Bayer Filter arrangement of color filters on the pixel array of a digital image sensor. more info here
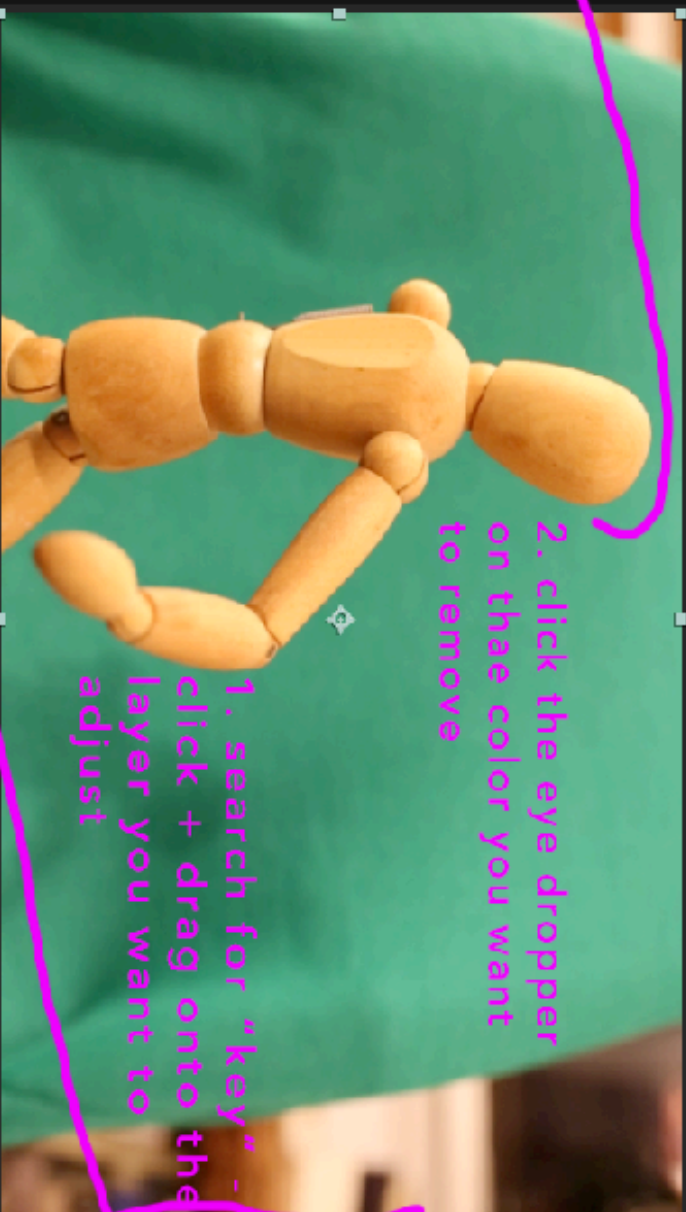
Keying

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

A : 0

Playing from RAM: 13 of 900
fps: 01.462/29.97 (NOT realtime)

don't forget it's frame by frame
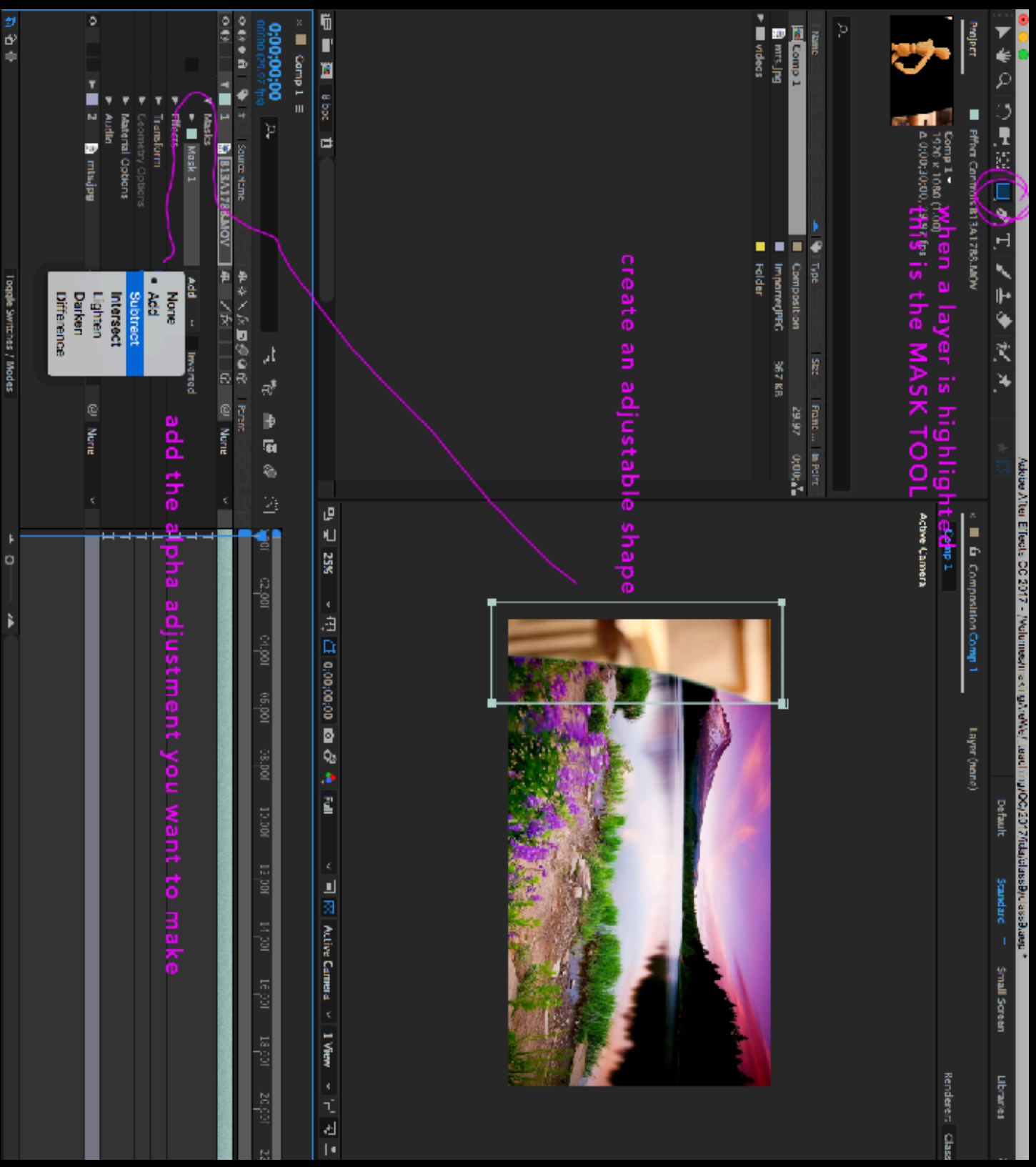
Masks are also useful in making things dis/appear

when a layer is highlighted
this is the MASK TOOL

create an adjustable shape

add the alpha adjustment you want to make
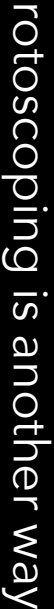
rotoscoping is another way

Adobe After Effects CC 2019 - /Volumes/makingAreWe/UC/2019/ipad/classy/classy.aep *

Project
Comp 2 • B13A1788.MOV
Effect Controls B13A1788.MOV

Roto Brush & Refine Edge
Animation Presets: None
Reset   About...

▶ 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

Comp 1   Comp 2   Comp 3   Comp 4

Composition Comp 2   Flowchart Comp 4   Layer B13A1788.MOV
Default   Standard   Small Screen   Libraries

33.3%   100%   1,04;48;12

Roto Brush & Refine Edge Edge Span: Range and direction of autom...

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

image + color correction
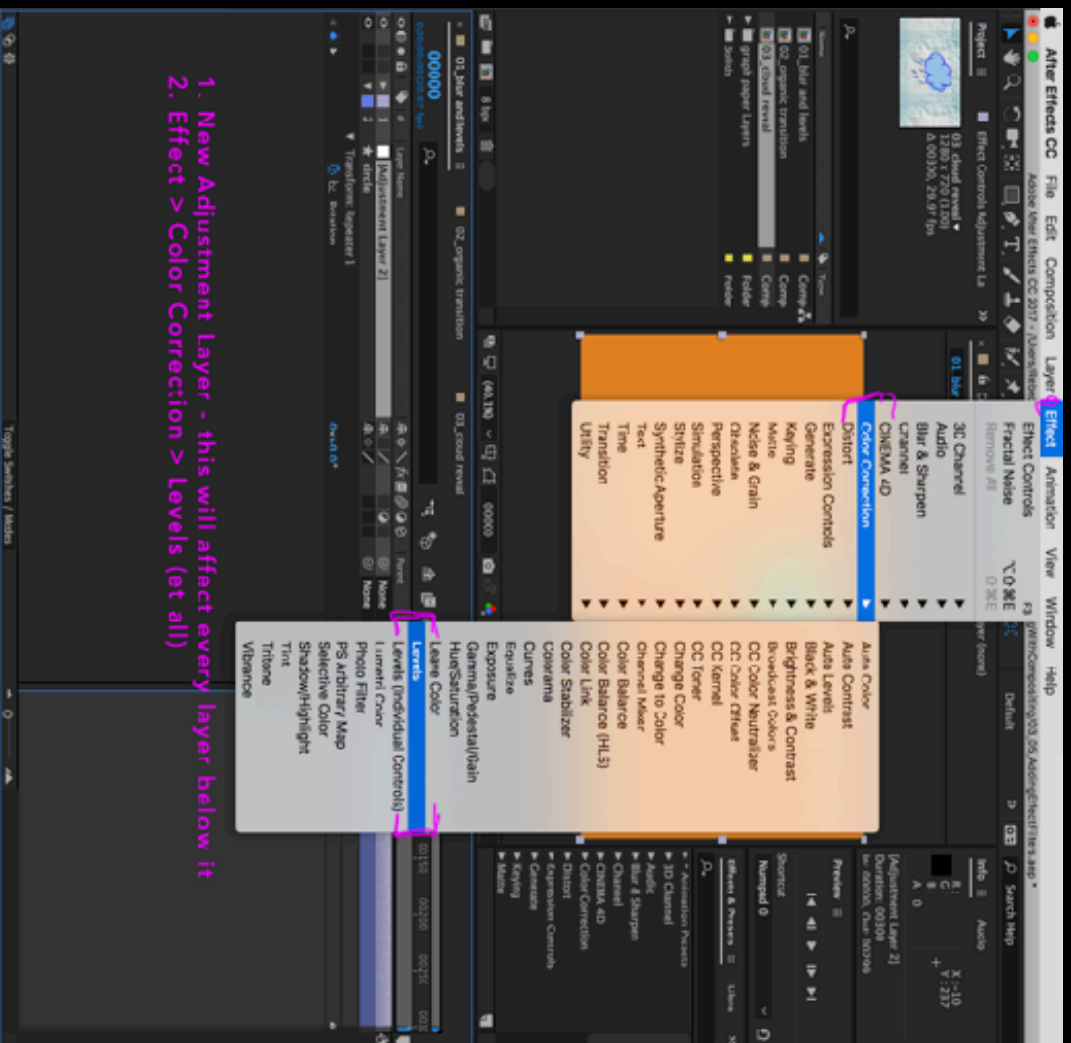
1. New Adjustment Layer - this will affect every layer below it
2. Effect > Color Correction > Levels (et all)
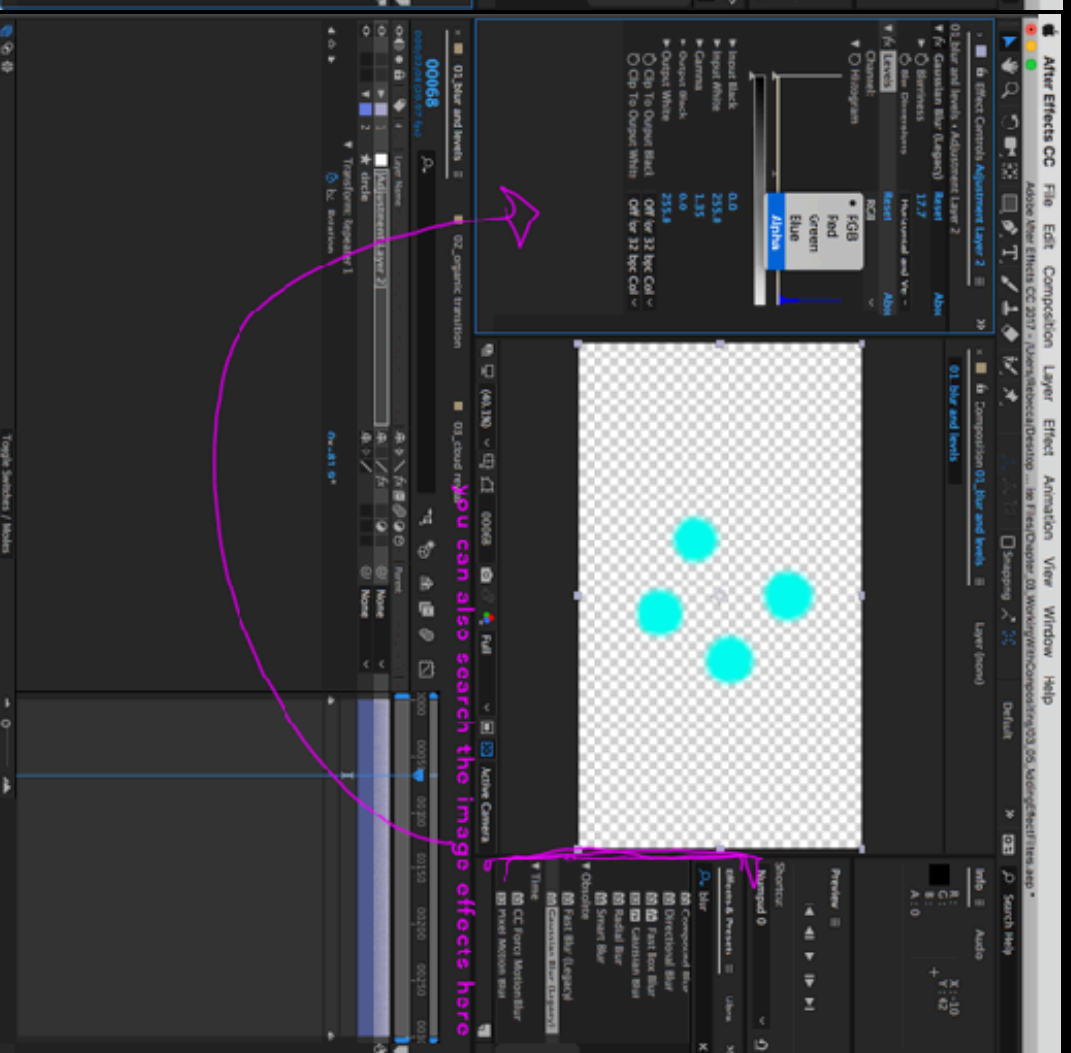
you can also search the image effects here
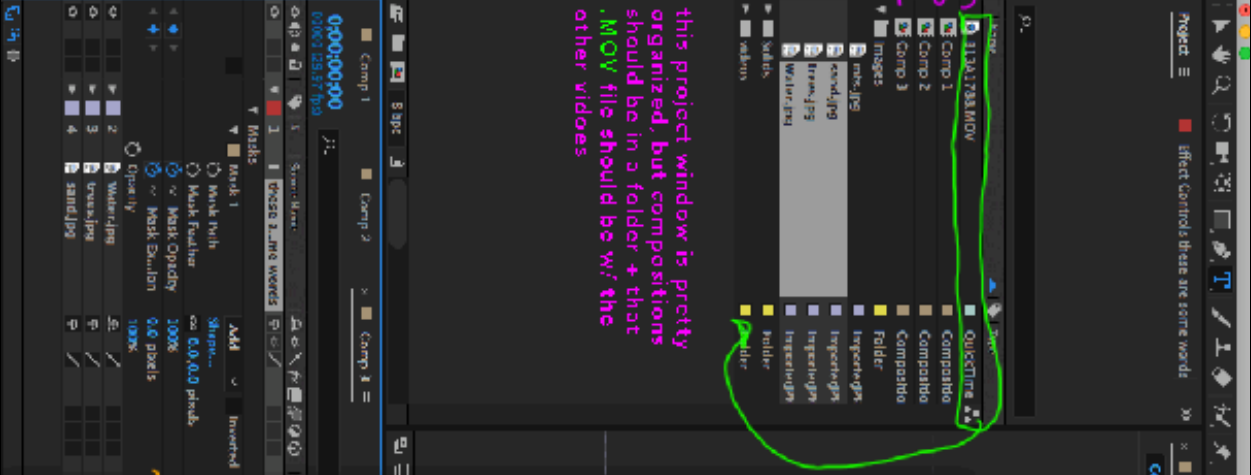
shape layers

When no composition is selected the mask tool creates new shape layers. This ellipse is shape - which is also a layer w/ it's own anchor point.

shape layers have this add function. there's neat stuff here

this ellipse is filled:
r 239   h 293
g 0   s 100
b 255   b 100
+ has no stroke

Group (empty)
Rectangle
Ellipse
Polystar
Path
Fill
Stroke
Gradient Fill
Gradient Stroke
Merge Paths
Offset Paths
Pucker & Bloat
Repeater
Round Corners
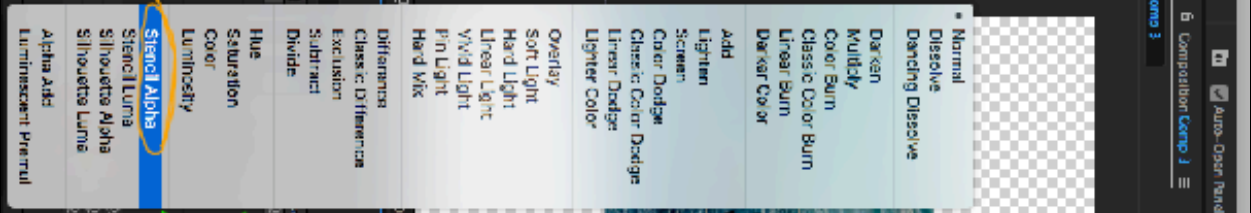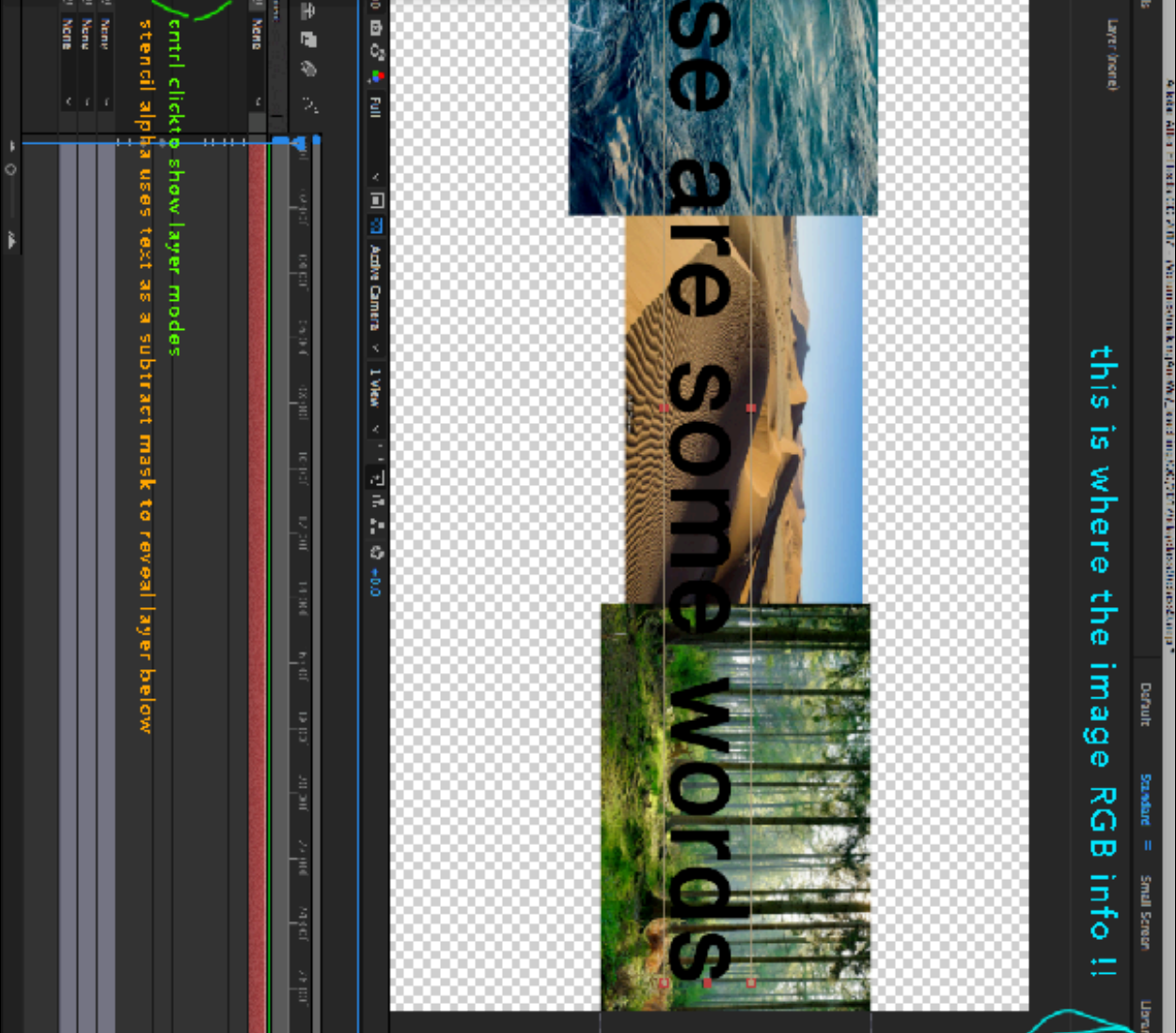Trim Paths
Twist
Wiggle Paths
Wiggle Transform
Zig Zag

more masks

this project window is pretty organized, but compositions should be in a folder + that .MOV file should be w/ the other videos
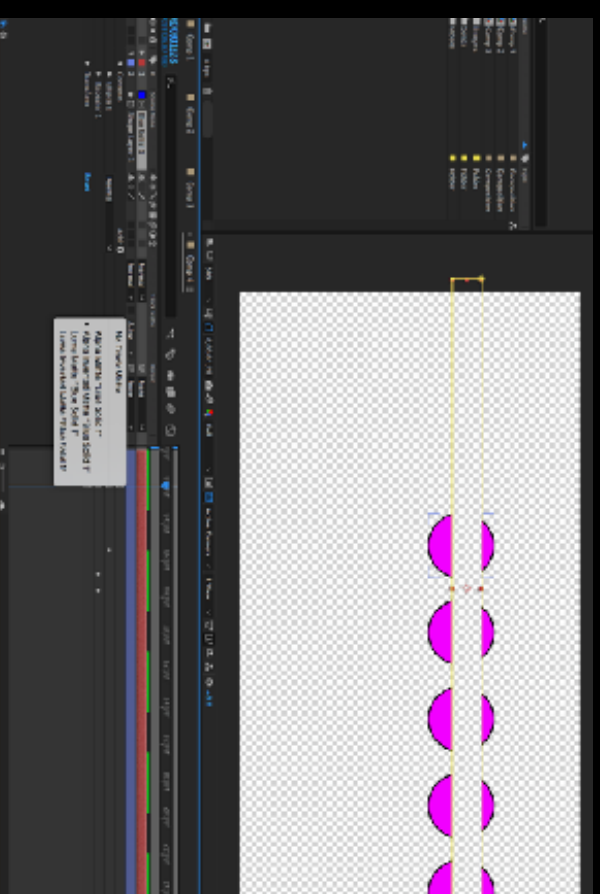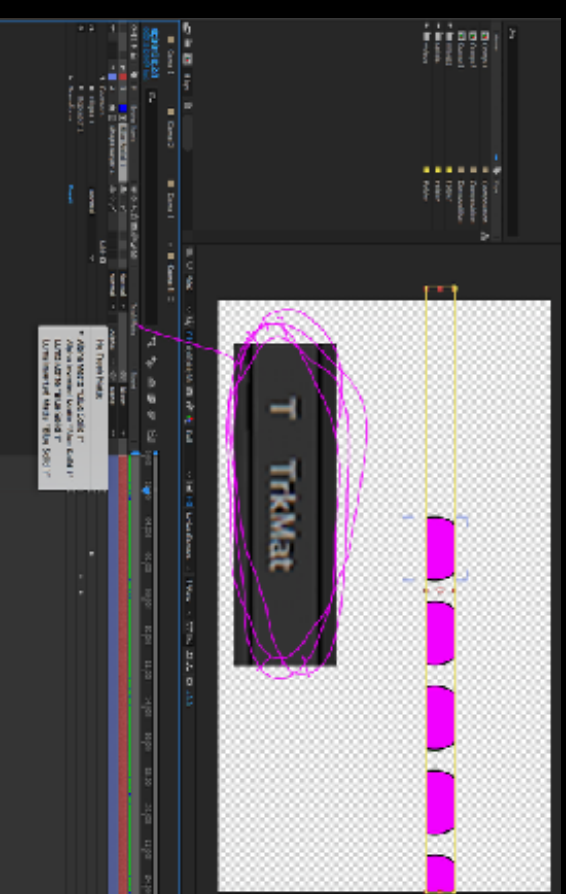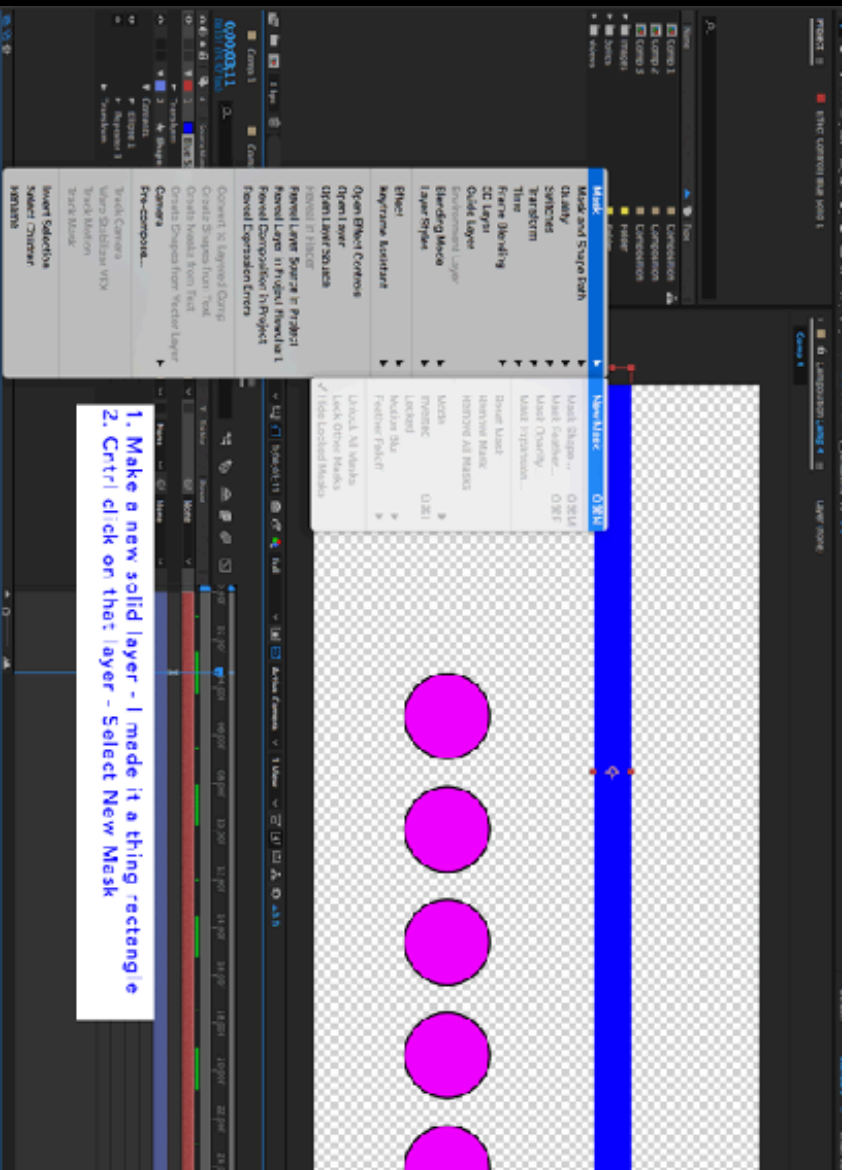
cntrl click to show layer modes

stencil alpha uses text as a subtract mask to reveal layer below

this is where the image RGB info !!

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

tracking masks

1. Make a new solid layer - I made it a thing rectangle
2. Cntrl click on that layer - Select New Mask