

GOTTA CATCH IT ALL

<starting with music imported, all clips in, set & ready>

Here we are in the Gotta Catch 'Em All (ahem!)... I mean Gotta Catch IT All! Tutorial.

I will be covering background and foreground images (how to get them in to Harmony and put them where you want them), shape twisters, making trails and a few other odds and ends.

First, let's take a look at fine-tuning synchronization of the video and the music.

<mousing over Clip Time Adjustment in the properties panel and making sure the Orbiter is selected>

The Clip Time Adjustment is here...it allows you to adjust the clip timing, in seconds or fraction of seconds.

Another fine-tuner is Phase Shift, which shows up in a lot of different places.

In this case – the Orbit Phase Shift (since I have an Orbiter selected), is here

<mouse over Orbit Phase Shift at bottom of properties panel>

near the bottom of the Properties Panel.

It's a slider, with a minimum of Negative One and a maximum of Plus One

<use slider>

It will shift where the orbiter is along its path.

Remember: any time you want to reset a slider to the original setting, just double click on it.

<double click>

As long as we're playing with tuning things, let me show you where to adjust the location of clips on the timeline.

<click Edit>

Opening the Edit menu, you will see several selections starting with the word "Shift". All of these have keyboard shortcuts listed next to them. <mouse over selections and shortcuts>

<while selecting and moving clips up & down>

I can move any clip or set of clips I have selected up and down in the timeline. Placement affects the order in which clips are drawn and can effect how a chaotic looks.

<while selecting and moving clips laterally>

I can also move clips in increments of whole seconds, tenths of seconds, or hundredths of seconds, to micro adjust the start time of any clip or set of clips.

<FADE >

<put in orbiter, twist it, shape:rings, edge color, twister menu open>

Here is a very fun tool to remember... you can create "trails". I am starting with this Orbiter, the shape set to "Ring", and a single Twister applied.

In the Twister menu, you will see boxes for Trail Time and Trail Steps. First, I'm setting the

steps to 8. <set steps to 8>

Then I open the Trail Time menu and set the value to 5... my rings have a trail!

As usual, there are all sorts of customizations possible. Give it a whirl...

<while setting trail steps to 0, and closing out menus...>

I'll remove the trail and close these menus so I can show you another east-to-miss cool feature...

<opening Animator Shape>

Not only can the entire Animator have a Twister, the individual Shape assigned can be Twisted, too. Opening the Animator Shape menu, the box here <mouse over Shape Twister> accesses the Shape Twister menu.

<select 3D Twister x1>

With one twist it looks like this...

<select 3D Twister x1>

With two... a bit more complex!!

<FADE out> <and back in with only music or nothing>

Now let's look at the 2D tab <select 2D tab> up here... Especially at IMAGES!

<drag Image clip into timeline and choose Abalone image from dialogue box>

Dragging a generic Image clip to the timeline opens a dialogue box that lets me go find the image I want on my computer.

Choose it and click "Open" (or double click the file name)...
and... like magic... your image is imported!

I'll drop in a second image. <drag Image clip into timeline and choose Trees image from dialogue box>

<making sure tree image clip is selected, mouse over Drawing Layer in properties panel>

In the Properties Panel, up here, under "Drawing Layer", you'll see that your image is automatically assigned to the foreground.

<switch trees to background>

You can switch it to the background, as I am here, or leave it as the foreground.

My second image, the abalone...

<mouse over abalone clip>

I'm keeping as foreground and adjusting the transparency <adjust transparency> on the clip so that you can see the other clip through it.

<Fade>

<Reset to beginning>

Alrighty... a few final items...

<mousing over and using Active: ON/OFF>

If you ever want to make a clip invisible while working on your chaotic, without deleting the clip...there is an Active box here... and you can simply click it on and off.

<while selecting the abalone, setting Fade-in style to Slow and Duration to 6...>

You can also fade clips in and out here in the properties panel.

You can specify the duration of the fade in seconds, and there are various “styles” of fades to choose from an play with.

And that, my Friends, concludes this tutorial.

Go Create some ART!