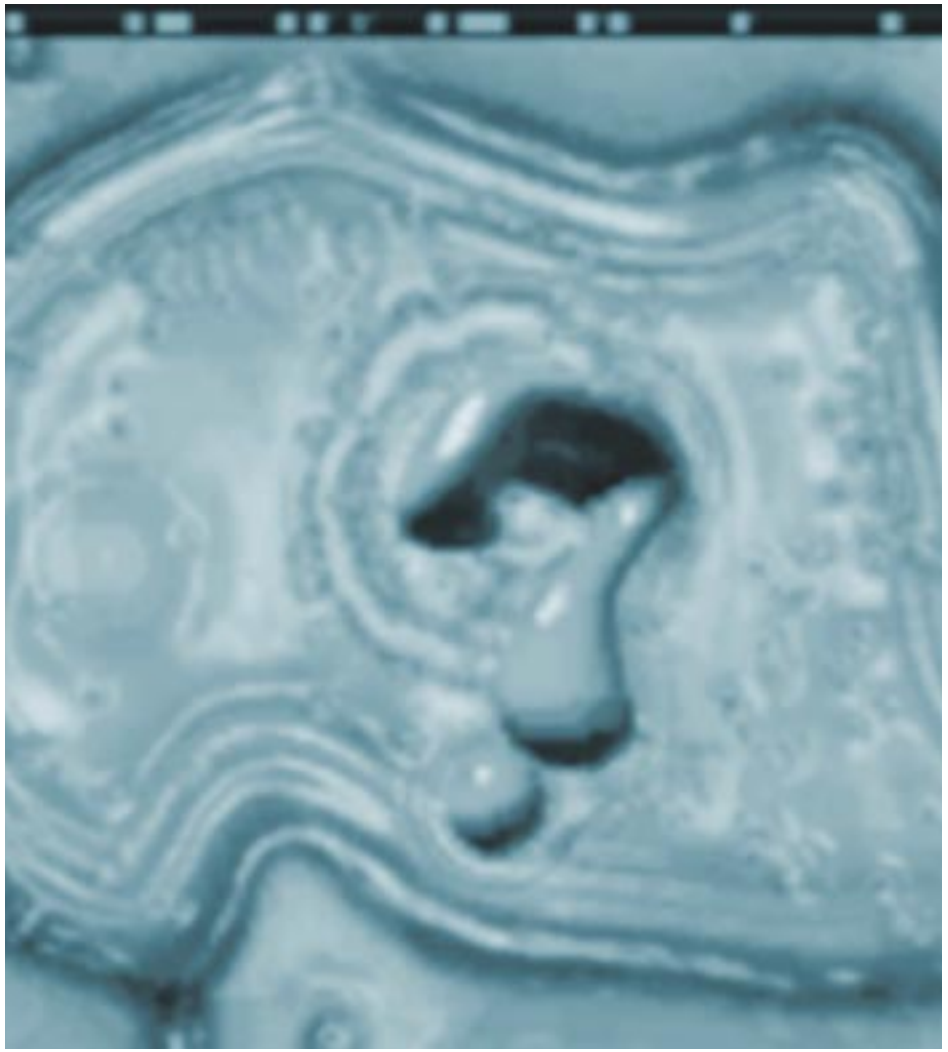

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Perspective Menu

About Perspective Effects

Perspective effects transform flat layer imagery into the third dimension. These perspective effects give you features straight out of a 3D rendering program. You can rotate the image to view it from any angle—even behind. You can also wrap it onto a cylinder or sphere.

The Perspective menu has three Final Effects Complete plug-ins:

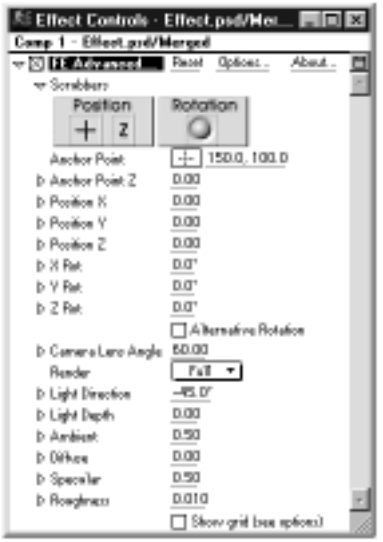
- FE Advanced 3D
- FE Cylinder
- FE Sphere

FE Advanced 3D

FE Advanced 3D places the layer image on a virtual plane. You can move the camera around the image in virtual space to view it from any angle. You can also use lighting to change its 3D appearance.

Use FE Advanced 3D to place your image on a virtual plane.

FE Advanced 3D Controls



The FE Advanced 3D controls let you set the camera position and lighting for the effect.

Scrubbers

The Scrubbers are indirect manipulation tools. You drag them to change the settings in one or more of the controls.

Position +

Drag left/right to change Position X settings. Drag up/down to change Position Y. Hold down Shift to constrain to the dimension you first drag. Command/Ctrl-click to reset.

Position Z

Drag up/down to change Position Z settings. Drag left/right to change Position X settings. Hold down Shift to constrain to the dimension you first drag. Command-Click to reset.

Rotation

Drag the Rotation trackball to change the X Rot, Y Rot and Z Rot settings. Hold down Shift to constrain rotation. Command-Click to reset.

Position X

Position X sets the image's horizontal placement within the layer.

Position Y

Position Y sets the image's vertical placement within the layer.

Position Z

Position Z sets the image's distance from the point-of-view (camera).

X Rot

X Rotation rotates the image plane on the X axis (horizontal).

Positive X rotation is toward you.

Y Rot

Y Rotation rotates the image plane on the Y axis (vertical).

Positive Y rotation clockwise, viewed from above.

Z Rot

Z Rotation rotates the image plane on the Z axis (perpendicular to the screen).

Z rotation spins the image.

Alternative Rotation

The Alternative Rotation option aligns the Advanced 3D space with the space used in the particle systems effects. You'd want to use this option if you were trying to match an Advanced 3D layer with a Particle System layer.

Camera Lens Angle

The Camera Lens Angle describes the type of "virtual lens" used for rendering. As the Camera Lens Angle increases, so does the foreshortening that creates depth perspective. Beyond 90 (set numerically) perspective is exaggerated.

Wider Camera Lens Angle increases the foreshortening effect.

Render

The Render pop-up lets you choose which faces of the image plane are visible: Full, Front or Back.

Note: Front view switches to Back view when the camera moves to the other side of the image plane.

Light Direction

Light Direction sets the light's direction with respect to the X, Y plane.

Light Depth

Light Depth sets the light's position with respect to the Z axis.

Ambient

Ambient controls the amount of ambient light on the hair. Reduce Ambient light when you want the depth/texture effect to be stronger.

Diffuse

Diffuse controls the amount of directional light on the plane, which increases the 3D appearance.

Specular

Specular controls the highlight on the image plane. Increasing the Specular setting creates a bright patch where the light reflects directly.

Roughness

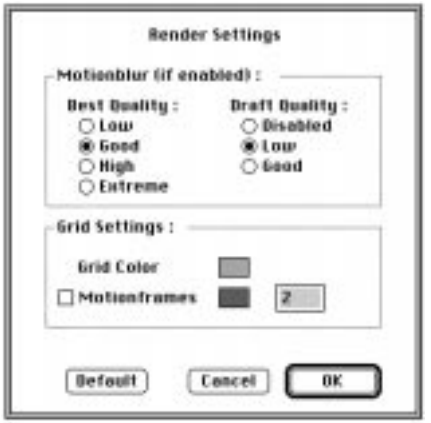
Roughness controls the spread of the specular highlight. Higher settings make the highlight larger and less intense.

Show Grid

The Show Grid check box controls display of the reference grid. You can turn the grid on and use it as a reference while you work on the 3D orientation of the image plane.

Click Options to change Grid color.

Render Settings



Use the FE Advanced 3D Render Settings dialog to set rendering options.

Motionblur

You must enable motion blur in the Time Layout window for this to be active. Advanced 3D Motionblur uses the 3D space, so the result is better than a 2D effect.

Motionblur Quality lets you set a quality level for motion blur on the animated image plane. Higher quality settings require longer rendering times, so you might want to choose a level appropriate to your expectations for this layer—Low, Good, High or Extreme.

A separate control is offered for rendering Draft quality on the layer. These only apply when the layer is in "Draft quality." Layer image quality is a feature of After Effects. Refer to your Adobe After Effects documentation for information on setting image quality in a layer. You may Disable motion blur, use Low or Good quality.

Grid Color

Click the color chip to change the Grid color.

Motionframes

The Motionframes option displays adjacent frames in the selected color.

Click the color chip to change the Motionframes color.

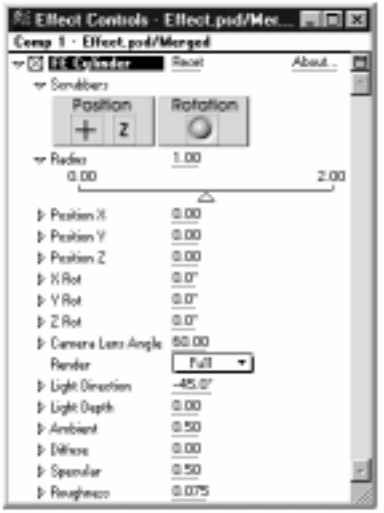
The value in the text field to the right sets how many adjacent frames are displayed.

FE Cylinder

FE Cylinder wraps the layer image onto a 3D cylinder. You can move the camera around the cylinder in virtual space to view it from any angle. You can also use lighting to change its 3D appearance.

FE Cylinder wraps the layer image onto a 3D cylinder.

FE Cylinder Controls



Use the FE Cylinder controls to set scrubber, position and light properties.

Scrubbers

The Scrubbers are indirect manipulation tools. You drag them to change the settings in one or more of the controls.

Position +

Drag left/right to change Position X settings. Drag up/down to change Position Y. Hold down Shift to constrain to the dimension you first drag. Command/Ctrl-click to reset.

Position Z

Drag up/down to change Position Z settings. Drag left/right to change Position X settings. Hold down Shift to constrain to the dimension you first drag. Command/Ctrl-click to reset.

Rotation

Drag the Rotation trackball to change the X Rot, Y Rot and Z Rot settings. Hold down Shift to constrain rotation. Command/Ctrl-click to reset.

Radius

Radius sets the size of the cylinder.

Position X

Position X sets the cylinder's horizontal placement within the layer.

Position Y

Position Y sets the cylinder's vertical placement within the layer.

Position Z

Position Z sets the cylinder's distance from the point-of-view (camera).

X Rot

X Rotation rotates the cylinder on the X axis (horizontal).

Y Rot

Y Rotation rotates the cylinder on the Y axis (vertical).

Z Rot

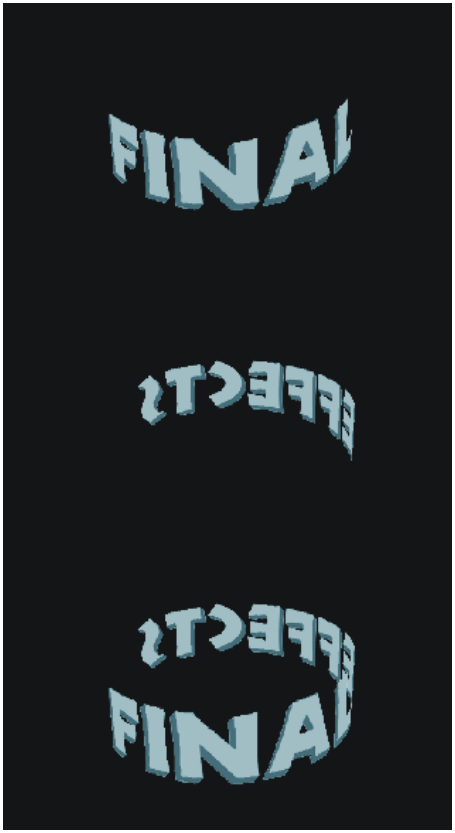
Z Rotation rotates the cylinder on the Z axis (perpendicular to the screen).

Camera Lens Angle

The Camera Lens Angle describes the type of "virtual lens" used for rendering. With a lens angle of 0.0, the cylinder appears flat. As the Camera Lens Angle increases, so does the foreshortening that depth creates perspective. Beyond 90 (set numerically) perspective is exaggerated.

Render

The Render pop-up lets you choose which faces of the cylinder are visible: Full, Front or Back.



You can view either or both sides of the cylinder

Ambient

Ambient controls the amount of ambient on the cylinder. Reduce Ambient light (and increase Diffuse) when you want the cylinder to show 3D shading.

Diffuse

Diffuse controls the amount of directional light on the cylinder, which increases the cylinder's 3D appearance by allowing shadows to develop on surfaces away from the light source.

Light Direction

Light Direction sets the light's direction with respect to the X, Y plane.

Light Depth

Light Depth sets the light's position with respect to the Z axis.

Specular

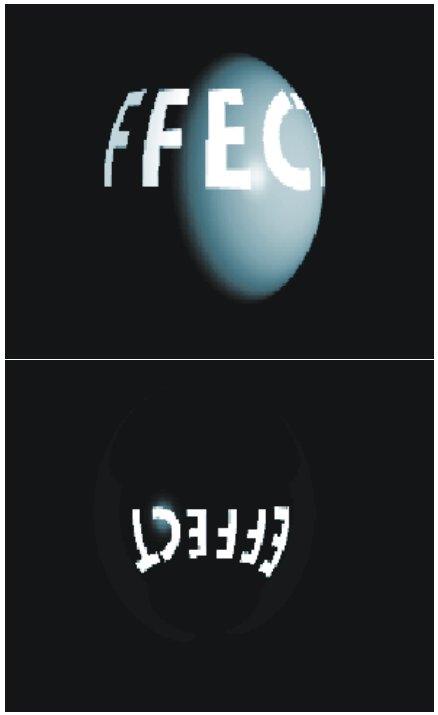
Specular controls the highlight on the cylinder. Increasing the Specular setting creates a bright streak on the cylinder where the light source strikes it directly.

Roughness

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

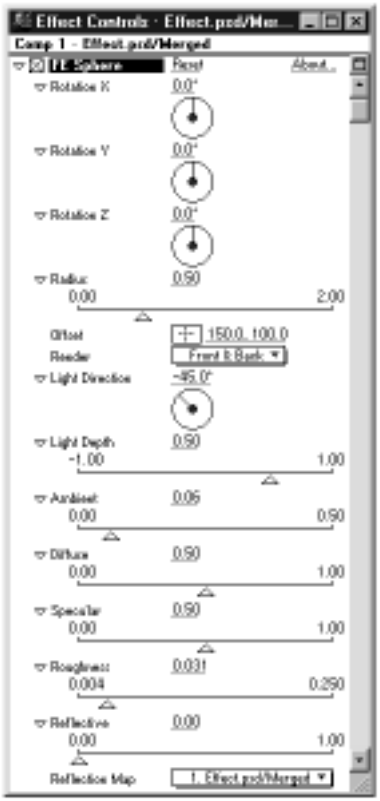
FE Sphere

FE Sphere wraps the layer image onto a sphere. You can rotate the sphere, control lighting, and other surface properties.



Front and back views of FE Sphere-generated effects.

FE Sphere Controls



Use the FE Sphere Controls to set the rotation, light and transparency properties of the image on the sphere.

Rotation X, Rotation Y, Rotation Z

Use these controls to rotate the sphere on the X, Y or Z axis.

Radius

Radius controls the size of the sphere. The Slider values are between 0 and 2. You can also use the dialog box to set values between 0 and 100.

Offset

Offset lets you move the sphere within the layer. Offset sets the center point of the sphere.

Render

Use the Render pop-up to select which face you want to render— front, back or both.

Light Direction

Light Direction controls the X, Y position of the light. The light shines on the sphere from the direction shown by the radial control.

Light Depth

Light Depth controls the Z position of the light.

- A light depth of 1 always aims the light directly at the front of the sphere.
- A light depth of 0 lights the sphere from the perimeter. Where on the perimeter the light falls depends on your setting in Light Direction.
- A light depth of -1 lights the sphere from the back.

Ambient

Ambient light appears to come from everywhere.

This is useful for enhancing detail in areas that are not directly lit. The values for both the Slider and dialog box are between 0 and 0.5, with 0.5 giving the greatest amount of ambient lighting.

Diffuse

Diffuse controls the amount of diffused lighting on the sphere. More diffusion creates a smoother, or haloed light.

Specular

Specular controls the amount of highlight on the sphere.

Roughness

Roughness is a quality of Specular lighting. Increased roughness increases the distribution of specular light on the sphere. With a low setting, the highlight is small and bright.

Reflective

Reflection control the sphere's tendency to reflect its environment, set with the Reflection Map pop-up.

Reflection Map

Use the Reflection Map pop-up to select a layer you want to reflect onto the sphere. You can make the sphere reflect any other layer available in the composition.

You can even create a reflection source that is not directly visible in the composition, but is reflected in your image. For example, you may want to have a sphere reflect a sunset that is happening behind the viewer's shoulder.

Enable Internal Shadows

With this feature enabled, opaque pixels will cast shadows on the interior of the sphere. When this feature disabled, no shadows are rendered in the sphere's interior.

Enable Transparency Falloff

With Transparency Falloff enabled, the edges of the sphere become more opaque. When this feature is disabled, the sphere has a uniform transparency.