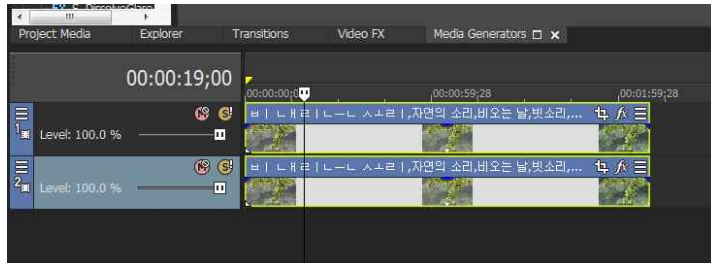


[24차시 만화효과내기]

참조: <https://www.youtube.com/watch?v=DgfWVafU5ag>

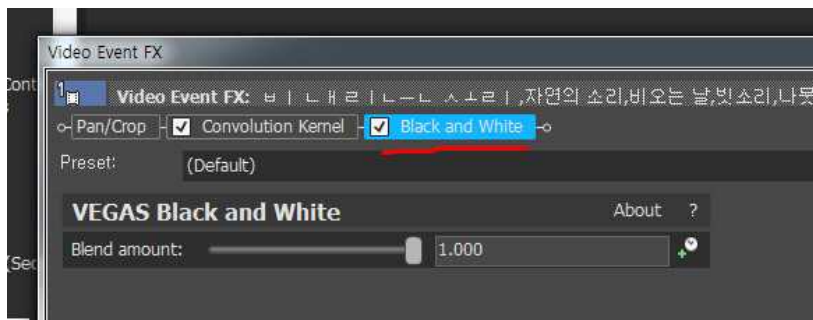
1. 영상복사



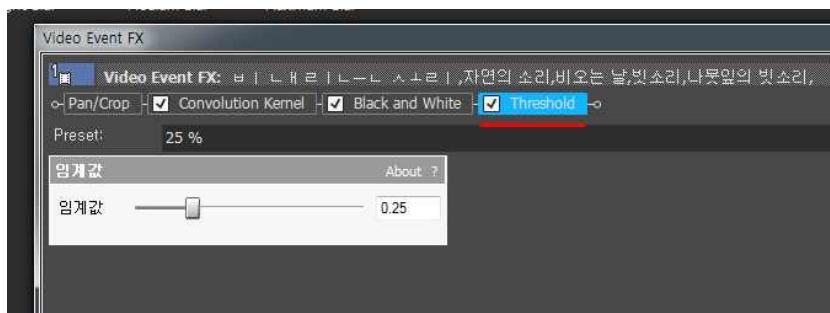
2. 위 트랙에서 Video Event FX<Convolution Kernel>Find Edges드래그



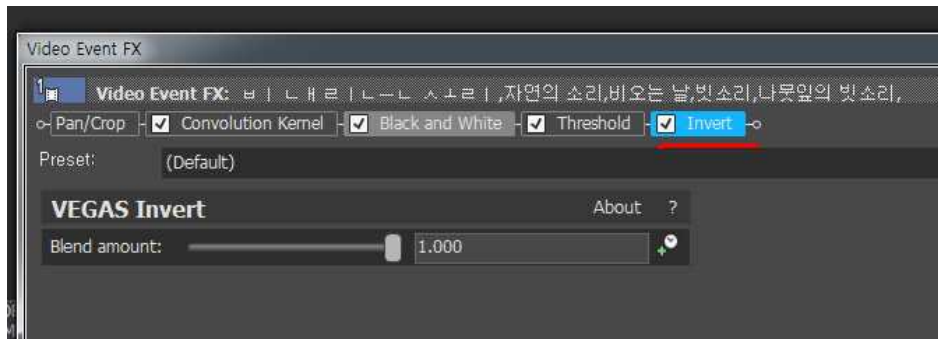
3. 흰색으로 바꿔주기



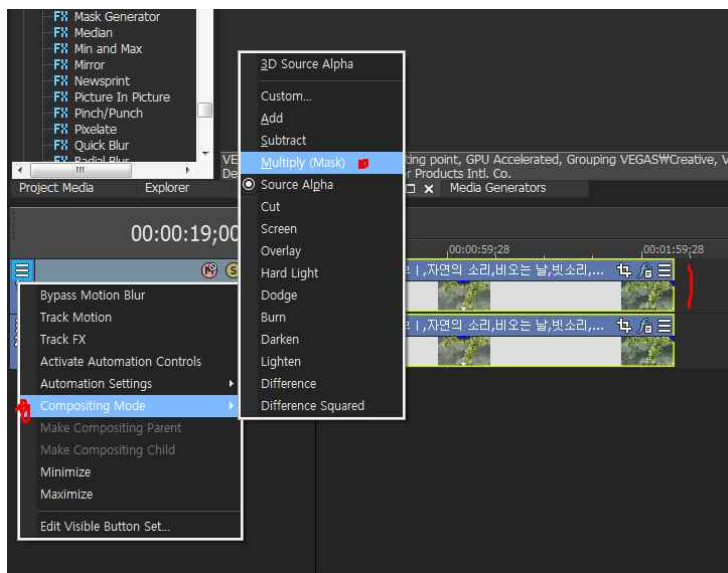
4. 좀 찼하게 하기; Video Event FX<Threshold



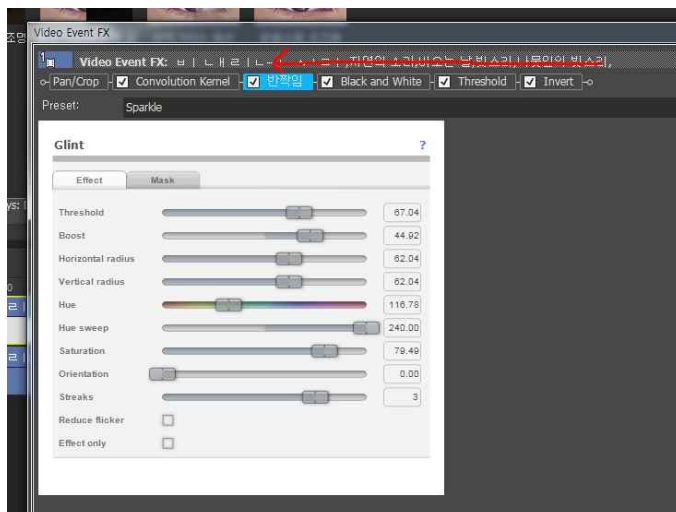
5. 밑의 영상과 합치기: invert시킨다.



- 위 레이어를 compositing Mode<Multiply (Mask)

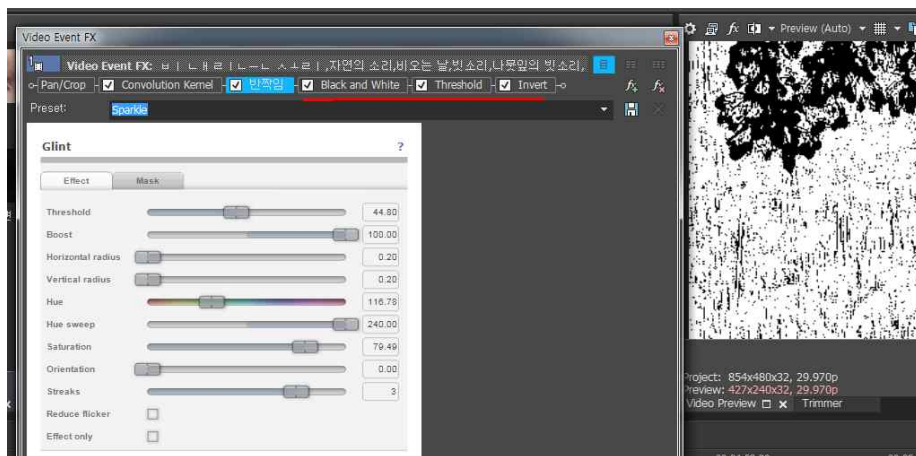
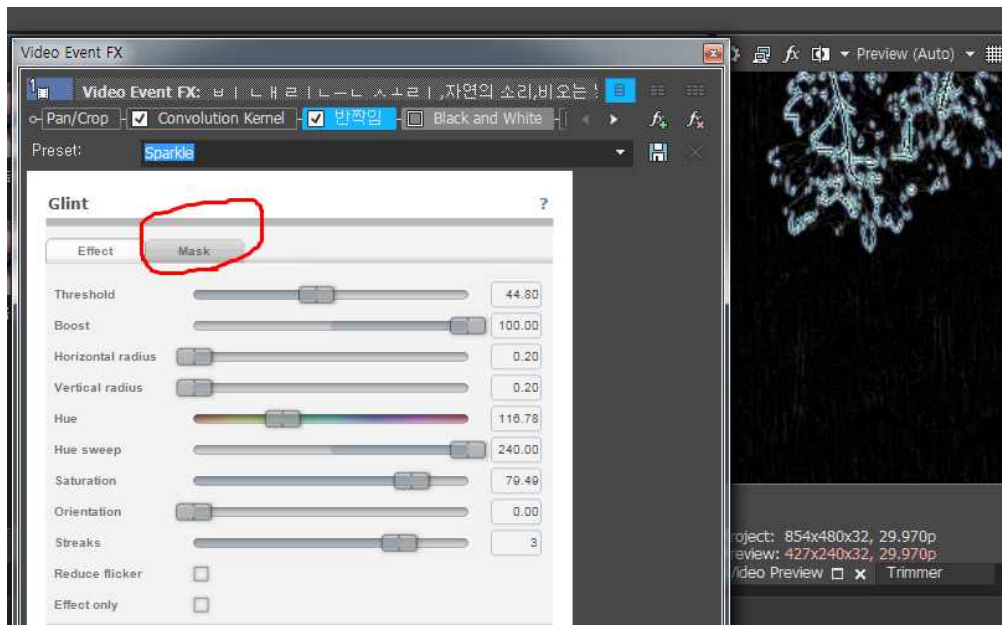


6. 반짝임 드리그<위치이동(Convolution Kernel뒤로 이동)

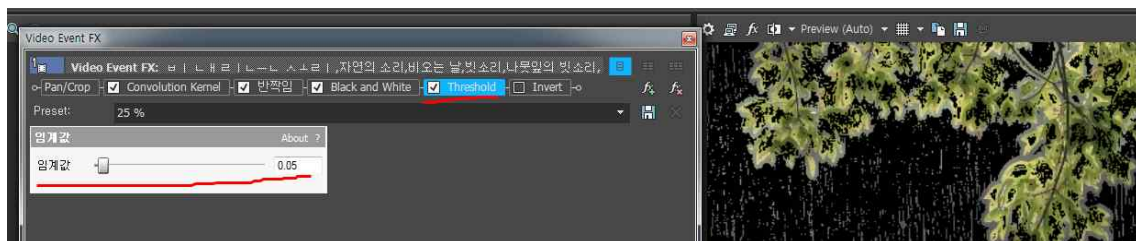


7. 반짝임 뒤에 있는 옵션들 끈 상태에서 반짝임에 옵션 조절한다.

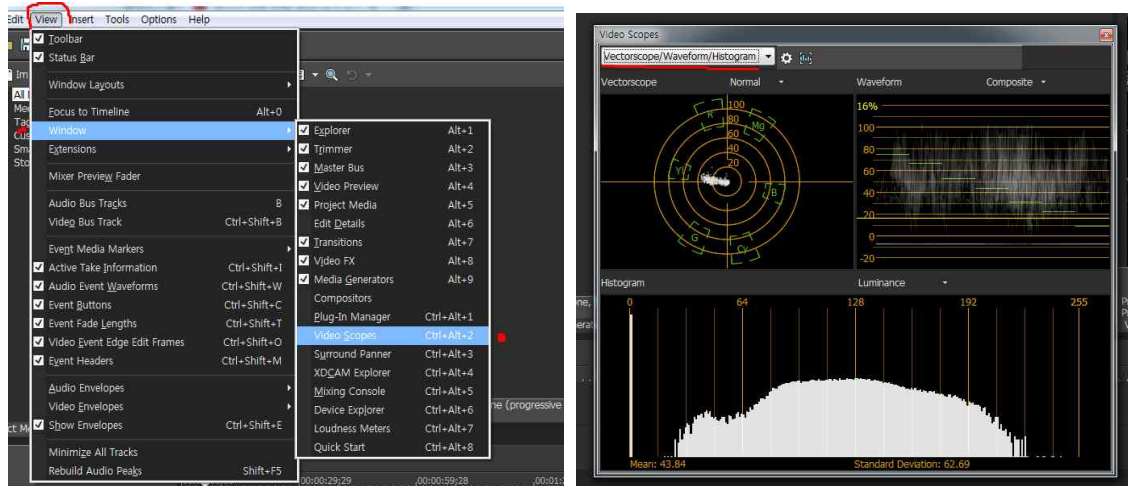
<옵션 설정 이후 나머지 옵션 킨다.



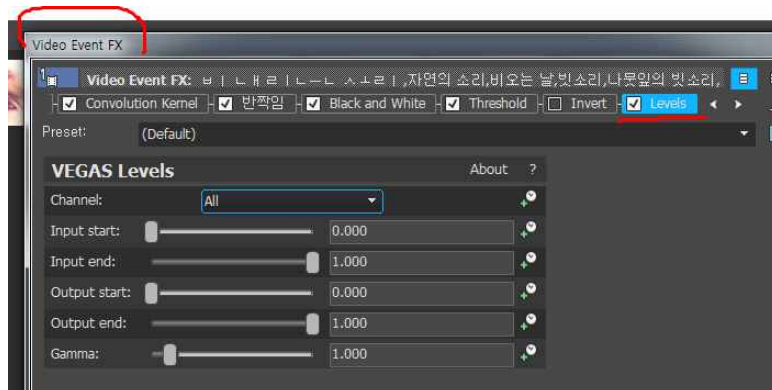
8. Threshold로 적당량을 조절



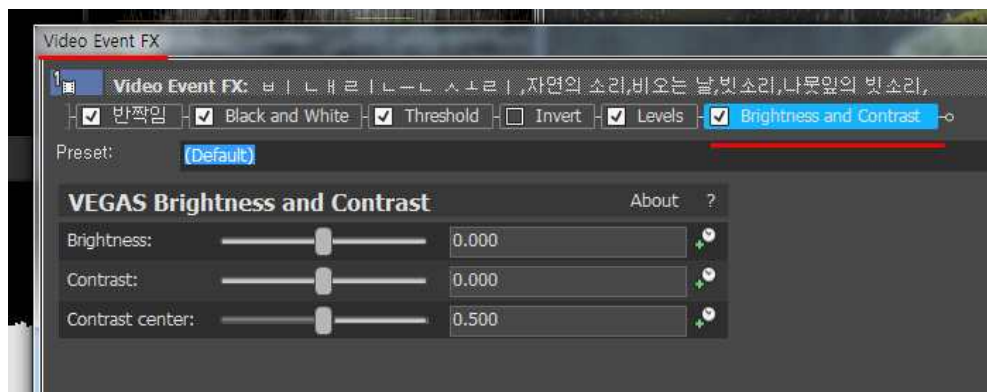
9. View<Window<Video Scopes 선택<Vectorscope/Waveform/Histogram
>>>색이 얼마나 변하는지 보는것



10. Video Event FX<Levels적용(Vectorscope/Waveform/Histogram와 preview화면을 보며 확인), 옵션들은 입력되는 밝기를 뜻함



11. Video Event FX<Brightness and Contrast 옵션 적용



12. 원래영상과 바뀐 영상을 비교로 보기

