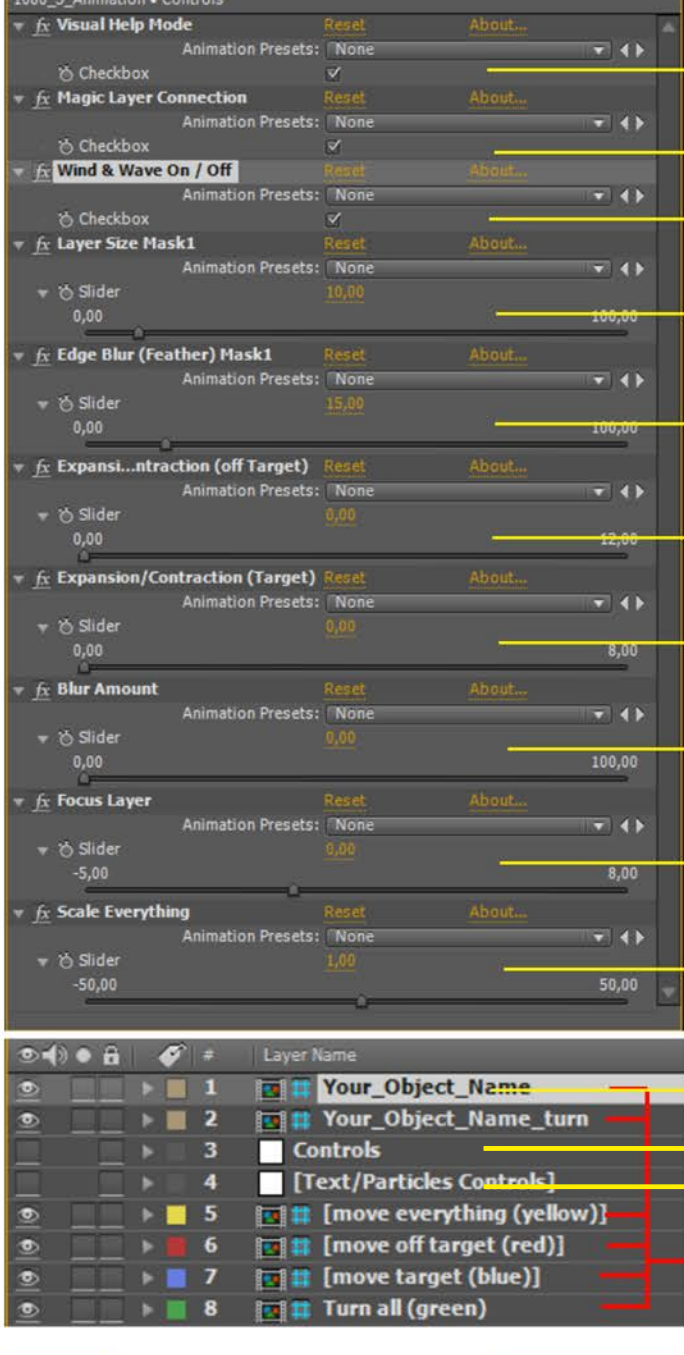Hi There,

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!

activates /deactivates visual help (every second layer will be tinted dark)

activates /deactivates Layer Connection

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)

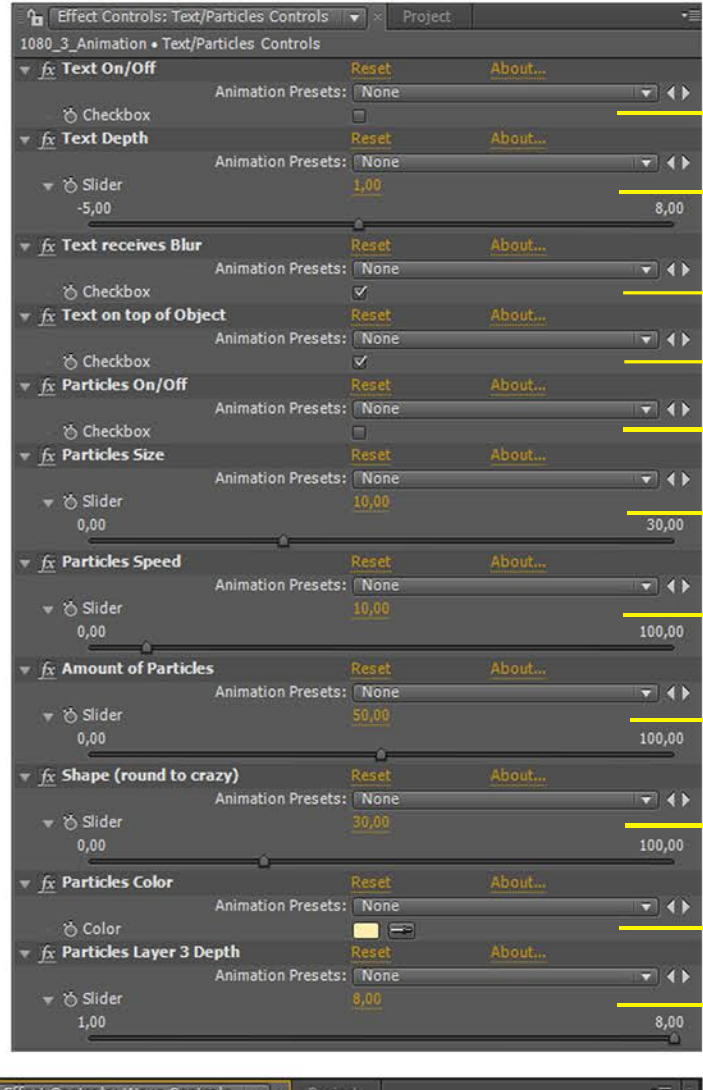Select Layers "Controls" or " Object Controls" or "Text/Particles Controls" to get to effect controls
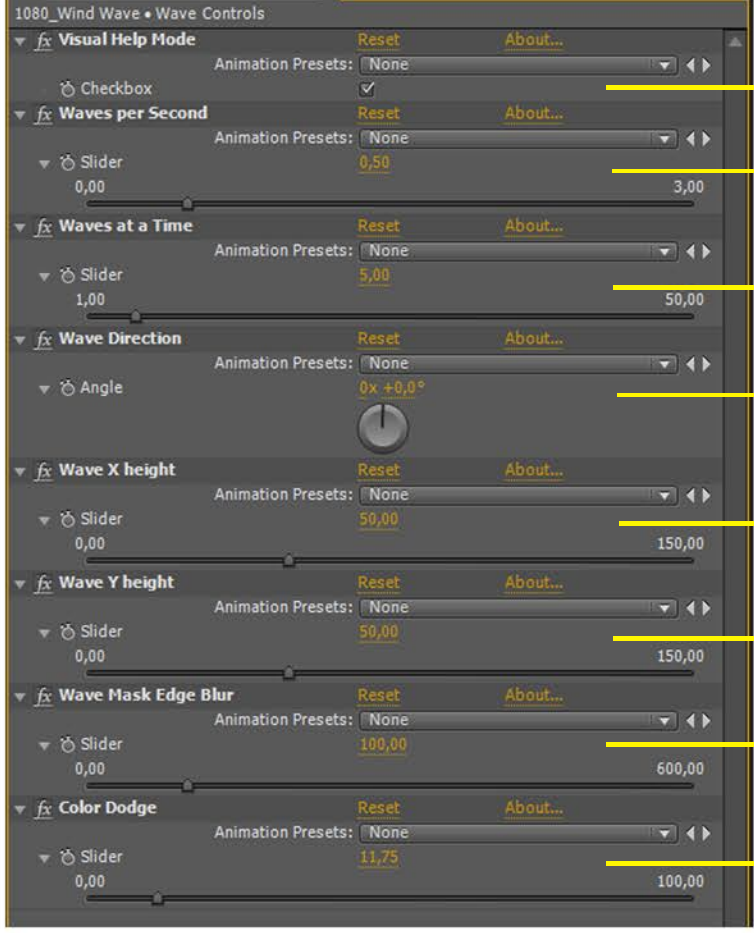
Set keyframes for crossairs

Defines if Wind & Waves effect should also be applied on object

Blurs the edges of the object

Shows the depthmap which defines the turnpicker effectiveness

Changes the turnpicker-depthmap

Defines the effectiveness of the global Turn all picker

Scale the object

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
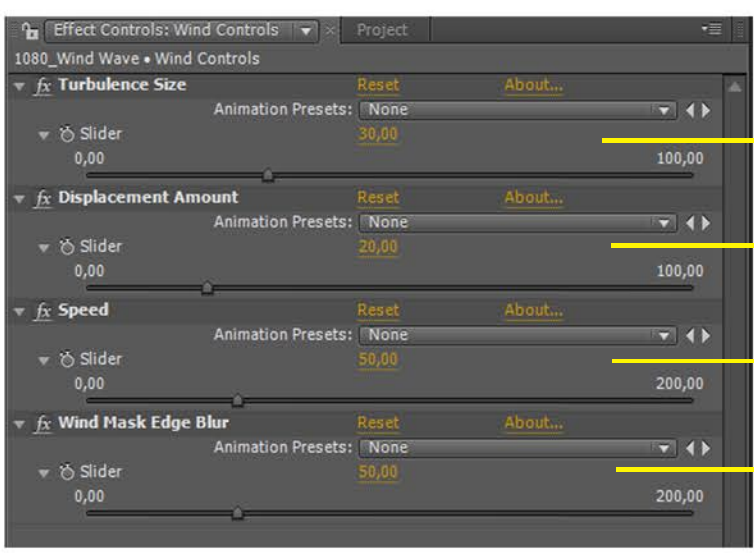
Shrinks the background behind the object

Turn all Objects and turnable Plates

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
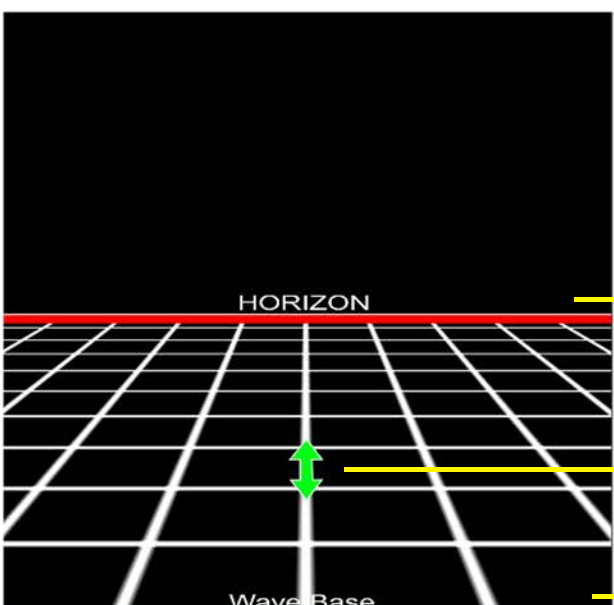
Move Object

Turn 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 effeted 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