



LME COLLECTIONS

FILIGREE COLLECTION

For all composite, graphics & editing applications

289 ORIGINAL FILIGREE DESIGNS

This collection of original filigree patterns in Adobe Illustrator 7 vector format, not found in any other collection, can be used in all broadcast design projects. The elements can be converted to bitmap or whatever format is needed for easy import to your graphics, editing or composite application.

We've taken over 90 designs and applied 3 graphics styles to each offering you an array of possibilities to choose from

Use singularly or combine to create a complex filigree background. Use for presentations, logo reveals and many other broadcast designs projects.

Take a look at the gallery to see what's included in the collection.

In this tutorial we show different methods of using filigree patterns by revealing them with masks. We used After Effects, but the same results can be accomplished with any composite program that has a masking function

To view an animated gallery for each of our collections go to **GALLERIES. www.little-men.com/GALLERIES_GENERIC.html)**

USING A LAYER AS A GUIDE

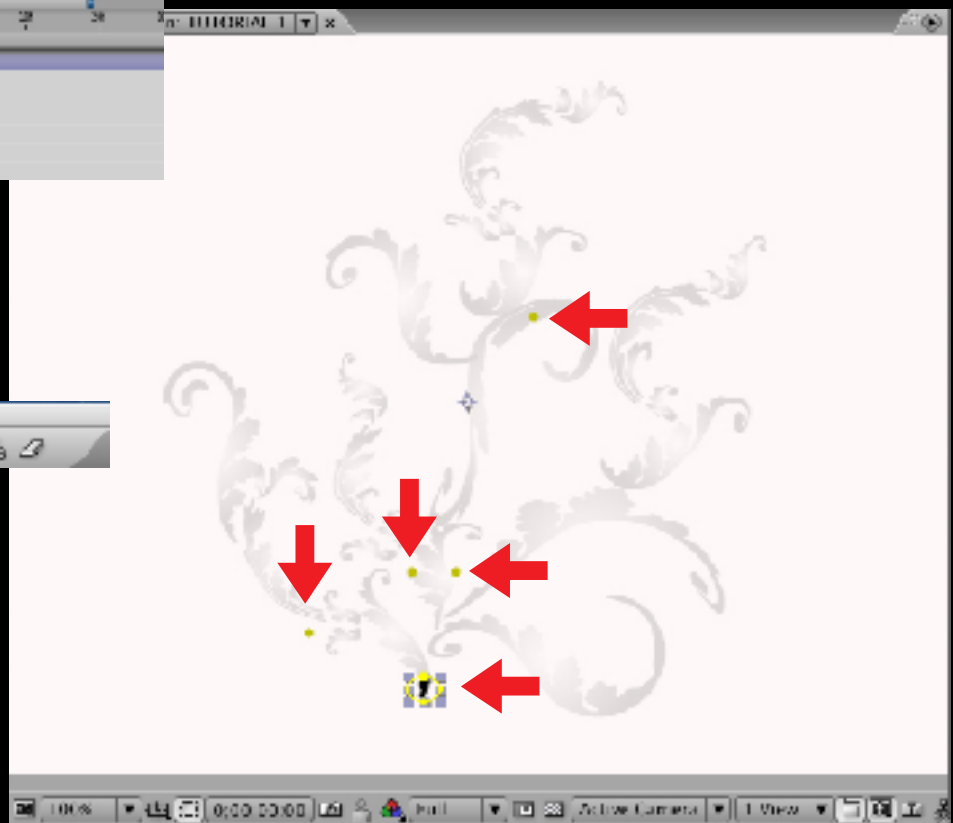
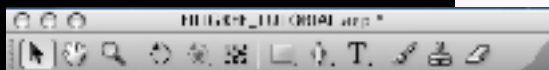
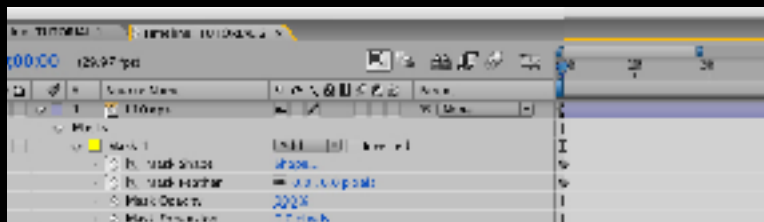
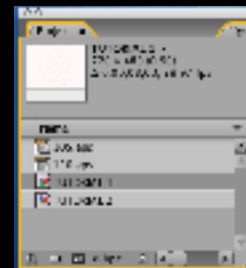
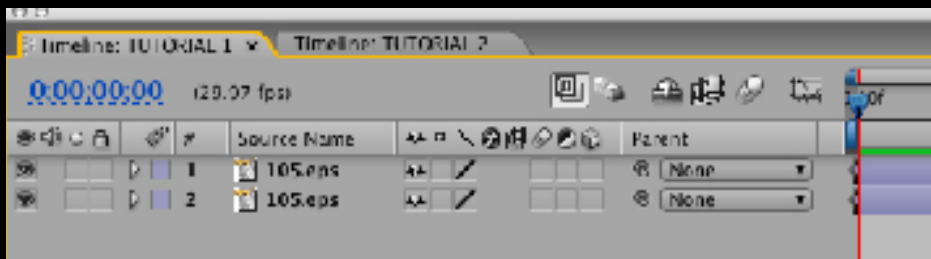
2

When filigree patterns are used in broadcast design projects you often seem them revealed using masks in creative ways.

This tutorial will cover 3 ways that you can achieve this. Using the pattern below we will partially reveal the art using 5 masks.

A. Put 2 copies of the pattern in the timeline. Set the opacity in the layer below at 40 percent. This will be used as a guide as we apply the masks to the layer above. When you are done you can discard the bottom layer.

We start out by creating one mask as the base of the art using the pen tool. The mask shows up in the timeline. Reveal the 4 parameters within it. Put a keyframe at "0" next to Mask Shape and one at Mask Feather. A little bit further down the timeline you can add a value to the feathering. Where and when is up to you.



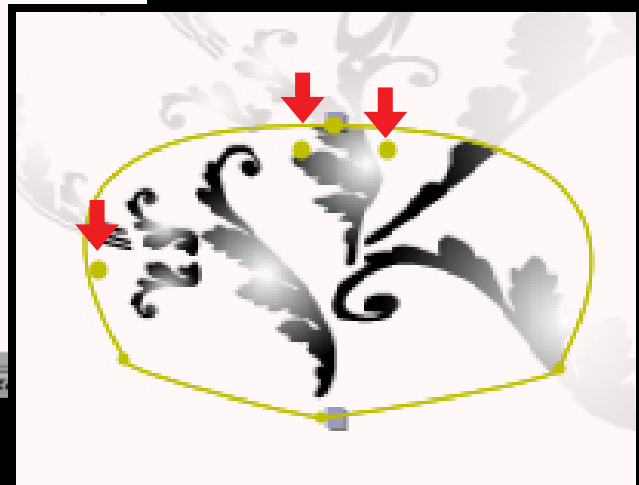
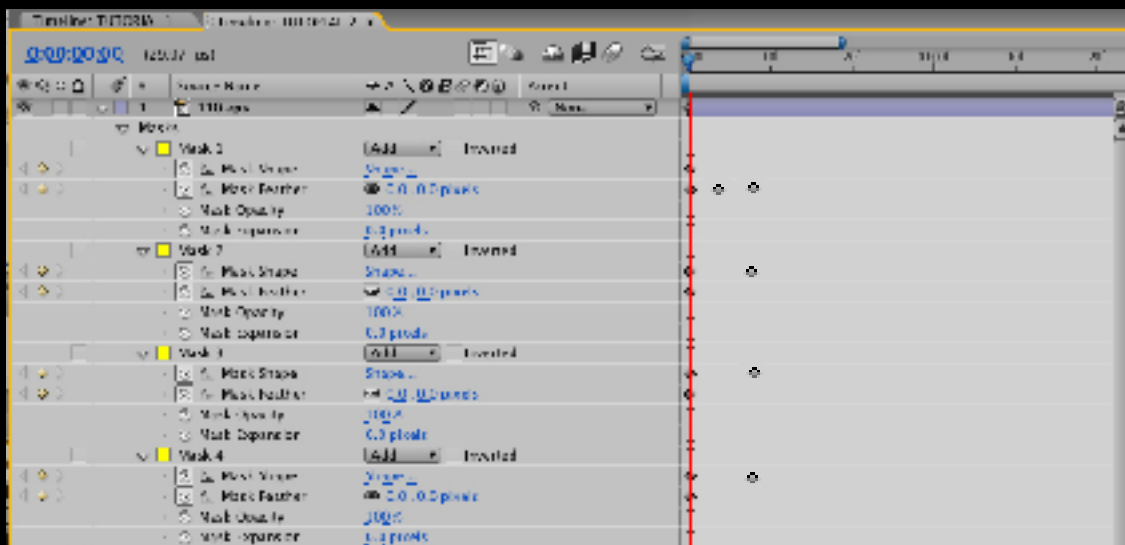
ADDING MORE MASKS

3

The entire reveal should not take more than 2-3 seconds. (This is up to you)

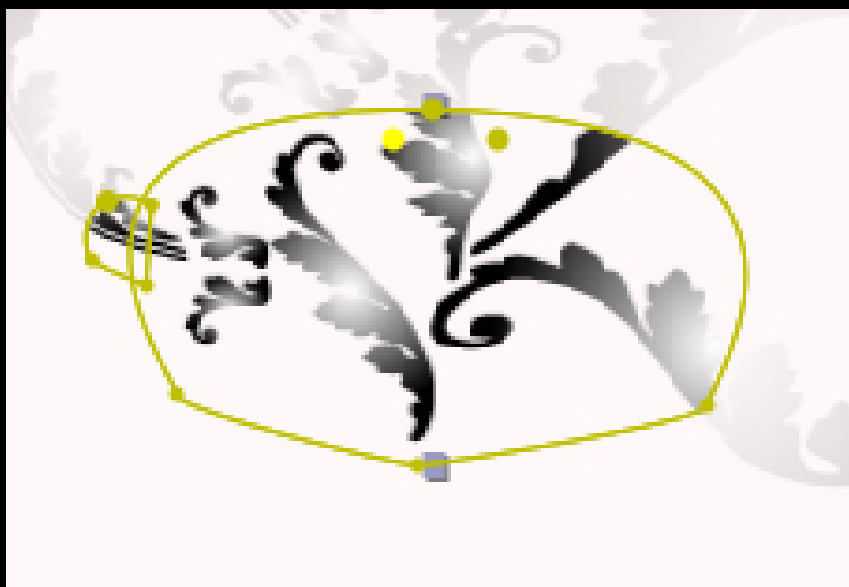
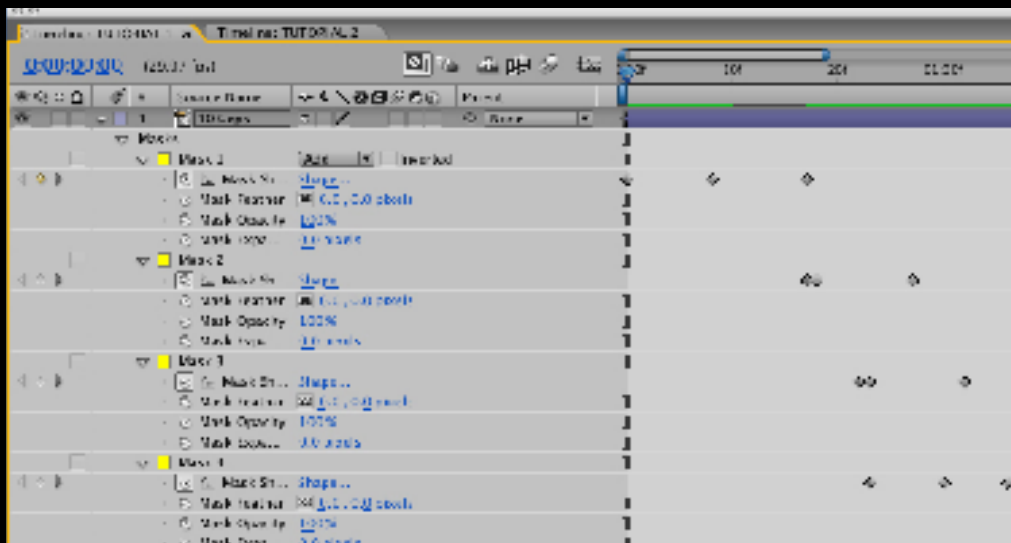
Starting at 5 or 10 frames in add a couple of more keyframes for the first mask with about 5 or 7 frames between each keyframe. You can adjust this later to your liking. For each of the key frames open the mask a little bit more so it encompasses more of the design.

We created the start of three more masks just by add one point for each with the pen tool. See the yellow dots in the illustration below. The red arrows are pointing to them. When the first mask just about overlaps the 3 new mask pen points add more keyframes to the new masks so they are complete.



EXPANDING THE MASKS AT THE RIGHT TIME SO THE REVEAL IS SEAMLESS

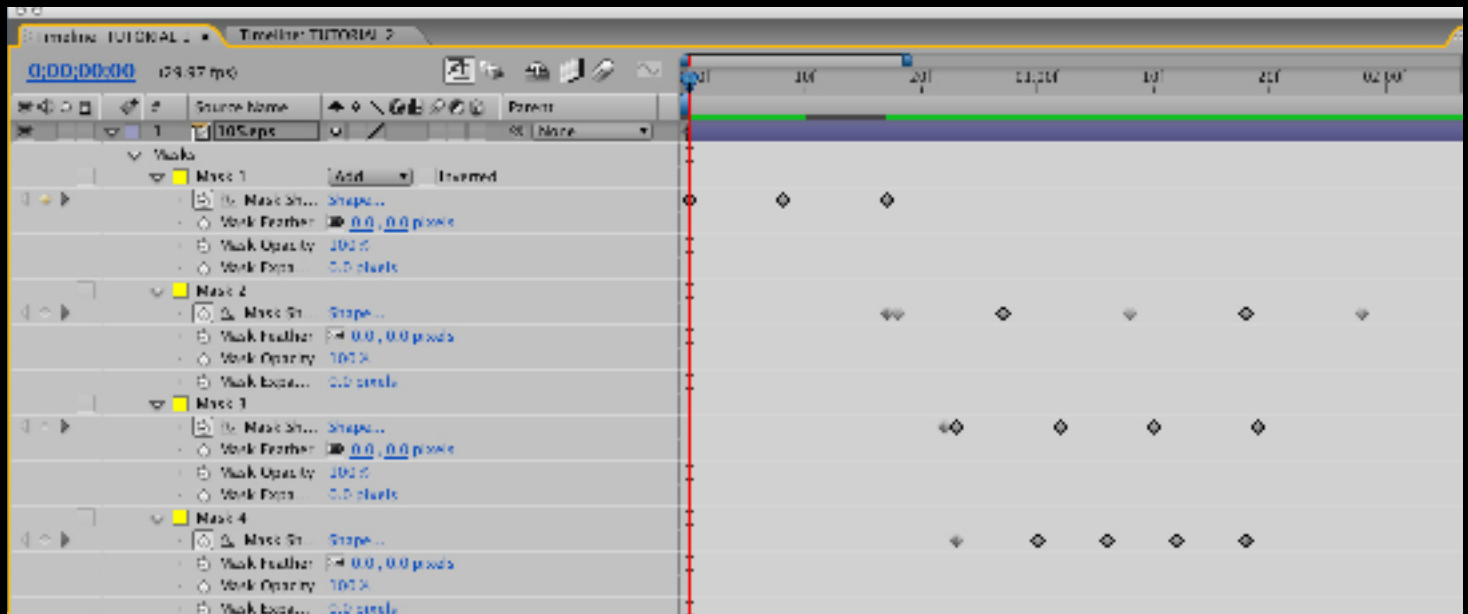
Further down the timeline we completed the shape of the mask on the far left by adding 3 more points with the pen tool. We added keyframes for one or more of the 3 new masks, expanding the mask with the pointer tool a little bit more for each progressive keyframe. This is a process of experimenting and adjusting both keyframes and the size and shape of the mask. At this point you could add more feathering to the masks. Start out at "0" and progress to "20" further down the timeline. The degree of feathering is up to you.



GRADUALLY EXPANDING THE MASKS

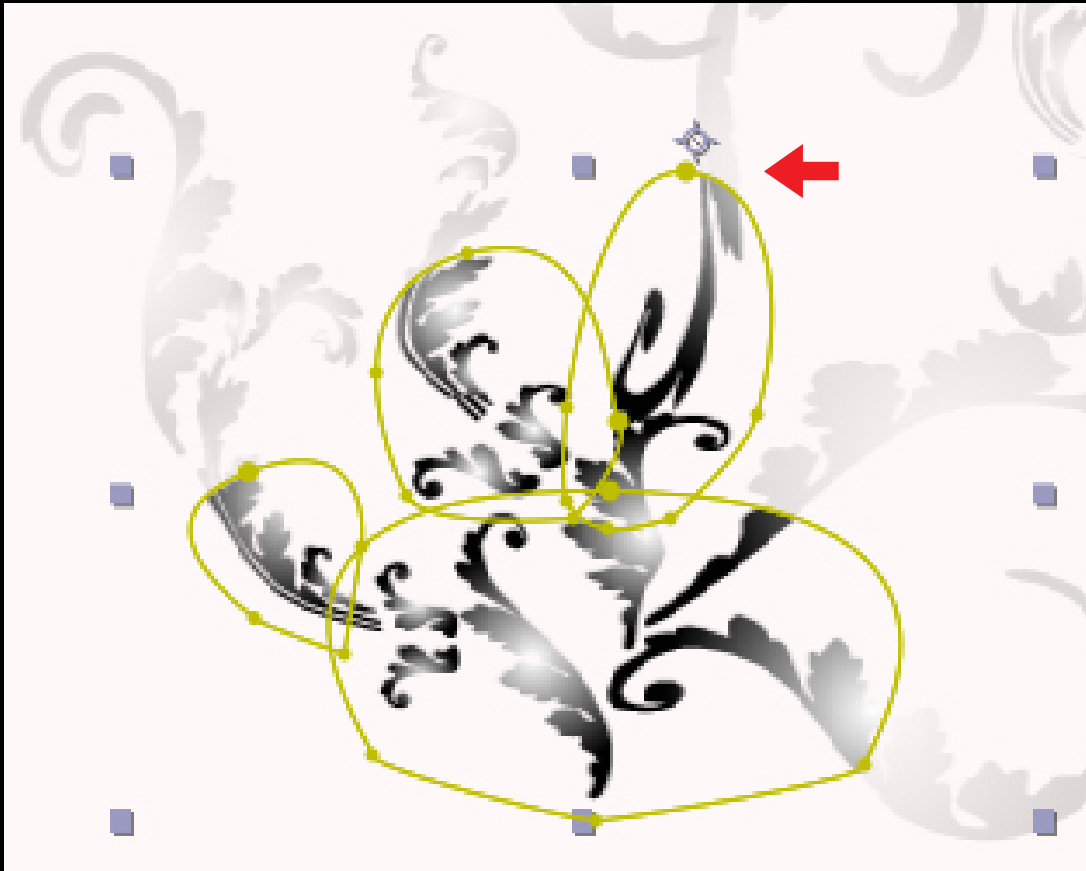
5

Below you can see that we've added more points on the timeline for each of the masks and expanded each a little bit more



REVEALING TINY DETAILS OF A FILIGREE ONE AT A TIME.

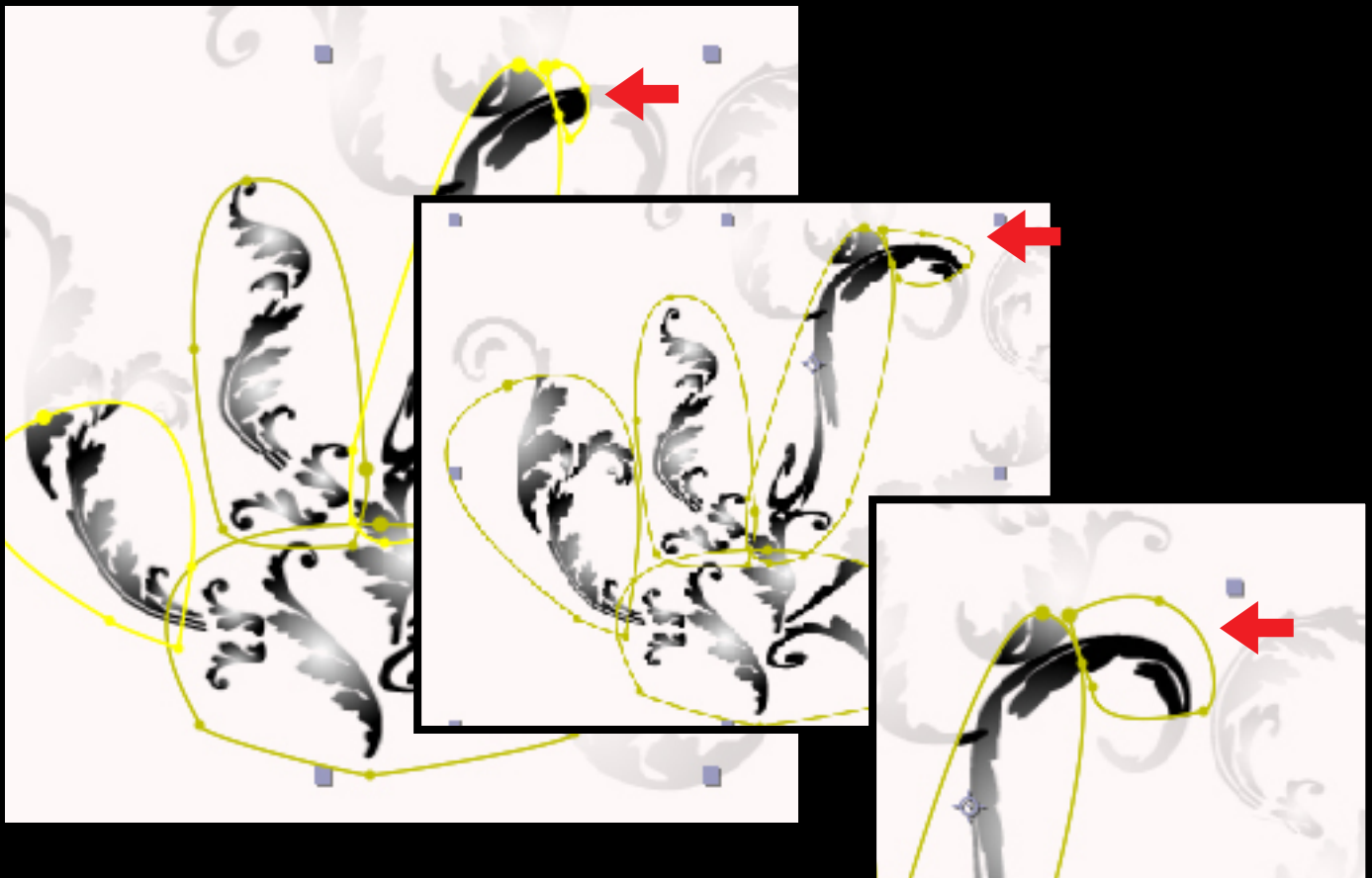
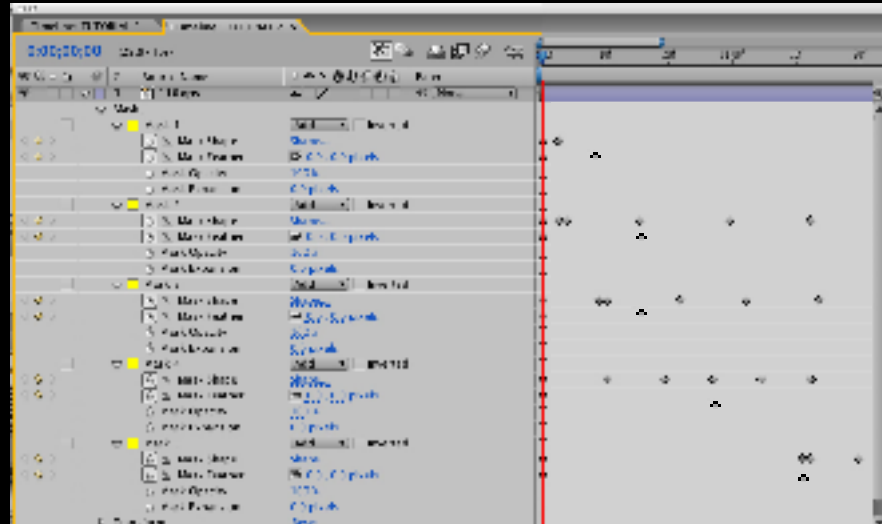
You can see here why the guide is important. The red arrow points to the detail of the design that we are going to add an additional mask to so that specific part of the filigree is revealed as it curves around



ADDING ADDITIONAL MASKS WHERE NEEDED

7

We have added that additional mask and you can see in the bottom illustration that it's starting to reveal that little curved piece of the graphic.



While we were adjusting the 5th mask we also adjusted all the other masks so they would reveal larger areas of the graphic. In this tutorial we are not going to complete the reveal. We have shown you enough to get started. Depending on the complexity of the filigree you may need many more masks than we used. It all depends on what kind of look you are trying to achieve. These are only suggestions.

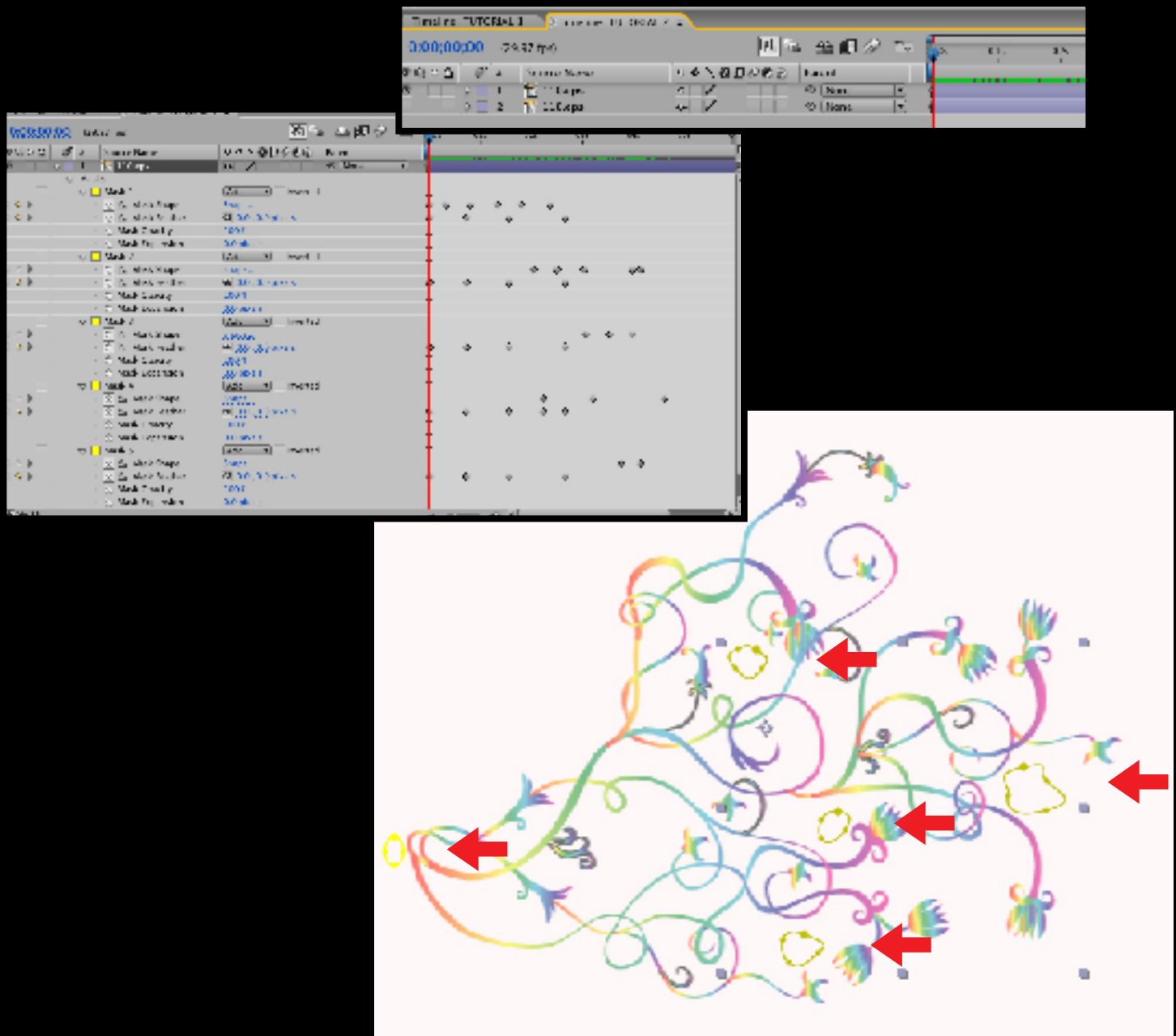
In the second part of the tutorial we will show you another method of revealing a very complex filigree pattern by only using 5 masks.



REVEALING VERY COMPLEX PATTERNS.

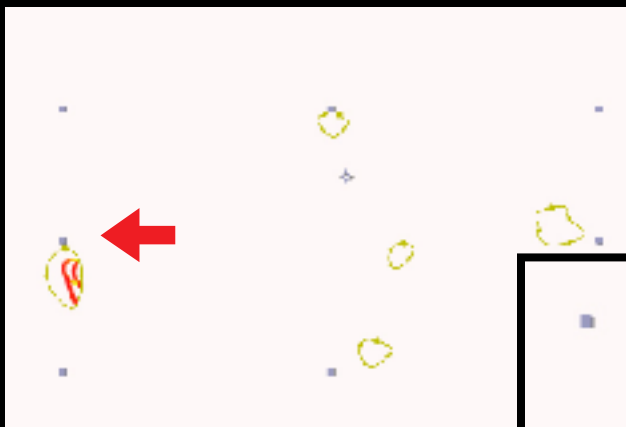
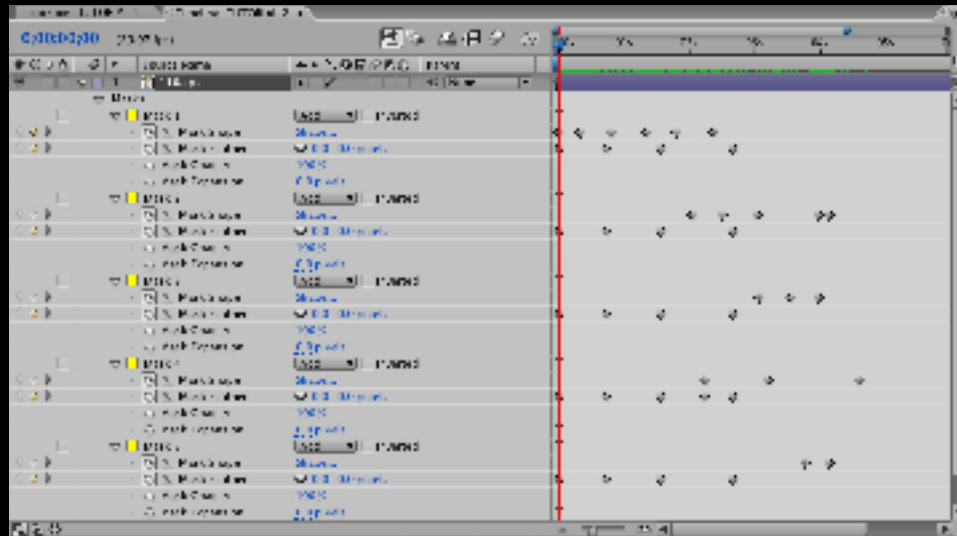
9

In the timeline we have included the graphic twice like before. Using the bottom layer as a guide. We have created the start of 5 masks. The red arrows are pointing them out. The mask on the far left at the base of the design will be expanded first and then the additional 4 masks will be expanded at the same time using keyframes placed along the timeline. We also added a feathering to each mask and played with that amount as the masks reveal the design.



THE BASE GROWS FIRST.

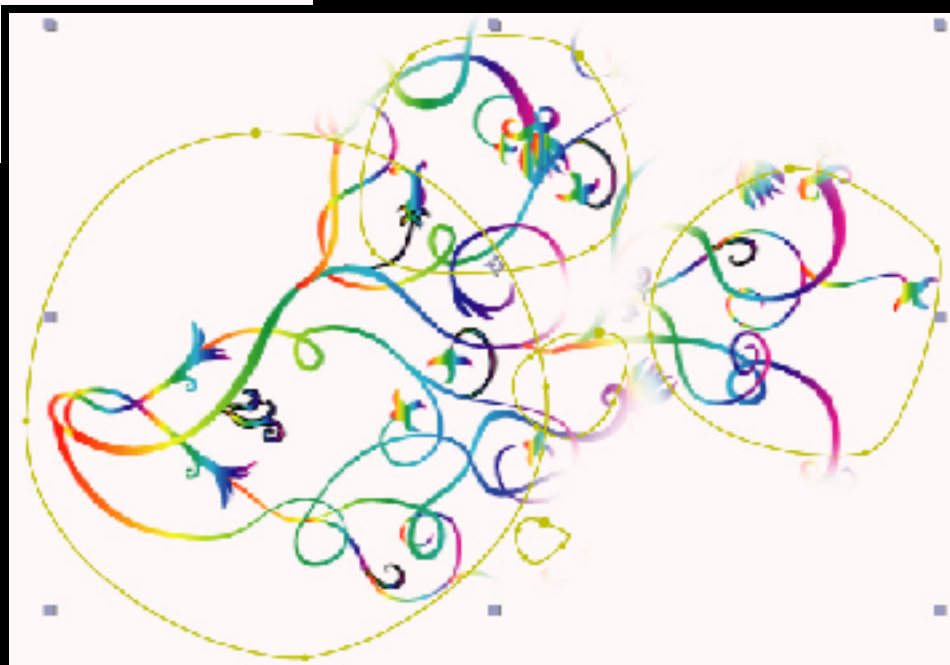
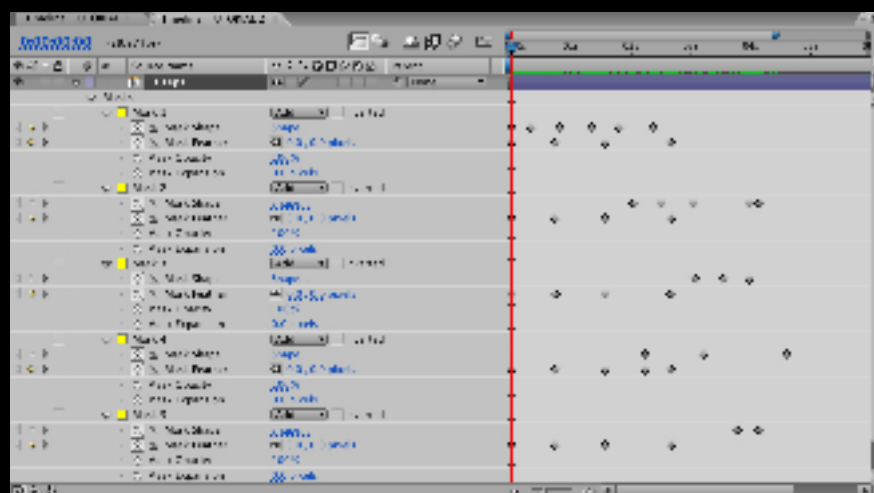
We expanded the mask on the far left first because that is where the filigree appears to grow from. Then we start to put down more keyframes for the other masks and expand them too



THE WHOLE REVEAL COULD TAKE 2-3 SECONDS.

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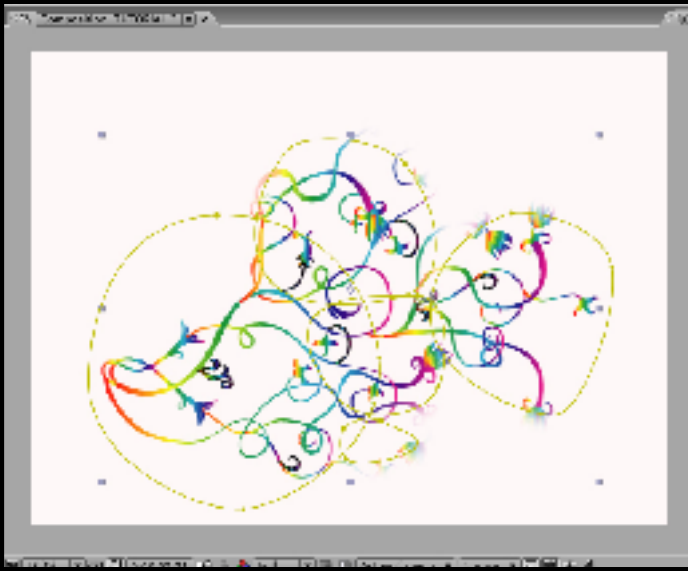
In the 2 illustrations at the bottom you can see the progression of the mask expanding and the feathering effect.



A THIRD METHOD FOR REVEALING

Here you can see in illustrations A & B the last 2 steps in the complete reveal of the design.

In this design there are many over lapping elements. If you wanted to reveal each piece individually you could to the following: 1) Open the vector file. 2) Use the completed design as a guide and put it in the bottom layer of the vector file and set an opacity of 40%. 3) Copy and select each element of the design and make separate layer for it. 4) Using the bottom layer guide place all the elements. 5) Import all the layers of the vector file into your composite program. 6) Place each vector element into it's own layer in your composite program. 7) Apply an individual mask to each element and add keyframes to each while expanding the mask just a little each time.

**A****B**