

INSIDE THE NUTSHELL

<open with In A Nutshell running>

Welcome back. Here we are with the same project from the Harmony in a Nutshell Tutorial open.

I should mention that you can save the settings for a specific project for later use. File, Save will do the trick.

<File ... Save>

In this tutorial I am going to give you a peek under the hood at the basic workings of Harmony Animators, and dive a bit deeper into the Clip Resources we use to build Chaotics.

First... The Peek:

<while selecting and removing the animator clips>...

I'll remove the animators by selecting them in the timeline, and then hitting the delete key.

<choose the Orbiter>

Now I'll drop in a basic "Orbiter"; you can see the primary clip that the fancier orbiters are created from.

And... you can see why it is called an "orbiter".

<choose the Pulsing, Tumbling Orbiter>

The preset, more complex orbiter clips are simply the basic one with some of the Animator Properties preset. <mouse over the Properties Panel>
Remember the Properties Panel is over here on the right.

<drop in a Tumbling, Twisted Orbiter>

The most complex orbiter clips are an Animator with a "Twister" (yes, that is with a capital "T") effect and some color applied.

<remove the orbiters>

<choose the basic bouncer>

The same is true of a "Bouncer". This is the basic one.

And here is a more complex version...

<replace basic with the Dancing, Pulsing, Tumbling, Twisted Bouncer, and set the shape to

Ringlets>

Remember that you can change the shape being used by the clip over here...

In later tutorials I will show you how to start from scratch and create your own Animators. But now, I'm going to give you a more intimate look at the Clip Resources.

<In Resources panel, mouse over animator clips>...

<add a Dancing, Twisted 3D Flier>

There are, of course, the various 2D and 3D Animators, which I recommend you play with to your heart's content. I am going to stick to a basic set of two Animators. In this case, I've added a Dancing, Twisted 3D Flier to my Bouncing Rings.

<click on the camera tab>

By clicking on the Camera Tab in the Resources Panel, you can see the various camera options. The default camera is a "Still, Oblique Angle". We essentially view the shapes from a fixed point floating slightly above them.

But you have a myriad of choices.

<choose Spin, normal speed>

A "spin" camera rotates around the center point of the chaotic.

<choose Swoop, fast speed, far distance>...

A "swoop" moves from a distance, in close, and back out again, in a circle whose center-point is offset from the center of the chaotic.

<add the Spin, normal speed back to timeline>

You can have more than one camera clip on the timeline and you will get the combined effect.

<mouse back over to the Resources panel and click the Lights Tab>

The Lights Tab has the lighting effects. These are also drag and drop.

<choose Directional>

I am applying a directional lighting effect.

<add Point>

Again, you can add multiple lighting clips for different effects.

AND... if you like getting messy, you can poke around in the Properties panel and try out new parameters, just to see what you get.

<change constant color on the directional lighting to dynamic>

If you get in too deep, just delete the clip.

<delete>

If you mistakenly delete something you like, Control-Z will step back for you.

<ctrl-z>

If you create a clip you love...

<mouse over to properties, point out the name box, rename orbiter>

...head up here, and enter a new name for it in the top box.

<mouse back to the timeline>

... and add it to your resources, by dragging it from the timeline to the resources panel and dropping it there. (I chose a similar naming convention to what's there... but I'm a bit of an organizational nut). Now it is available to you any time.

<drag renamed orbiter to resources and drop>

The last tab in the Resources Panel is Filters.

<click the Filters tab>

In order to view blank tracks in the timeline, I drag the slider down, now I can drop those filters in.

<drag and drop a couple in...>

There is some really fun stuff in here, I recommend just picking some and dropping them into the timeline... and see what happens!

And one more little fun trick, before I close this tutorial...

You can change the transparency on the clips in the timeline.

<while grabbing and sliding on one of the animators...>

Grab the handle here, at the top of the clip bar, and drag it down to make it more transparent. Slide it back up to increase the opacity. Easy!

And that brings us to the end of this tutorial. Go play. Come back when you want to delve into the next topic: All About Twisters!