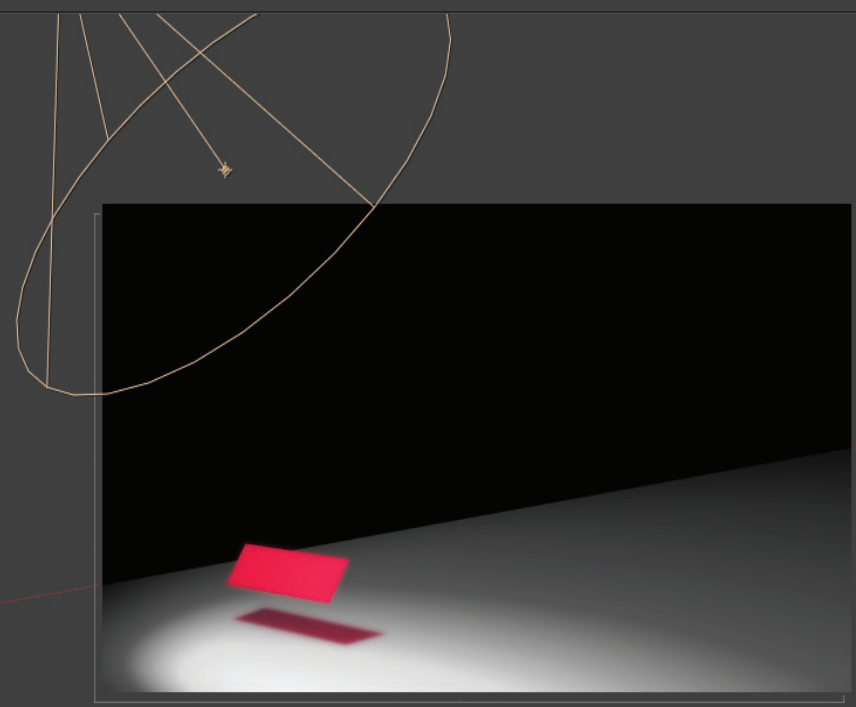
Casts Shadows

Shadow Darkness:

Shadow Diffusion:

Note: Shadows are only cast from layers with 'Cast Shadows' enabled to layers with 'Accepts Shadows' enabled.

Preview



Preview

Info

R : X : -740  
G : Y : 20  
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

write

- \* Animation Presets
  - Text
    - Animate In
      - Typewriter
- Generate
  - Write-on

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

#	Layer Name	Parent
1	[Adjustment Layer 1]	None
2	Světlo 1	None
3	Kamera 1	None
4	[White Solid 1]	None
5	[Magenta-Red Solid 1]	None

Timeline

00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f

Effect Controls: Kamera 1

Project

Kompozice 1 • Kamera 1

Composition: Kompozice 1

Layer: Adjustment Layer 1

Kompozice 1

Top

Active Camera

Renderer: Classic3D

Preview

Info

R : X : -4800  
G : + Y : 4352  
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

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Paragraph

Character

Camera Settings

Type: Two-Node Camera

Name: Kamera 1

Preset: 80mm

Film Size: 36,00 mm

Zoom: 1003,46 mm

Angle of View: 25,36 °

Comp Size 451,56 mm

Focal Length: 80,00 mm

Focus Distance: 1003,46 mm

Enable Depth of Field

Lock to Zoom

Aperture: 14,29 mm

F-Stop: 5,6

Blur Level: 100,0 %

Units: millimeters

Measure Film Size: Horizontally

Preview

OK Cancel

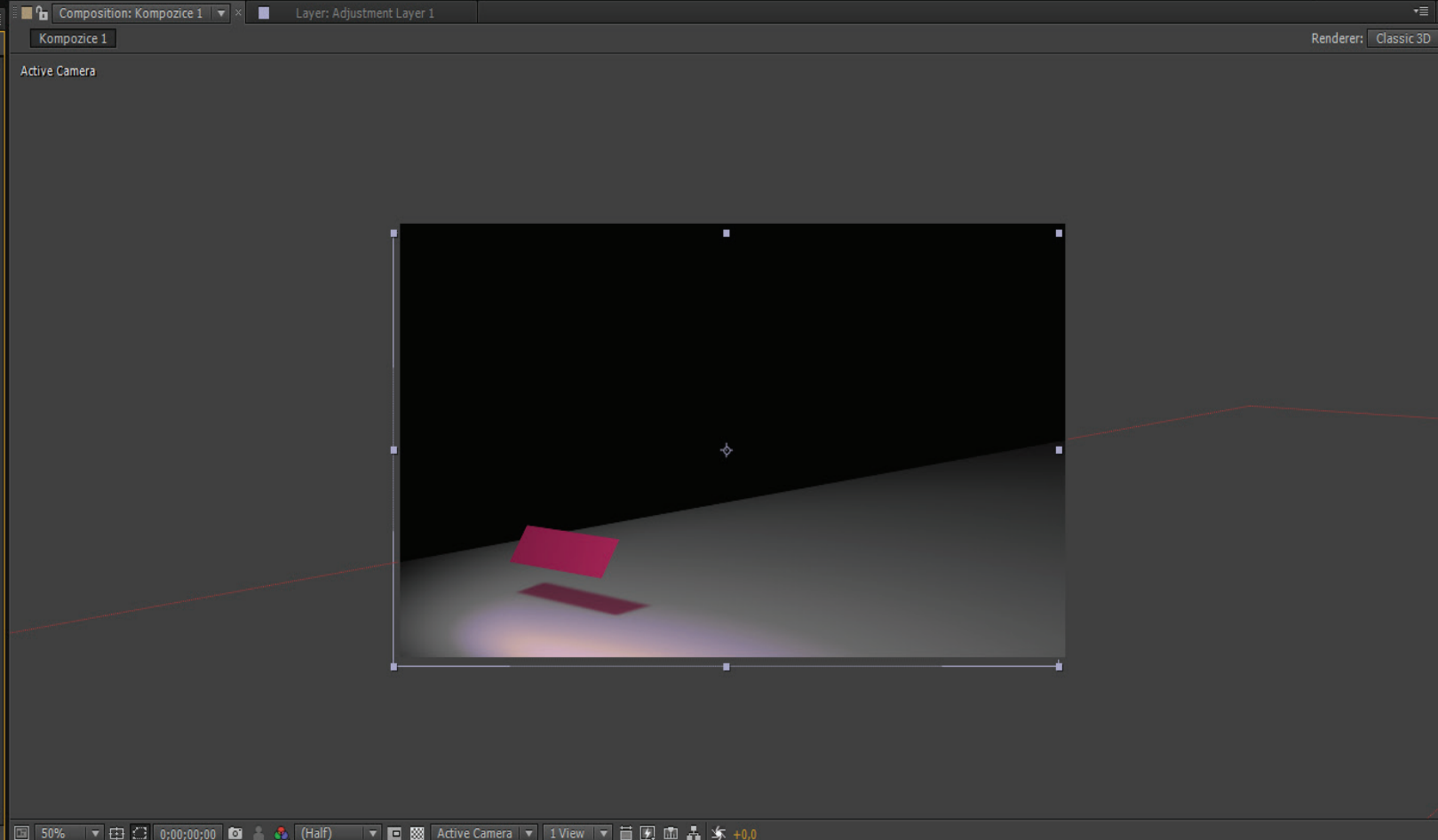
Active Camera | 2 Views

00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f

Effect Controls: Adjustment Layer 1

Kompozice 1 • Adjustment Layer 1

- Glow**
  - Glow Based On: Color Channels
  - Glow Threshold: 47,1% (0,0% to 100,0%)
  - Glow Radius: 9,0 (0,0 to 100,0)
  - Glow Intensity: 0,4 (0,0 to 4,0)
  - Composite Original: Behind
  - Glow Operation: Add
  - Glow Colors: A & B Colors
  - Color Looping: Triangle B>A>B
  - Color Loops: 1,0
  - Color Phase: 0x +55,0°
  - A & B Midpoint: 50%
  - Color A: [Color Picker]
  - Color B: [Color Picker]
  - Glow Dimensions: Horizontal and Vertical



Preview

Info

R: X: -744  
G: Y: 480  
B:  
A: 0

[Adjustment Layer 1]  
Duration: 0:00:06:08  
In: 0:00:00:00, Out: 0:00:06:07

Audio

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

Effects & Presets

write

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Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

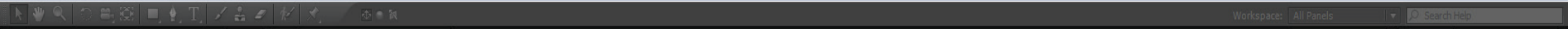
Render Queue Kompozice 1

0:00:00:00  
00000 (29.97 fps)

Layer Name	Parent
1 [Adjustment Layer 1]	None
2 Světlo 1	None
3 Kamera 1	None
4 [White Solid 1]	None
5 [Magenta-Red Solid 1]	None

Toggle Switches / Modes

00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f



Effect Controls: Lime Green Solid 1 | Composition: Kompozice 1 | Kompozice 1 | Workspace: All Panels | Search Help

Kompozice 1 • Lime Green Solid 1 | Active Camera | Preview | Classic3D

**Solid Settings**

Name:

Size

Width:  px

Height:  px

Lock Aspect Ratio to 101:25 (4,04)

Units:

Pixel Aspect Ratio:

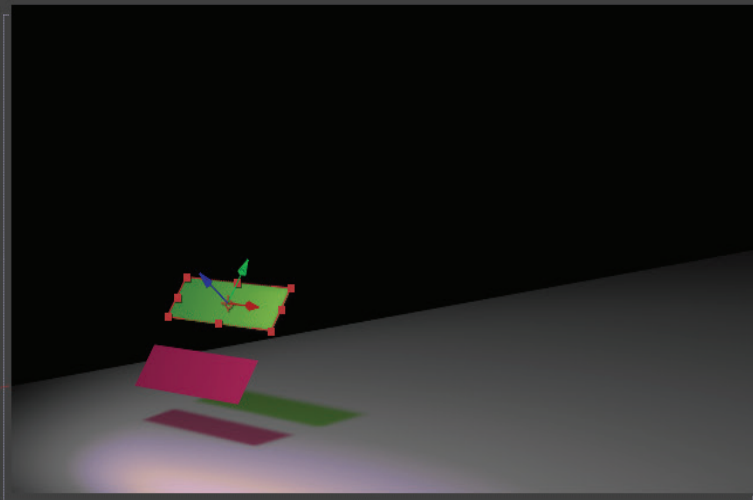
Width: 28,7 % of comp  
Height: 13,9 % of comp  
Frame Aspect Ratio: 202:55 (3,67)

Color

Affect all layers that use this solid

A new solid will be created for this layer.

Preview



Info

R : X : -272  
G : Y : -552  
B : +  
A : 0

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

write

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      - Typewriter
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Tracker

Align

Smoothing

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue | Kompozice 1 | 50% | 0:00:00:00 | (Half) | Active Camera | 1 View | +0,0

0:00:00:00  
00000 (29,97 fps)

#	Layer Name	Parent
1	[Adjustment Layer 1]	None
2	Světlo 1	None
3	Kamera 1	None
4	[White Solid 1]	None
5	[Lime Green Solid 1]	None
6	[Magenta-Red Solid 1]	None

Timeline: 00:15f, 01:00f, 01:15f, 02:00f, 02:15f, 03:00f, 03:15f, 04:00f, 04:15f, 05:00f, 05:15f, 06:00f

Toggle Switches / Modes

**Solid Settings**

Name: Blue Solid 1

Size

Width: 404 px

Height: 100 px

Units: pixels

Pixel Aspect Ratio: D1/DV NTSC (0,91)

Width: 28.7 % of comp  
Height: 13.9 % of comp  
Frame Aspect Ratio: 202.55 (3,67)

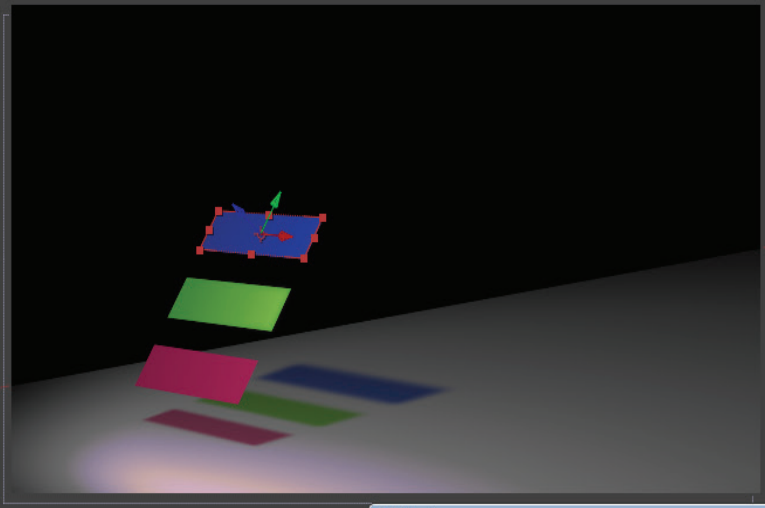
Color

Affect all layers that use this solid

A new solid will be created for this layer.

Preview

New Cancel



**Solid Color**

Color selection interface with a color wheel and sliders.

H: 229°

S: 77 %

B: 85 %

R: 50

G: 82

B: 217

# 3252D9

OK Cancel

Preview

Render Queue Kompozice 1

0:00:00:00 (29.97 fps)

#	Layer Name	Parent
1	[Adjustment Layer 1]	None
2	Světlo 1	None
3	Kamera 1	None
4	[White Solid 1]	None
5	[Blue Solid 1]	None
6	[Lime Green Solid 1]	None
7	[Magenta-Red Solid 1]	None

Timeline: 00:15F 01:00F 01:15F

Toggle Switches / Modes

Preview

Info

R: X: -618  
G: Y: 950  
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

write

- \* Animation Presets
  - Text
    - Animate In
      - Typewriter
- Generate
  - Write-on

Effect Controls: White Solid 1

Kompozice 1 • White Solid 1

Composition: Kompozice 1

Kompozice 1

Renderer: Classic 3D

Active Camera

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

Preview

Info

R : X : 1552  
G : + Y : 662  
B :  
A : 0

Audio

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

Effects & Presets

write

- \* Animation Presets
  - Text
    - Animate In
      - Typewriter
  - Generate
    - Write-on

Tracker

Align

Smoothing

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue

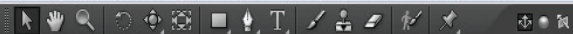
0:00:00:00  
00000 (29.97 fps)

#	Layer Name	Parent
1	[Adjustment Layer 1]	None
2	Světlo 1	None
3	Kamera 1	None
4	[White Solid 1]	None
5	[Blue Solid 1]	None
6	[Lime Green Solid 1]	None
7	[Magenta-Red Solid 1]	None

Toggle Switches / Modes

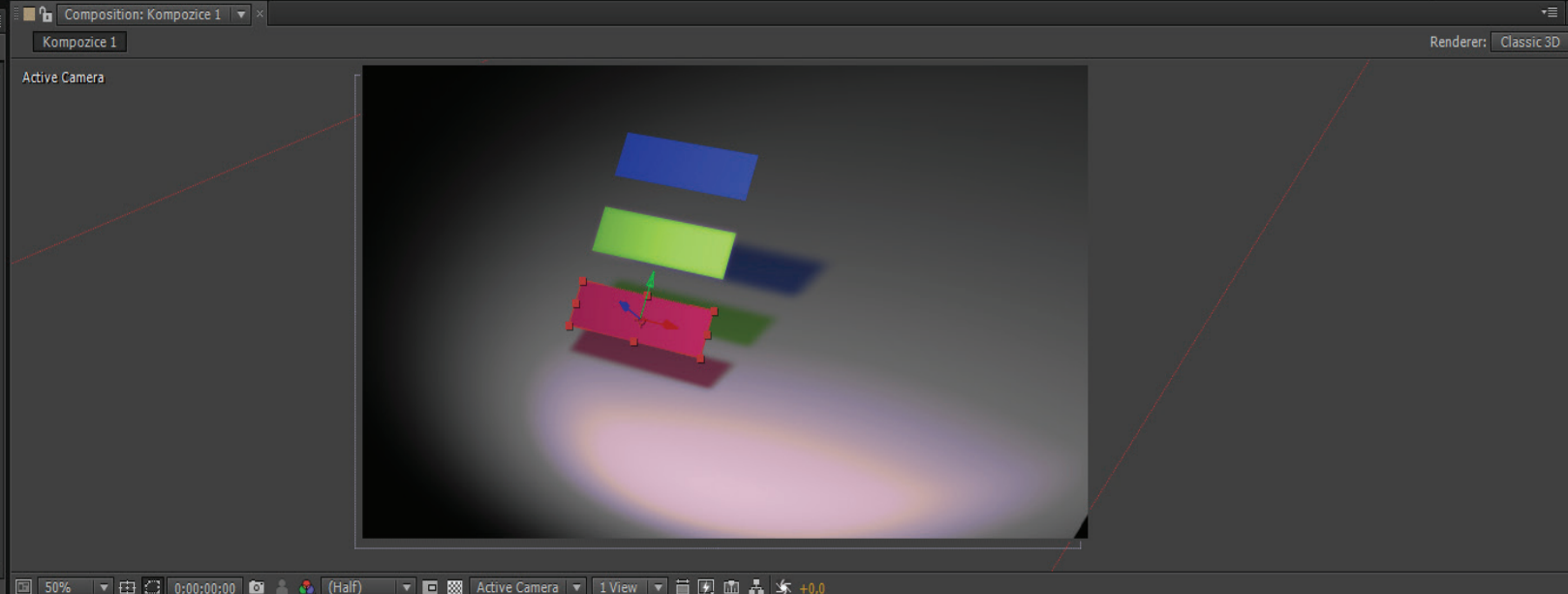
Timeline

00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f



Effect Controls: Magenta-Red Solid 1

Kompozice 1 • Magenta-Red Solid 1



Preview

Info

R : X : 1300  
G : + Y : 1008  
B :  
A : 0

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

write

\* Animation Presets

- Text
- Animate In
- Typewriter
- Generate
- Write-on

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue Kompozice 1

0:00:00:00 00000 (29.97 fps)

Layer Name	Parent
2 Světlo 1	None
3 Kamera 1	None
4 [White Solid 1]	None
5 [Blue Solid 1]	None
6 [Lime Green Solid 1]	None
7 [Magenta-Red Solid 1]	None

Transform

Reset

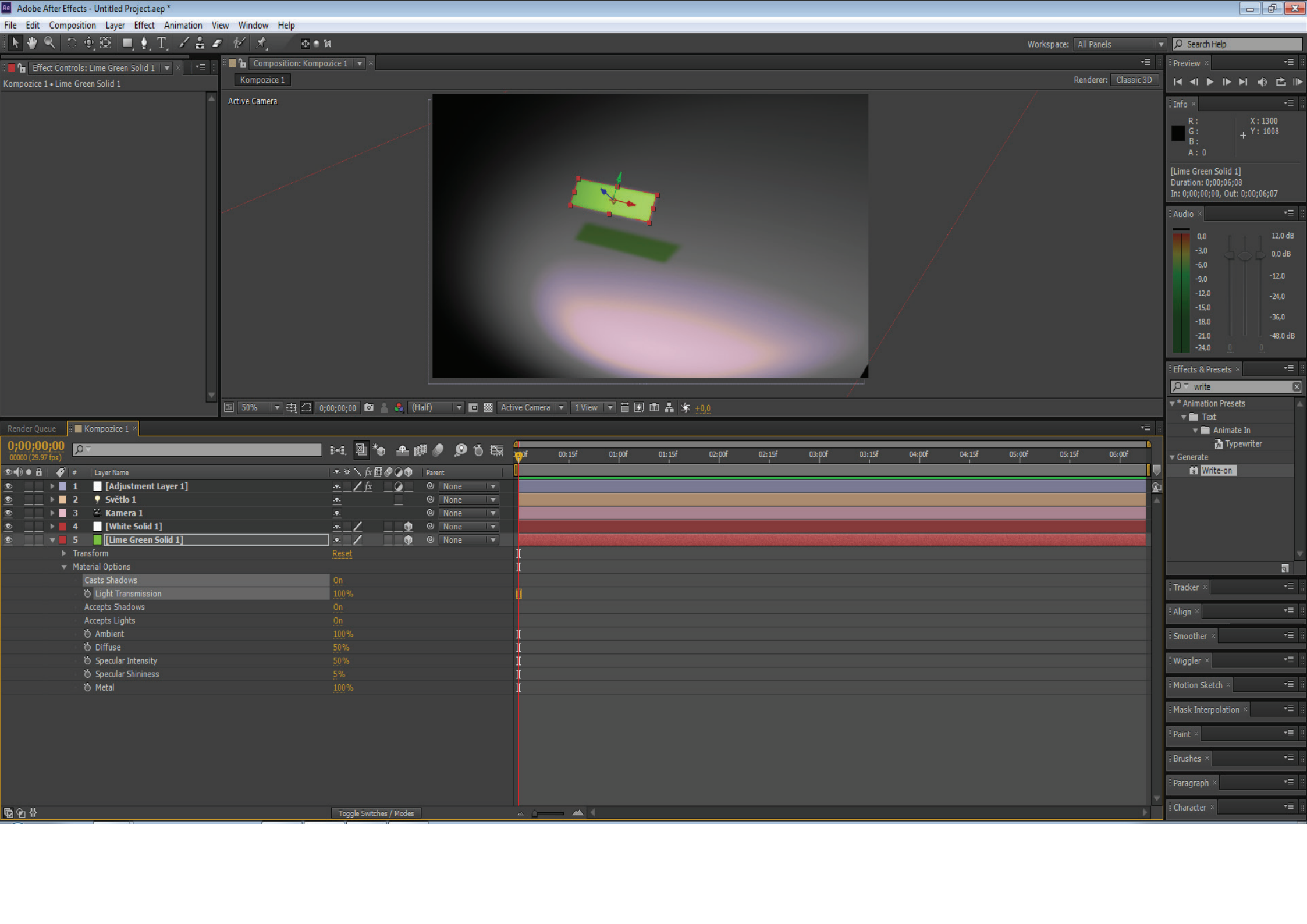
- Anchor Point: 202,0, 50,0, 0,0
- Position: 310,5, 569,5, -99,0
- Scale: 100,0, 100,0, 100,0%
- Orientation: 0,0°, 0,0°, 0,0°
- X Rotation: 0x -39,0°
- Y Rotation: 0x +2,0°
- Z Rotation: 0x +0,0°
- Opacity: 100%

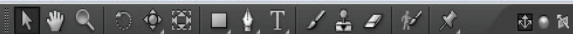
Material Options

- Casts Shadows: On
- Light Transmission: 100%
- Accepts Shadows: On
- Accepts Lights: On
- Ambient: 100%
- Diffuse: 50%
- Specular Intensity: 50%
- Specular Shininess: 5%

Timeline

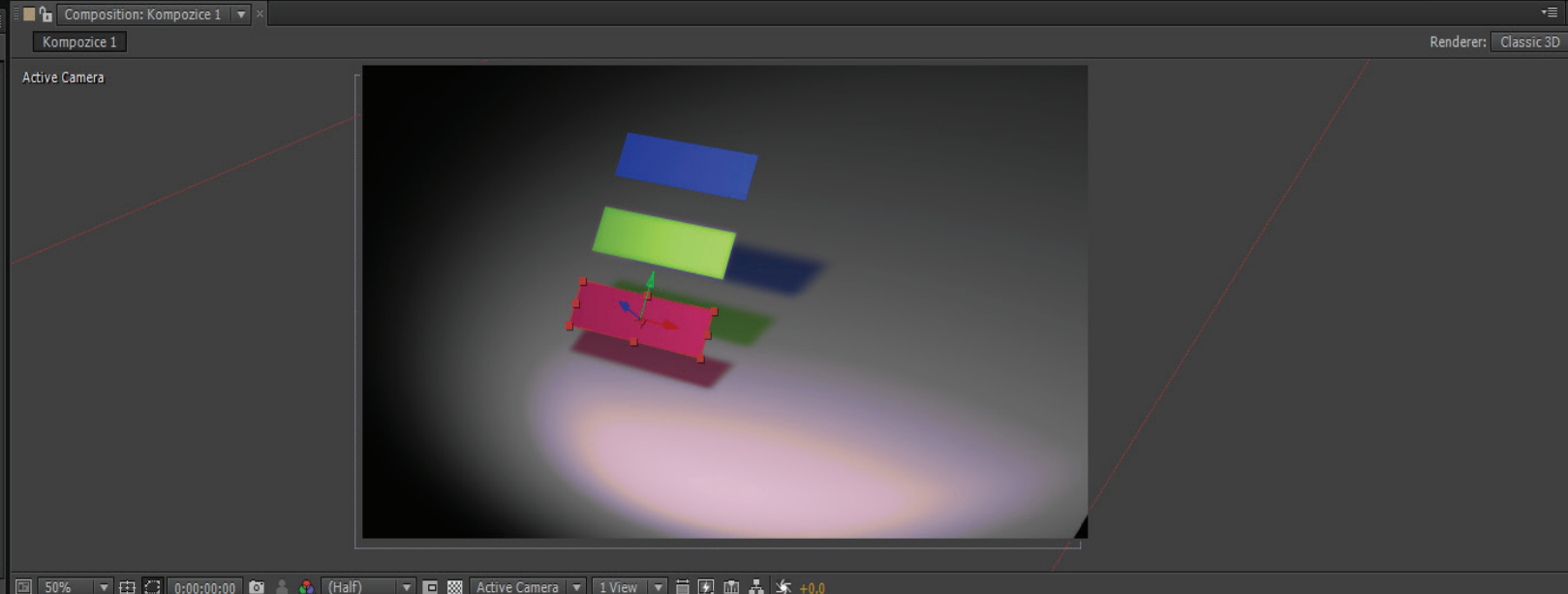
00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f





Effect Controls: Magenta-Red Solid 1

Kompozice 1 • Magenta-Red Solid 1



Preview

Info

R : X : 1300  
G : + Y : 1008  
B :  
A : 0

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

write

\* Animation Presets

- Text
- Animate In
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- Generate
- Write-on

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Render Queue Kompozice 1

0:00:00:00 00000 (29.97 fps)

Layer Name	Parent
2 Světlo 1	None
3 Kamera 1	None
4 [White Solid 1]	None
5 [Blue Solid 1]	None
6 [Lime Green Solid 1]	None
7 [Magenta-Red Solid 1]	None

Transform

Reset

- Anchor Point 202,0,50,0,0,0
- Position 310,5,569,5,-99,0
- Scale 100,0,100,0,100,0%
- Orientation 0,0°,0,0°,0,0°
- X Rotation 0x-39,0°
- Y Rotation 0x+2,0°
- Z Rotation 0x+0,0°
- Opacity 100%

Material Options

- Casts Shadows On
- Light Transmission 100%
- Accepts Shadows On
- Accepts Lights On
- Ambient 100%
- Diffuse 50%
- Specular Intensity 50%
- Specular Shininess 5%

Timeline

00:15f 01:00f 01:15f 02:00f 02:15f 03:00f 03:15f 04:00f 04:15f 05:00f 05:15f 06:00f

Obrazová příloha - vlastní archiv ( Print Screen )