

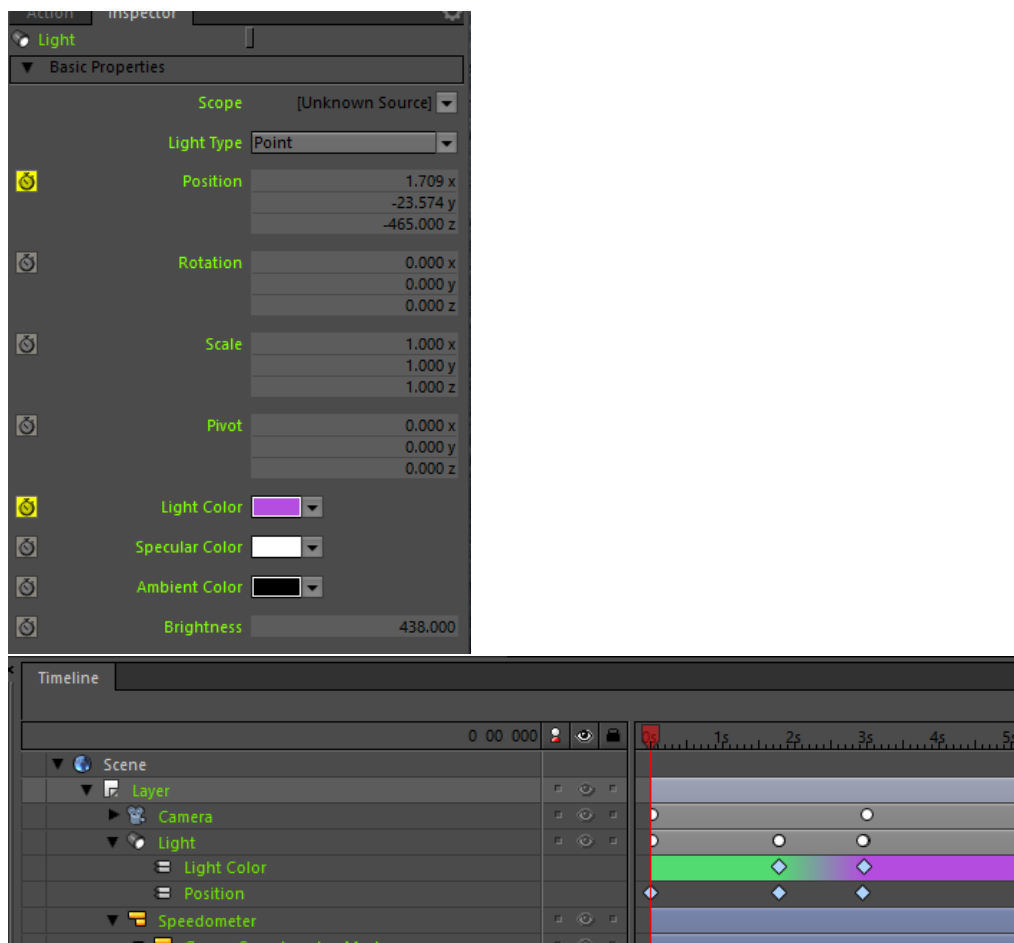
6: Animating lights

Delete animations from slide 2 (Context menu). Camera's Field of view should be 25

Set play mode to stop at end.

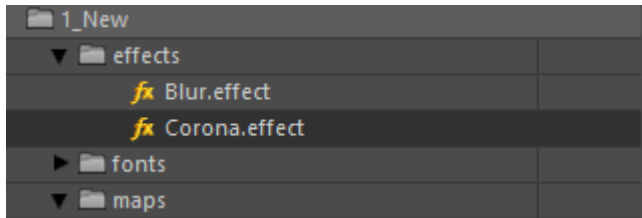
Step 1: Adjust light

- Go to master and copy keyframes from camera animation
- Select light. Playhead in 0 sec, paste keyframes. Animation toggle needs be set
- Move the playhead in the end of the animation
- Select point light and adjust its properties. If it is not visible, You may need to look where it is, use position tool.
- Move playhead to start and add starting position to light.
- Move playhead to see whether there is any reflection or not. Move light if not.
- Select animation toggle to adjust lights property color.
- Move the playhead in the time 0 sec, adjust color again.
- Move playhead into middle and adjust color again. Use context menu and select add keyframe if it is not added
- Test in Viewer



Step 2: Add layer effect

- Drag a Blur effect on layer (Slide 1)
- Set blur amount to 0
- Move play head to 3 seconds
- Timeline length should be around 6
- Activate animation toggle for blur (amount 0) in 3 sec
- Move playhead to 6 sec (amount 0.100)
- Test in viewer



- Drag Corona effect on same layer.
- Play without animation (blur affects)
- Play when blur is hidden.