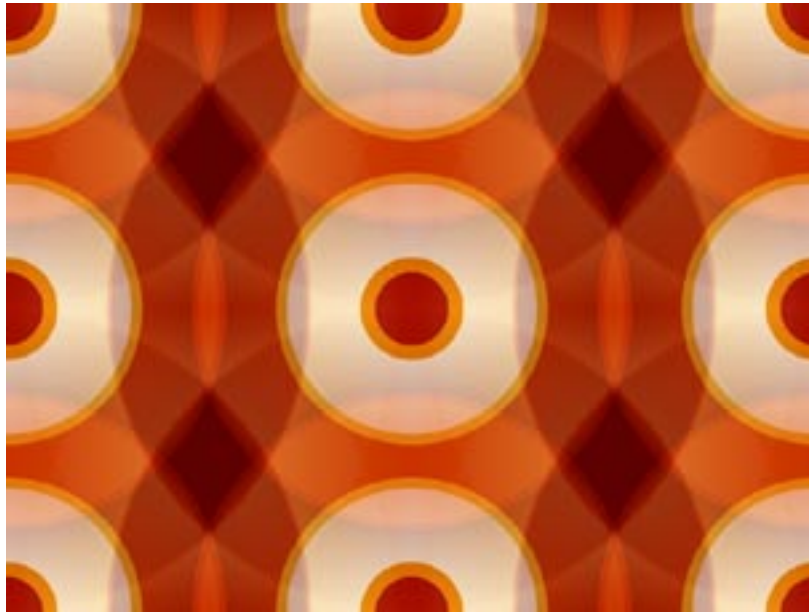


tilorama!

use our Smooth Tiler plug-in
with Radio Waves and Colorama
to create a retro design



a TUTORIAL for
the Anarchy Toolbox.

a set of nine filters for Adobe After Effects
[from Digital Anarchy]



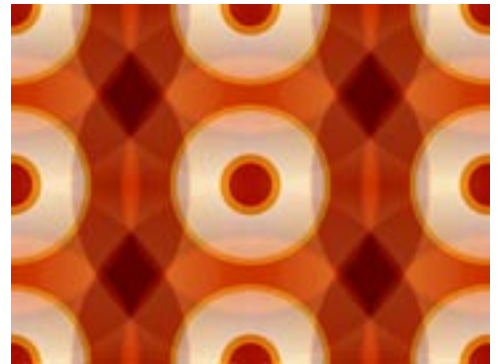
Can you ever have enough retro design? Equal parts Vegas lounge chic and Target ad, this retro project will have you dancing to colorful, eye-catching imagery care of Smooth Tiler (along with Radio Waves and Colorama).

You provide the bossanova, we'll provide the visuals.

1- comp setup

Before we kick up our heels, we need to create a new square-pixel composition, i.e., NTSC D1 720x540.

Previewing Smooth Tiler's repeating patterns can get tricky if you set up your animation in a non-square pixel composition, i.e., the previews AE generates will look more squeezed than circular. Set the duration of your composition to 5 seconds and specify a framerate of 29.97 fps.



[the final]

2- apply radio waves

Within the new Comp, create a solid, name it Tilorama, and apply the Radio Waves effect to it.

tip : radio waves

Radio Waves is a free plug-in distributed by Adobe as an incentive for registering. Check out the Adobe website for more details on how to download Radio Waves and a few other really cool effects.)

3- use radio waves

Radio Waves will generate a simple, circular pattern that will drive our Smooth Tiler animation. Specifically, we will use Radio Waves to produce circles with different levels of lightness.



Applying Colorama to the results will give us bands of colors emanating from the same origin or producer point.

Use the following values for Radio Waves:

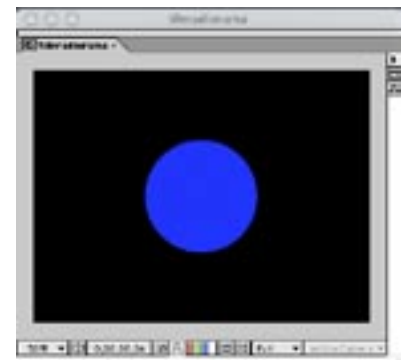
Wave Motion > Set Frequency to 2.0

Stroke > Start Width = 75

Stroke > End Width = 75

If you play back your animation now, you'll see a circle grow out of the center of your screen. [figure 1]

In the next step, we'll add some banding that will make our tiling pattern more interesting.



[figure 1]

4- stroke the waves

To create bands in Radio Waves, we will alternate the stroke color of the waves being generated from black to white. This will produce bands with various shades grey — perfect for coloring with Colorama.

Under Stroke > Color, turn on keyframing, go to the beginning of the comp, and set a keyframe. Click on the color chip and change the color to black.

Advance 20 frames and set another keyframe, this one white. Select these two keyframes and copy them. Advance another 20 frames and paste. Advance 40 frames and paste once more so you end up with six keyframes spread out evenly throughout the timeline.

If you spin down the Color param, you can see a visual representation of the color interpolating from one keyframe to the next. [figure 2]



[figure 2]

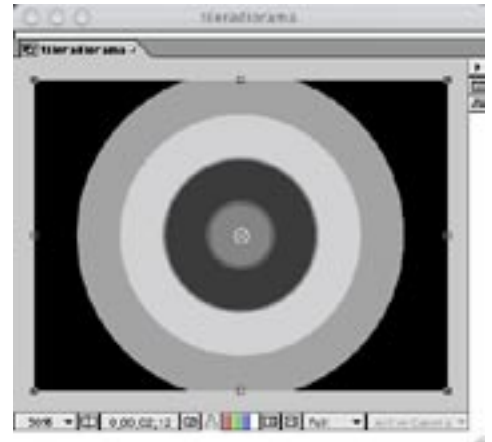


5- optional step :: add variety

You can give your animating bands a little more variety by changing the values for Start and End Width over time. At time = 0, turn on keyframing.

Next, advance to the 4 second mark; set keyframes again and enter the following values. You'll get the resulting image at right. [figure 3]

Stroke > Start Width = 100
Stroke > End Width = 50



[figure 3]

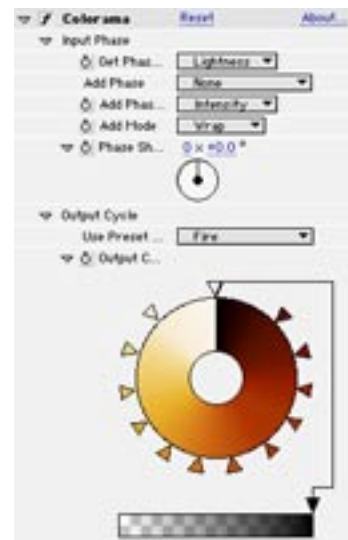
6- add some color

Next, let's add some color with Colorama.

Set Input Phase to Lightness. Bands of color should start to appear in your animation; basically, Colorama is mapping its color wheel to the lightness values of our radio waves.

Colorama's color presets are worth exploring so let's grab one under Output Cycle. Under Use Preset, select > Fire.

On the color wheel - and in our Tilorama preview - you should now see a range of fiery hues. [figure 4]



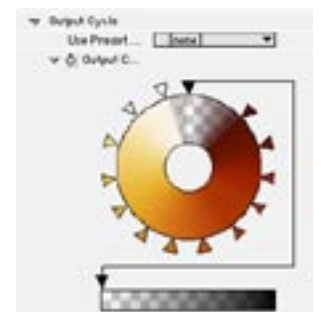
[figure 4]

7- optional step :: create transparency

To create some transparency in your Color scheme and to eliminate the black areas, simply adjust Colorama's color wheel.

Grab the white triangle at the 12 o'clock position and move it slightly left to reveal the black triangle chip. Select the black triangle. From this triangle, a line connects to another triangle pointing to an opacity slider.

Drag this second triangle all the way to the left. The black point should drop out. Now drag your white triangle back to the 12 o'clock position. [figure 5]



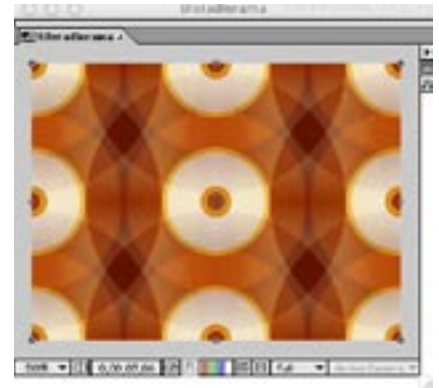
[figure 5]



8- lay the tile

Now that we've got our colored bands animation established, we're all set to lay some tile. Apply Smooth Tiler to our Tilorama layer.

Just from the default settings, you should already start to see some tiling. Pull up the Blend amount to 100% to maximize the overlapping areas and preview the animation. [figure 6]



[figure 6]

in conclusion

The patterns you can create with these simple techniques are virtually limitless. Try playing with Smooth Tiler's Crop and Transform params to create different patterns.

Also, experiment with Radio Waves by varying the width and frequency of the bands, animating the color phases, or changing the Preset colors under Colorama. Before too long, you'll be dancing up a storm.