“Grid Floor” Comp

2000 x 2000 pixels
Square pixels for Pixel Aspect Ratio
Frame Rate = 29.97 fps
Duration = 10:00
Background Color = White

Ctrl + Y
Layer → New → Solid
"Grid Solid"
Color = Black
make Comp size 2000 x 2000

Effect → Generate → Grid
Color = Black
Size From: Width Slider
Width = 50

apply to "Grid Solid" layer

Choose Ellipse shape tool - Q shortcut (make sure "Grid Solid" layer is selected)
Double click on Ellipse shape tool to create a MASK on "Grid Solid" layer
Effect controls panel - BLENDING MODE (STENCIL ALPHA)→

The GRID will now be drawn inside the mask area - alpha channel

Grid Solid layer

Mask 1
mask Feather — 100
Mask Expansion — -75 or -100
CTRL+N create a new comp
1200 by 1200 pixels
29.97 fps duration
square pixels
background color - dark blue

Rectangle tool is selected - double click the tool to create shape layer
Shape Layer 1 selected
Fill - click word "Fill"
Opens Fill Options
Choose Radial Gradient button
Mode: Normal, Opacity 100%

Alt key mouse click on until see red slash - no stroke around Fill needed
Twirl down Shape Layer 1 > Contents > Rectangle 1 > Gradient Fill 1
Set End Point
Set Highlight Length
Delete Stroke 1 section if you want. There is no stroke, so it's not needed.
Colors > Edit Gradient can be clicked, or click on gradient swatch up in the Tools panel. The Edit Gradient dialog box opens:

- Opacity
- Color
- Click it, choose WHITE color.

Shape Layer is selected. Type R to set Rotation Transform parameter APSR0.

Home, then T to set KE for 0x+0.0°. End, then change Rotation to 2x+0.0°.

Add Curly Lightining mov our Whalen comp as top layer.

Layer > Transform > Fit to Comp. Effect > Color Correction > Tint Tone.
4. Set midtone color to \( R = 90 \), \( G = 85 \), \( B = 70 \).

F4 to reveal or hide Mode Column which is in the Timeline.

Set Blending mode for curly_lightning.mov to Screen.

Set Preserve Underlying Transparency switch to "on" so it is visible only inside the radial gradient.

<table>
<thead>
<tr>
<th>R</th>
<th>red</th>
</tr>
</thead>
<tbody>
<tr>
<td>G</td>
<td>green</td>
</tr>
<tr>
<td>B</td>
<td>blue</td>
</tr>
<tr>
<td>A</td>
<td>ALPHA</td>
</tr>
</tbody>
</table>

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New composition - choose NTSC 4:3 Widescreen Square Pixels.

Name it Main Comp 1

Duration 05:00

Background Color BLACK

Add Spanning "Radar" by dressing to left side of timeline panel.

Click 3D layer switch -

Change X Rotation to -90 degrees

Change Y Position to 400

Change Z Position to 350

RAPAK (layer)
p293 - Grid Floor layer

Select Grid Floor comp over in project panel

Use Ctrl/ to add selected footage to the Main Comp 1 (as top layer)

3D layer switch

1. X Rotation - set it to -90 degrees.

2. Position - Y 400
   Z 400

2.5. Toggle on the TRANSPARENCY GRID after you do Ctrl/ in 2

6. Now toggle off the TRANSPARENCY GRID if you still have it on or even had it on.

http://www.uni.edu/jacobson/ae/soup/SoupOrSundae.html

http://www.uni.edu/jacobson/ae/soup/SnorgTees3rd.html


The assignment is due on Friday, February 25th. You will be allowed to turn it in anytime before Saturday at 5 p.m. IF YOU ATTEND CLASS ON Friday, February 25th. KAB 250 (Kamerick Art Building computer lab room 250) has open lab hours until 11 p.m. on Monday through Wednesday and they have until 10 p.m. on Thursday, until 4 p.m. on Friday. They have Saturday afternoon and Sunday afternoon and evening hours as well. KAB 250.

The hours for Lang 213 are posted outside the door of Lang 213 here.

Your assignment must include your name somewhere using Animation Presets of your choice.

Your assignment can do more than the minimal specified requirements, if you wish.