

Hi There,

PHOTO ANIMATOR V4

thank you very much for purchasing my Photo Animator!

I hope it will bring as much fun and save as much time as it does for me! If you have any problems or wishes for future updates please send me a mail to: "anton@21grams.de" and I will do my best to help.

Have fun & Best Regards!
Anton

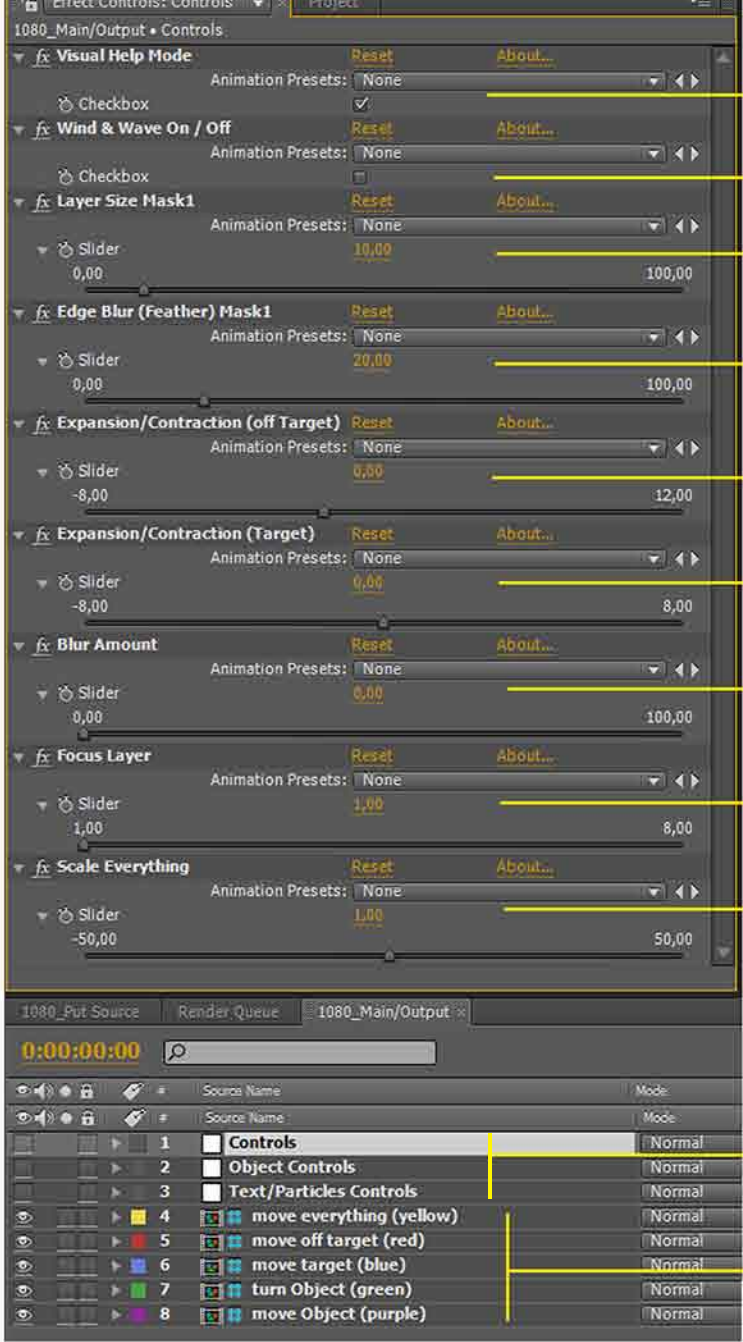
All photos used in the tutorials are from unsplash.com / Thanks to all photographers and people who made that website, you rock!

Links for Tutorial pictures:

<https://unsplash.com/photos/b7g3wVqr1gU/download>

<https://unsplash.com/photos/ZMcLVBi9xx4/download>

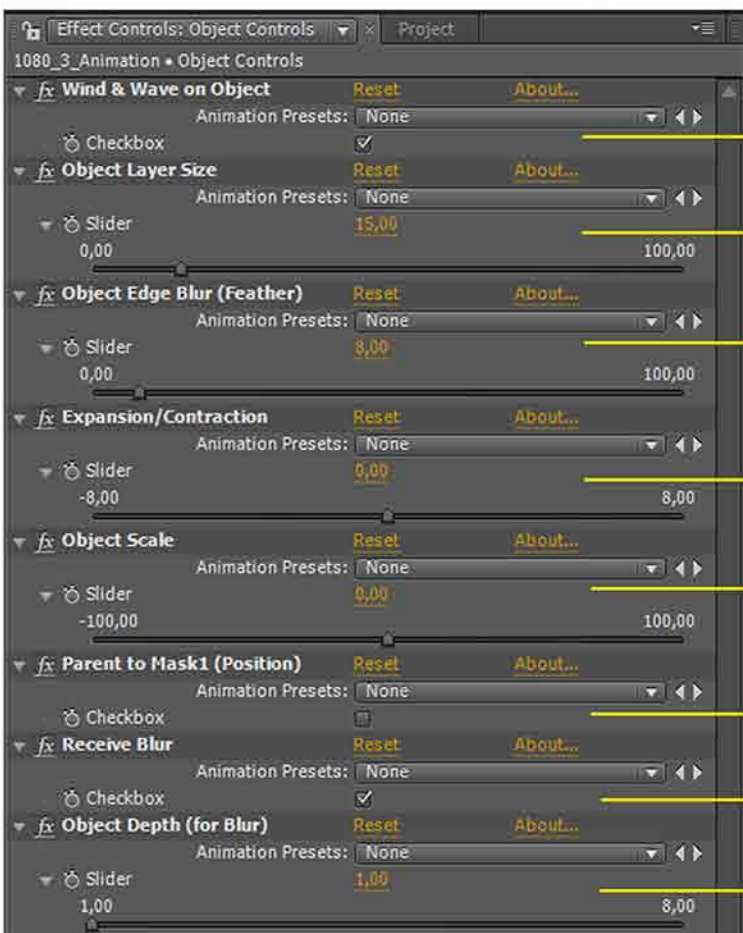
<https://unsplash.com/photos/YIN4xUBaqnk/download>



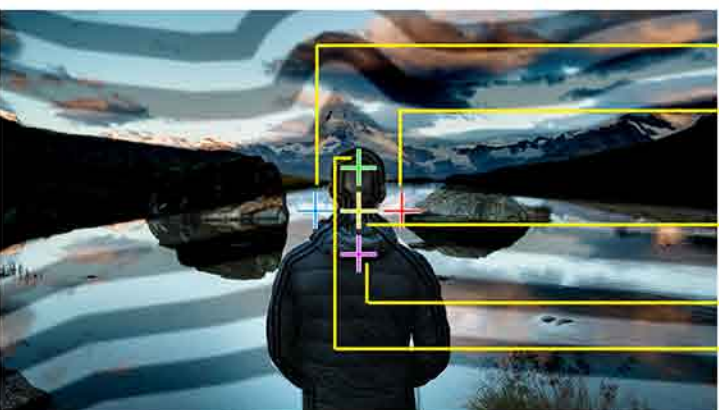
- activates /deactivates visual help (every second layer will be tinted dark)
- activates /deactivates Wind Turbulence & Waves
- Use this to spread the layers evenly over the picture
- Blurs the edges of the layers
- Slider will expand/contract the layers with more weighting on the off target (furthest from mask)
- Slider will expand/contract the layers with more weighting on the target (everything inside the mask)
- Defines the amount of lens blur
- Control where the lens blur is applied (pull between target and off target)
- Scale everything (works like scale from layer transformations)

Select Layers "Controls" or " Object Controls" or "Text/Particles Controls" to get to effect controls

Set keyframes for crossairs



- Defines if Wind & Waves effect should also be applied on object
- Define layer size of object (mask 2 + mask 3)
- Blurs the edges of the object layers
- Slider will expand/contract the layers with more weighting on inner layers
- Scale the object
- If checked the object will move like mask 1
- If checked it Object will receive blur depending on "Blur Amount" and "Focus Layer" of "Controls" layer and "Object Depth"
- If "Receive Blur" is checked you can decide at which Focus position the Object should be in focus



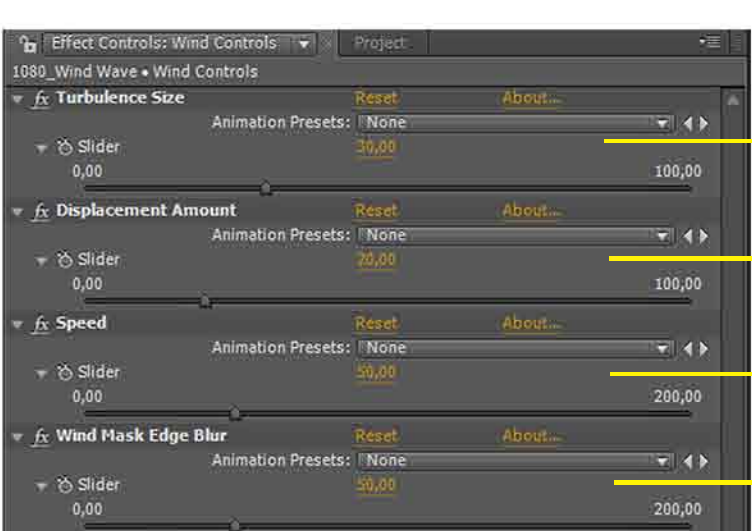
- Move Layers (weighting more on the target*)
- Move Layers (weighting more on the off target**)
- *Target = within mask || **Off target = furthest from mask
- Move everything evenly like the position control from regular layers in AE
- Move object (Mask2 & Mask3)
- Move layers with weighting on inner layer for impression of turning object



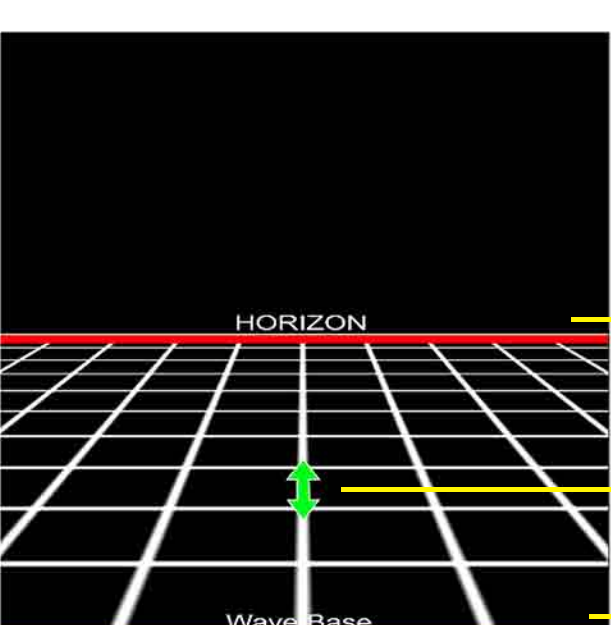
- Turns Text Layer on and off
- Define at which Layer position the Text Layer is placed. Relevant for position and focus
- Decide if Text Layer should be effected by "Focus Layer"
- Decide if Text Layer should be on top of or below he Object
- Turns the Particles on and off
- Define the size of the Particles
- Define the speed of the Particles
- Define the Amount of Particles
- Choose the shape of Particles (left = round particles, right = crazy, dustlike shape)
- Change the color of the Particles to blend perfectly into picture animation
- decide at which Focus position Particle Layer 3 should be in focus



- activates /deactivates visual help (Horizon, Basewave, Camera Angle and Grid will be turned on/off)
- Number of waves being born in a second
- Number of waves between Horizon and Basewave
- Direction of waves. 0° means from waves flow from Basewave to Horizon
- Wave displacement on X-axis (use mainly on grass & field waves)
- Wave displacement on Y-axis (use mainly on water waves)
- Blures the edges of the wave area
- Dodges the color of waves. This makes the waves more visible



- Defines the the size of wind turbulence
- Defines the amount od displacement
- Speed of wind turbulence
- Blures the edges of wind area



- Place it where the horizon is
- Match the camera hight of the photo so waves look natural
- Place it at the lowest part of the picture where waves should occur