

PLANET OIL
GET WET PROJECT
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My *Get Wet* project is named Planet Oil for two reasons; one because I am working consistently on planetary special effects and because of how beautifully oily my newest planet is. In order to accomplish the liquid aesthetic for the very short clip, I took the frying pan in my kitchen and spent about ten minutes heating it up. I did this in order to make the oils glide along the surface; this is known as the Maillard effect that takes place at 285 degrees Fahrenheit. I poured simple olive oil into the pan and saw the streaks created from the Maillard effect. I then placed water on top of the oil, which did not steam and boil over I presume because of the oily layer beneath it. I tried to film the separation between the two liquids but nothing was really visible. I then poured some balsamic vinegar in the pan, knowing from my extensive appetite that the oil and vinegar would not mix, however, the three substances mixed pretty quickly due to the intense heat that had already built up. I went on filming and got the first of the following images.

I then uploaded the video into Final Cut Pro and finally into After Effects. After Effects is an open source system; that means that it takes the source files from throughout the computer and makes changes within the program; this means an editor has to Render out the image in order for his or her changes to become visible. Once I had the image uploaded, I added the effect of Hue/Saturation, which takes the existing colors of the image and saturates them further and making them more vibrant. I also added an exposure effect, in order to enhance the colors further. The next effect I added is the most important. The CC sphere effect takes any flat image and creates a perfectly spherical 3D image. With this effect an editor can also create key frames in order to make the image

rotate and create the illusion of movement. A key frame works by marking points in the timeline so when you increase the scale or change the rotation of an image in two different key frames, the image will grow or rotate it depending on where the key frames are set. The final effect I through into the mix was the CC glass mobilizer. This added the illusion of 3D liquid and flow. It slightly blurs and colorizes the images, as well as adjusts the level of light within the video's shadows causing the illusion of depth within the image's texture. And there you have it, the creation of entirely new planet; isn't playing *god* fun?



