

# 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:** Staré ozdobné vzory

**Ročník:** 2.ročník

**Jméno autora:** Mgr. Adéla Wiederlechnerová

**Číslo šablony:** VY\_32\_INOVACE\_WIE\_MTT.2\_3\_13



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



- New Composition... Ctrl+N
- Composition Settings... Ctrl+K
- Set Factor Time
- Time Comp to Work Area
- Crop Comp to Region of Interest
- Add to Render Queue Ctrl+M
- Add Output Module
- Cache Work Area in Background Ctrl+Shift+M
- Cancel Caching Work Area in Background
- Preview ⌘
- Save Frames As... ⌘
- Pre-render...
- Save RAM Preview... Ctrl+Shift+D
- Composition Rowchart Ctrl+Shift+F11
- Composition Mini-Storyboard ⌘

workspace All Panels

Footage (none) Layers (none)

Render Queue (none)

Timeline

20:02:00:00 00:00:00:00 00:00:00:00 00:00:00:00

Toggle Bottom / Mouse

Search Help

Preview

Video

Effects & Presets

- Animation Presets
- 3D Channel
- Audio
- Blur & Sharpen
- Channel
- Color Correction
- Distort
- Control or Controls
- Generate
- Keying
- Paint
- Wipe & Slit

Tracker

Align

Smearer

Wipe

Mesh Grid

Mask Inpainting

Text

Trailer

Paragraph

Reorder

Project Panel

Name	Type	Size	Media Du

Composition Settings Dialog

Composition Name: **Comp 1**

Basic / Advanced

Preset: HDTV 1080 25

Width: 1920 px  
Height: 1080 px  
 Lock Aspect Ratio to 16:9 (1.78)

Pixel Aspect Ratio: Square Pixels  
Frame Aspect Ratio: 16:9 (1.78)

Frame Rate: 25 frames per second  
Drop Frame

Resolution: Third 640 x 360, 900 KB per 8bpc frame

Start Timecode: 0:00:00:00 is 0:00:00:00 Base 25

Duration: 0:00:10:03 is 0:00:10:03 Base 25

Background Color: Black

Preview

OK Cancel

Preview Panel

Info Panel

X: 296  
Y: 82

Audio Panel

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 Panel

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

Tracker Panel

Align Panel

Smoother Panel

Wiggler Panel

Motion Sketch Panel

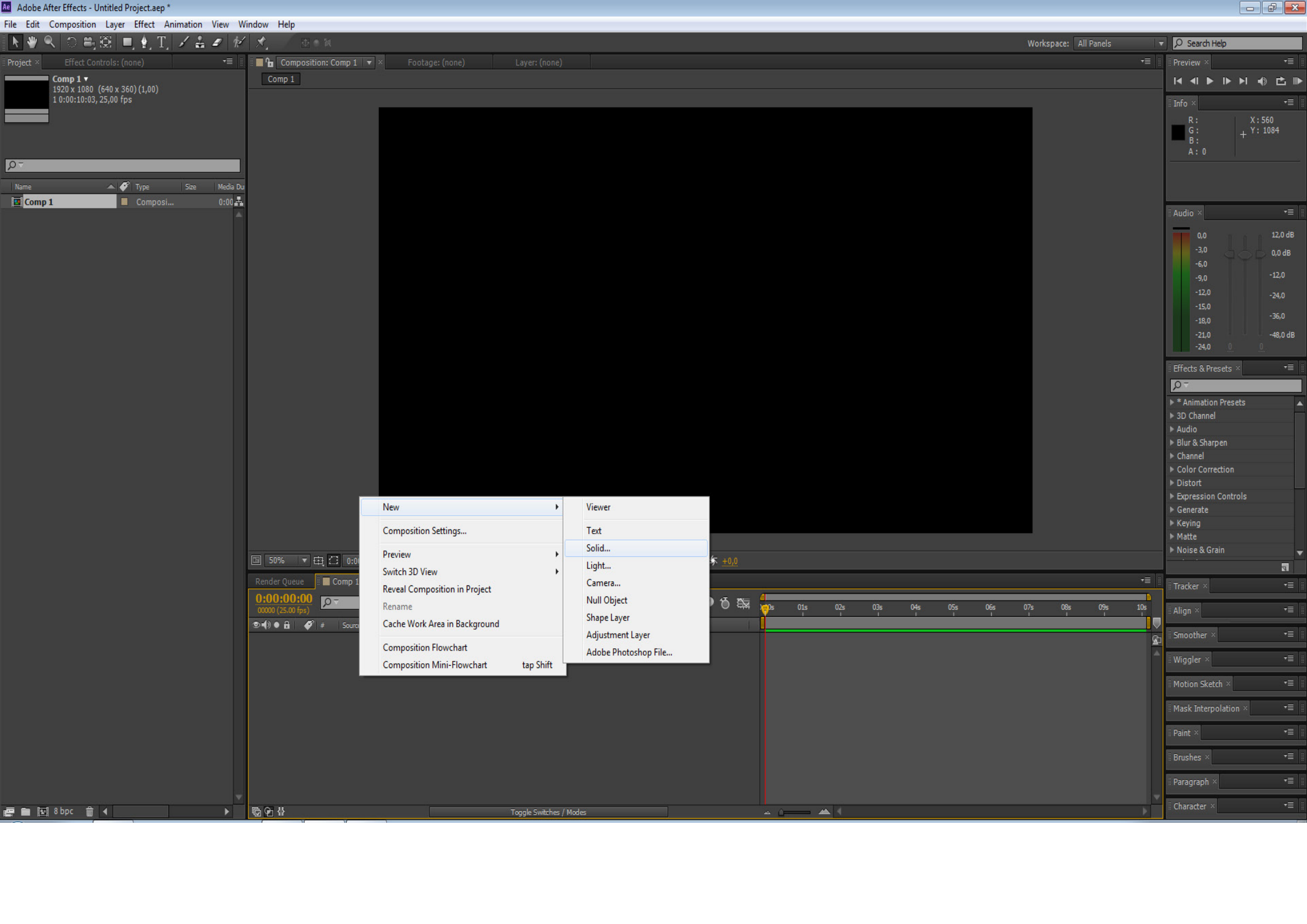
Mask Interpolation Panel

Paint Panel

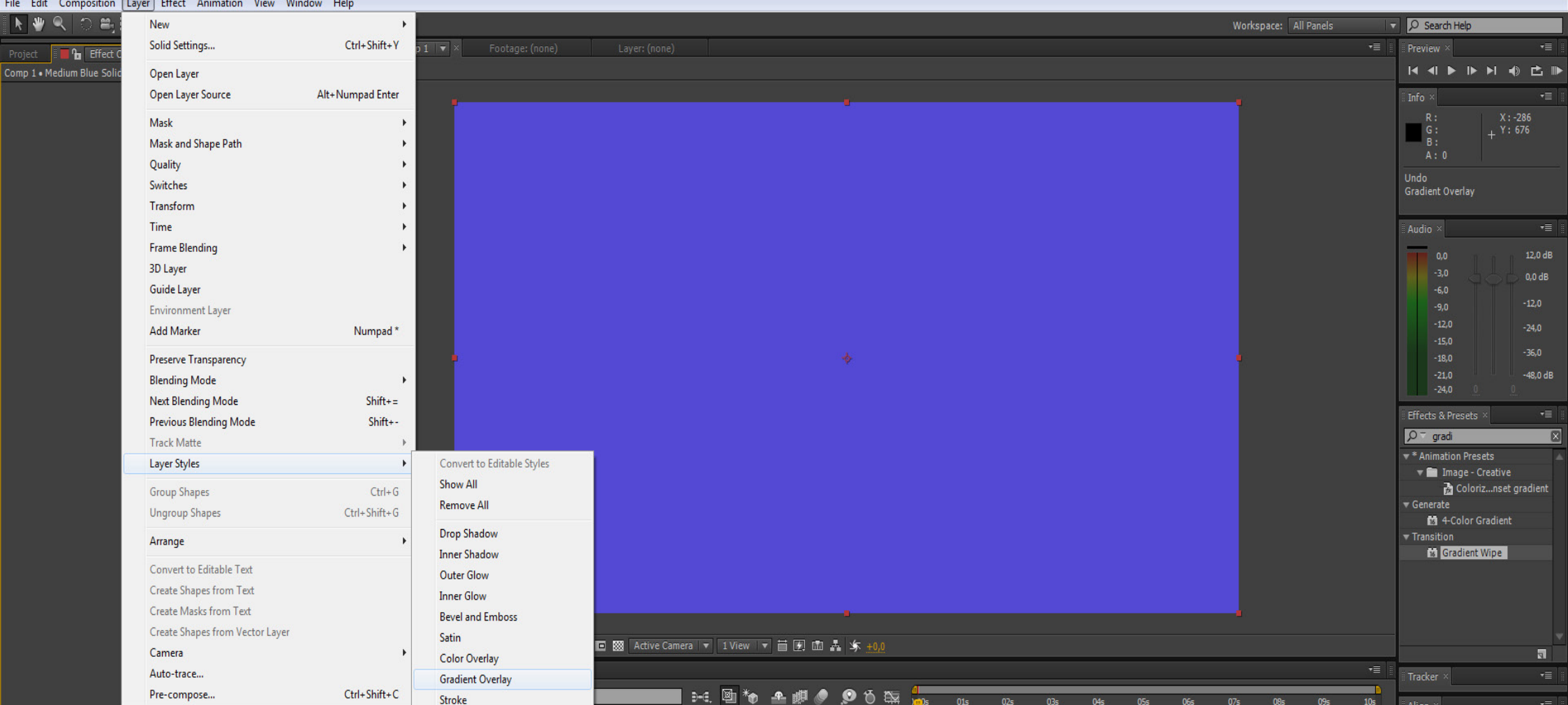
Brushes Panel

Paragraph Panel

Character Panel



- New
- Composition Settings...
- Preview
- Switch 3D View
- Reveal Composition in Project
- Rename
- Cache Work Area in Background
- Composition Flowchart
- Composition Mini-Flowchart tap Shift
- Viewer
- Text
- Solid...
- Light...
- Camera...
- Null Object
- Shape Layer
- Adjustment Layer
- Adobe Photoshop File...



- New
- Solid 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

- Convert to Editable Styles
- Show All
- Remove All
- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss
- Satin
- Color Overlay
- Gradient Overlay**
- Stroke

Source Name	Mode	TrkMat	Parent
1 Medium ... Solid 1	Normal		None
<ul style="list-style-type: none"> <li>Transform <span style="float: right;">Reset</span></li> </ul>			

Workspace: All Panels Search Help

Preview

Info

R : X : -286  
G : + Y : 676  
B :  
A : 0

Undo  
Gradient Overlay

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 -24,0

Effects & Presets

Search: gradi

- \* Animation Presets
  - Image - Creative
    - Coloriz...nset gradient
  - Generate
    - 4-Color Gradient
  - Transition
    - Gradient Wipe**

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Active Camera 1 View +0,0

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

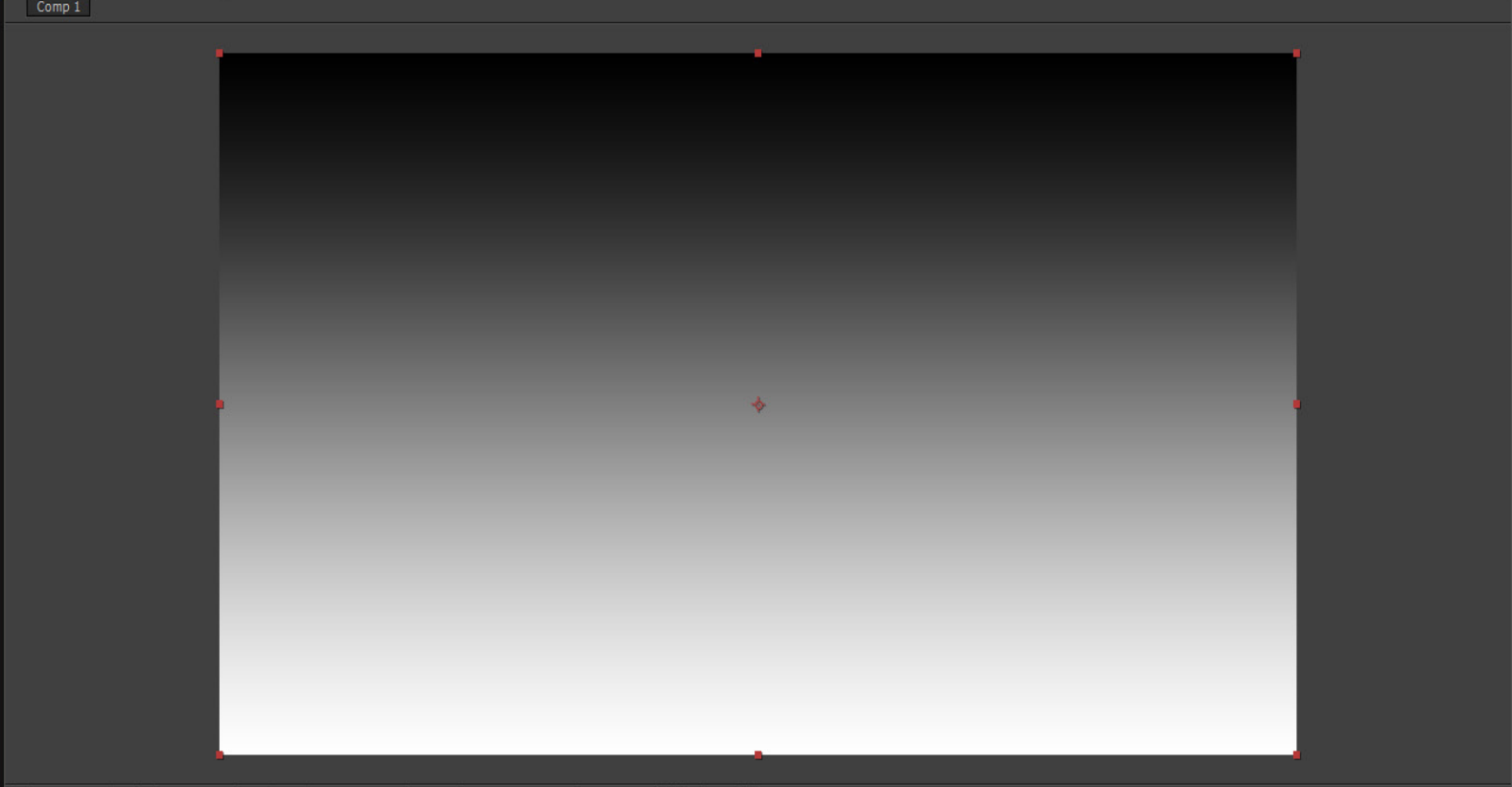
Project Effect Controls: Medium Blue Solid 1

Composition: Comp 1

Footage: (none)

Layer: (none)

Preview



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

Render Queue

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

#	Source Name	Mode	TrkMat	Parent
1	Medium ... Solid 1	Normal		None
	▶ Transform	Reset		
	▶ Layer Styles			
	▶ Blending Options			
	▶ Gradient Overlay			

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

Toggle Switches / Modes

Info

R : 245	X : 596
G : 245	+ Y : 1010
B : 245	
A : 255	

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

Search: gradi

- \* Animation Presets
  - Image - Creative
    - Coloriz...nset gradient
  - Generate
    - 4-Color Gradient
  - Transition
    - Gradient Wipe

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

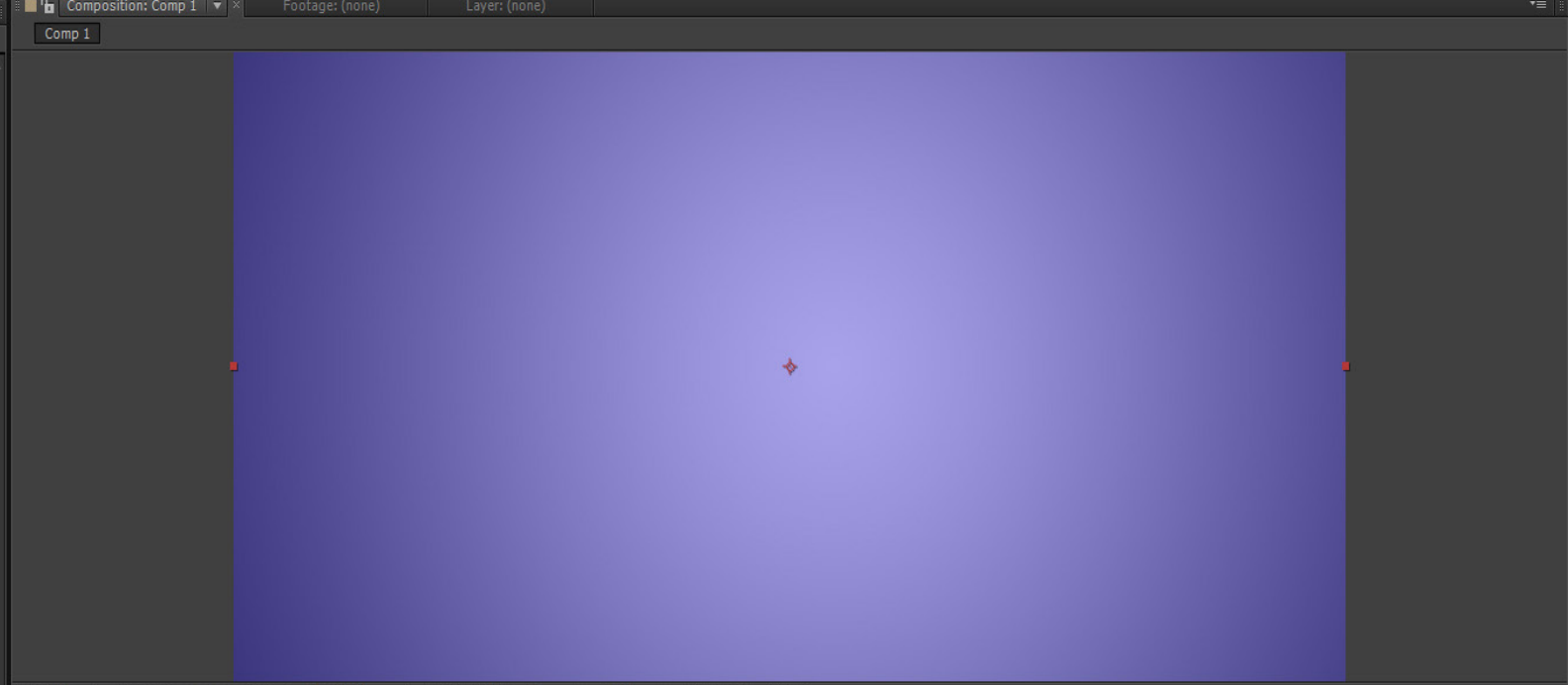
Paragraph

Character

Project

Effect Controls: Medium Blue Solid 1

Comp 1 • Medium Blue Solid 1



Preview

Info

R : X : 88  
G : + Y : 118  
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

Search: gradi

- \* Animation Presets
  - Image - Creative
    - Coloriz...nset gradient
  - Generate
    - 4-Color Gradient
  - Transition
    - Gradient Wipe

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

Render Queue Comp 1

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

#	Source Name	Mode	T	TrkMat	Parent
1	Medium ... Solid 1	Normal			None
▶ Transform <a href="#">Reset</a>					
▶ Layer Styles					
▶ Blending Options					
▶ Gradient Overlay					
○	Blend Mode	Normal			
○	Opacity	49%			
○	Colors	<a href="#">Edit Gradient...</a>			
○	Gradien...oothness	100,0%			
○	Angle	0x +148,0°			
○	Style	Radial			
○	Reverse	Off			
○	Align with Layer	On			
○	Scale	150,0%			
○	Offset	4,0,0,0			

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

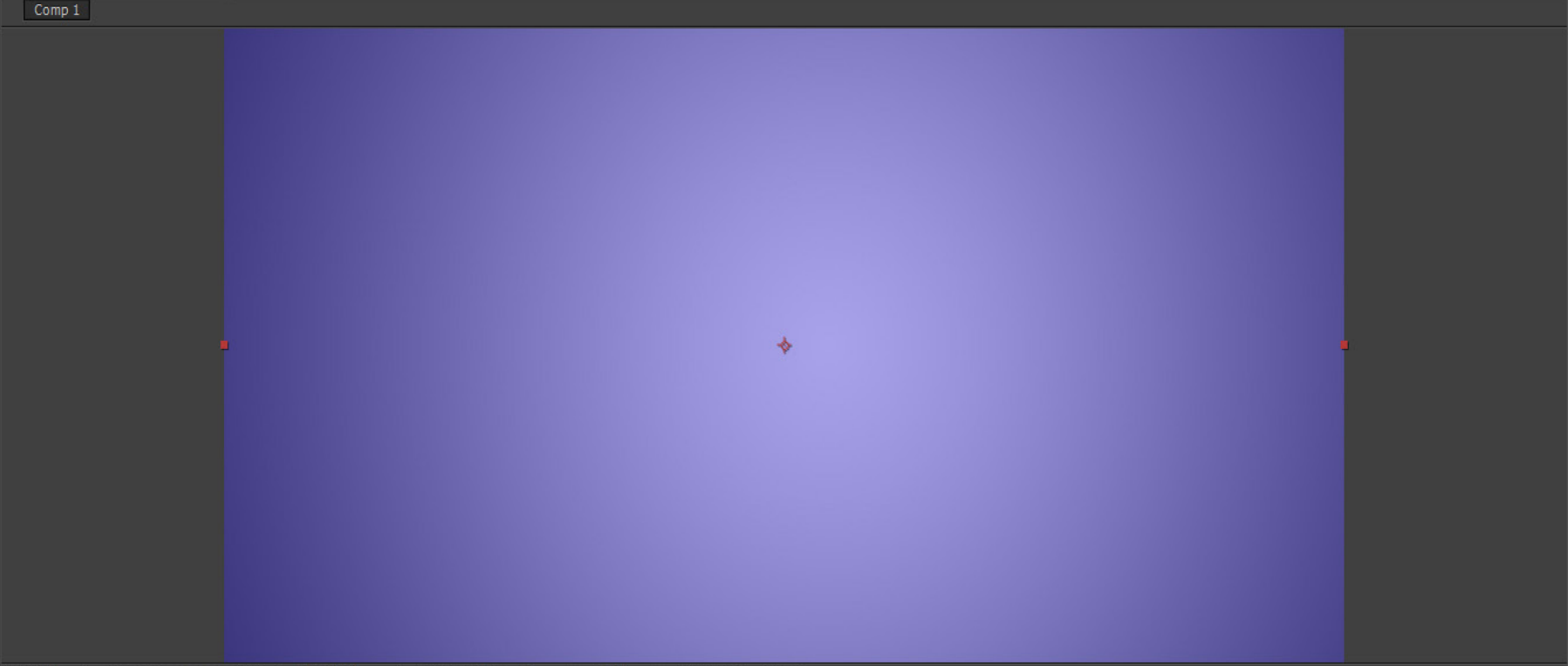
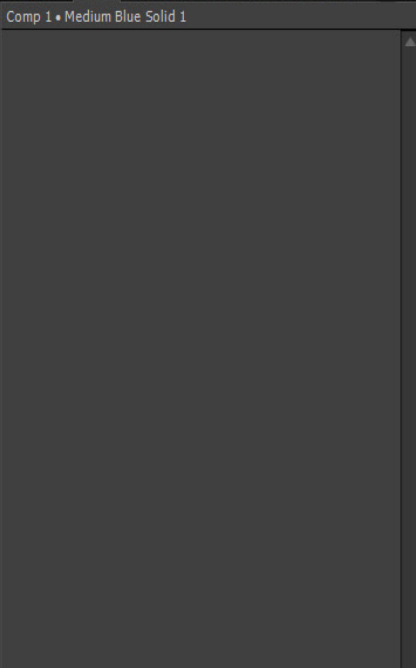
Paragraph

Character

Project Effect Controls: Medium Blue Solid 1

Composition: Comp 1 Footage: (none) Layer: (none)

Preview



Info R: X: -312 G: Y: 896 B: + A: 0

Audio 0.0 12.0 dB -3.0 -6.0 -9.0 -12.0 -15.0 -18.0 -21.0 -24.0

Effects & Presets Search: gradi Animation Presets Image - Creative Coloriz...nset gradient Generate 4-Color Gradient Transition Gradient Wipe

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

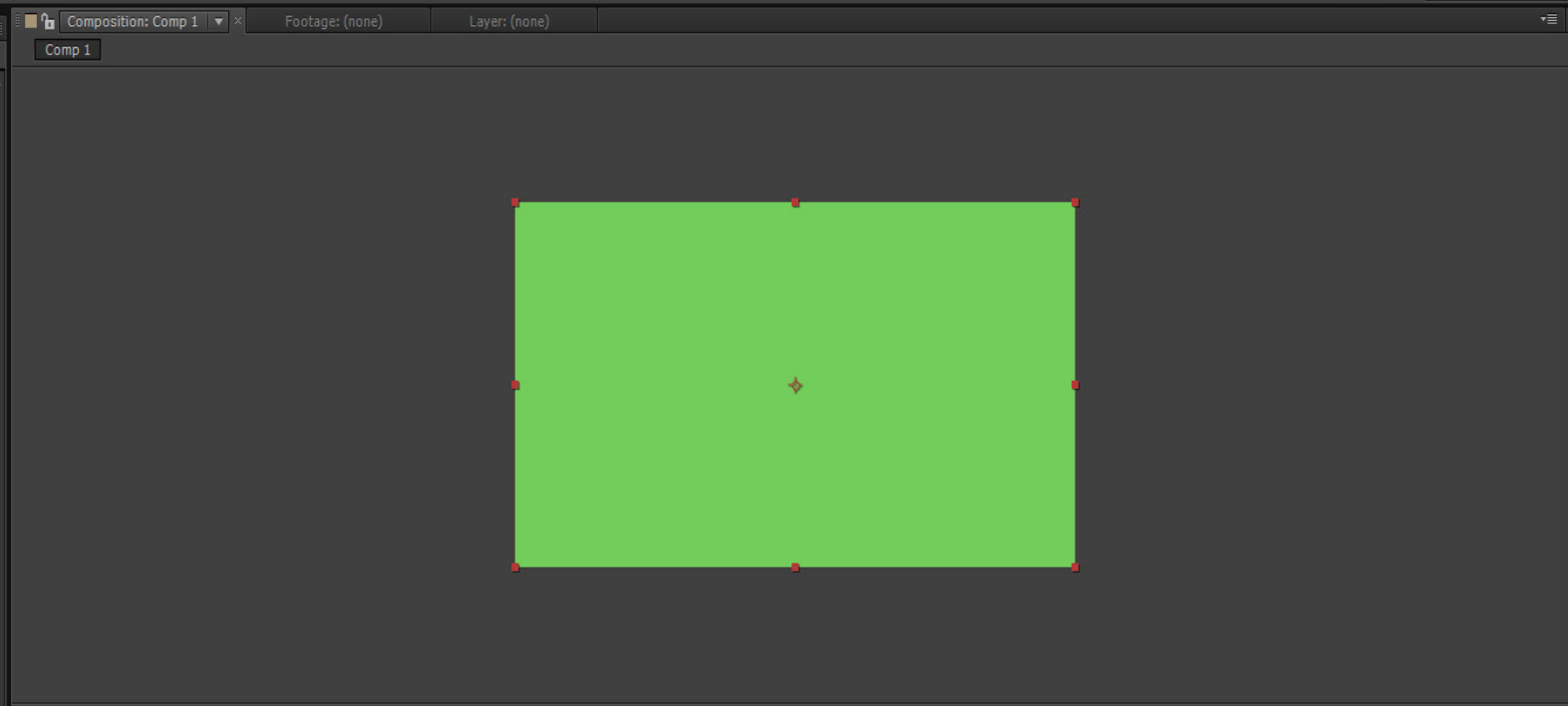
Render Queue Comp 1 0:00:00:00 00000 (25.00 fps)

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

- Transform [Reset](#)
- Layer Styles
- Blending
- Gradient
  - New
    - Viewer
    - Text
    - Solid...
    - Light...
    - Camera...
    - Null Object
    - Shape Layer
    - Adjustment Layer
    - Adobe Photoshop File...
  - Composition Settings...
  - Preview
  - Switch 3D View
  - Reveal Composition in Project
  - Rename
  - Cache Work Area in Background
  - Composition Flowchart
  - Composition Mini-Flowchart tap Shift



Project Effect Controls: Medium Green Solid 1



Workspace: All Panels Search Help

Preview

Info R: 115 X: 1000 G: 205 Y: 818 B: 91 + A: 255

Audio panel with volume sliders and a level meter.

Effects & Presets

Effects & Presets panel showing search results for 'gradient' and 'Gradient Wipe'.

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

Render Queue Comp 1

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

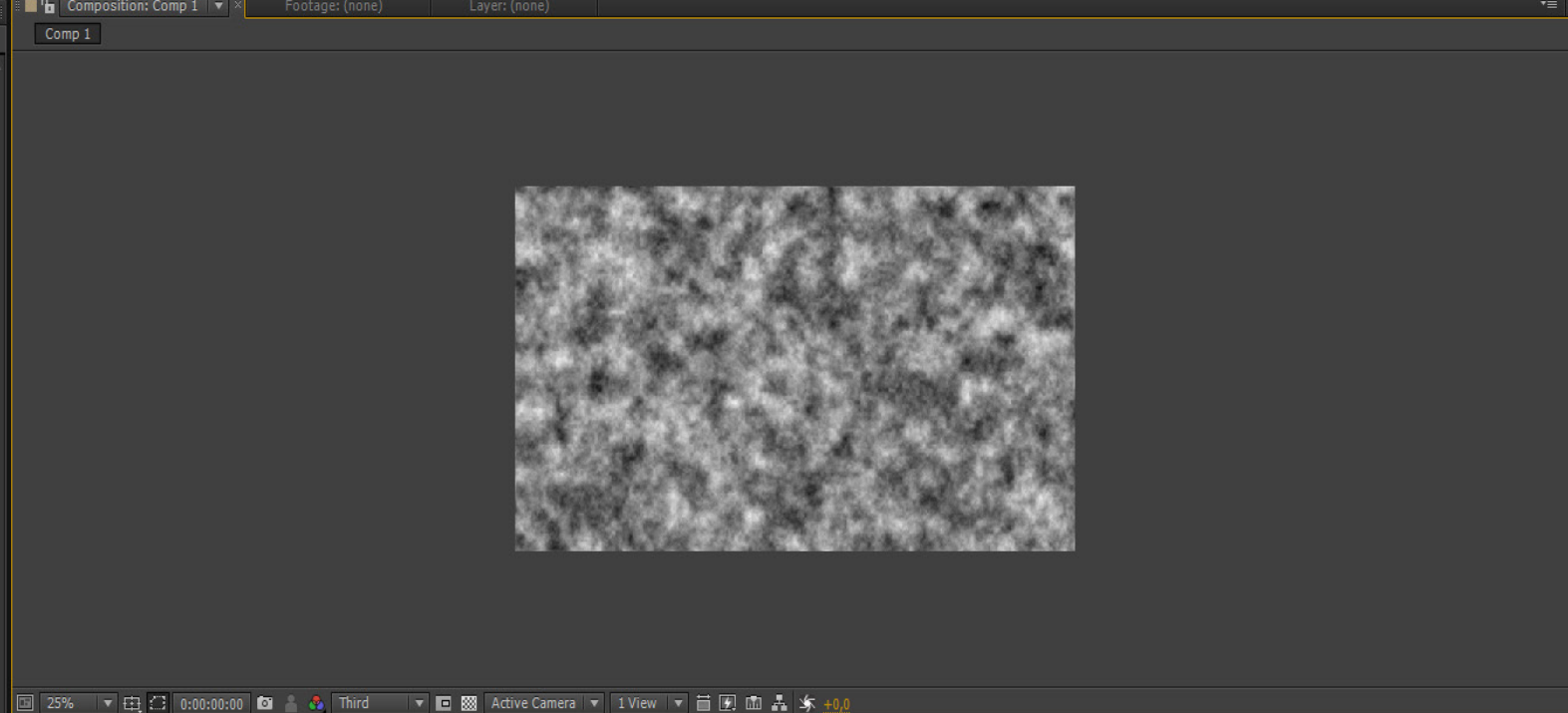
Layer panel table with columns for Source Name, Mode, T, TrkMat, and Parent. Includes details for 'Medium ... Solid 1' such as Blend Mode, Opacity, and Gradient Overlay settings.

Right sidebar containing various tool panels like Tracker, Align, Smoother, Wiggler, Motion Sketch, Mask Interpolation, Paint, Brushes, Paragraph, and Character.

Toggle Switches / Modes

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Basic
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 100,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x +0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal



Render Queue Comp 1

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

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

- Transform: Reset
- Layer Styles
- Blending Options
- Gradient Overlay
  - Blend Mode: Normal
  - Opacity: 49%
  - Colors: Edit Gradient...
  - Gradient...oothness: 100,0%
  - Angle: 0x +148,0°
  - Style: Radial
  - Reverse: Off
  - Align with Layer: On
  - Scale: 150,0%
  - Offset: 4,0,0,0

Preview

Info

R: X: 2444  
G: + Y: -140  
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

fractal

Noise & Grain

Fractal Noise

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Project Effect Controls: Medium Green Solid 1

Composition: Comp 1

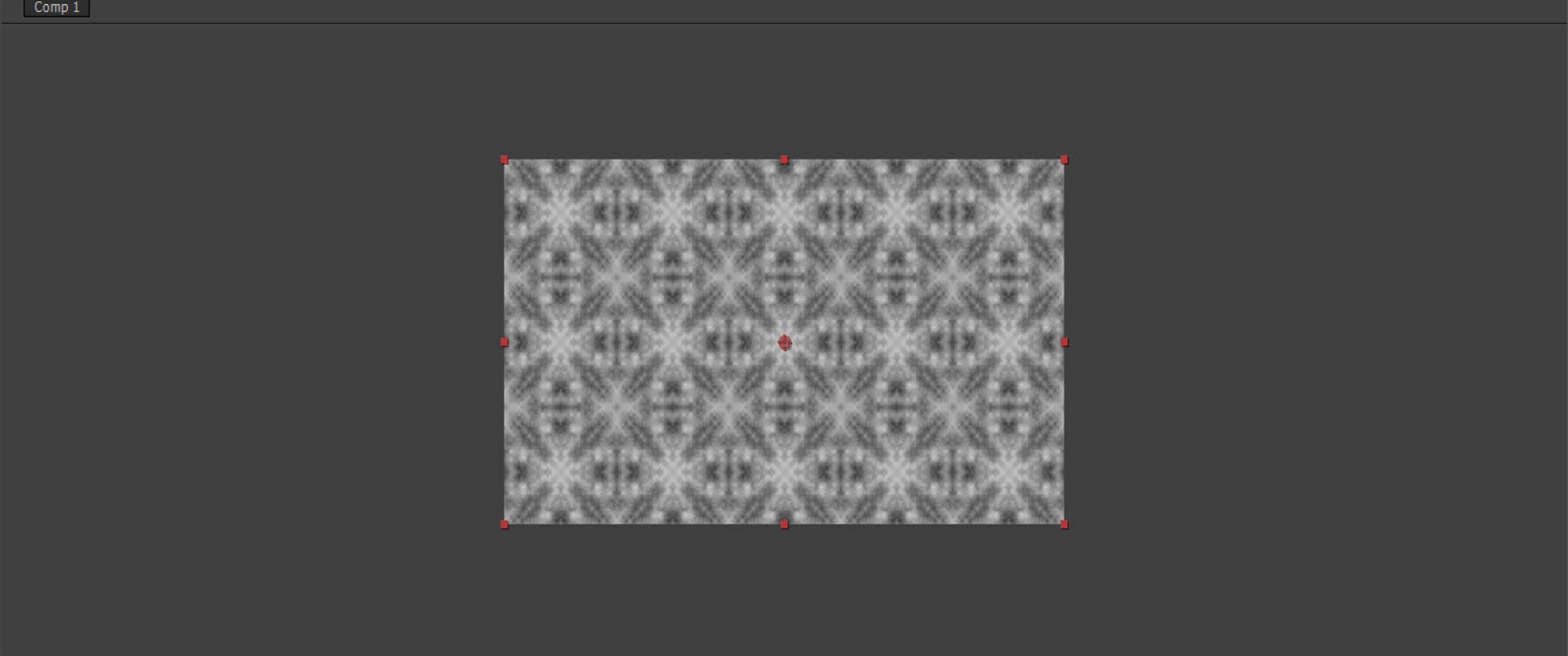
Footage: (none)

Layer: (none)

Preview

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Basic
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 100,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x +0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 20,0
  - Mirroring: Flower
  - Rotation: 0x +0,0°
  - Floating Center:



Info

R : 96 X : 1048  
G : 96 + Y : 1032  
B : 96  
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

cc kalei

Stylize

- CC Kaleida

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

Render Queue Comp 1

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

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

Transform: Reset

Layer Styles

Blending Options

Gradient Overlay

- Blend Mode: Normal
- Opacity: 49%
- Colors: Edit Gradient...
- Gradient...oothness: 100,0%
- Angle: 0x +148,0°
- Style: Radial
- Reverse: Off
- Align with Layer: On
- Scale: 150,0%
- Offset: 4,0,0,0

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Project Effect Controls: Medium Green Solid 1

Composition: Comp 1

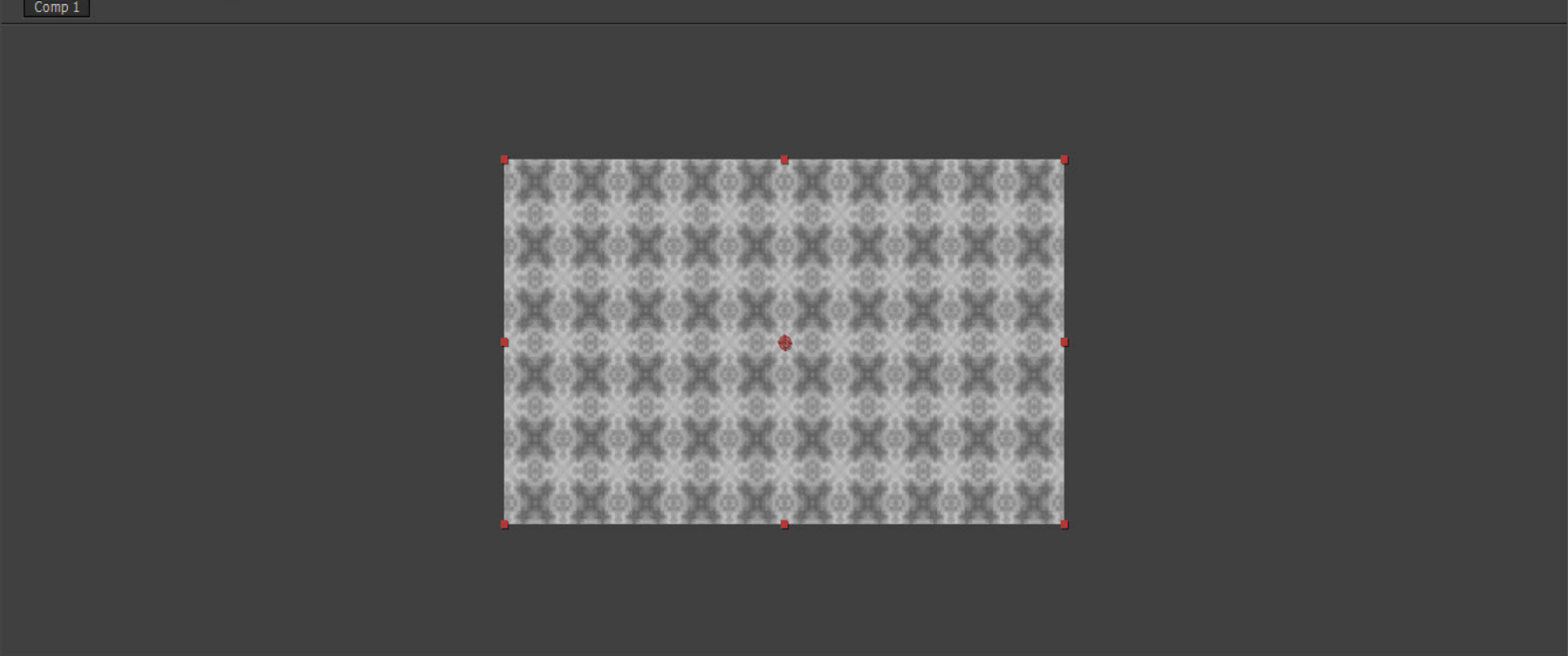
Footage: (none)

Layer: (none)

Preview

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Basic
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 100,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x +0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 9,9
  - Mirroring: Flower
  - Rotation: 0x +0,0°
  - Floating Center:



Info

R: X: -1228  
G: + Y: 896  
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

cc kalei

Stylize

CC Kaleida

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

Render Queue Comp 1

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

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

Transform: Reset

Layer Styles

Blending Options

Gradient Overlay

- Blend Mode: Normal
- Opacity: 49%
- Colors: Edit Gradient...
- Gradient...oothness: 100,0%
- Angle: 0x +148,0°
- Style: Radial
- Reverse: Off
- Align with Layer: On
- Scale: 150,0%
- Offset: 4,0,0,0

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

Toggle Switches / Modes

Project: Effect Controls: Medium Green Solid 1

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Basic
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 100,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x+0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 9,9
  - Mirroring: Flower
  - Rotation: 0x+0,0°
  - Floating Center:

Composition: Comp 1

Footage: (none) Layer: (none)

Comp 1

25% 0:00:00:00 00000 (25.00 fps) Third

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

- Transform: Reset
- Layer Styles
- Blending Options
- Gradient Overlay
  - Blend Mode: Normal
  - Opacity: 49%
  - Colors: Edit Grad
  - Gradient...oothness: 100,0%
  - Angle: 0x+148,0
  - Style: Radial
  - Reverse: Off
  - Align with Layer: On
  - Scale: 150,0%
  - Offset: 4,0,0,0

- 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

1 View +0,0

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

Parent: None

Preview

Info

R: X: -1044  
G: + Y: 1344  
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

cc kalei

Stylize

CC Kaleida

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

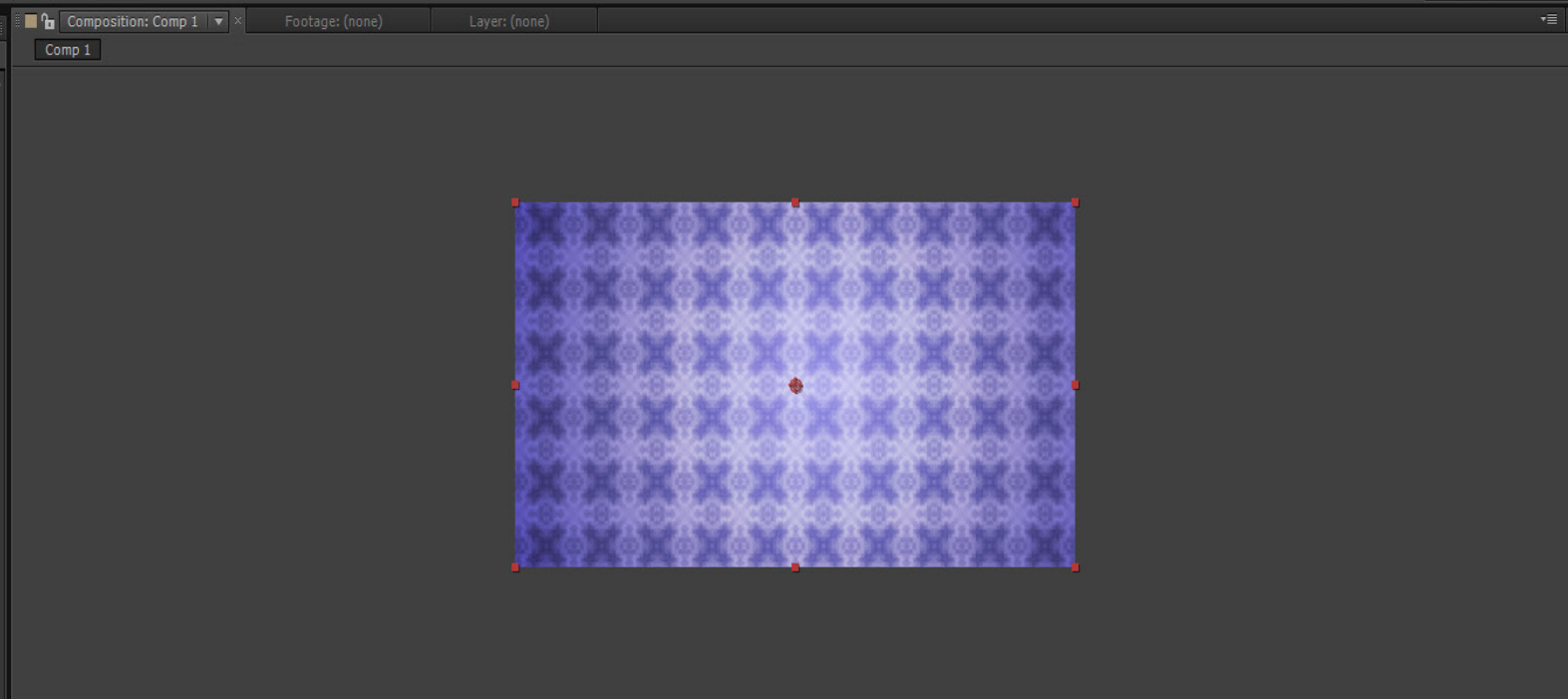
Paragraph

Character

Project: Effect Controls: Medium Green Solid 1

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Basic
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 100,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x+0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 9,9
  - Mirroring: Flower
  - Rotation: 0x+0,0°
  - Floating Center:



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

Render Queue: Comp 1

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

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

Properties for Layer 1 (Medium ... Solid 1):

- Transform: Reset
- Layer Styles
- Blending Options
- Gradient Overlay
  - Blend Mode: Normal
  - Opacity: 49%
  - Colors: Edit Gradient...
  - Gradient...oothness: 100,0%
  - Angle: 0x+148,0°
  - Style: Radial
  - Reverse: Off
  - Align with Layer: On
  - Scale: 150,0%
  - Offset: 4,0,0,0

Preview

Info: R: X: 748, G: + Y: 1348, B: A: 0

Audio: 0,0 to -24,0 dB

Effects & Presets: cc kalei

Stylize: CC Kaleida

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

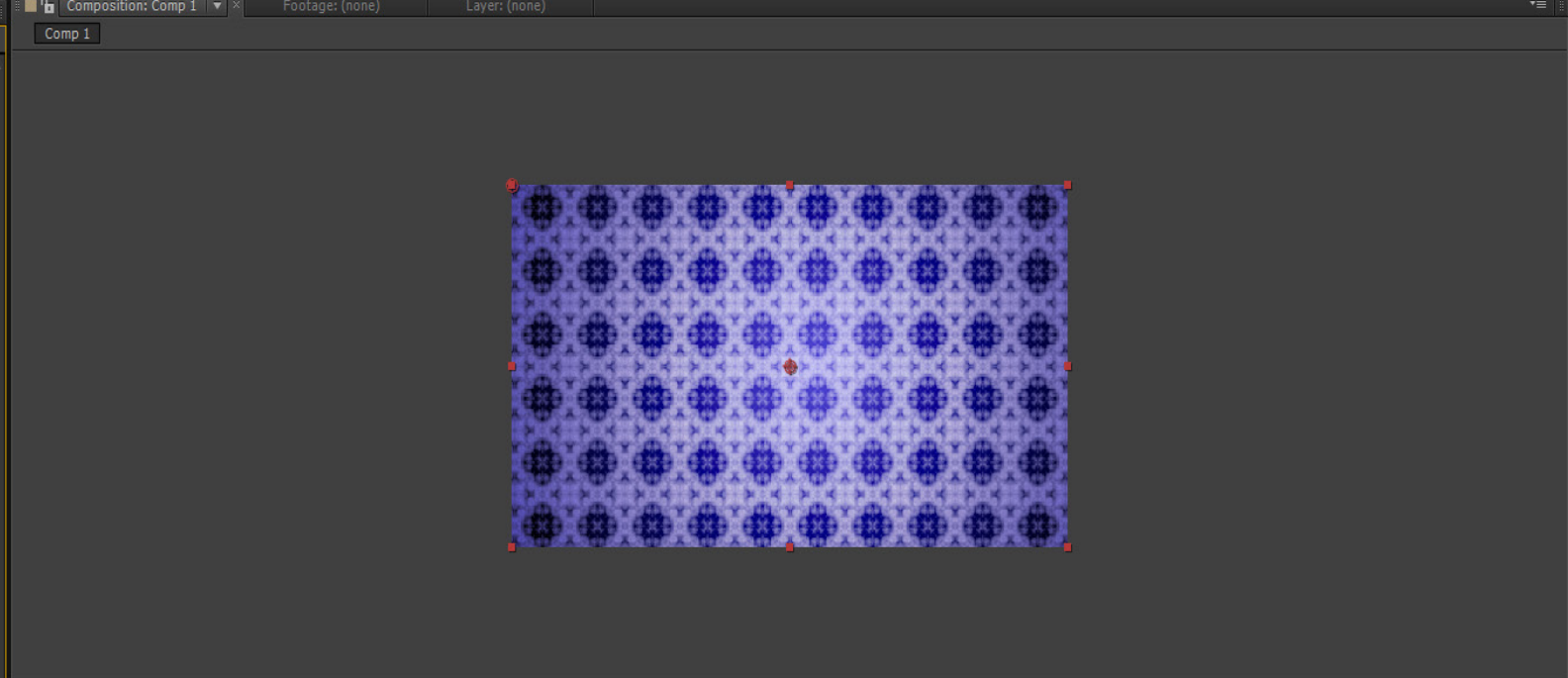
Brushes

Paragraph

Character

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Smearly
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 229,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x +0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 9,9
  - Mirroring: Flower
  - Rotation: 0x +0,0°
  - Floating Center:



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

Render Queue: Comp 1

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

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

Transform: Reset

Layer Styles

Blending Options

Gradient Overlay

- Blend Mode: Normal
- Opacity: 49%
- Colors: Edit Gradient...
- Gradient...oothness: 100,0%
- Angle: 0x +148,0°
- Style: Radial
- Reverse: Off
- Align with Layer: On
- Scale: 150,0%
- Offset: 4,0,0,0

Preview

Info

R: X: -312  
G: + Y: 184  
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

cc kalei

Stylize

CC Kaleida

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

Brushes

Paragraph

Character

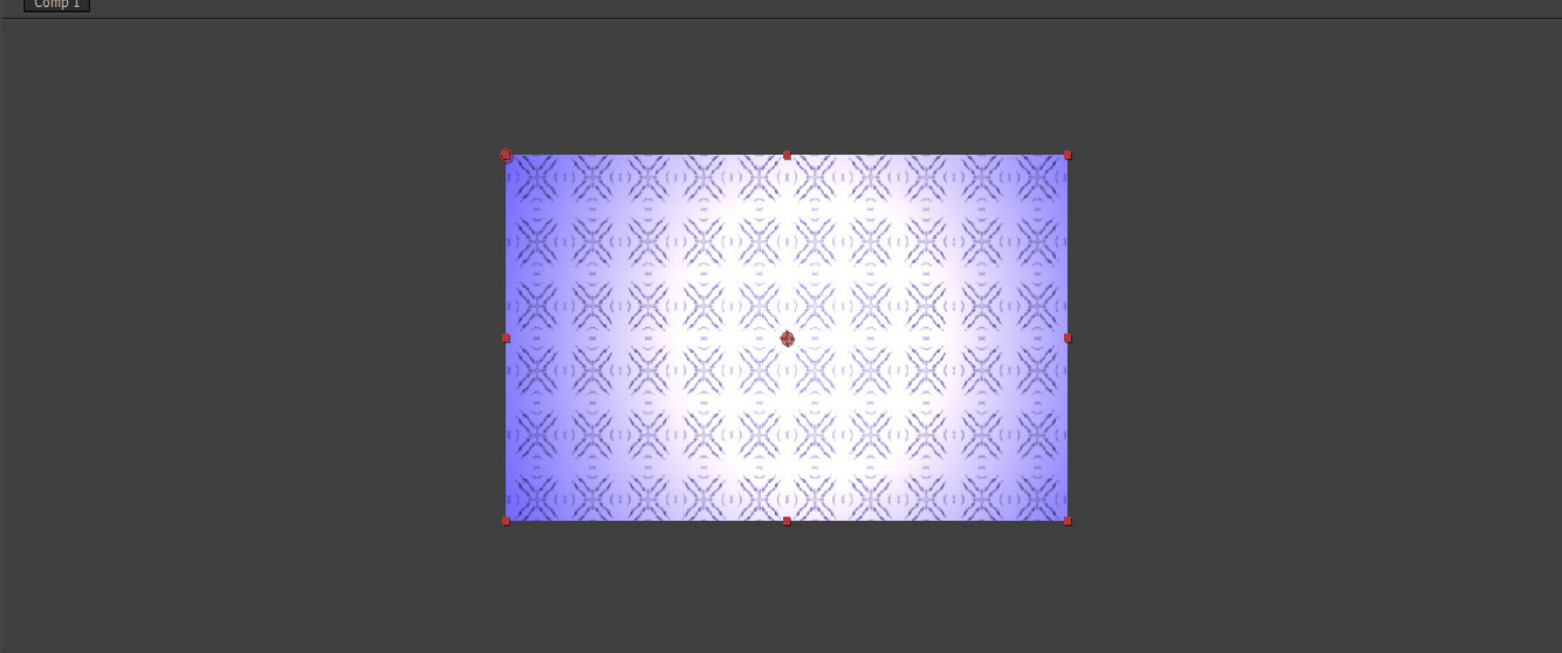
Project Effect Controls: Medium Green Solid 1

Composition: Comp 1 Footage: (none) Layer: (none) Comp 1

Preview

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

- Fractal Type: Swirly
- Noise Type: Soft Linear
- Invert
- Contrast: 229,0
- Brightness: 0,0
- Overflow: Allow HDR Results
- Transform
- Complexity: 6,0
- Sub Settings
- Evolution: 0x +0,0°
- Evolution Options
- Opacity: 100,0%
- Blending Mode: Normal
- CC Kaleida** [Reset](#) [About...](#)
- Center: 960,0, 540,0
- Size: 9,9
- Mirroring: Flower
- Rotation: 0x +0,0°
- Floating Center



**Info**

R: X: -1548  
G: + Y: 244  
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 cc kalei

**Stylize**

CC Kaleida

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

Render Queue Comp 1 0:00:00:00 00000 (25.00 fps)

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

Transform: [Reset](#)

Layer Styles

Blending Options

Gradient Overlay

- Blend Mode: Normal
- Opacity: 49%
- Colors: [Edit Gradient...](#)
- Gradient...oothness: 100,0%
- Angle: 0x +148,0°
- Style: Radial
- Reverse: Off
- Align with Layer: On
- Scale: 150,0%
- Offset: 4,0,0,0

Tracker

Align

Smoother

Wiggler

Motion Sketch

Mask Interpolation

Paint

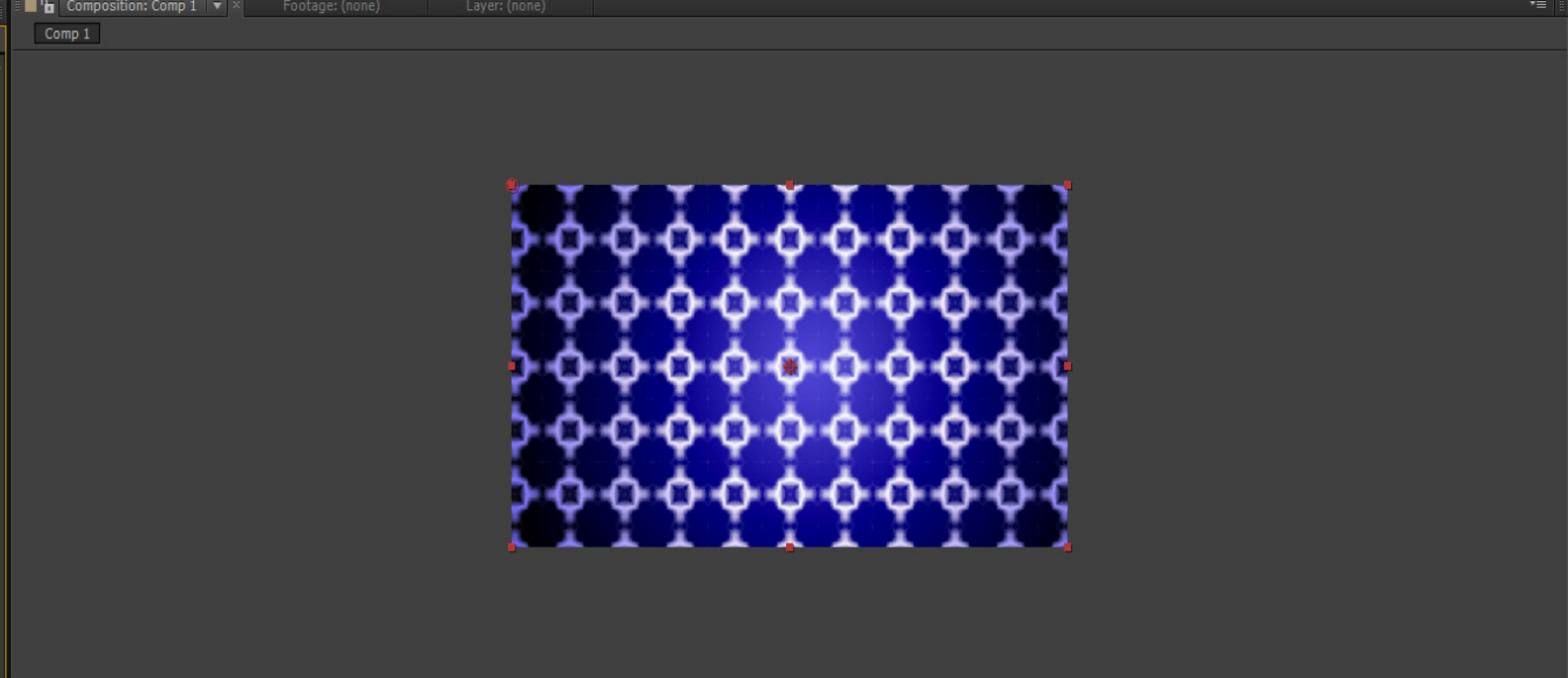
Brushes

Paragraph

Character

Comp 1 • Medium Green Solid 1

- Fractal Noise
  - Fractal Type: Strings
  - Noise Type: Soft Linear
  - Invert:
  - Contrast: 229,0
  - Brightness: 0,0
  - Overflow: Allow HDR Results
  - Transform
  - Complexity: 6,0
  - Sub Settings
  - Evolution: 0x +0,0°
  - Evolution Options
  - Opacity: 100,0%
  - Blending Mode: Normal
- CC Kaleida
  - Center: 960,0, 540,0
  - Size: 9,9
  - Mirroring: Flower
  - Rotation: 0x +0,0°
  - Floating Center:



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

Render Queue: Comp 1

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

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

Layer Properties for Layer 1:

- Transform: Reset
- Layer Styles
- Blending Options
- Gradient Overlay
  - Blend Mode: Normal
  - Opacity: 49%
  - Colors: Edit Gradient...
  - Gradient...oothness: 100,0%
  - Angle: 0x +148,0°
  - Style: Radial
  - Reverse: Off
  - Align with Layer: On
  - Scale: 150,0%
  - Offset: 4,0,0,0

Preview

Info

R: 17 X: 200  
G: 16 + Y: 536  
B: 76  
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

cc kalei

Stylize

CC Kaleida

Tracker

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Character

Obrazová příloha - vlastní archiv ( Print Screen )