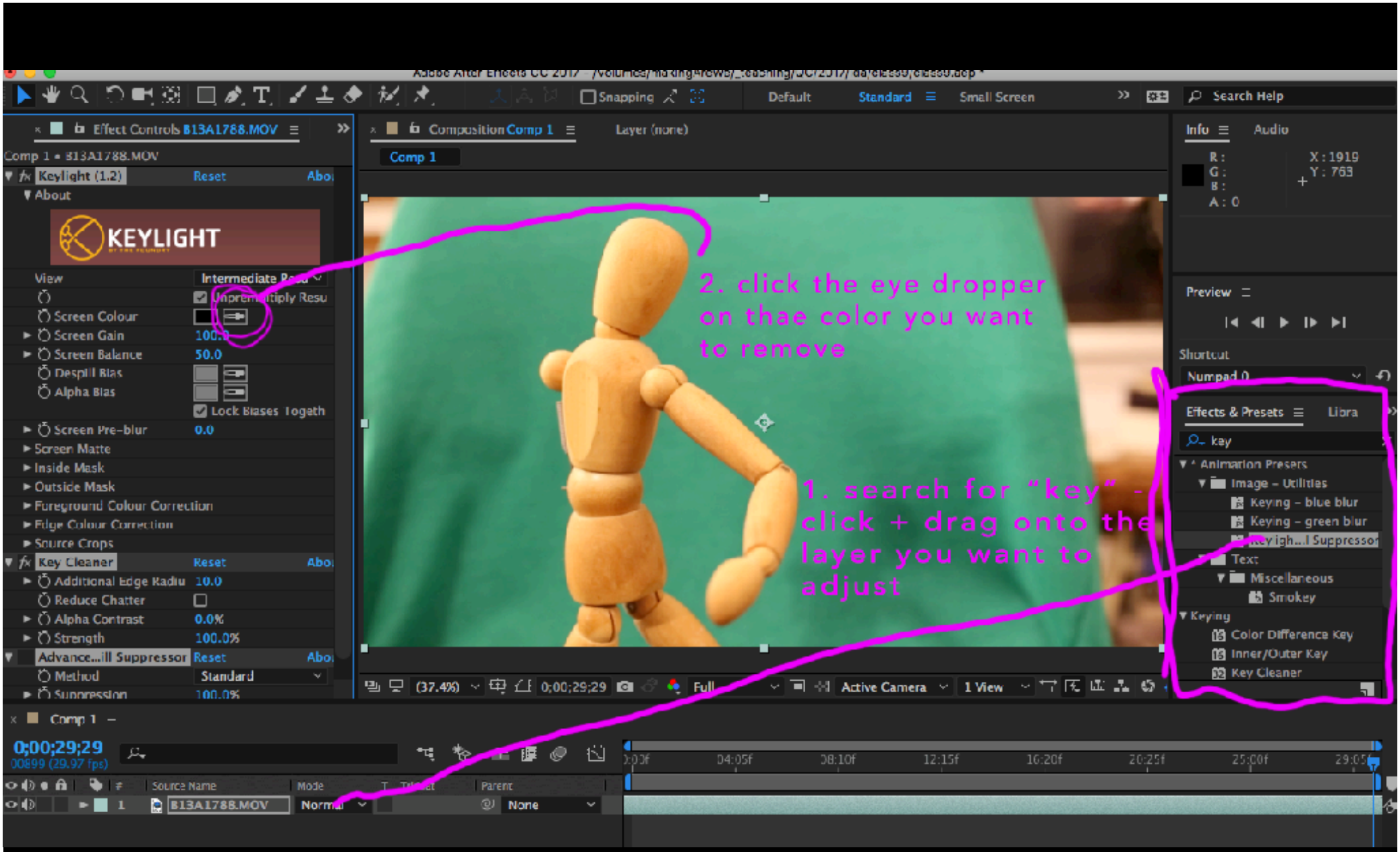
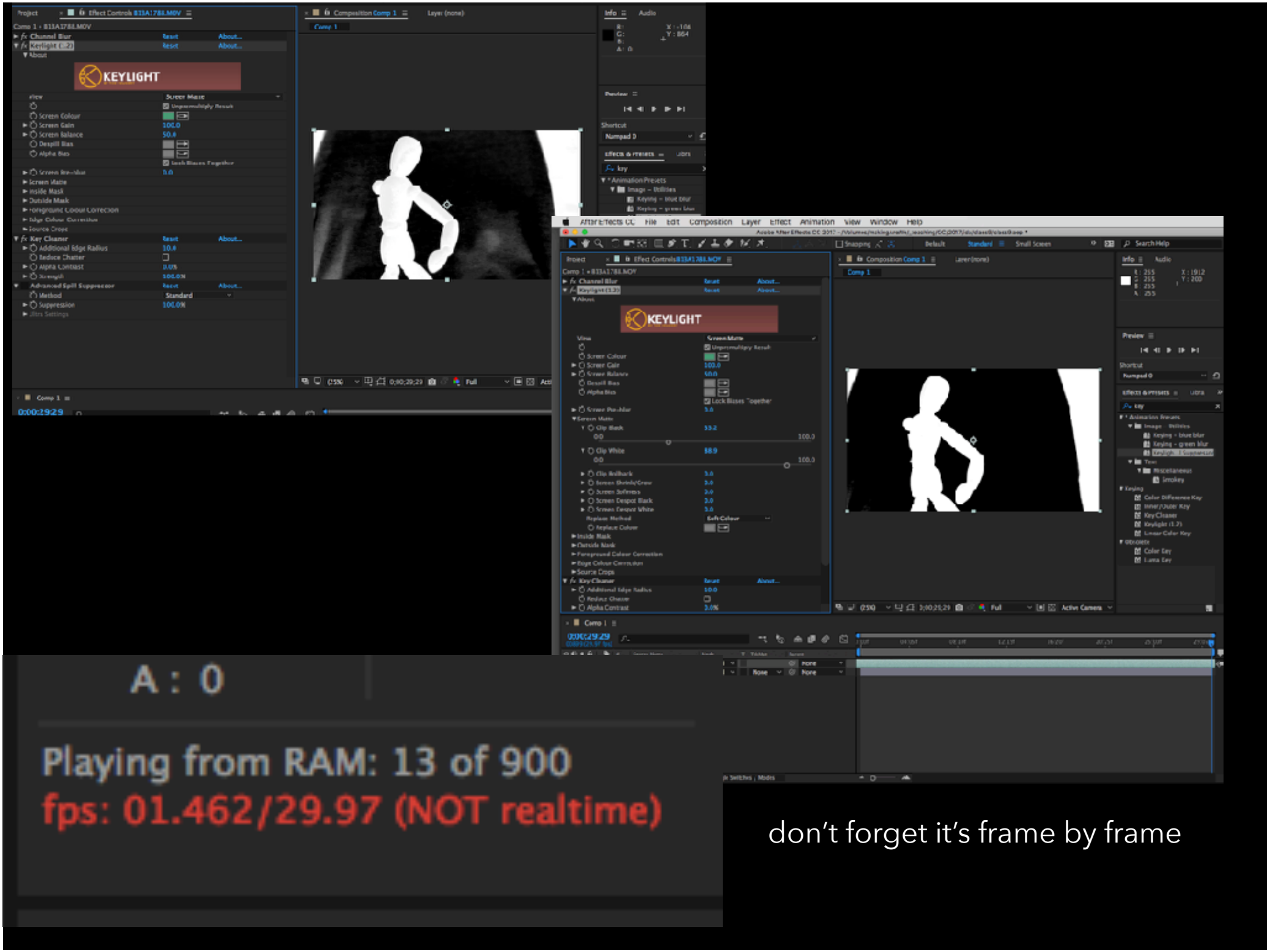
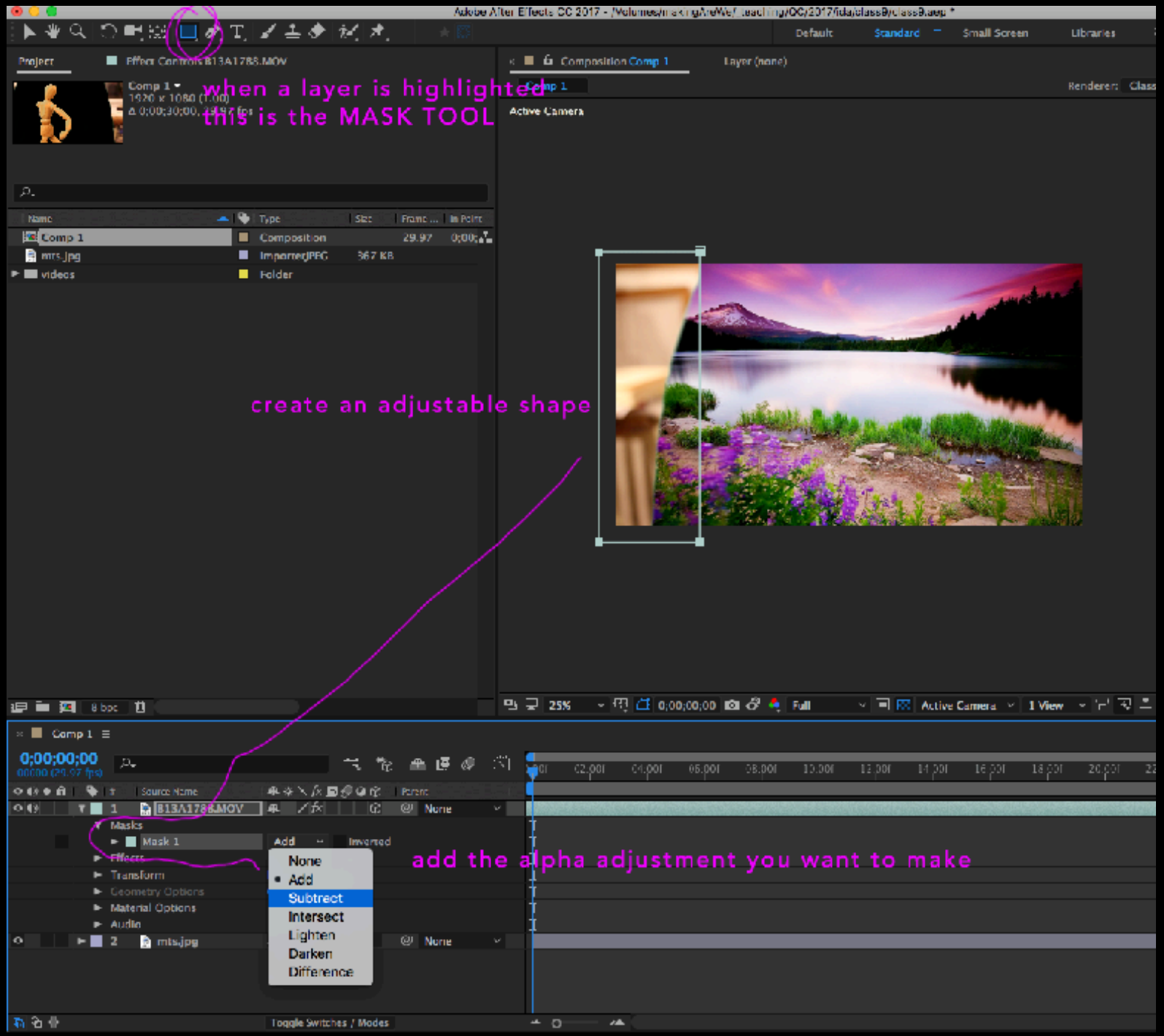
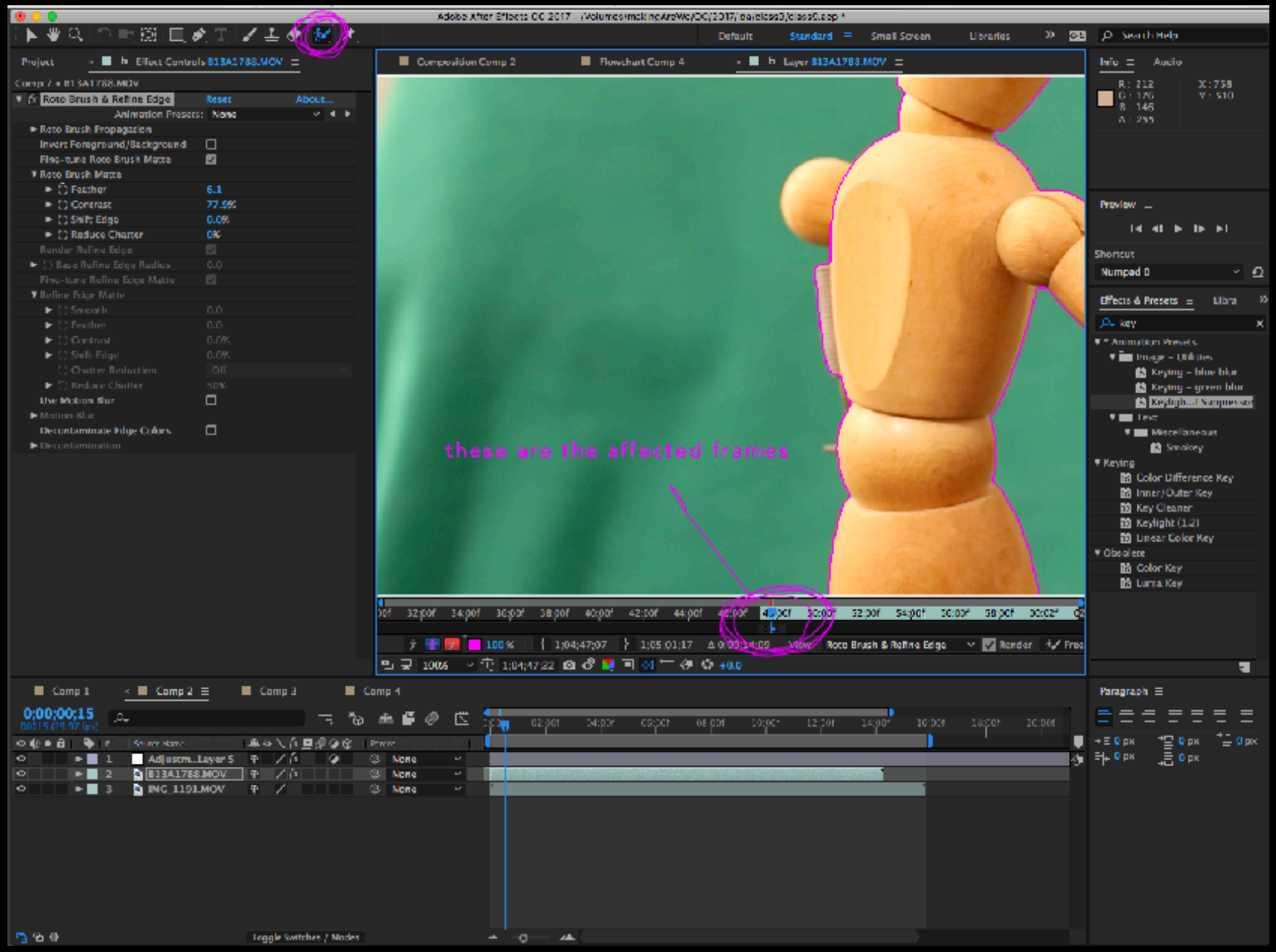

2. click the eye dropper on thae color you want to remove
1. search for "key" - click + drag onto the layer you want to adjust

Keying

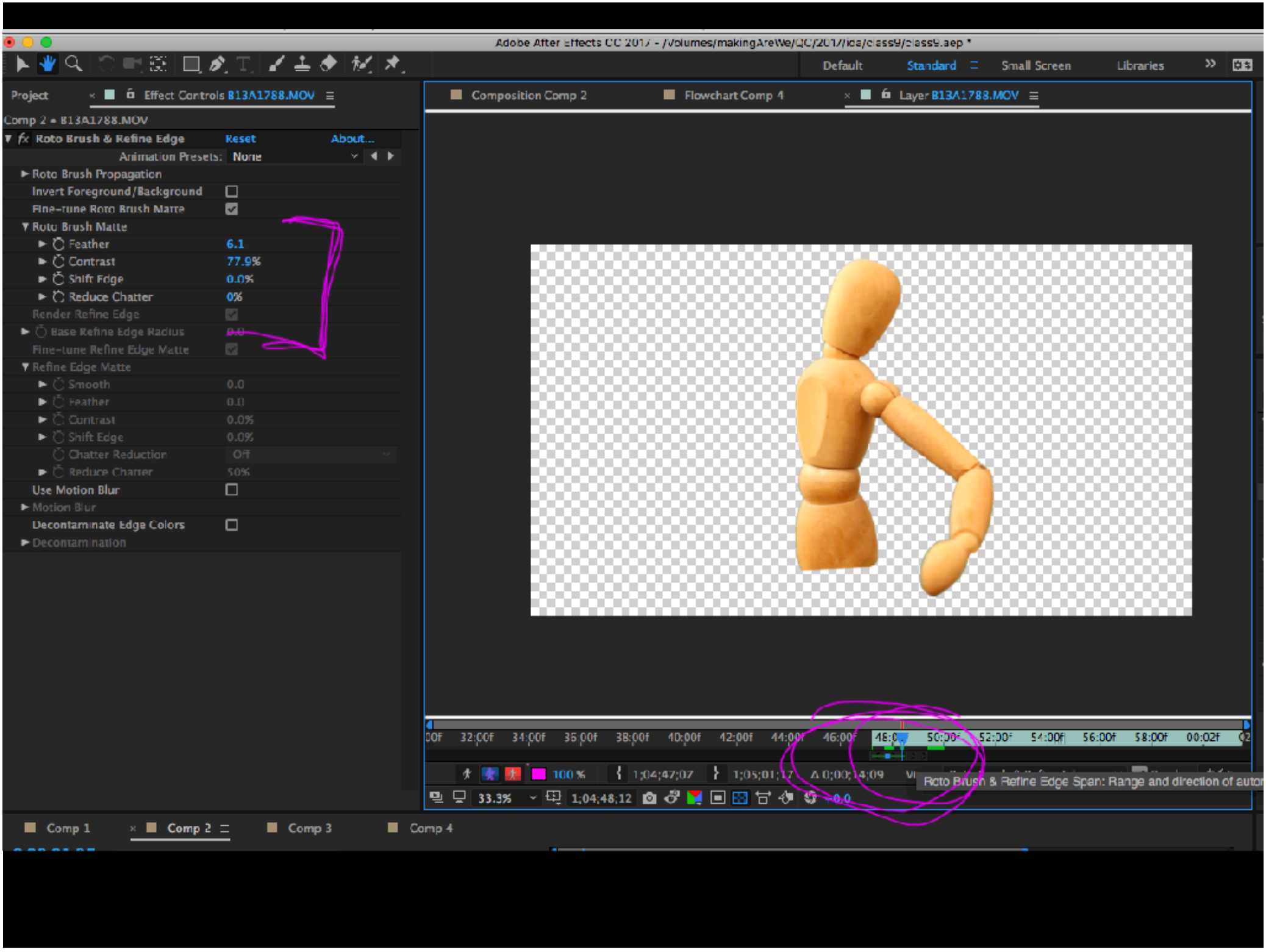

A : 0
Playing from RAM: 13 of 900
fps: 01.462/29.97 (NOT realtime)
don’t forget it’s frame by frame

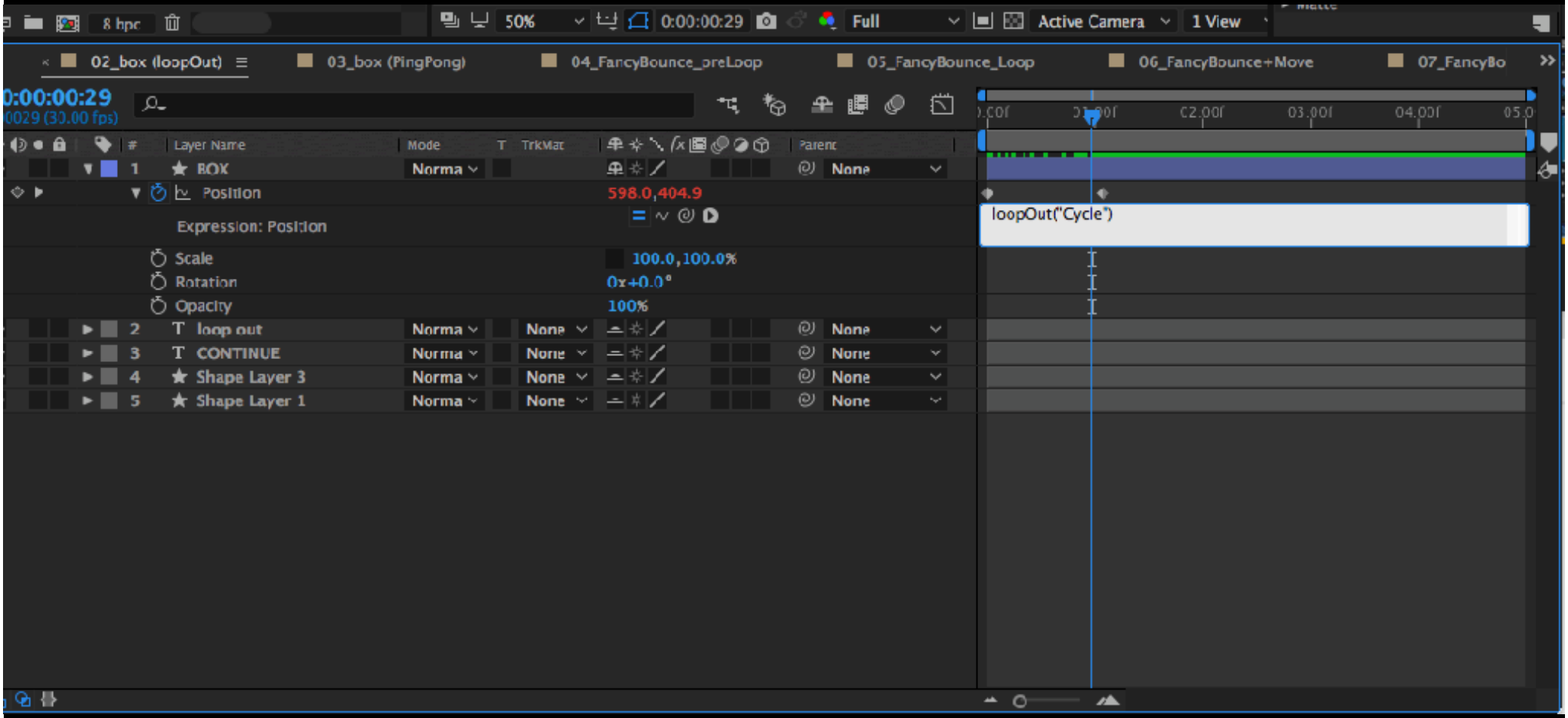


Masks are also useful in making things dis/appear



rotoscoping is another way


Adobe After Effects CC 2017 - /Volumes/makingAreWe/CC/2017/ida/class9/class9.aep *
Default
Standard
Small Screen
Libraries
Project
Effect Controls B13A1788.MOV
Comp 2 • B13A1788.MOV
Roto Brush & Refine Edge
Reset
About...
Animation Presets:
None
Roto Brush Propagation
Invert Foreground/Background
Fine-tune Roto Brush Matte
Roto Brush Matte
Feather
6.1
Contrast
77.9%
Shift Edge
0.0%
Reduce Chatter
0%
Render Refine Edge
Base Refine Edge Radius
Fine-tune Refine Edge Matte
Refine Edge Matte
Smooth
0.0
Feather
0.0
Contrast
0.0%
Shift Edge
0.0%
Chatter Reduction
Off
Reduce Chatter
50%
Use Motion Blur
Motion Blur
Decontaminate Edge Colors
Decontamination
Composition Comp 2
Flowchart Comp 1
Layer B13A1788.MOV
32:00f
34:00f
36:00f
38:00f
40:00f
42:00f
44:00f
46:00f
48:00f
50:00f
52:00f
54:00f
56:00f
58:00f
00:02f
100 %
1;04;47;07
1;05;01;17
Δ 0;00;14;09
Roto Brush & Refine Edge Span: Range and direction of auto
33.3%
1;04;48;12
Comp 1
Comp 2
Comp 3
Comp 4



Expressions (we'll come back to this later in the semester)

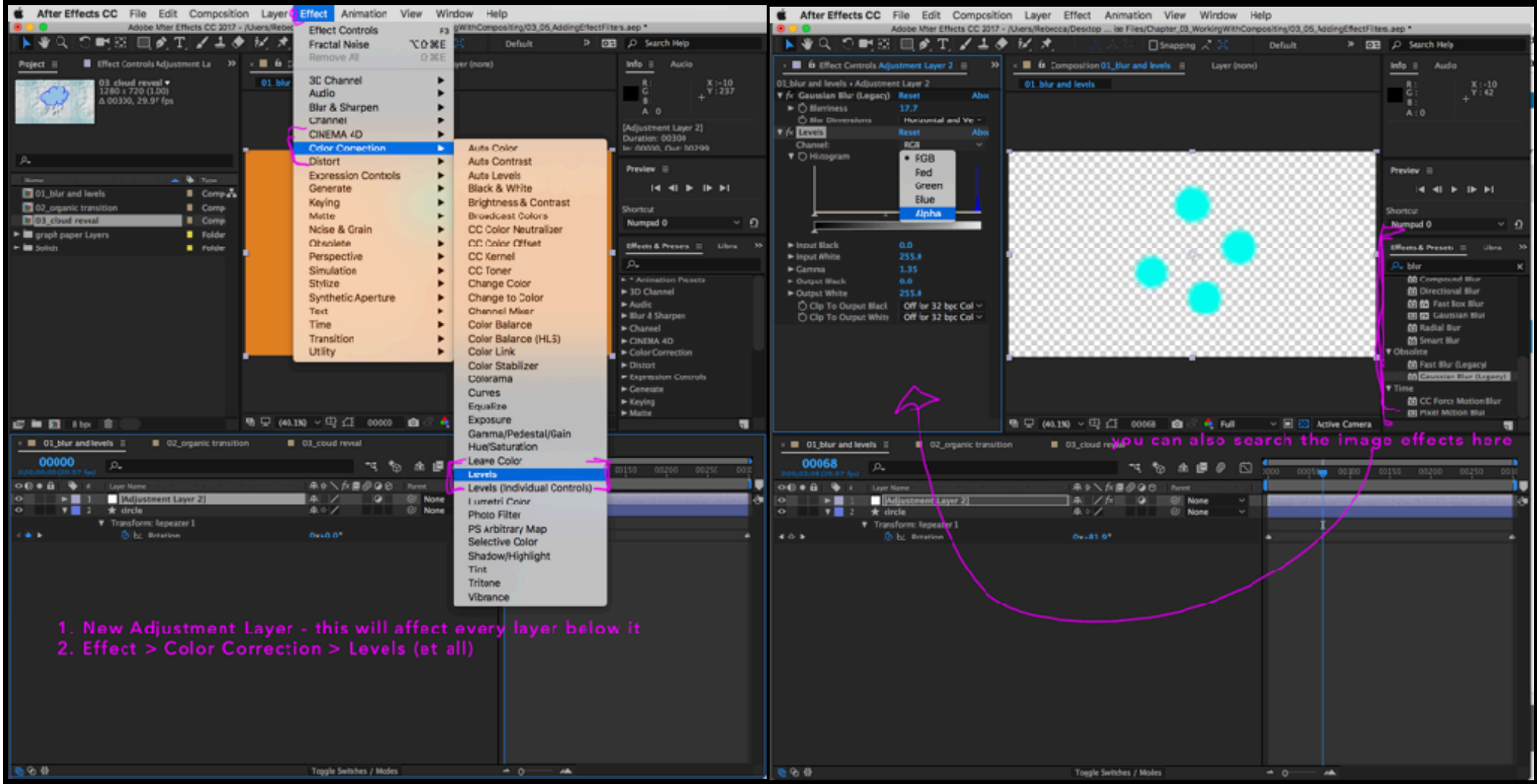
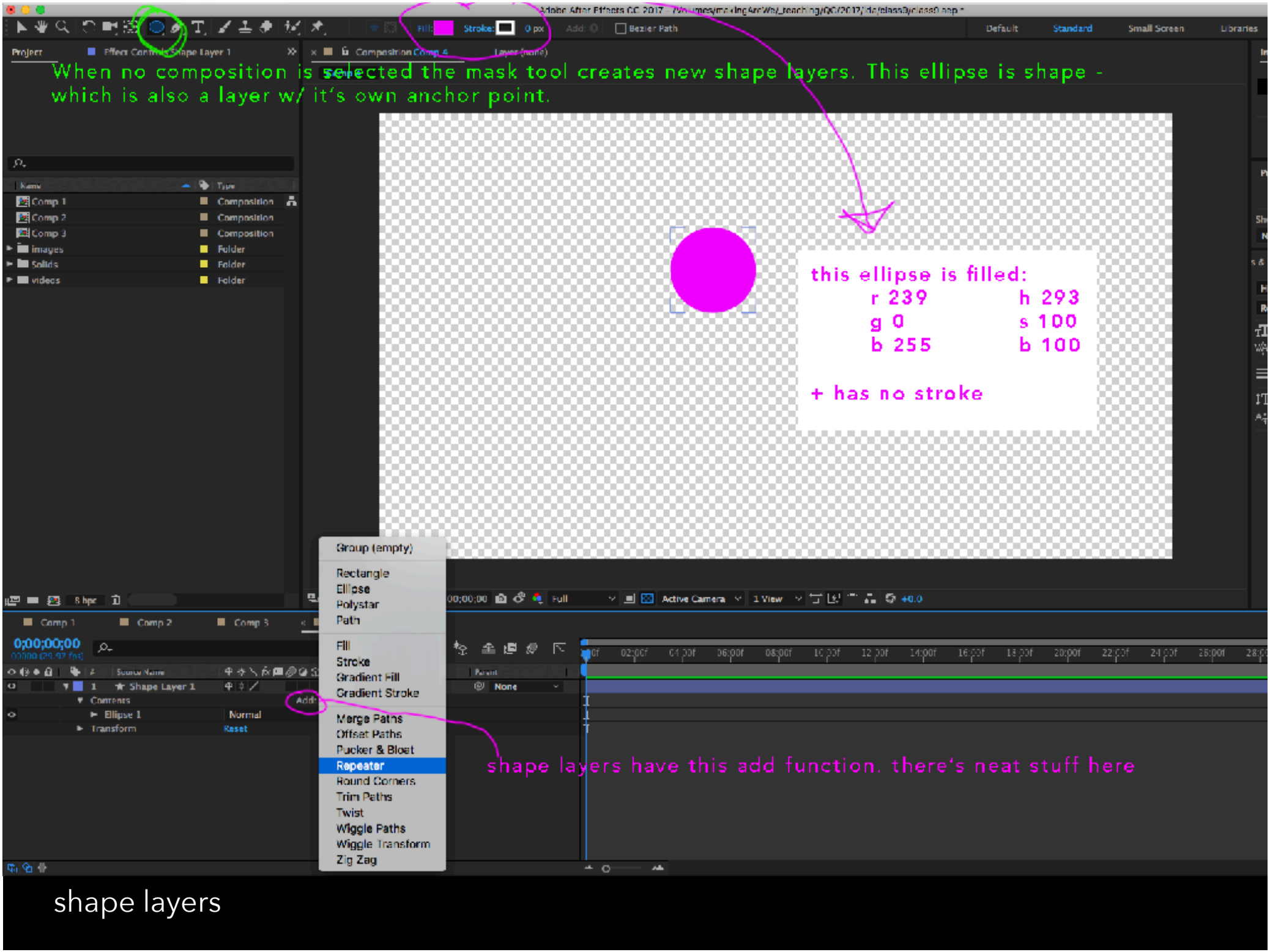
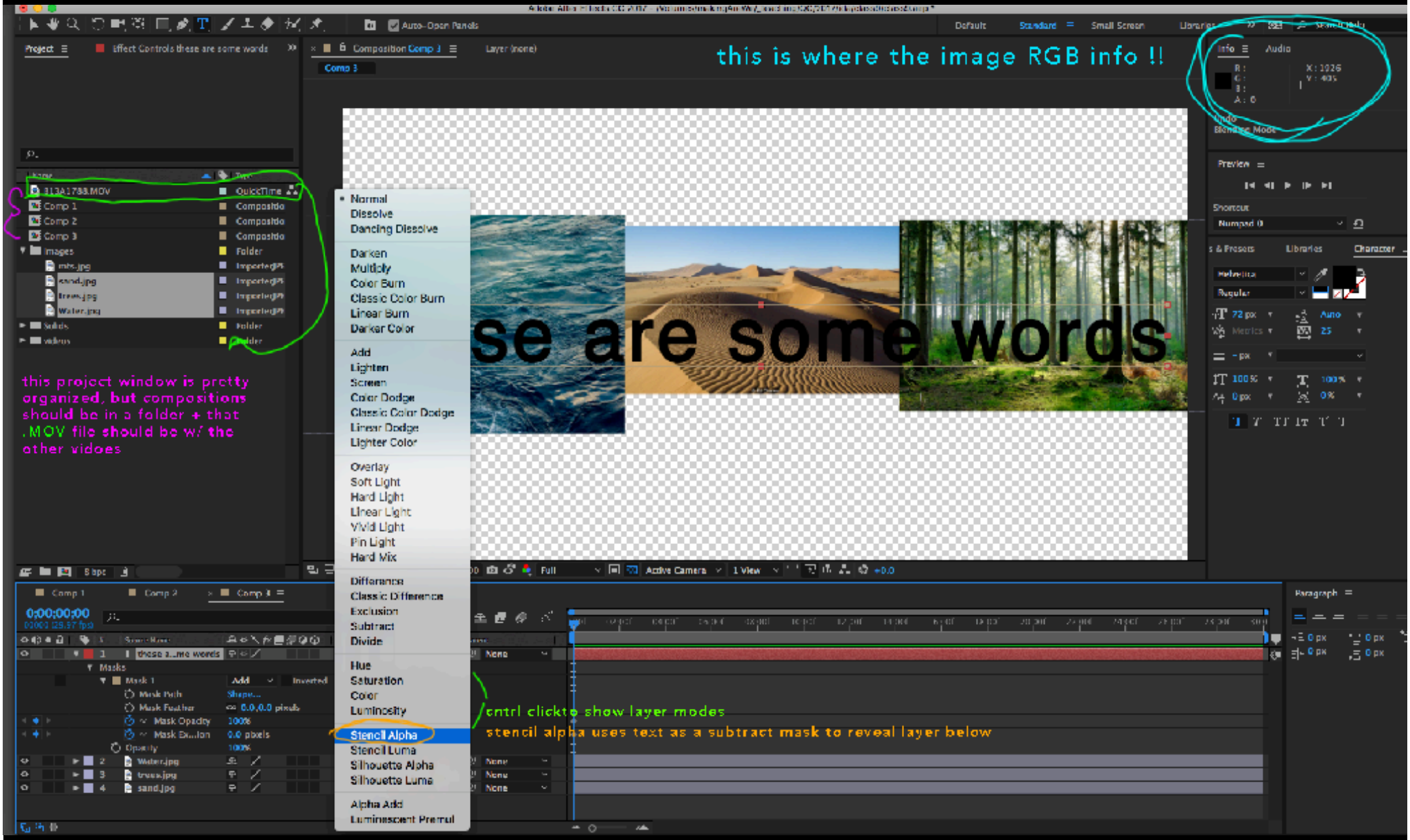


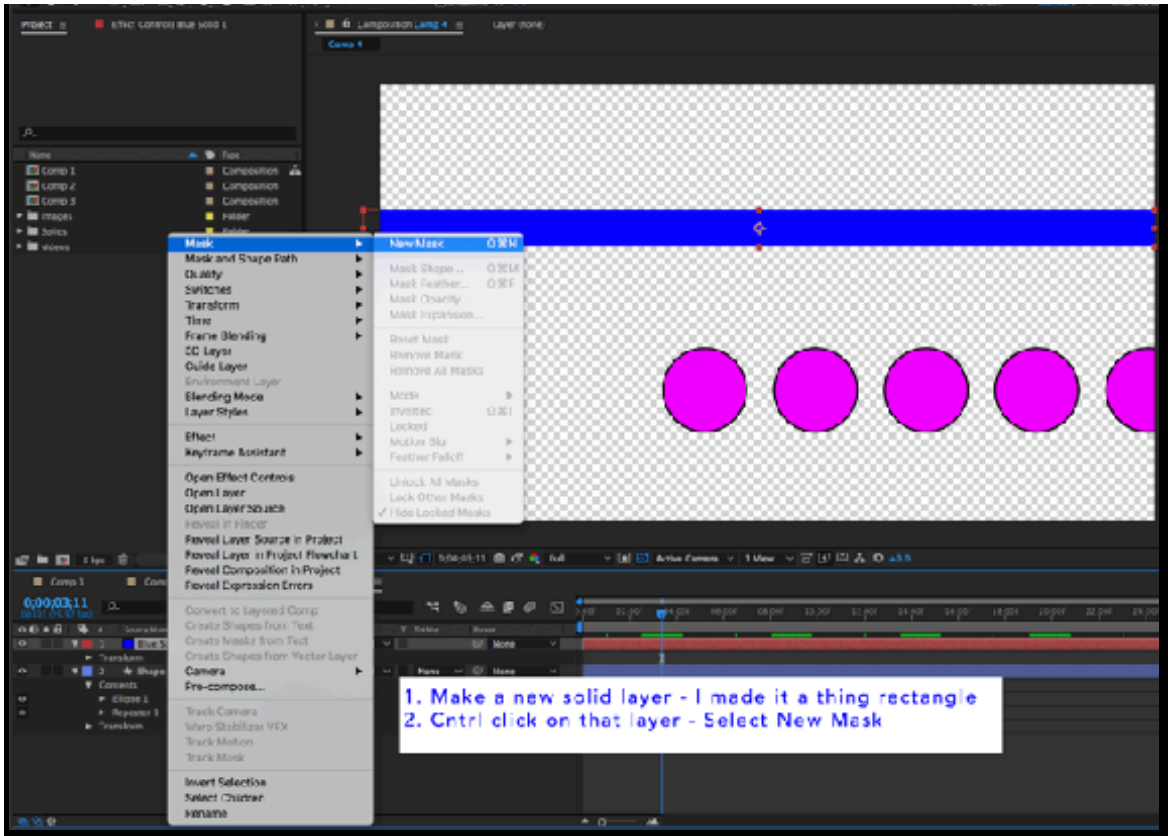
image + color correction

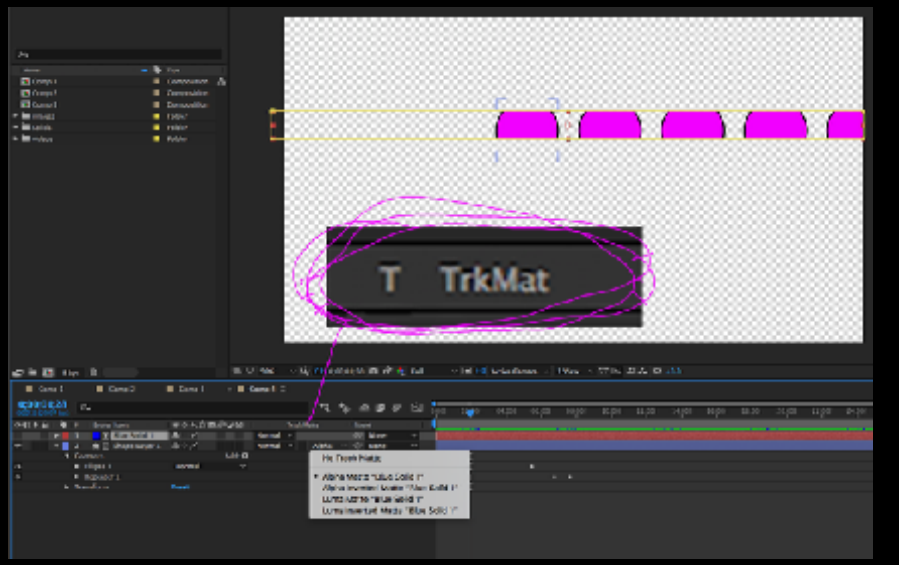


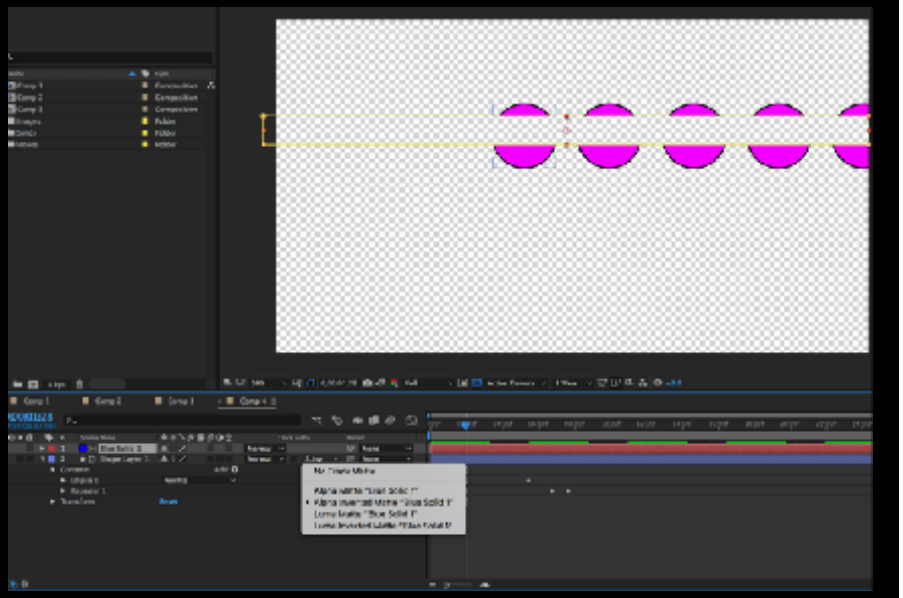
shape layers


this is where the image RGB info !!
this project window is pretty organized, but compositions should be in a folder + that .MOV file should be w/ the other videos
se are some words
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
entrl clickto show layer modes
stencil alpha uses text as a subtract mask to reveal layer below

more masks







tracking masks