

PHOTO ANIMATOR

Hi There,

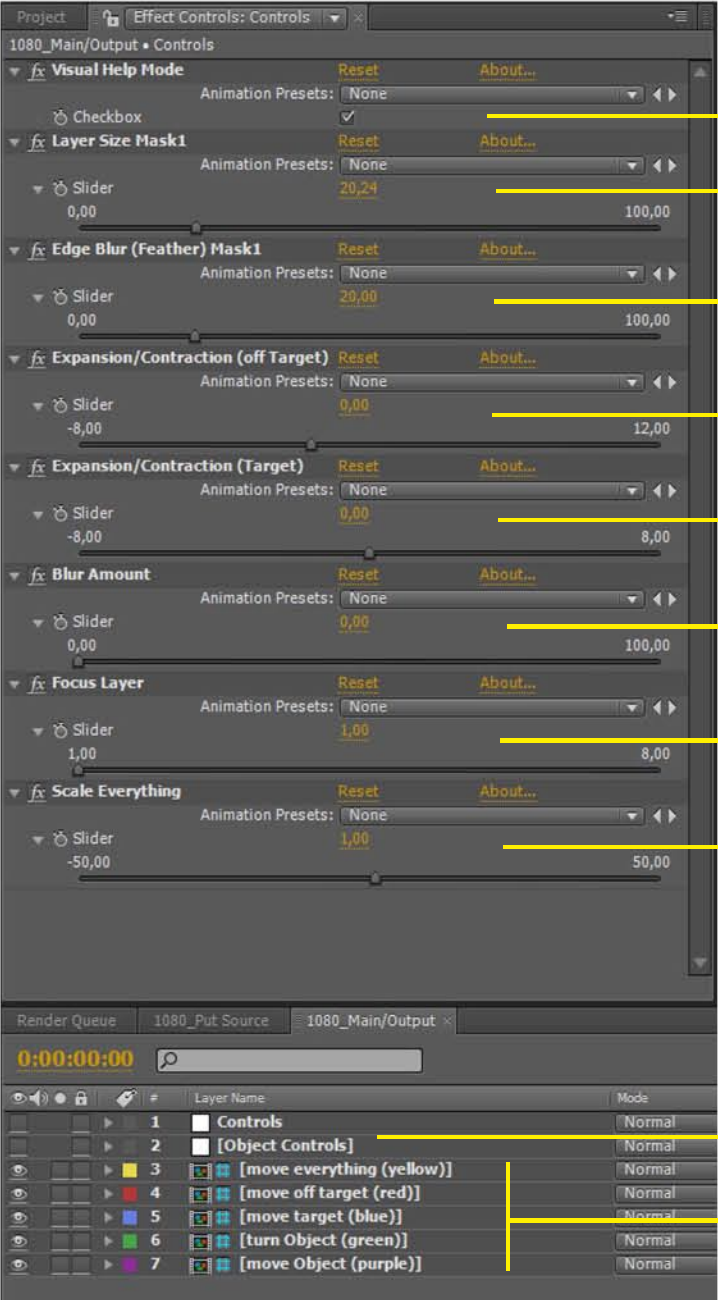
thank you very much for purchasing my Photo Animator!

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 don't hesitate to contact me through videohive and I will do my best to help.

Have fun & Best Regards!
Anton (Mr. Gallery)

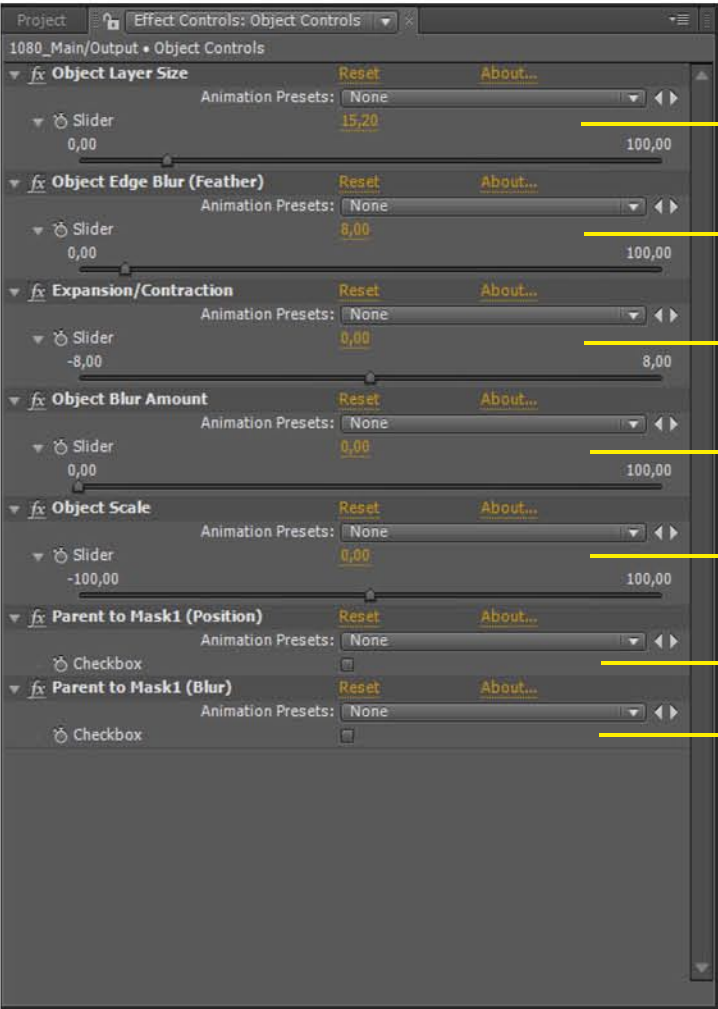
All photos used in the tutorials are from unsplash.com / Thanks to all photographers and people who made that website, you rock!

Links for Tutorial pictures:
<https://unsplash.com/photos/b7g3wVqr1gU/download>
<https://unsplash.com/photos/ZMcLVBi9xx4/download>
<https://unsplash.com/photos/YIN4xUBaqnk/download>

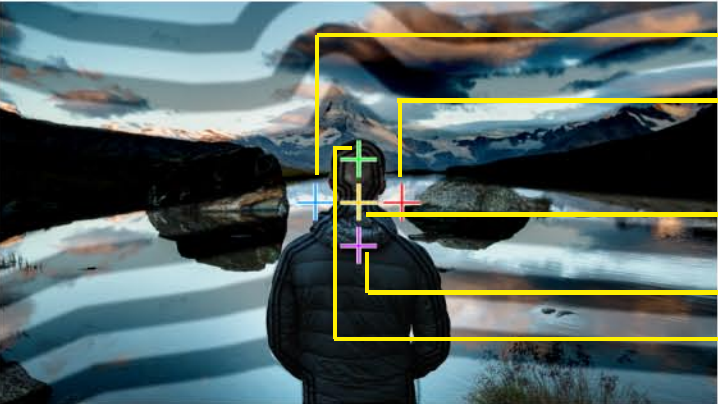


- activates /deactivates visual help (every second layer will be tinted dark)
- Use this to spread the layers evenly over the picture
- Blurs the edges of the layers
- Slider will expand/contract the layers with more weighting on the off target (furthest from mask)
- Slider will expand/contract the layers 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" and " Object Controls" to get to effect controls
- Set keyframes for crossairs



- 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
- Blurriness of object
- Scale the object
- If checked the object will move like mask 1
- If checked blurriness will be like like inner layer of Mask1 / Slider "Object Blur Amount" will be disabled



- Move Layers (weighting more on the target)
- Move Layers (weighting more on the off target)
- 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

Target = within mask
Off target = furthest from mask