



Time Menu



About Time Effects

Time effects work with a series of frames. They use data from these several frames to modify the imagery in each. These effects can serve to make motion more acceptable to the eye, or they can distort time for special effects.

Because they work with time, some of these effects have special usage requirements that other effects do not.

The Time menu contains four Final Effects Complete plug-ins:

- FE Force Motion Blur
- FE Time Blend
- FE Time Blend FX



- FE Wide Time



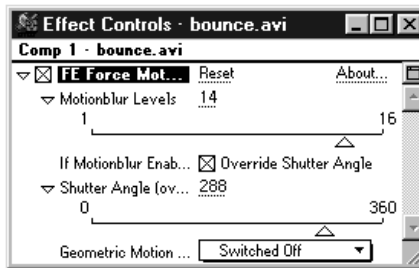
FE Force Motion Blur

FE Force Motion Blur blurs a moving layer with data from previous and subsequent frames. FE Motion Blur can help animated layers appear to move smoother, more like they were filmed with a movie camera. You can animate FE Force Motion Blur properties to create changing motion blur effects.

FE Force Motion Blur should be applied to a pre-composed layer. This is required because the effect works with changing pixels. If only the Geometrics change, FE Force Motion Blur won't have the information it needs to produce the effect.

What you want to do is set up your layer Geometrics, then Pre-compose the layer. You can apply FE Force Motion Blur to this pre-composed layer. Refer to your Adobe After Effects documentation for information on Pre-composing layers.

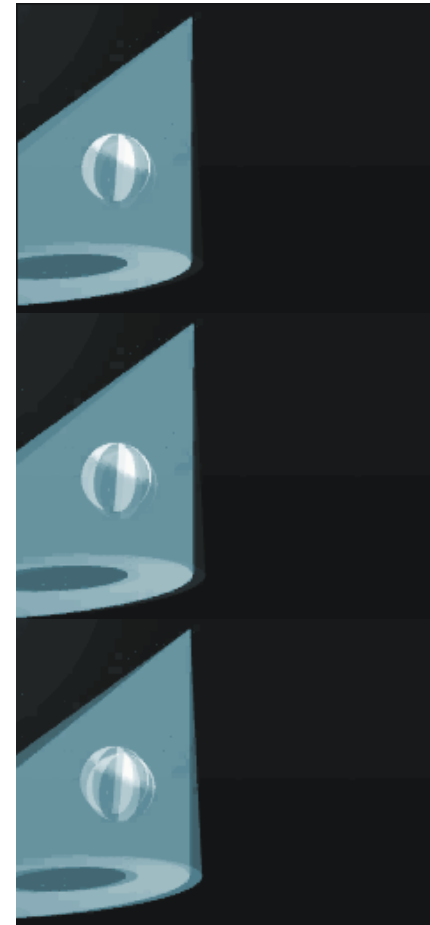
FE Force Motion Blur Controls



Use the FE Force Motion Blur controls to set the motion blur range and the shutter angle.

Motion Blur Levels

Motion Blur Levels describes the number of frames to use for the blur effect. Using more levels increases the blur.



These are examples of FE Force Motion Blur using different MB Levels settings.

Override Shutter Angle

The Override Shutter Angle option sets the effect to override the Adobe After Effects **File menu > Preferences >**

General: Shutter Angle setting and use the setting here. This is valid only when the “Enable Motion Blur” option in the Time Layout window is enabled.

Shutter Angle

Shutter Angle controls the “view” of the adjacent frames used for blurring. Higher settings increase the blurring effect.

Geometric Motion Blur

The Geometric Motion Blur pop-up controls the After Effects Motion Blur behavior for each sampled level for which it is enabled.

Switched Off disables Motion blur for all nested compositions.

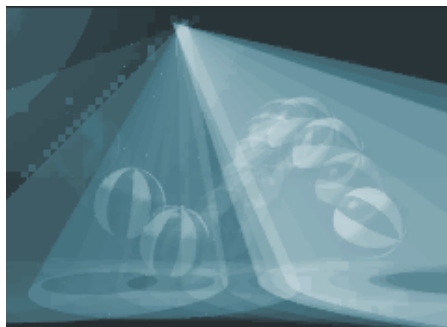
Compensate adjusts the Motion blur in nested compositions (where enabled). Motion blur must be enabled for the layer that this effect is applied to.

Preference Settings sets nested compositions to use the shutter angle set in the After Effects preferences.



FE Time Blend

FE Time Blend adds a ghostly trail to the effects of other time-based plug-ins. This works particularly well with particle systems or other animations that are movement-oriented.



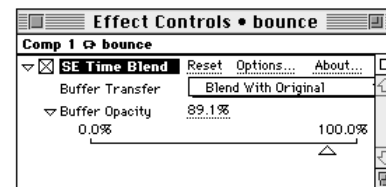
FE Time Blend adds a ghostly trail behind the effects of other time-based plug-ins.



Note: To see the correct trails for your effects, you will need to go back to time 0 every time you change an effect parameter.



FE Time Blend Controls



Use the FE Time Blend controls to set how images are blended together.

Options

There is no Options dialog box for FE Time Blend. Instead, clicking here will simply clear all FE Time Blend ghosting effects up to the current frame.

Buffer Transfer

Select one of the options from the Buffer Transfer pop-up to determine how the effect buffer is composited with the previous frame:

Blend with Original—The next frame is blended with the previous frames.

Composite under Original—The next frame is composited over the previous frames.

Composite over Original—The next frame is composited under the previous frames.

Buffer Opacity

Buffer Opacity determines the opacity of the pasted frames (i.e., the trail).

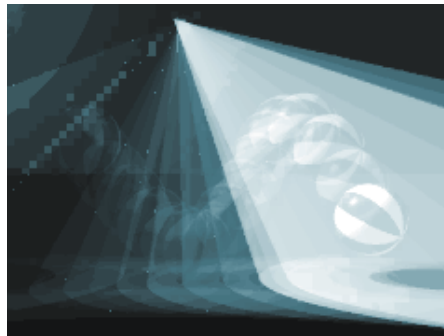


FE Time Blend FX

FE Time Blend FX is a copy/paste filter. To see the effects of FE Time Blend FX, you need to apply it twice to a source layer that contains animation (motion).

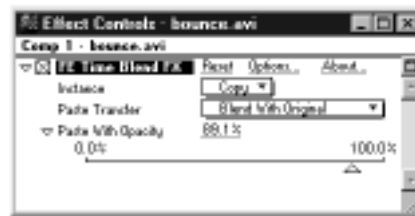
- One application of FE Time Blend FX should be set to copy information.
- A second application of FE Time Blend FX should be set to paste information (see Buffer Instance, below).

The effect then copies information from the data buffer and pastes that same information into the next frame.



This is an example of the FE Time Blend FX plug-in.

FE Time Blend FX Controls



Use the FE Time Blend FX controls to set copy/paste parameters.

Instance

Use this pop-up menu to select whether you want the FE Time Blend FX plug-in to Copy data from the buffer or Paste data to the buffer.

Paste Transfer

Use this pop-up menu to select how the effect buffer is composited with the previous frame.

Blend with Original—The next frame is blended with the previous frames.

Composite under Original—The next frame is composited over the previous frames.

Composite over Original—The next frame is composited under the previous frames.

Paste with Opacity

Paste With Opacity determine the opacity of the pasted frames (i.e., the trail)

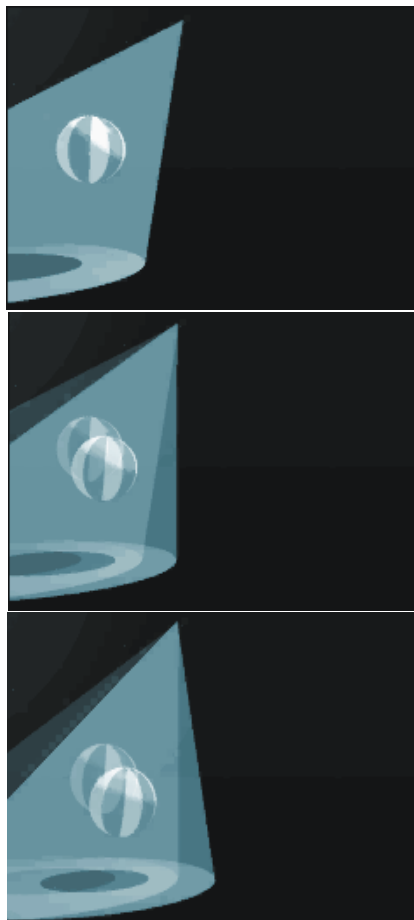


FE Wide Time

FE Wide Time is a temporal blur. It incorporates ghosted images of the layer from previous and subsequent frames. FE Wide Time is designed to be used on a masked foreground element that moves. You can use it to enhance the motion appearance of any object that's against a stationary background.

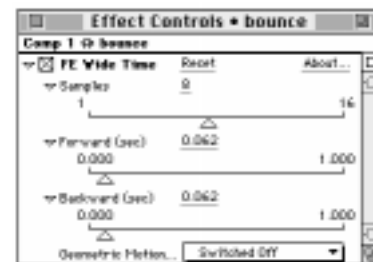
If you're animating a still image, FE Wide Time should be applied to a pre-composed layer. This is required because the effect works with changing pixels. If only the Geometrics change, FE Wide Time won't have the information it needs to produce the effect.

What you want to do is set up your layer Geometrics, then Pre-compose the layer. You can apply Wide Time to this pre-composed layer. Refer to your Adobe After Effects documentation for information on Pre-composing layers.



FE Wide Time creates a temporal blur effect using ghosted images.

FE Wide Time Controls



Use the FE Wide Time controls to set the number of frames included in the effect and how they're blended.

Samples


Samples sets the number of frames to use in the effect. Including more frames smooths the blur effect.

Forward and Backward

These parameters set the range of time from which to draw the samples. Backward blurs behind the motion. Forward blurs ahead of it.

Geometric Motion Blur

The Geometric Motion Blur pop-up controls the After Effects Motion Blur behavior for each sampled level for which it is enabled.



Switched Off disables Motion blur for all nested compositions.

Compensate adjusts the Motion blur in nested compositions (where enabled). Motion blur must be enabled for the layer that this effect is applied to.

Preference Settings sets nested compositions to use the shutter angle set in the After Effects preferences.