

# 10

## Stylize Menu



### About Stylize Effects

The Stylize effects have diverse functions. They range from the psychedelic FE Mr. Smoothie to the utilitarian FE Page Turn.

The Stylize menu contains nine Final Effects Complete plug-ins:

- FE Blobbylize
- FE Burn Film
- FE Glass
- FE Glue Gun
- FE Kaleida
- FE Mr. Smoothie
- FE Page Turn

- FE Scatterize
- FE RepeTile



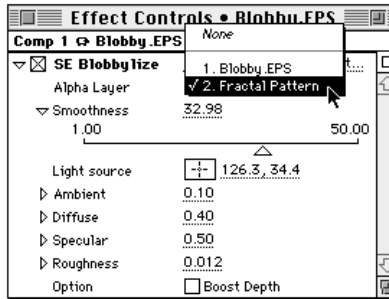
## FE Blobsbylize

**FE Blobsbylize** uses the alpha channel of one image to create a blobby, glossy cutout of the another image. The alpha layer can be virtually anything, from simple text to a complex particle animation—as long as it contains an alpha channel.



*This is an example of the FE Blobsbylize plug-in.*

## FE Blobsbylize Controls



*Use the FE Blobsbylize controls to select the an alpha channel to use and a setup the light source for the effect.*

### Alpha Layer

Use this pop-up to select which image layer you want to use as a “stencil” to create your blobby cutout. The layer you select must have an alpha channel.

*To create a “blobbylized” image with as much detail as possible, make sure that the alpha channel of the Alpha Layer is as sharp as possible.*

### Smoothness

Smoothness controls the roundness of the blobby effect.

### Light Source

Light Source sets the position of the light source. The light gives depth to the blobs.

### Ambient

Ambient controls the amount of ambient light.

### Diffuse

Diffuse controls the amount of diffuse light.

### Specular

Specular controls the highlight on the blobs.

### Roughness

Roughness controls the spread of the highlight. A low setting creates a small, bright highlight. A high setting creates a larger, soft highlight.

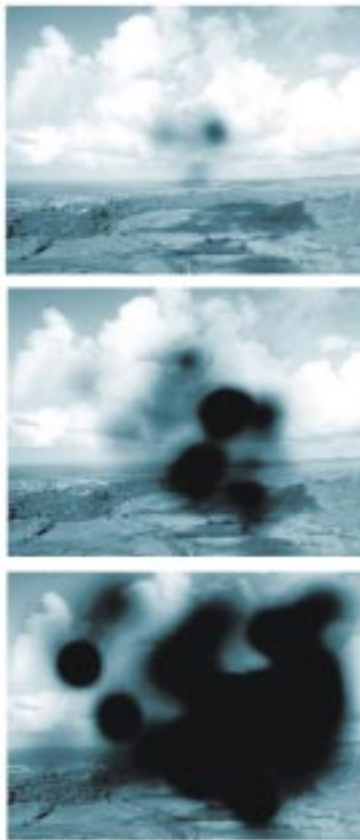
### Boost Depth

Enable this option to add extra detail to the source image.



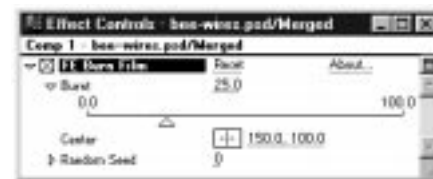
## FE Burn Film

The FE Burn Film plug-in creates the illusion of film burning or melting when it gets stuck in a projector. You can control the amount, central location, and randomness of the burning/melting effect. To animate this effect you must set at least two keyframes to the Burnt control with different settings.



*This is an example of the FE Burn Film plug-in.*

## FE Burn Film Controls



*Use the FE Burn Film controls to set the intensity of the burn and the center of the effect.*

### Burnt

Burnt sets the amount of burning and/or melting.

Set keyframes to start the burn at zero, then proceed to total consumption.

### Center

Determines the centerpoint of the burning/melting effect. The center can be placed anywhere on the source image.

### Random Seed

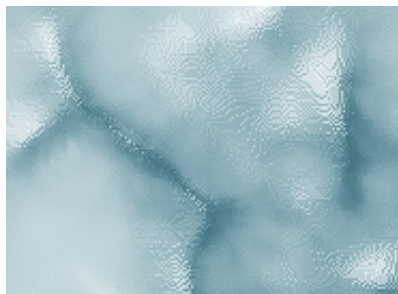
Click on this control and enter a new value to set a random “To” position and start time for the burn/melt seeds.



## FE Glass

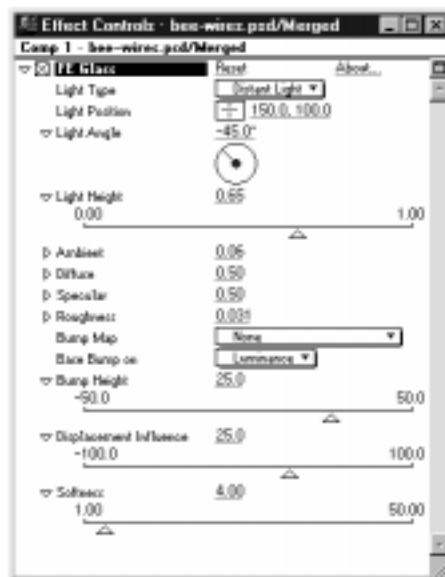
In its simplest application, FE Glass creates a convincing glass-like appearance. To accomplish this effect, the selected image is used to define a bump map, which is then used to create a glossy, three-dimensional texture.

The FE Glass plug-in contains controls for determining the position, height, and angle of a light source; the amount of ambient and diffuse light in the scene; and even the specularity and roughness of the glassy effect. This plug-in can create even more dramatic and innovative effects by using values from a different layer to create the illusion of that layer rising through the source layer.



*This is an example of the FE Glass plug-in.*

## FE Glass Controls



*Use the FE Glass controls to set the glass and light properties.*

### Light Type

Use this pop-up menu to choose the type of light.

**Distant Light** is comparable to the sun shining on the image at a particular angle.

**Point Light** is comparable to a light bulb hanging over the image at a set location, but radiating light in all directions.

### Light Position

Light Position controls the position of the Point Light.

### Light Angle

Light Angle sets the angle of the Distant Light.

### Light Height

Light Height sets the distance of the Point Light from the layer.

### Ambient

Ambient controls the amount of ambient light.

### Diffuse

Sets the brightness of the area of the image directly illuminated by the light source.

### Specular

Specular controls the highlight on the blobs.

## Roughness

Roughness controls the spread of the highlight. A low setting creates a small, bright highlight. A high setting creates a larger, soft highlight.

## Bump Map

This pop-up lets you select which layer in your composition you want to use as the bump map. By default the Bump Map layer is the current layer.

## Base Bump On

This pop-up menu lets you select which data set (Red, Green, Blue, or Alpha channel; or the Luminance or Lightness values) of the selected Bump Map layer you want the FE Glass plug-in to base the bump on.

## Bump Height

Use this slider (or click on the current value) to set the relative height of the bump effect.

## Displacement Influence

Displacement Influence controls the amount of displacement relative to the Bump Height.

## Softness

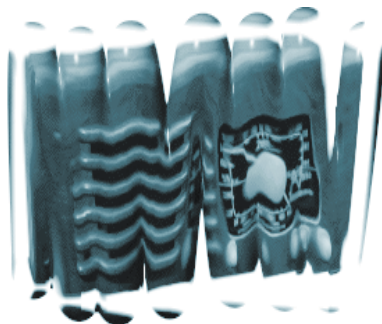
Softness controls the smoothness of the features in the glass.



## FE Glue Gun

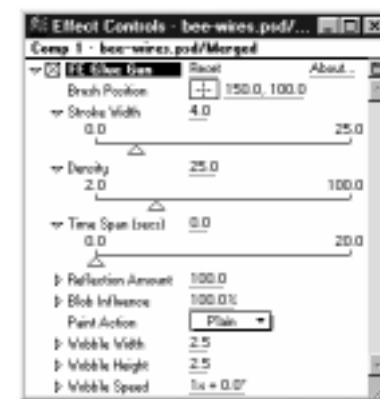
FE Glue Gun is a painting effect that uses blobby particles to create the illusion (when animated) of writing or drawing with a glue gun.

Painting or writing can be accomplished by manually setting keyframes and moving the brush position. After Effects Production Bundle users can use the Motion Sketch keyframe assistant to “brush” their lines onto the source image.



*This is an example of the FE Glue Gun plug-in.*

## FE Glue Gun Controls



*Use the FE Glue Gun controls to set paintstroke type and attributes.*

## Brush Position

Brush Position determines the position of the “brush” at any given point in time. Combining changes in brush position with proper use of keyframes can create a very convincing illusion of brushing or writing.

## Stroke Width

Stroke width sets the size of the glue line.



*To obtain a convincing old-fashioned quill or fountain pen effect, keystroke the Stroke Width to coincide with the movement of the Brush Position.*

### Density

Density controls the height of the glue.

### Time Span

Time Span sets the lifespan (in seconds) of the brushstroke. Setting this parameter to 0 makes the glue permanent.

### Reflection Amount

Reflection Amount sets how much the glue reflects the source image.

### Blob Influence

Blob Influence controls the viscosity, or bloopyness, of the “paint.”

### Paint Action

Use this pop-up to choose between Plain (static, toothpaste type) or Wobbly (liquid, constantly changing) glue.

### Wobble Width and Wobble Height

These controls set the size/shape of the glue nozzle.

### Wobble Speed

Wobble Speed controls the speed of the wobbling effect.



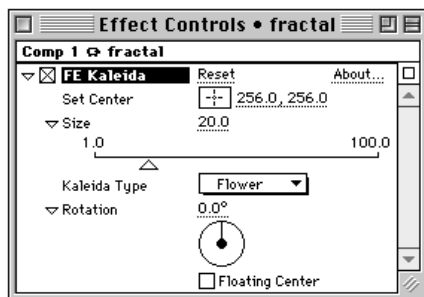
### FE Kaleida

FE Kaleida creates a kaleidoscope effect on the layer. The kaleidoscope image becomes a tile that is repeated across the layer.



*Some of the interesting effects which can be achieved using FE Kaleida (with Can Meas, Flower, and Wheel types).*

## FE Kaleida Controls



Use the FE Kaleida controls to set kaleida type and rotation.

### Set Center

This control sets the center point for the tile used in the Kaleidoscope.

### Size

Use Size to select the tile size. The objects inside the image do not become larger or smaller when you change size setting. Only the tiles themselves change size. Larger tiles contain a greater portion of the image.

### Kaleida Type

Click the Pop Up Kaleida Type menu to select the type of kaleidoscopic effect you want. Choose from Unfold, Fish Head, Can Meas, Flip Flop, Flower, Dia Cross, Flipper and Starlish.

### Rotation

Rotation changes the angle of the image in the kaleidoscope.

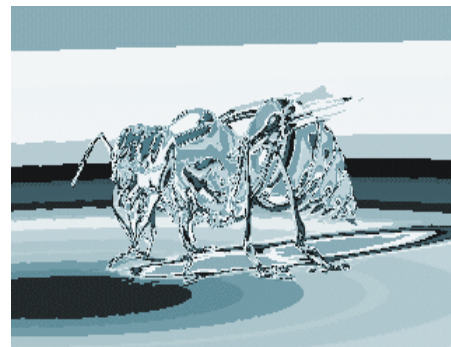
### Floating Center

With Floating Center disabled, the center of the Kaleidoscopic effect is centered to the layer.



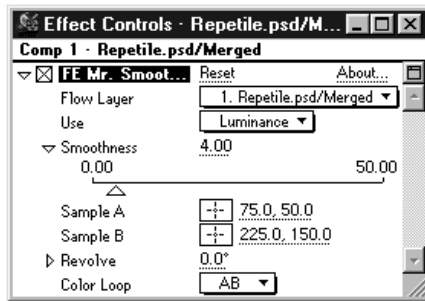
## FE Mr. Smoothie

FE Mr. Smoothie transforms images into flowing, psychedelic patterns. You can use it to create background textures or wild special effects.



*This is an example of the FE Mr. Smoothie plug-in.*

## FE Mr. Smoothie Controls

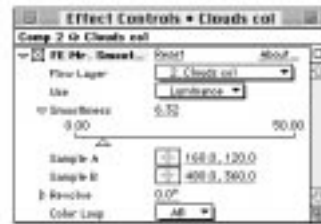


Use the FE Mr. Smoothie controls to set flow parameters.

### Flow Layer

The Flow Layer pop-up lets you select the displacement map that describes how the colors should flow together. You may use

data from the current or any other layer.



You can use the luminance of the current image or another to control the flow.

### Use

The Use pop-up selects what data (from the selected Flow Layer) to use for flow control—Alpha, Red, Green, Blue, Luminance or Lightness.

### Smoothness

Smoothness controls fluidity of the color patterns. Low Smoothness reveals the basic shapes of the Flow Layer. Increasing Smoothness takes the image farther from its origins.

### Sample A and Sample B

These two reference points identify colors in the image that are used to produce the effect. A gradient between the two colors is mapped in a pattern according to the Flow Layer control and other settings.

### Revolve

Revolve changes the gradient phase (with respect to the mapping). As you change the Revolve setting, different colors from the gradient appear in different regions image.

### Color Loop

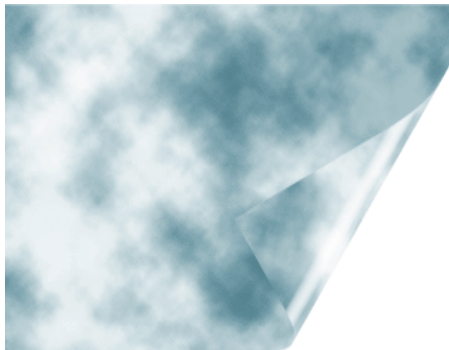
The Color Loop pop-up lets you choose the direction of the gradation (AB or BA) and lets you increase the flow density with two mirroring options (ABA and BAB).





## FE Page Turn

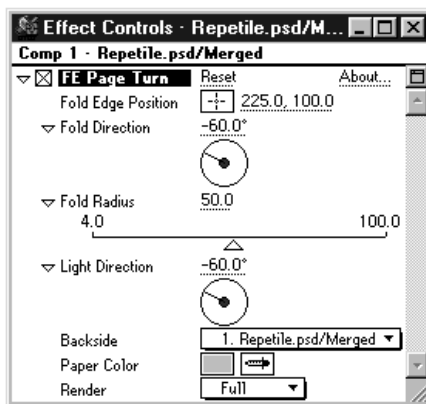
FE Page Turn peels back the layer to reveal the background. The effect is like turning the page of a book to show the next page.



*An example of the FE Page Turn plug-in.*

*You will want to make sure you choose settings that peel the page completely off the screen. This may mean setting a Fold Edge Position that is off the screen.*

## FE Page Turn Controls



*Use the FE Page Turn controls to set the parameters of the fold.*

### Fold Edge Position

Fold Edge Position sets the completion percentage for the peel action. You must keyframe this control to animate the “peel.”

### Fold Direction

Use this feature to select the direction in which the page will fold. Measurements are in degrees. For example, to fold a page from the lower right to the upper left, you might select the default setting of -60 degrees. The start of your peel would be at the lower right corner, providing you

selected the lower right corner of the image for the starting point in Fold Edge Position (see above.)

### Fold Radius

Fold Radius controls the shape of the peel. A lower setting creates a sharp folding effect. A higher Fold Radius setting creates a more rounded folding effect, something like peeling back a layer of acetate. The Slider values are between 4 and 100. You can also use the dialog box to select values between 4 and 1,000.

### Light Direction

Use this feature to select the direction from which light strikes the backside of the page curl. The usual setting would be to have the Fold Direction and Light Direction settings match.

### Backside

Use the Backside pop up to select any layer for the back of the peeled page. You can select the same layer for the backside of the page as for the front. You can also select None and just specify a color for the back of the page.

### Paper Color

Choose a color for the back of the page.

You can select Paper Color only if you've chosen None for the backside of the page.

## Render

Use the Render pop-up to select which page sides you want to render—Full, Frontside or Backside.



## FE RepeTile

FE RepeTile uses its layer image as a tile, which it can repeat horizontally and vertically in any of several patterns.

Tiling is often done with seamless patterns to create a textured background. FE Repetile is useful because it has a blending function that can make almost any tile appear seamless.



*This is an example of the FE RepeTile plug-in.*

## FE RepeTile Controls



*Use the FE RepeTile controls to set the height and width of tiles.*

## Expand Right and Expand Left

These controls set the right and left extents of the effect in terms of layer pixels. For example, if the layer image is 200 pixels wide, setting the Expand Right to 700 repeats the tile 3 1/2 times to the right.

## Expand Down and Expand Up

These controls set the down and up extents of the effect in terms of layer pixels.

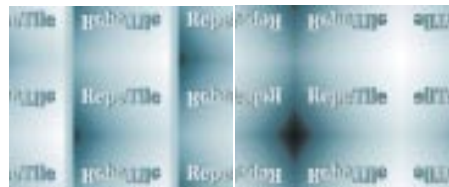
## Tile Type

The Tile Type pop-up sets the rule for repeating the image.



**Repeat**

**Check Flip H**



**Checker Flip V**

**Unfold**



**Checker 180°**

**Checker Flip 45°**



**Checker 90° CW**

**Checker 90° CCW**



**Rosette**

**Random**

*Repeat maintains the orientation. The other tile options use different orientations on subsequent tiles.*

## Blend Tile Borders

Blending the borders mixes a range of pixels where tiles abut to hide the edge. Increasing this setting spreads the area where pixels are mixed.



## FE Scatterize

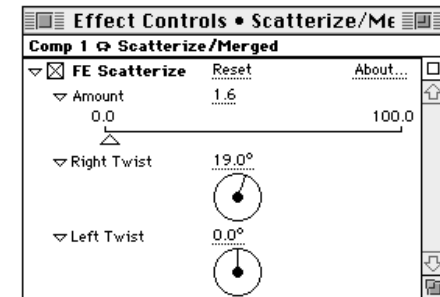
FE Scatterize creates an exploding or dispersing effect by scattering the pixels in your image. For example, you might

make your logo scatter into a cloud of dust. Conversely, you could have a cloud of dust collect into your logo.



*Sample text atomized with FE Scatterize.*

## FE Scatterize Controls



*Use the FE Scatterize controls to set the amount of scattering and the direction of the particle twisting.*



### **Amount**

Amount controls the degree of scattering. The slider values are between 0 and 100. You can also use the dialog box to set values between -1024 and 1024. A negative setting scatters pixels in the opposite direction from a positive setting.

### **Right Twist, Left Twist**

Use this feature to give the particles a left or right twisting motion. Or, you can twist them both ways simultaneously. The particles twist around a horizontal axis.