

François Pascal
21 rue de la Gare
F-57400 Sarrebourg

www.floconsdepaques.com
fp@floconsdepaques.com

2 Profondeur de champ Depth of field

Carrara Studio: A bilingual Tutorial

Tutoriel bilingue Carrara Studio

Niveau / Level : intermédiaire / intermediate

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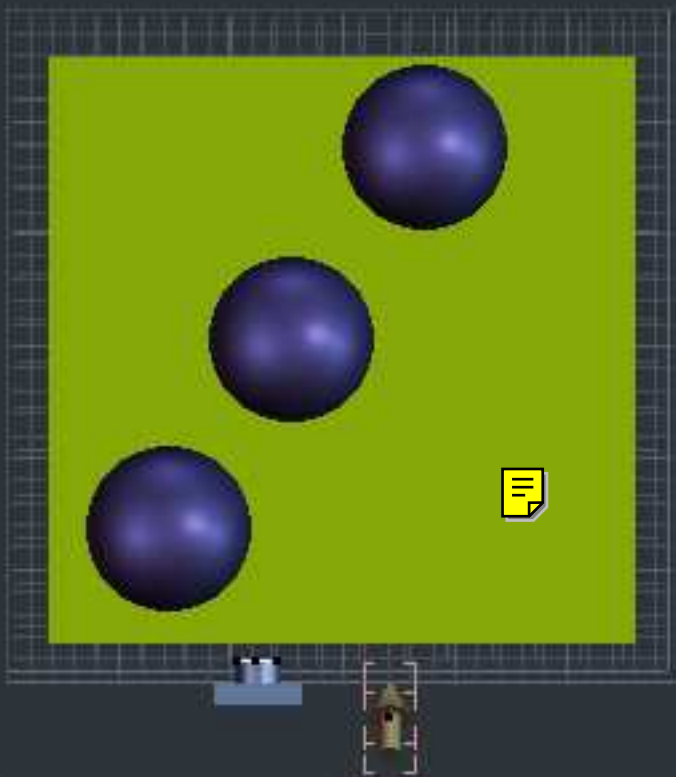
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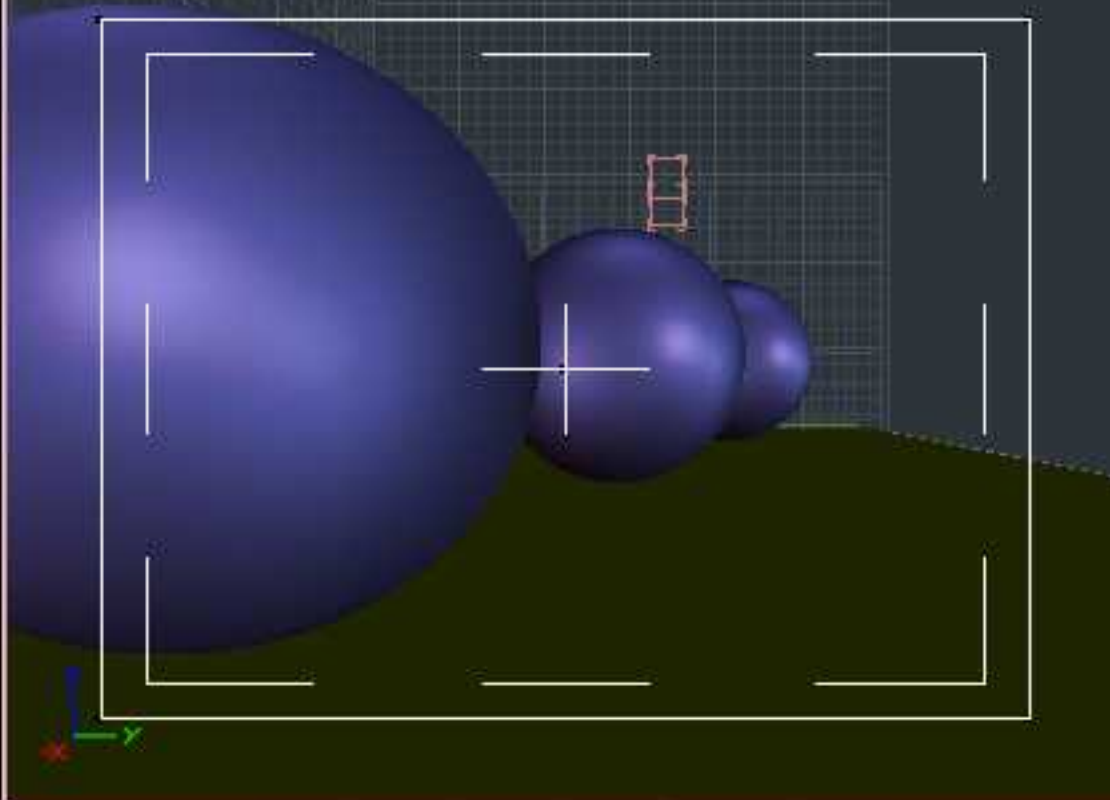
**Special thanks to Harvey White (<http://www.netcom.com/~mady>)
who checked and corrected the English translation**



Droite 100%



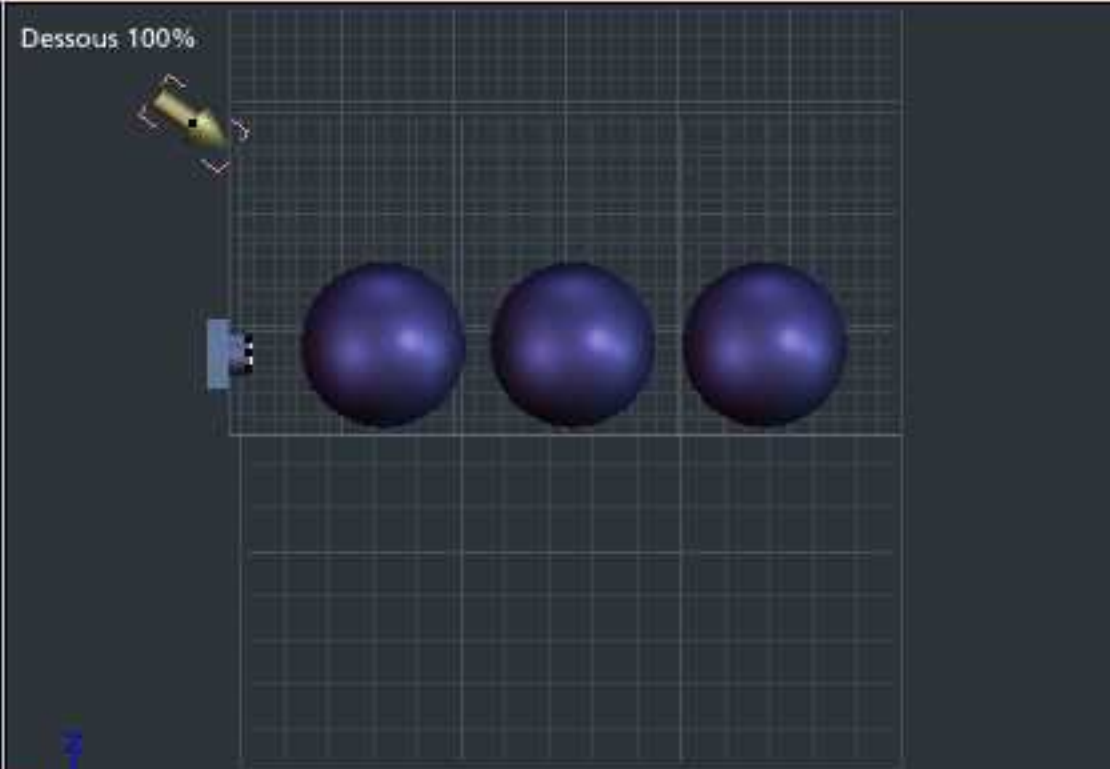
Sténopée 50%

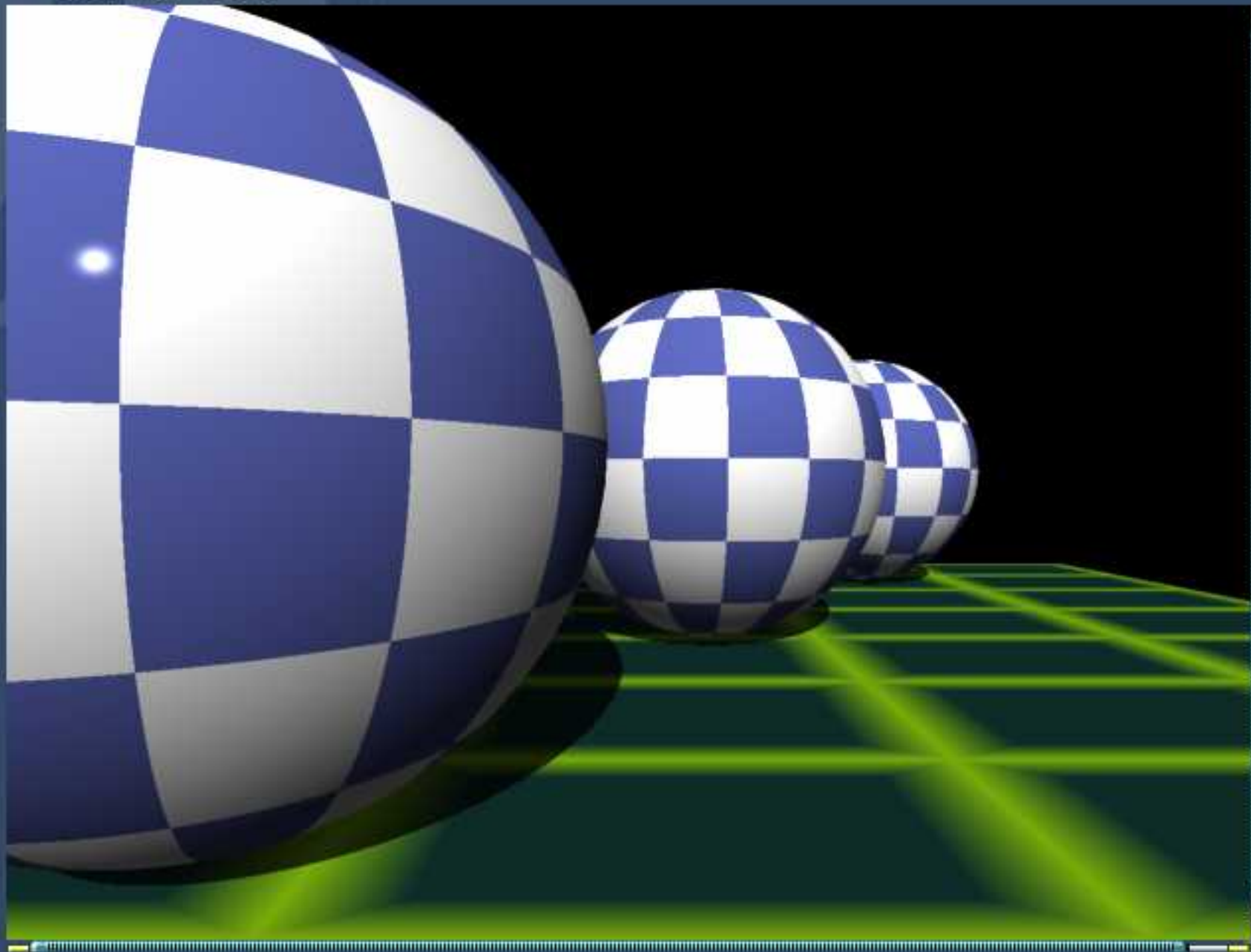


Gauche 100%



Dessous 100%





Largeur : 640,00

Hauteur : 480,00

Résolution : 72,00 ppp

Conserver les proportions

Proportions en pixels : 1,00

Propriétés

Proportions de l'image 1,33

640 par 480 pixels

1,17 Mo

Camera de rendu

Sténopée

Format de fichier

TIFF (RD)

BMP (RD)

PhotoPaint (RD)

GIF (RD)

JPEG (RD)

PCX (RD)

PhotoShop 2.5 (RD)

DeLrina (RD)

Fin TIFF (RD)

Images/s :

Nom du fichier

G-Buffers

Couleur des pixels

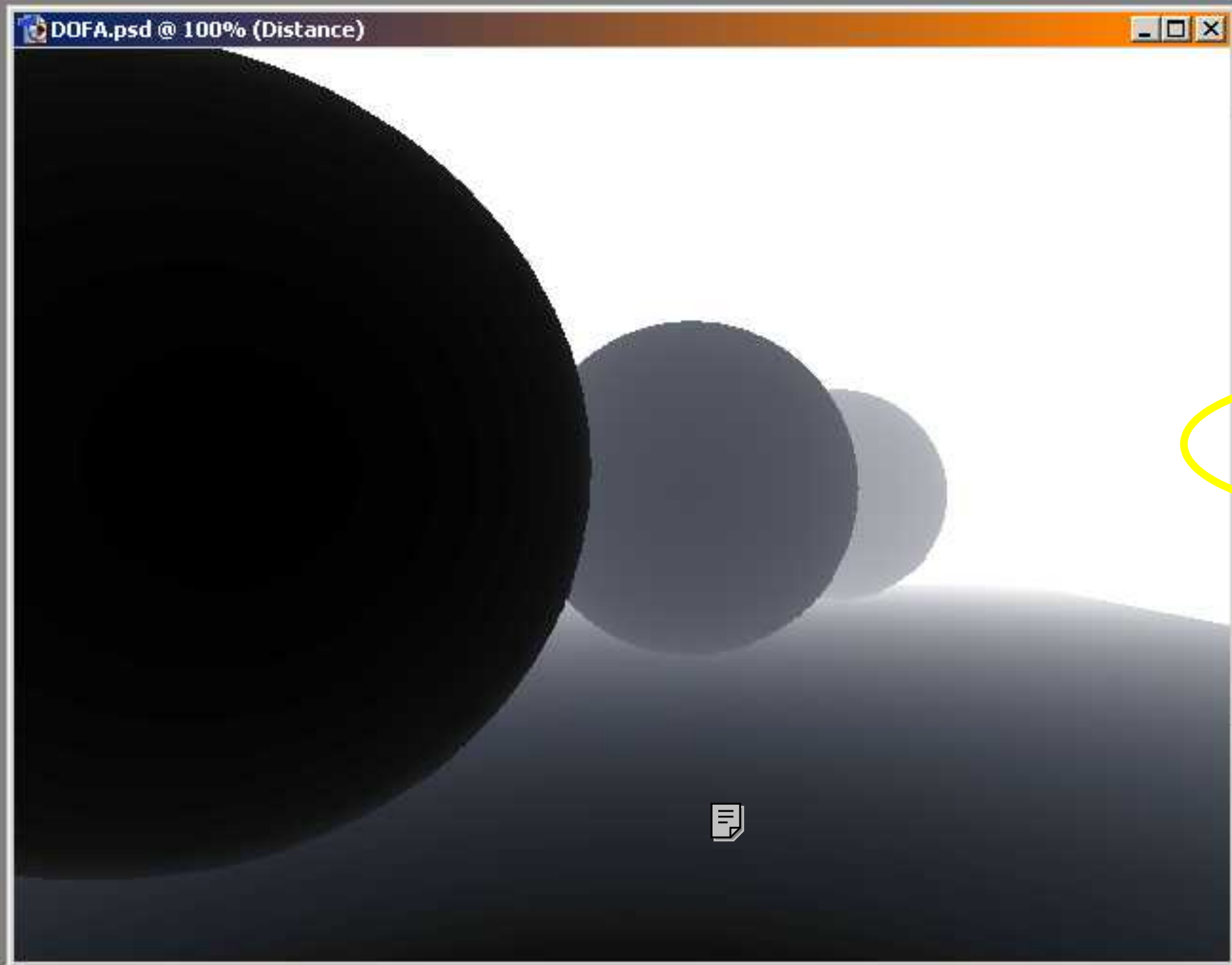
Masque

Distance

Index des objets

Vecteur normal

Position 3D



The Channels panel is open, showing the following channels:

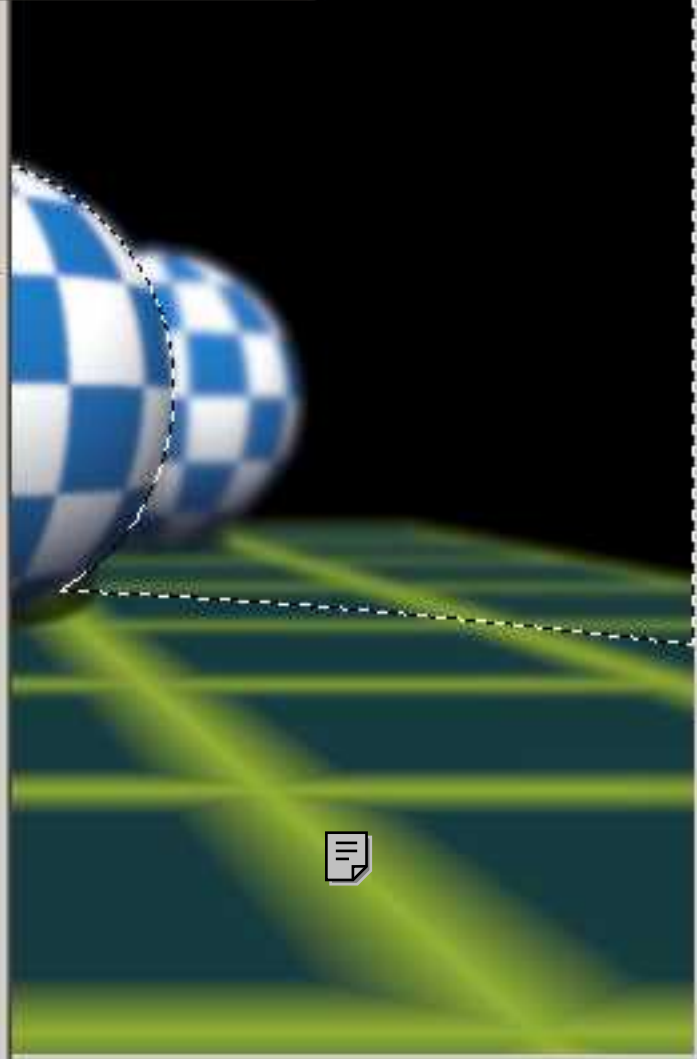
Channel Name	Shortcut
RGB	Ctrl+~
Red	Ctrl+1
Green	Ctrl+2
Blue	Ctrl+3
Distance	Ctrl+4

The 'Distance' channel is selected and highlighted in blue. A yellow circle highlights the 'Channels' tab at the top of the panel. Another yellow circle highlights the 'Distance' channel entry. A third yellow circle highlights the 'Load channel as selection' button at the bottom of the panel, which has a tooltip that reads 'Load channel as selection'.

- Blur More Ctrl+F
- Extract... Alt+Ctrl+X
- Liquify... Shft+Ctrl+X
- Pattern Maker... Alt+Shft+Ctrl+X
- Artistic
- Blur**
- Brush Strokes
- Distort
- Noise
- Pixelate
- Render
- Sharpen
- Sketch
- Stylize
- Texture
- Video
- Other

- Eye Candy 4000
- °v° Kiwi`'s Oelfilter
- AFH
- Alf's Power Demo
- Andromeda
- Applied Science Fiction
- AV Bros.
- Crescent Moon
- Digimarc
- DragonFly
- Flaming Pear
- FunHouse
- Harry's Filters
- Kohan's Filters
- Konica_Allround
- Konica_Device
- Konica_Scene
- L'amico Perry
- namesuppressed

- Blur
- Blur More**
- Gaussian Blur...
- Motion Blur...
- Radial Blur...
- Smart Blur...



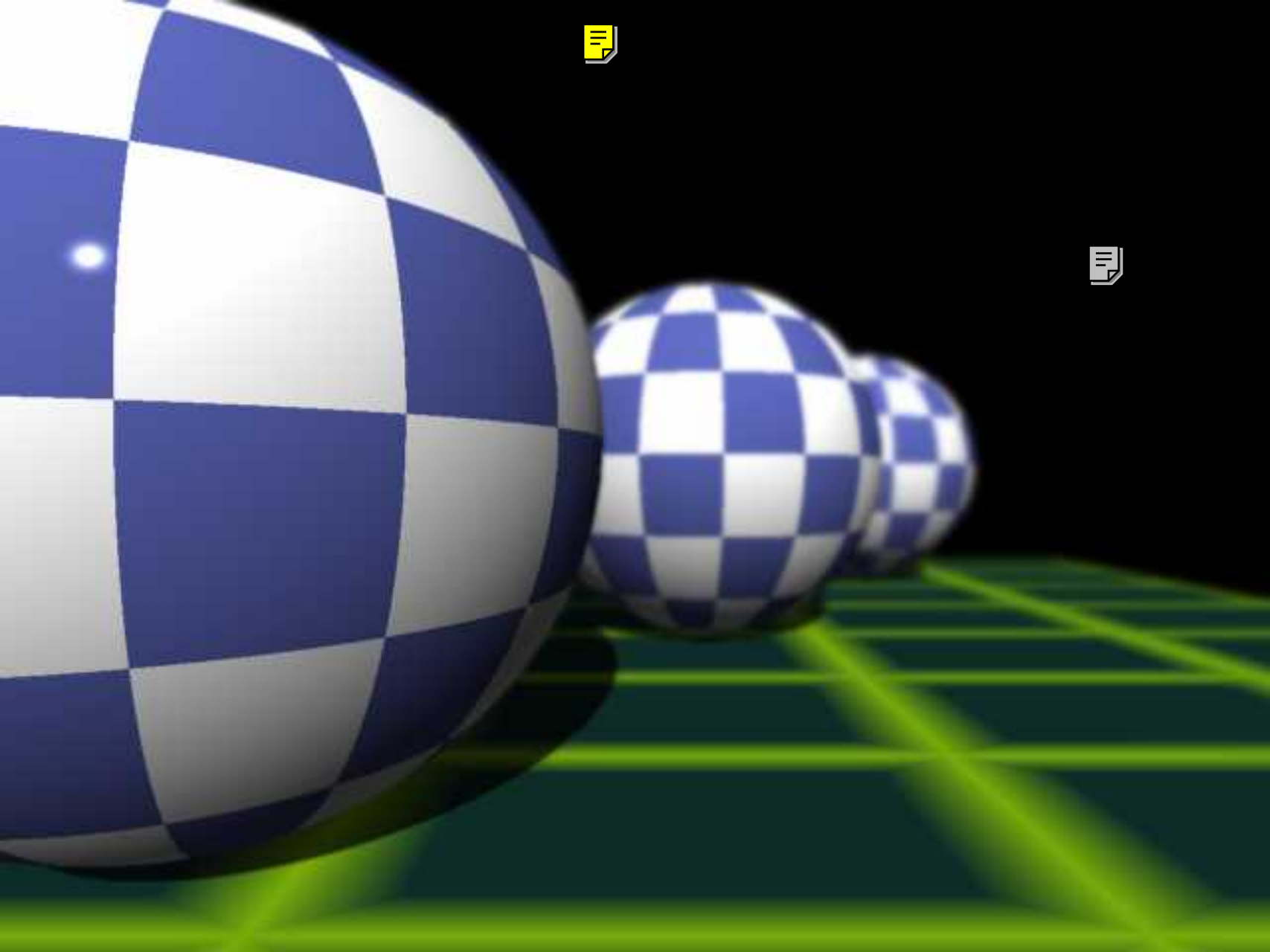
Layers Channels Paths

Normal Opacity: 100%

Lock: [] [] [] Fill: 100%

Background

[] [] [] [] [] []



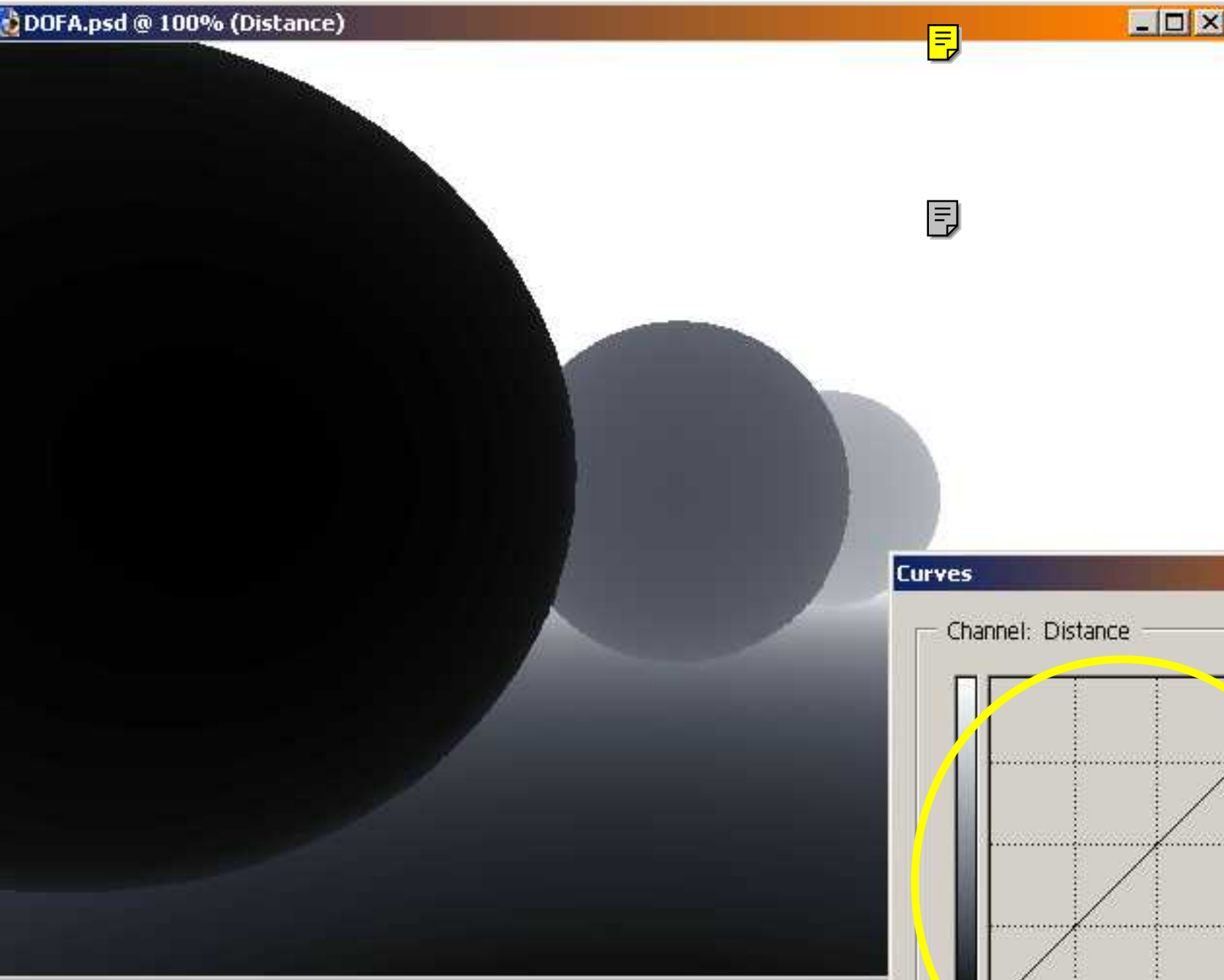
Mode Anti-aliased Style: Width: Height:

- Adjustments**
 - Levels... Ctrl+L
 - Auto Levels Shift+Ctrl+L
 - Auto Contrast Alt+Shift+Ctrl+L
 - Auto Color Shift+Ctrl+B
 - Curves... Ctrl+M**
 - Color Balance... Ctrl+B
 - Brightness/Contrast...
 - Hue/Saturation... Ctrl+U
 - Desaturate Shift+Ctrl+U
 - Replace Color...
 - Selective Color...
 - Channel Mixer...
 - Gradient Map...
 - Invert Ctrl+I
 - Equalize
 - Threshold...
 - Posterize...
 - Variations...



Layers Channels Paths

Layers	Channels	Paths
<input type="checkbox"/>	RGB	Ctrl+~
<input type="checkbox"/>	Red	Ctrl+1
<input type="checkbox"/>	Green	Ctrl+2
<input type="checkbox"/>	Blue	Ctrl+3
<input checked="" type="checkbox"/>	Distance	Ctrl+4



Layers Channels Paths

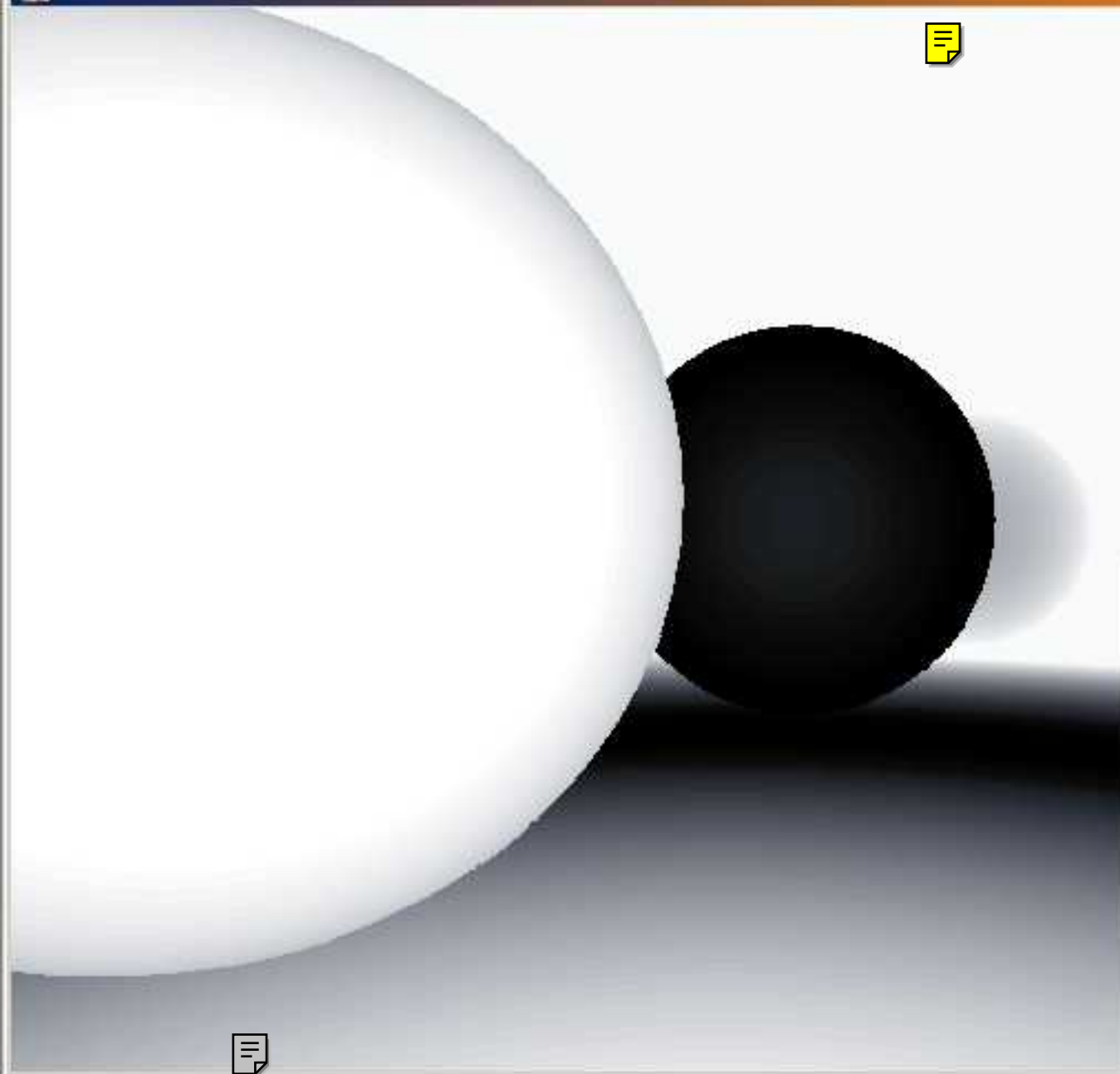
<input type="checkbox"/>		RGB	Ctrl+~
<input type="checkbox"/>		Red	Ctrl+1
<input type="checkbox"/>		Green	Ctrl+2
<input type="checkbox"/>		Blue	Ctrl+3
<input checked="" type="checkbox"/>		Distance	Ctrl+4

Curves

Channel: Distance

Input: 08
Output: 41

OK
Cancel
Load...
Save...
Smooth
Auto
Options...
 Preview



Channels panel showing the following channels:

Channel	Shortcut
RGB	Ctrl+~
Red	Ctrl+1
Green	Ctrl+2
Blue	Ctrl+3
Distance	Ctrl+4

Curves dialog box for Channel: Distance

Input: 8
Output: 255

Buttons: OK, Cancel, Load..., Save..., Smooth, Auto, Options...

Tools:

Preview

