

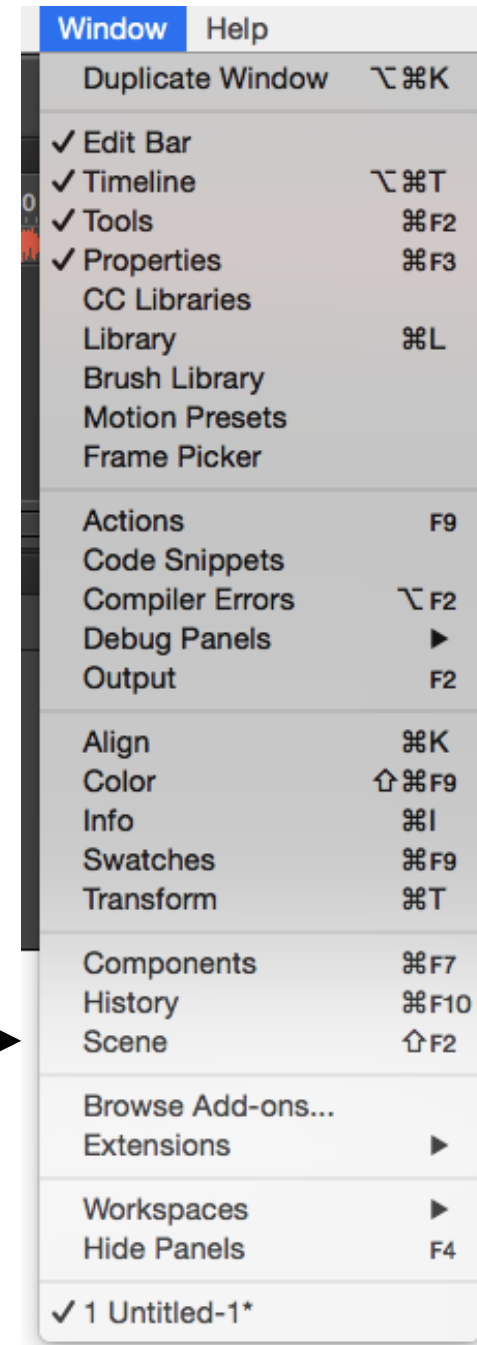
Digital Ink and Paint

Week 7

Adding and using Scenes, Editing Sound Across Scenes, Masking, Filters,
Camera Function

Scenes

Open Scene Panel



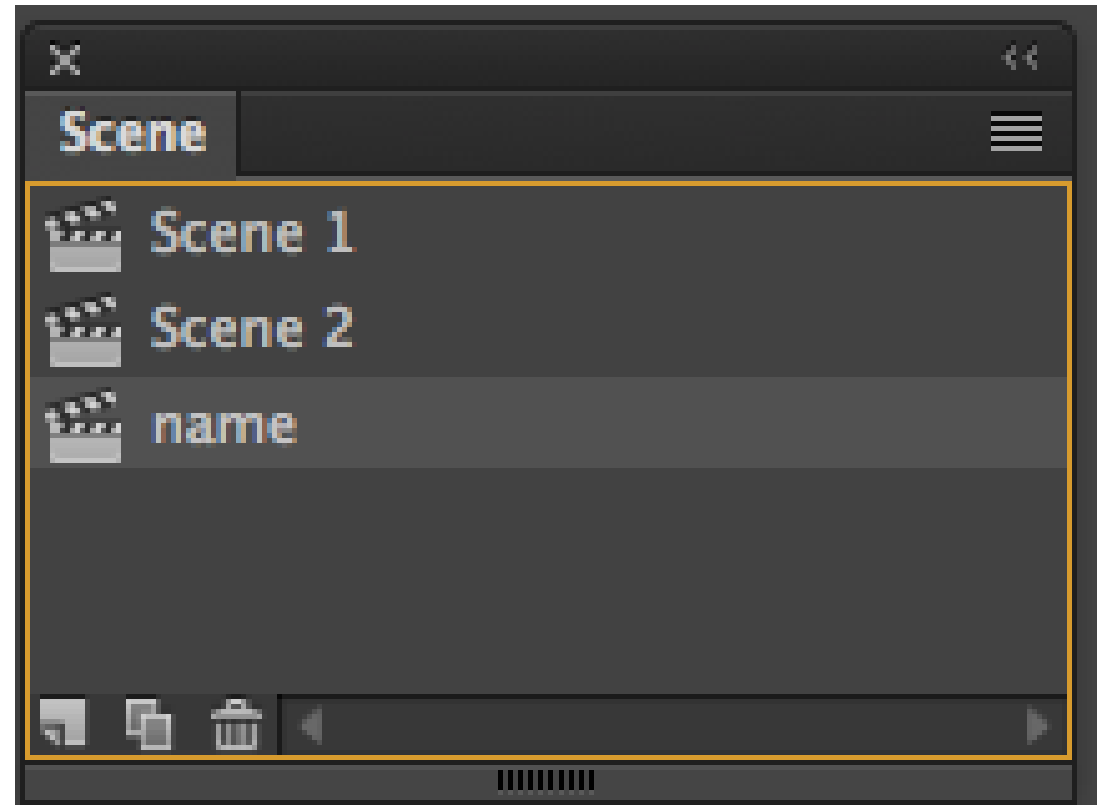
Scenes Play in Order from the
Top Down
Click and Drag Scenes to ReStack
Playing Order

Double click to rename Scene

Add New Scene

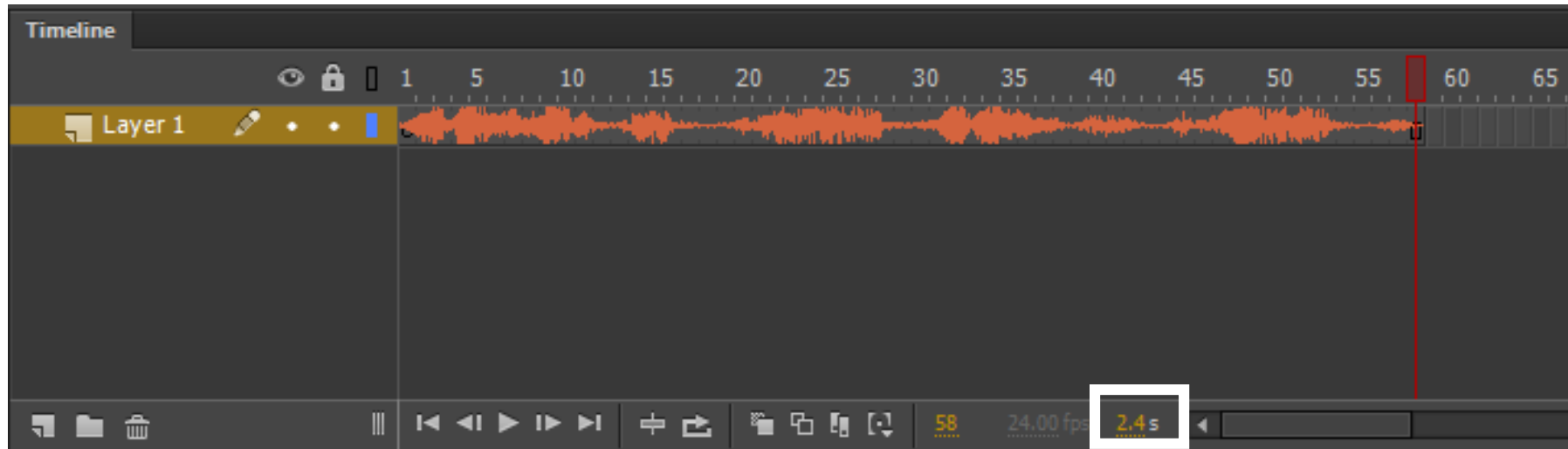
Duplicate Scene: Will Completely
Copy Scene, including all Artwork
and Animation

Delete Scene



Cutting Streaming Sound to go from Scene to Scene

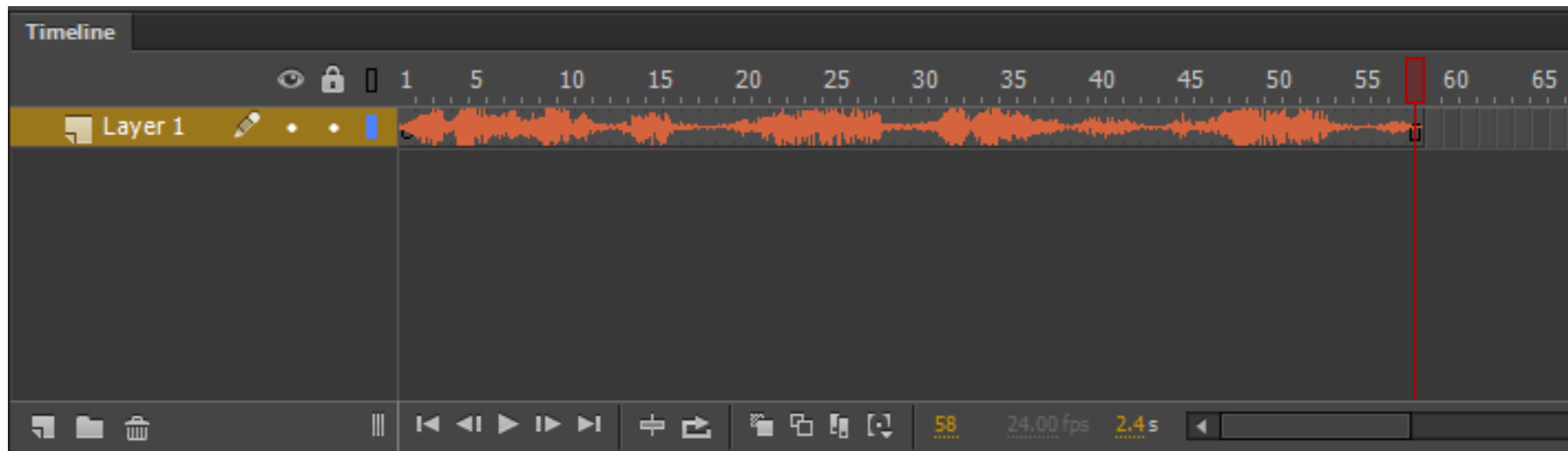
First Scene



Sound/Scene Ends at 2.4 Seconds

Cutting Streaming Sound to go from Scene to Scene

Second Scene

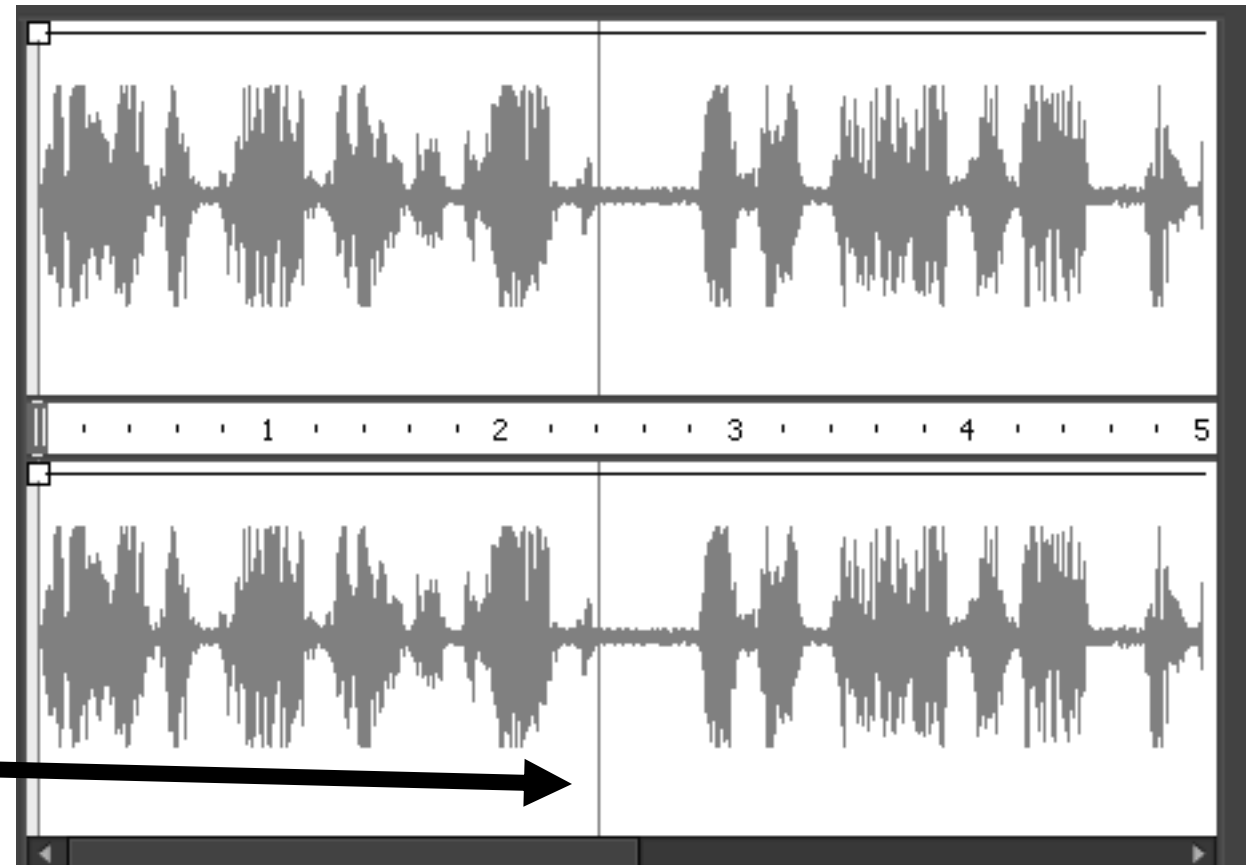


Add Same Sound to 2nd Scene

Cutting Sound

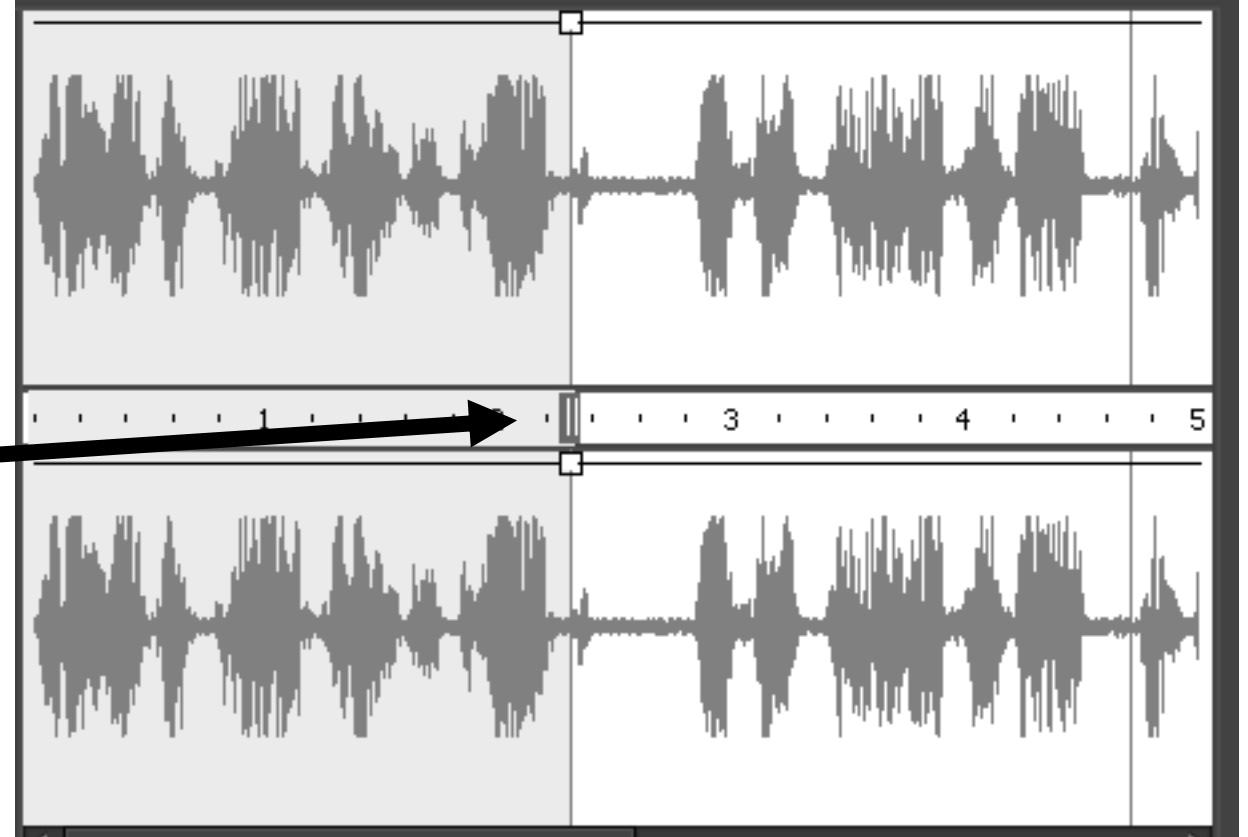
Select Sound in Time Line
in 2nd Scene and Open Edit
Envelope.

Zoom out until you see the
end of the Sound from 1st
Scene



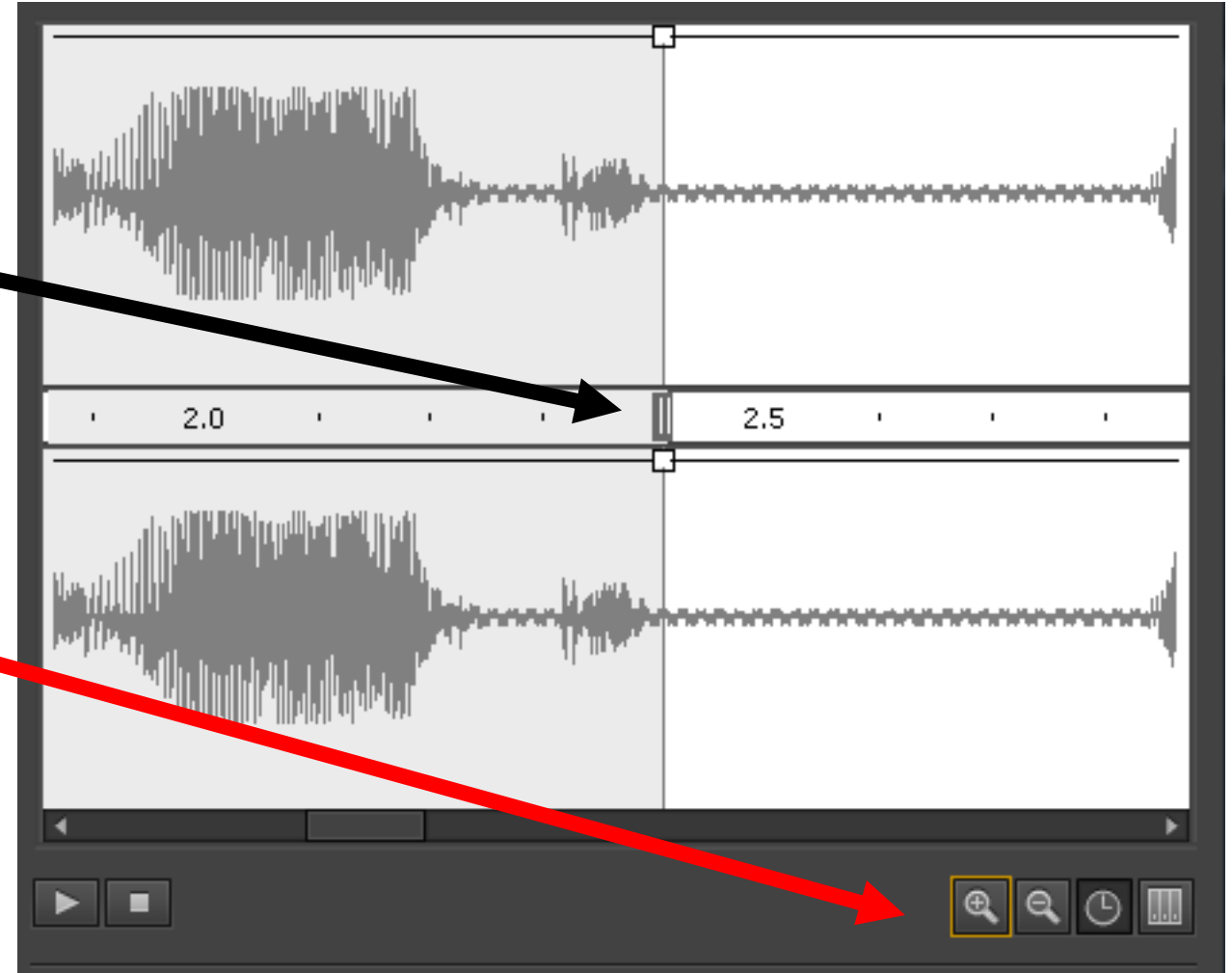
Cutting Sound

Drag the Control Tab to 2.4
To Start the Sound in the
2nd Scene where it left off
In the 1st Scene.



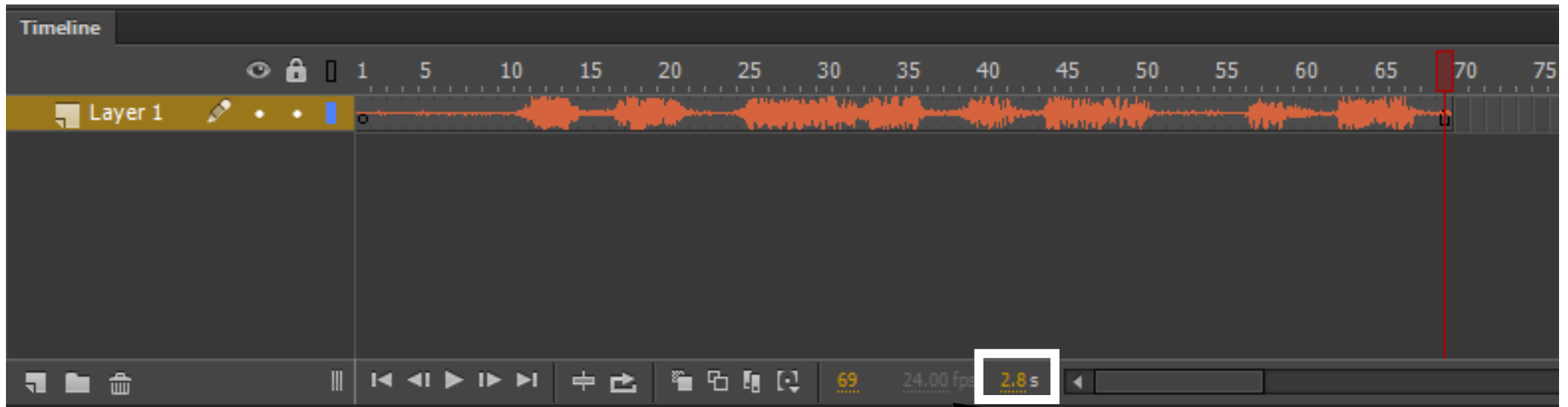
Cutting Sound

Zoom in to the Sound to be precise.



Cutting Streaming Sound to go from Scene to Scene

Second Scene



Sound in 2nd Scene Ends at 2.8 Seconds

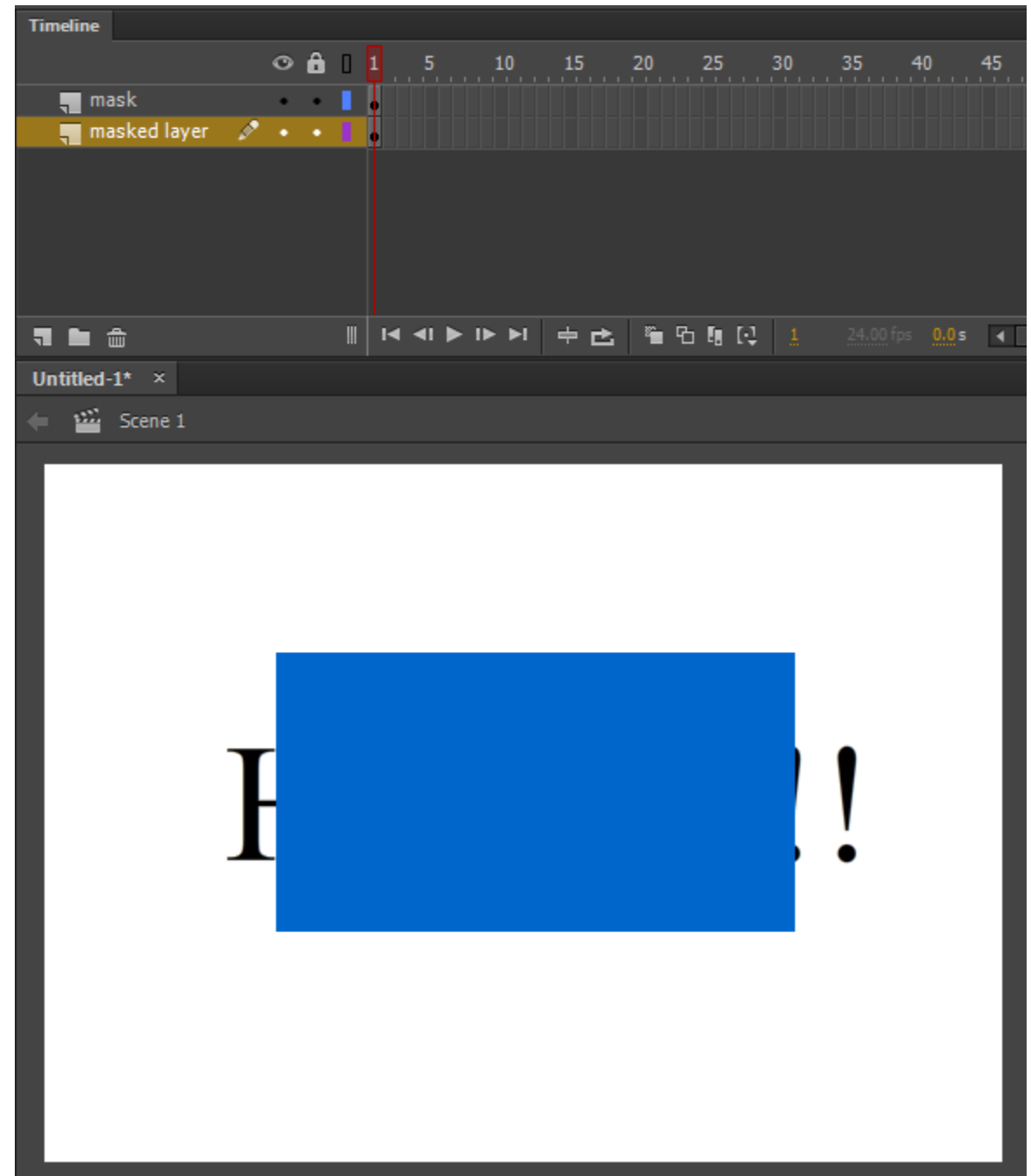
2.4 (1st Scene) + 2.8 (2nd Scene) = 5.2

In the 3rd Scene, we have to adjust the Sound to Start at 5.2
And So On...

Masking

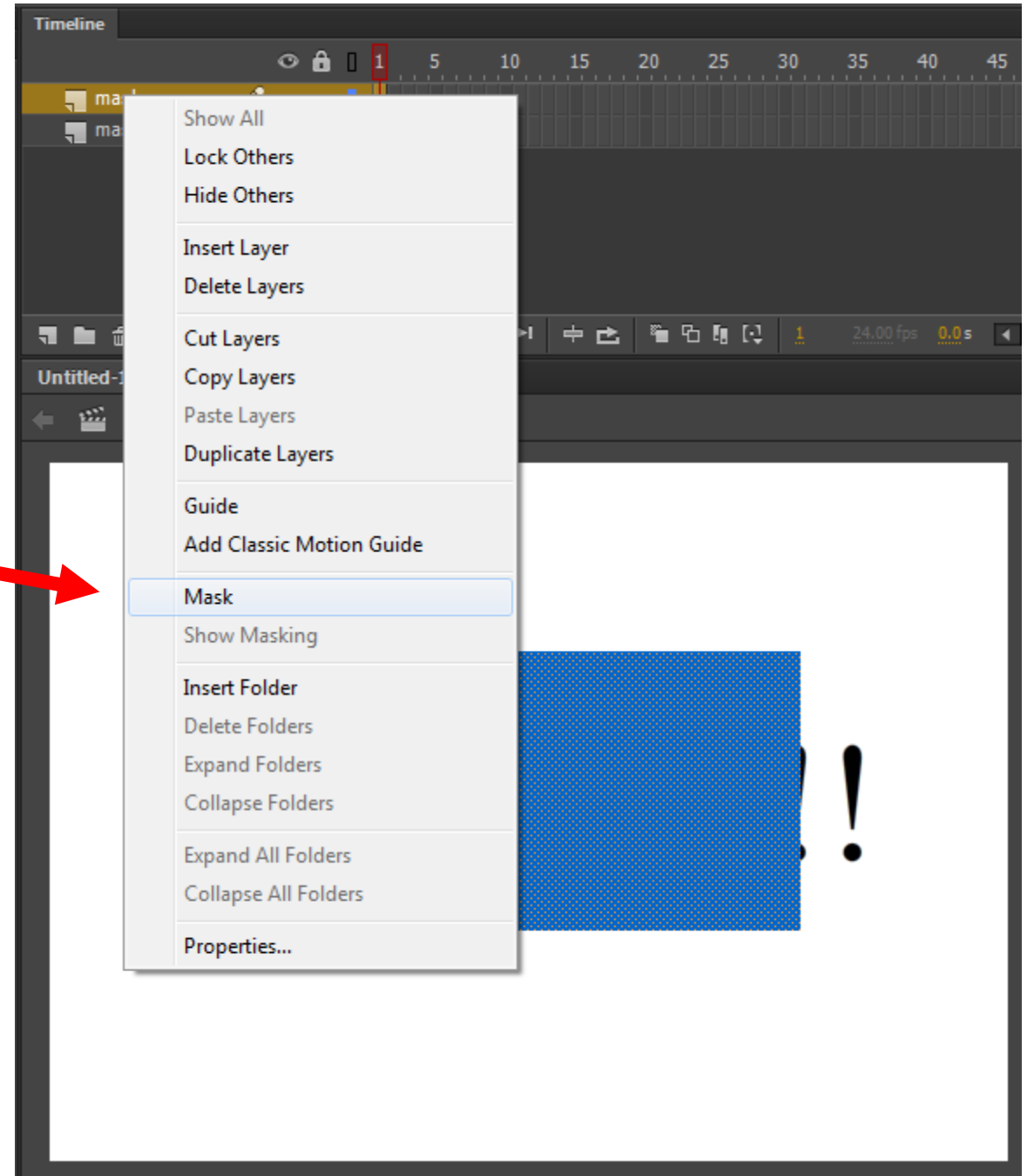
Set up Two Stacked Layers:

- The Top Layer will be the 'Mask' Layer
 - The Mask will be a 'Window'
 - Any thing outside the edges of the Mask will be Hidden
- The Bottom Layer will be the 'Masked' Layer
 - What is covered by the Mask will be Seen



Masking

Right Click on the 'Mask' Layer
Drop Down Menu/Select 'Mask'



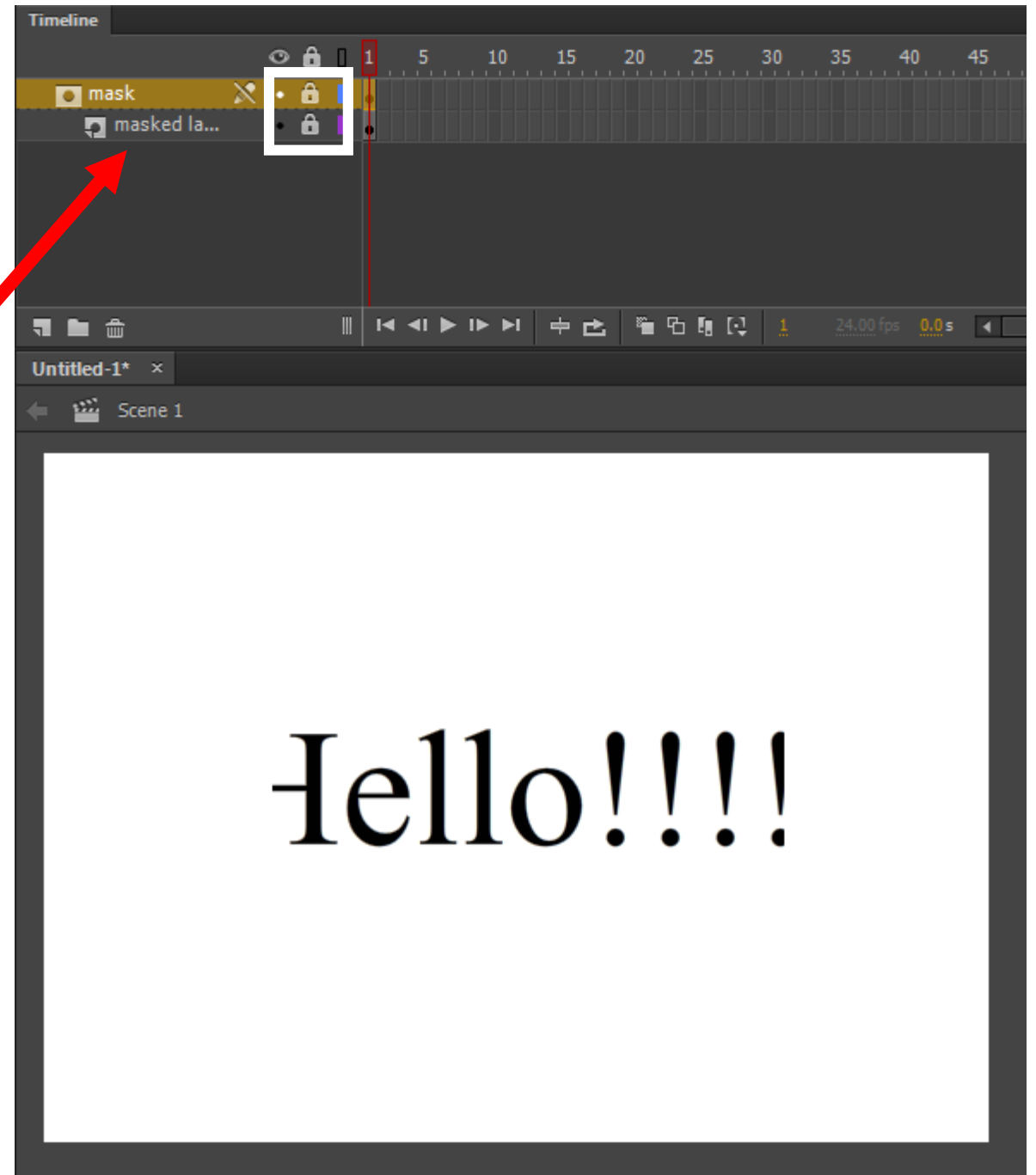
Masking

The 'Mask' Layer will Convert to a Digital Mask Layer

The Masked Layer will Convert to a Digital Masked Layer

Both Mask and Masked Layers must be 'Locked' to see Effects on the Stage.

- The Mask Effect will be seen when rendered no matter if 'Locked' or 'Unlocked'.



Masking

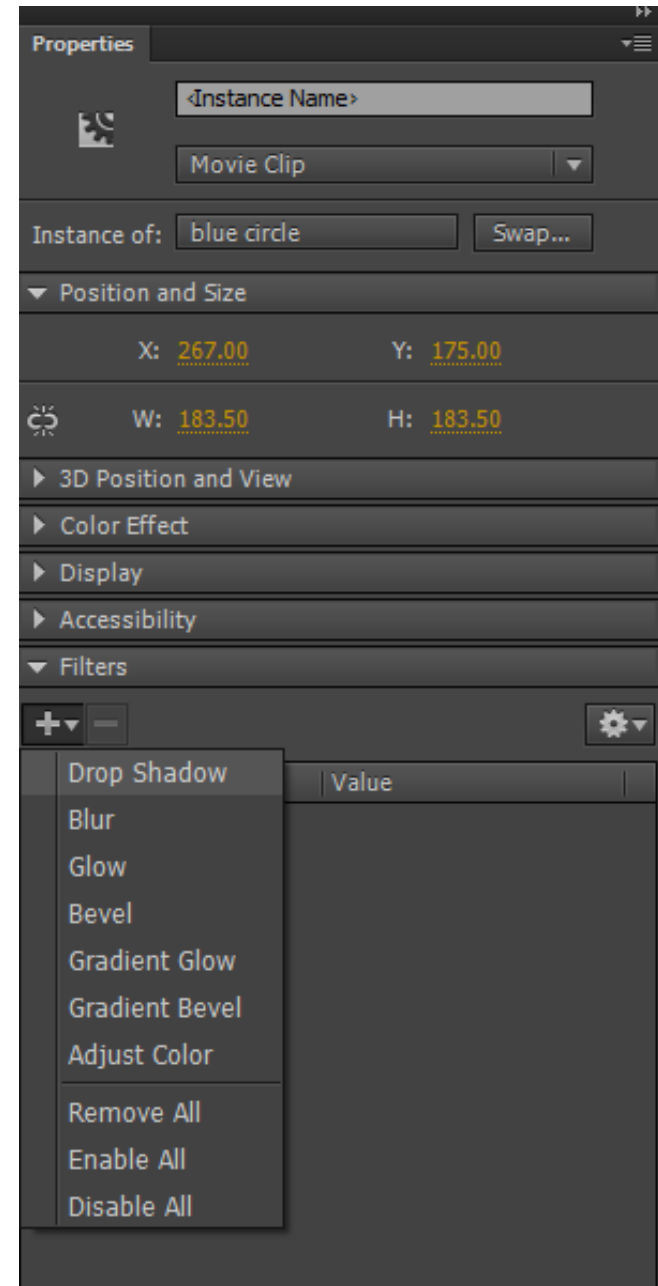
Demo in Class:

- Simple Masking
- Animated Mask layer
- Animated Masked Layer

Filters

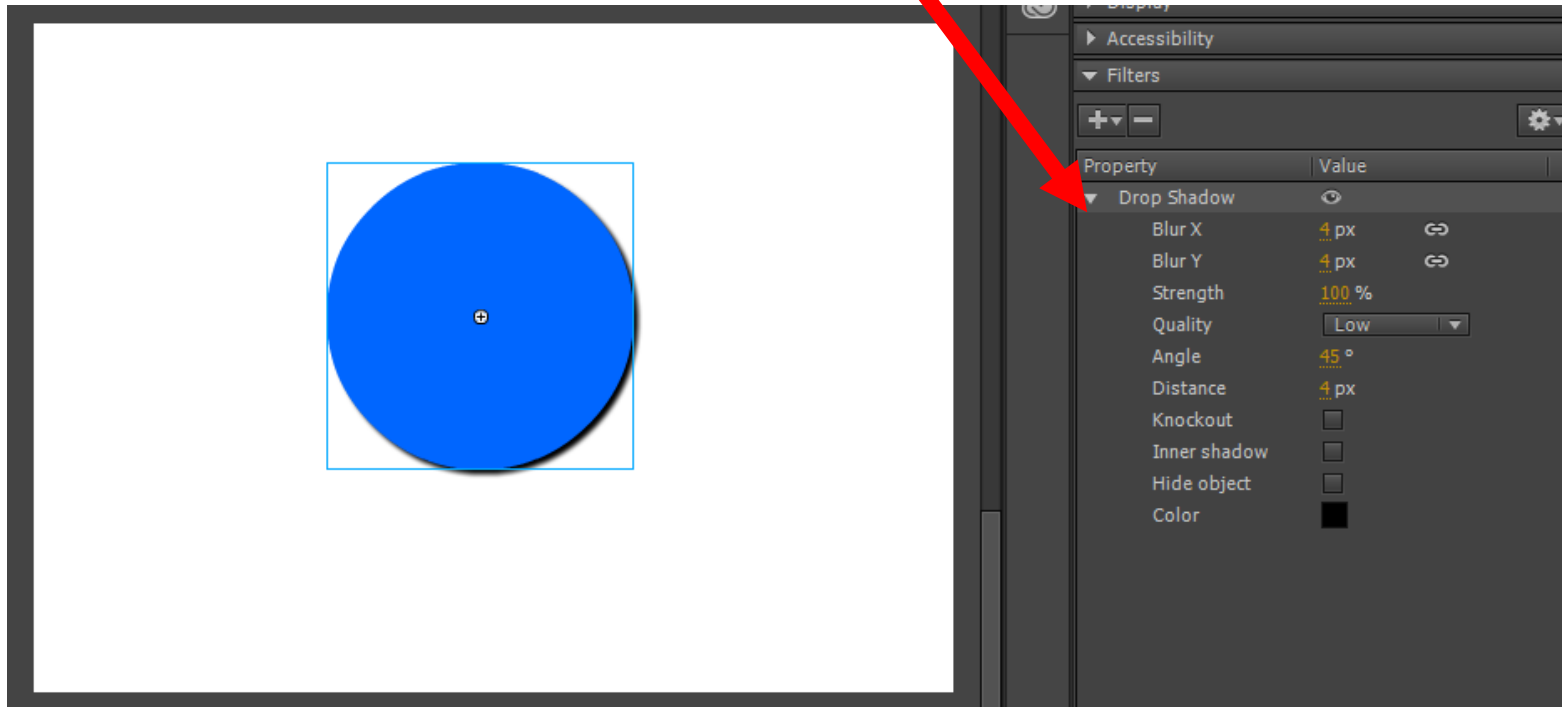
Must Use Movie Clips
(Static or Animated)

Add Filter →
Filter Selections →
Filter Controls →

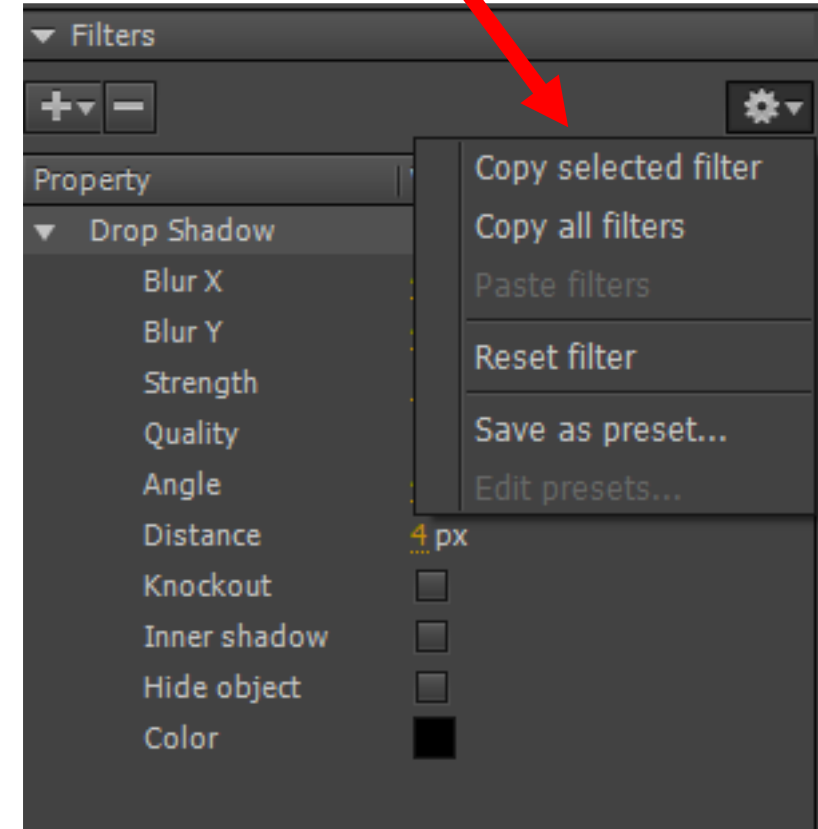


Filters

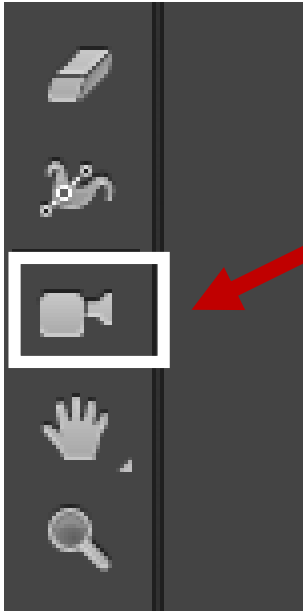
Filter Settings



Filter Options

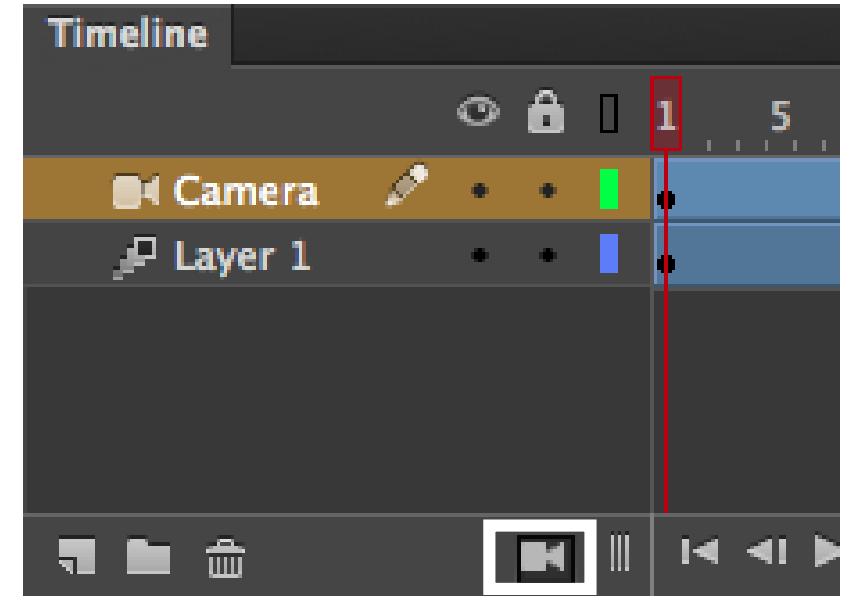


Camera



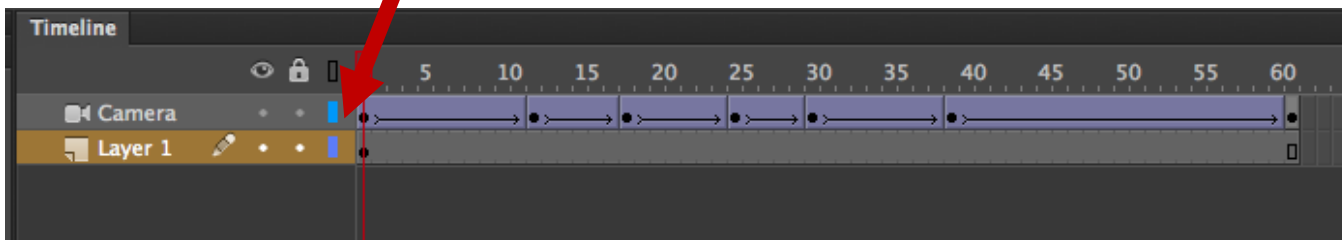
Enable Camera:

- Select Camera Icon on Tool Panel
- Inserts a Camera Layer

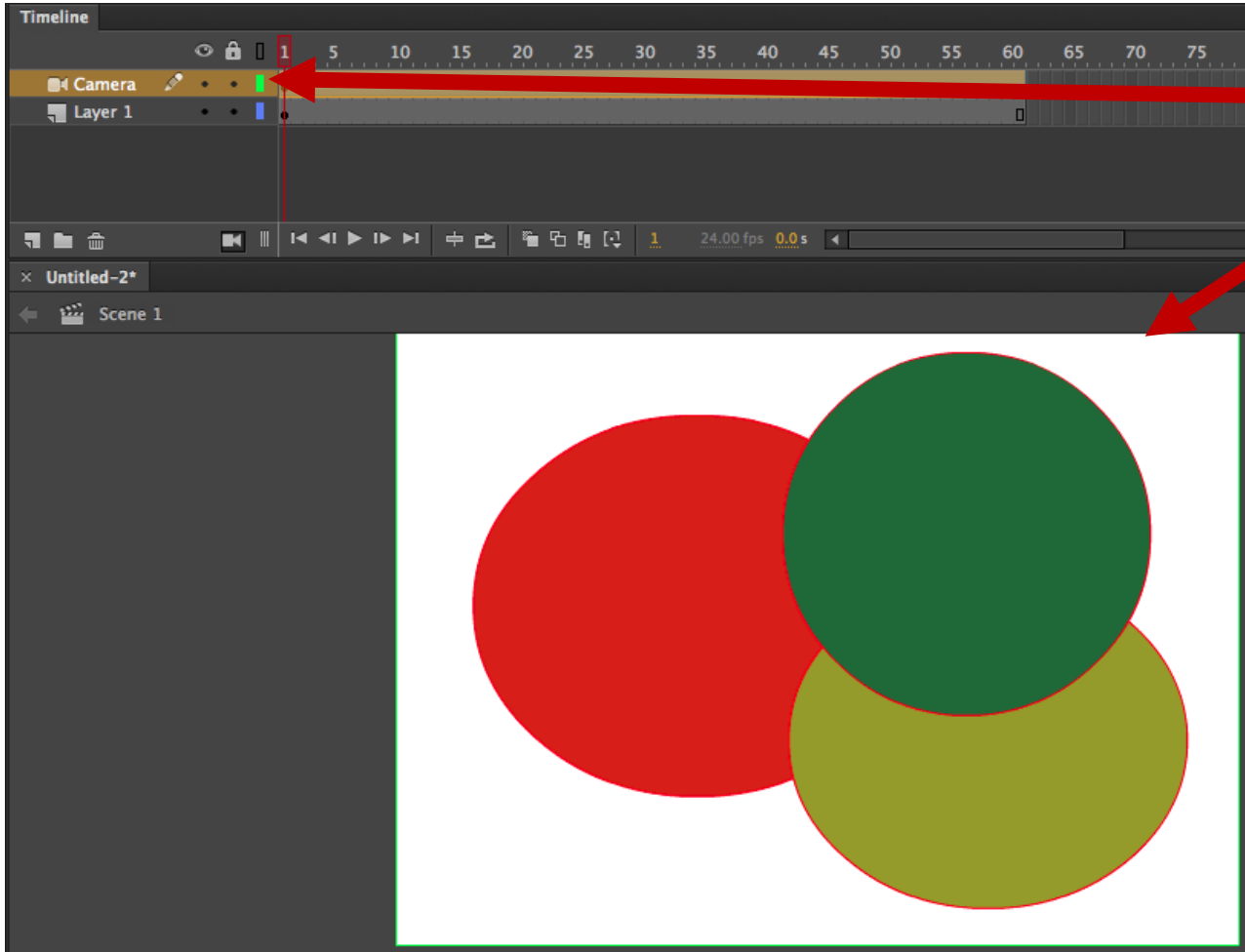


Disable Camera:

- Click Camera Icon on Time Line
- Click Camera Icon to Restore



Camera

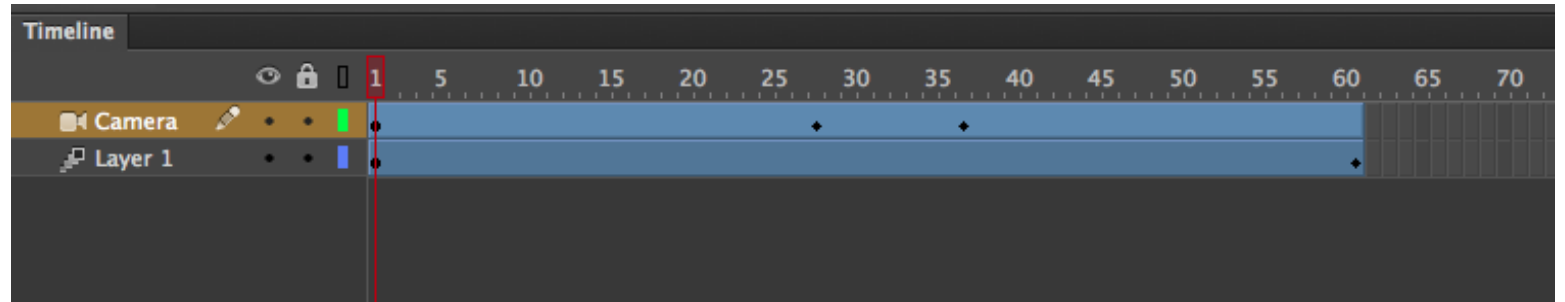


When the Camera is Enabled, the Stage has a boundary the same color as the Camera Layer

Camera

Animate Camera:

- Zoom
- Rotate
- Pan
- Tint
- Adjust Color



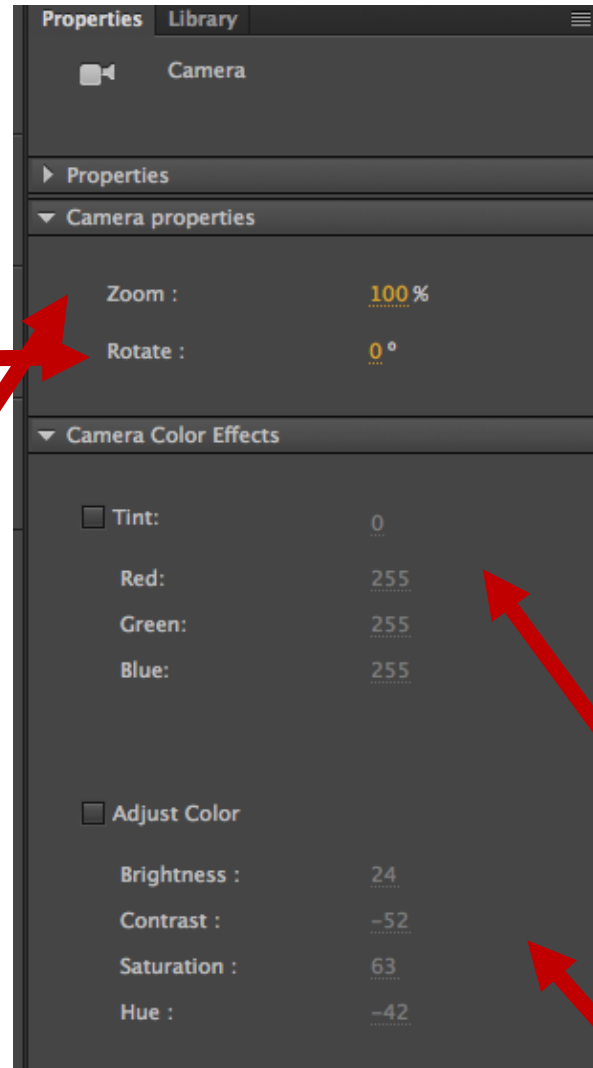
Classic Tween: Add Keyframes

Motion Tween: Add Property Frames

Camera

ROTATE

ZOOM



TO PAN:
Click and drag on Stage.

ADD TINT

ADJUST COLOR

