

Radaw Comp — Lesson 12 — Final Project ①

pages 282-283

(This is the 2nd element of 4 elements to be used as building blocks for a pair of main comps)

① 1200 x 1200

Radaw Square Pixels
Dark Blue 29.97

10:00 Duration

② Double click on Rectangle tool —
creates a Shape layer —

③ **Fill:** in tools panel (word Fill, not the icon)
Fill Options

Radial Gradient is 4th icon,
last choice.

Normal Mode popup
Opacity: 100%

④ **Stroke:** — choose for no stroke

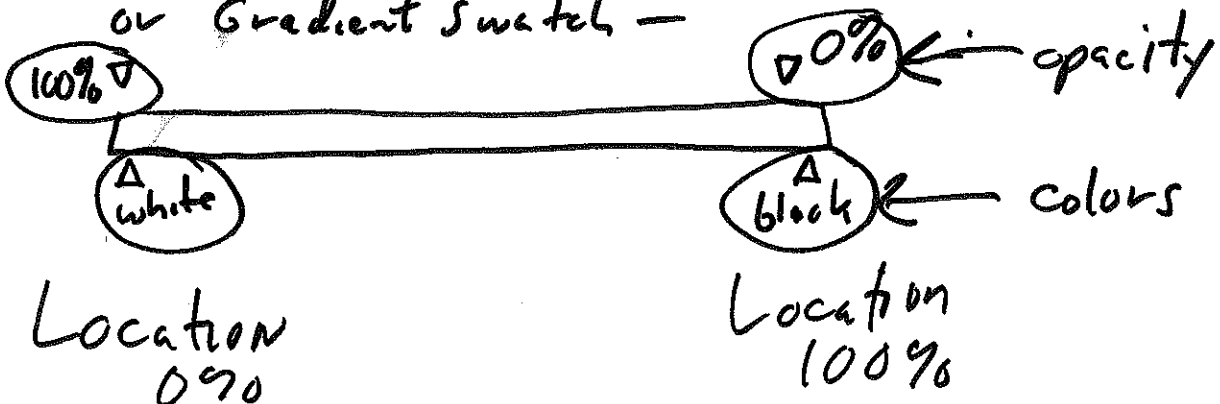
⑤ Shape Layer 1 > Contents > Rectangle 1 >
Gradient Fill 1

End Point x = 550 y = 0.0

Highlight Length 100%

⑥ Colors **Edit Gradient...**

or Gradient Swatch —



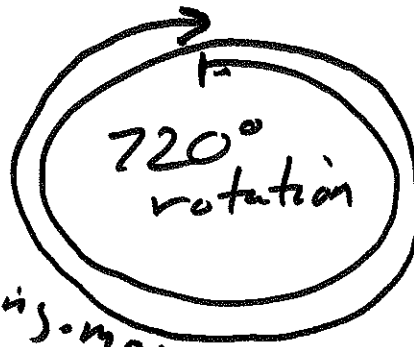
⑦ R for Rotation

②

0x

$0x + 0.0^\circ$

0.000



$2x + 0.0^\circ$
10.000

⑧ Add Curly Lightning.mov to the Radar comp, as new top layer.
Layer > Transform > Fit to Comp

⑨ Effect > Color Correction > Tint

R = 90 G = 85 B = 70 for midtone color

⑩ Use F4 to Toggle Switches/Modes
Made choice for Curly Lightning.mov

Blending Mode: Screen

— projects it on top of shape layer —

⑪ Set the T (preserve underlying transparency) switch — SHAPE Layers transparency is preserved —

Mixing images together using BLENDING MODES is one of most creative tools AE offers.

What is the method behind mode madness?

modes — different methods for combining images together

Two images

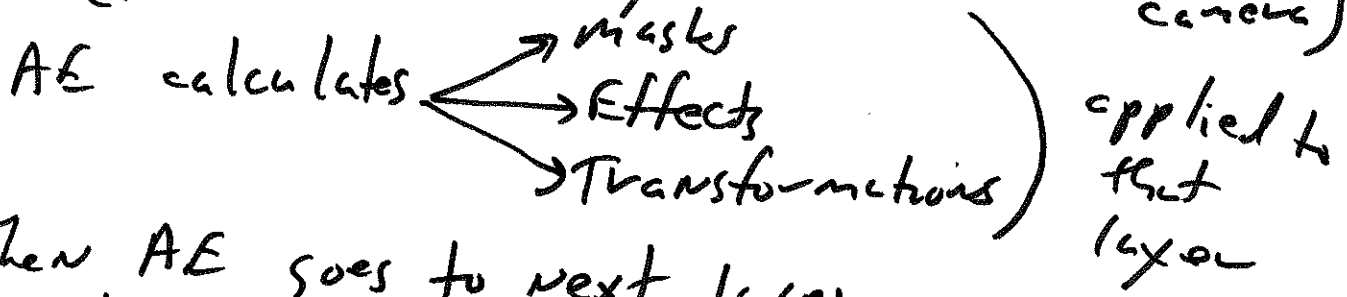
take some properties of one image and combine them with some properties of the underlying image —
result: a new combination image

Screen Mode

- ① The opposite of multiply mode — multiply mode scales down the colors of selected layer.
- ② Color values of selected layer are scaled above their original values based on color values of layer underneath —
- ③ Less intense version of Add mode.

How do modes work?

AE calculates the final image in a comp by starting with the bottommost layer (in 2D mode — at bottom of the stack) (in 3D mode — layer furthest from the camera)



Then AE goes to next layer up — calculates that layer's M_s , E_s , and T_s — Looks at that current layer's Alpha channel — sees what parts of layer-stack underneath are revealed — what parts are covered up —

AE then combines the two layers — temporarily saves off that composite — then goes to next layer up from bottom — repeats process.

Blending modes —

Important concept #1:

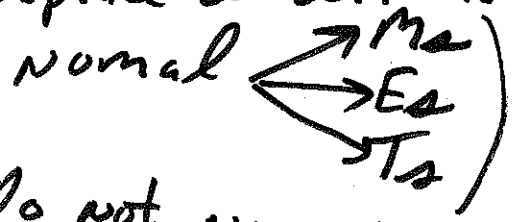
(Instead of straightforward mix of pixels from current layer and underlying stack (when alpha is), blending modes say: before we mix (< 100%), properties of corresponding pixels, look at values, change color according to what we find, then mix current layer and underneath.

Important concept #2:

Blending modes alter color values of layer they are applied to, based on image from stack of layers underneath. Each mode has a different set of rules — (algorithm)

Important concept #3:

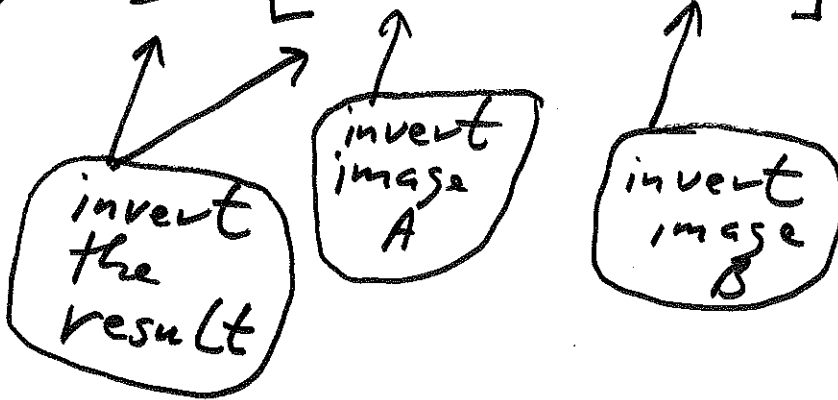
Blending modes do not replace or obliterate the normal



Do not normally change transparency of a layer either — Its differences in color that alter the final effect —

Screen

$$O = 1 - [(1-A) \times (1-B)]$$



Screen is actually another multiplicative operator — but additional step of inverting both images before the multiply, and inverting the result — causes SCREEN to add light to a portion of the image.

What is Multiply?

$$O = A \times B$$

What is Add?

$$O = A + B$$

Note: $A + B = B + A$

What is Subtract?

$$O = A - B$$

Note: $A - B \neq B - A$

Creating the Skater Comp - page 284-286

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1 (650 x 450) size
(05:00) duration Name: Skater

2 Add Skater.mov to the Skater comp.

3 Ctrl + Y (Layer > New > Solid)

Make Comp Size name it movie grid
color black

4 Effect > Generate > Grid

Anchor 0.0

Size From Width Slider

Width 50

Blending Mode Stencil Alpha

Border 2.0

Twirl down Feather Width 1
and Feather Height 1

5 Layer > New > Adjustment Layer name it
AL Black Dissolve

Effect > Transition > Black Dissolve

Scrub Transition completion to 50%
in effect controls panel.

6 Change Black width
and Black Height both to 50.

7 Toggle off Soft Edges option.

* At 00:00 turn on KF for Transition
completion -
set it to 100%
At 1:12, set KF to 9%

- ⑦
- ⑧ Drag AL Block Dissolve layer below the Movie Grid layer.
 - ⑨ Select Skater.mov layer —
Apply the Cartoon effect —
(its under Stylize group)
 - ⑩ Apply Effect > Channel > CC Composite
Set Composite Original to Color Dodge.
Reduce CC composite's opacity value
to tame the bright, saturated result.

Creating the Dial Comp — page 287-290
Lesson 12

- ① File > Import File
Select Dial.ai, Open it
Import Kind: Composition
Footage Dimensions: Layer Size
- ② Open dial comp —
change background color of comp to white
Delete guides layer —
- ③ Composition settings — 600x600
29.97 fps
05:00 Duration
- ④ Adobe Illustrator is vector based graphics,
not pixel based.
Vectors get rasterized to pixels when
crossed border from AI to AE.
Dial comp — select inner ring layer —
Edit > Edit Original

⑤ AI - window > Layers panel needs to be open. ⑧

inner ring has 11 paths -
10 lines, 1 circle

(i) Alt + Click on inner ring layer to select all 11 paths.

(ii) Edit > Copy

(iii) Back in AE, with inner ring layer still selected, do Ctrl + V or Edit > Paste

(iv) Type M to see the 11 mask paths -

(v) Find Mask & Shape Path visibility switch at bottom of comp panel -

⑥ Effect > Generate > Stroke
Applies 2 pixel wide white stroke to 1st mask it finds -

(i) Change color to bright red.

(ii) Check the All Masks checkbox.

(iii) To hide original pixels, change the Paint Style ▼ to On Transparent

⑦ End parameter KF at 00:00 will be 0%
Set it to 100% at 02:00

- RAM preview it -

⑧ Now follow same steps with outer ring layer