

Creating a Living Art Gallery in Adobe After Effects

In this tutorial you will create a living art gallery effect using Boris Final Effects Complete (FEC). You may ask yourself, “What is a living art gallery?” Quite simply, you will take a standard video clip and make the clip appear like a painting on canvas then pin the clip to a wall, hence the gallery. The tutorial uses three FEC filters, **Min/Max**, **LensStar** and **PowerPin**.

When you finish, your effect should appear similar to the following example.



Before you begin, you must download the required media files.

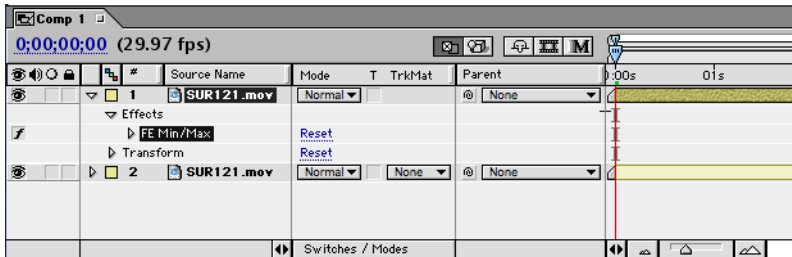
1. Launch After Effects, create a new composition and drag two copies of *SUR121.mov* into the After Effects Timeline window.



Because the Min/Max and Ice LensStar filters can create fine lines, you should view the output on a broadcast monitor before rendering. Make sure to view at image at 100% scale, full resolution and high quality. Even when working at 50% scale to speed previews, you should use full resolution to get an accurate preview.

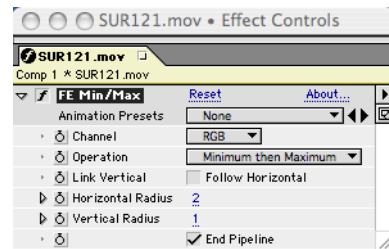


2. Select the top copy of the *SUR121.mov* and choose **Effect > FE Image > FE Min/Max**. Initially the Min/Max filter has no noticeable affect on the video. The Min/Max filter assigns each pixel the minimum or maximum pixel value within a specified radius. Your timeline should appear similar to the following example.



To achieve the desired effect, you will make some adjustments. The recommended setting changes are just a starting point. Feel free to experiment with your own settings.

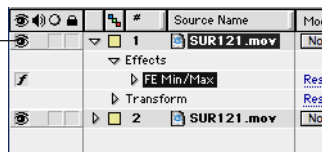
3. In the Effect Controls window, choose **RGB** from the **Channel** menu.
4. Set the **Operation** menu to **Minimum then Maximum**. This option applies the minimum value to the effect first, followed by the maximum.



- 5. Deselect the **Follow Horizontal** checkbox and adjust the **Horizontal Radius** and **Vertical Radius** settings to achieve the painterly effect. This example uses a **Horizontal Radius** setting of 2 and **Vertical Radius** setting of 1.

- 6. Turn off the top track by clicking the **Eye icon** next to the clip in the timeline window.

Click here.



This disables the visibility for this track.

- 7. Select the bottom copy of the *SUR121.mov* and choose **Effect > FE Stylize > FE LensStar**. The LensStar filter gives video the canvas texture found in many paintings.

- 8. In the Effect Controls window, select the eyedropper for the **Color to Match** parameter and click somewhere on the wave.

- 9. Increase **Match Tolerance** so that filter uses a closer match to the color blue that you selected. A higher Match Tolerance value makes it easier for pixels colors to match the blue that you selected.

- 10. Selecting the **Hard Match** checkbox also aides in matching the blue.

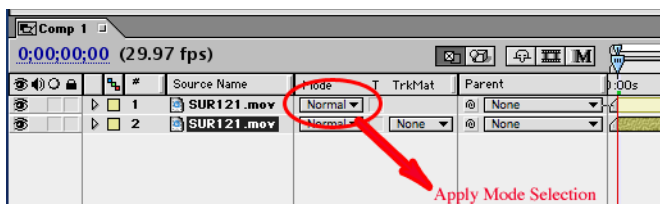
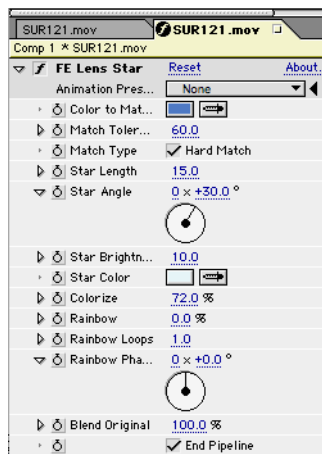
- 11. Set **Star Length** to 15 and leave **Star Angle** at the default setting.

- 12. Select the eyedropper for the **Star Color** and click the white in the wave. This creates a white star that appears similar to the white canvas used in paintings.

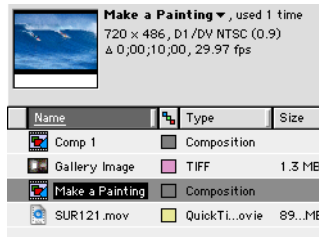
- 13. Lower the **Star Brightness** to 10 for a more subtle look; this prevents the stars from overpowering the image.

- 14. Reenable the top layer by clicking the **Eye icon** again.

- 15. Notice that the textured look of the LensStar filter is no longer visible. To apply the textured canvas you will adjust the standard Apply Modes. The example uses the Screen Mode to composite the underlying image with the top layer, while neutralizing the whites. Experiment with the Apply Modes to achieve the look that you want.



16. Pre-Compose the composition by selecting the two layers in the Timeline window and choosing to **Layer > Pre-Compose** (at the very bottom of the menu tree). A new composition appears in your Project window containing all of the filtered layers.



17. Drag the *Make a Painting* composition into a new timeline. Drag the *Gallery Image.tiff* file directly below it.
18. Select the *Make a Painting* composition and choose **Effect > FE Distort > FE PowerPin**. The Power Pin filter allows you corner pin the Make a Painting clip to the canvas in the gallery.
19. In the Effect Controls window, click the crosshairs for the **Top Left**, **Top Right**, **Bottom Left** and **Bottom Right** parameters to align all four corners with the canvas corners in the Comp window as shown in the example at right.
20. Preview the composition by choosing to **Composition > Preview > RAM Preview**. This will take several minutes to complete.

Does something look a little off? The video plays too smoothly. You need to alter the clip to make it playback more like a painting would (if paintings included actual motion). The look is similar to the Billy Idol "Rock the Cradle of Love" music video. To achieve this, you will alter the frame rate of the video clip using one of After Effect's built-in filters.



21. With the *Make a Painting clip* still selected, **Effect > Time > Posterize**. Set the frame rate to **10**.
22. The Posterize Time filter should be the top filter in the Effects stream because you need to alter the frame rate first. So, drag the Posterize Time filter above the Power Pin filter.
23. Render your effect just as you would any After Effect's composition.