



Color Swatches Actions

Vignette (selection)	Frame Channel - 50
Wood Frame - 50 pt...	Cast Shadow (type)
Water Refraction (ty...	Custom RGB to Gray
Molten Lead	Seppa Toning (layer)
Quadrant Colors	Save as Photoshop...
Gradient Map	Mixer Brush Cloning

Hypercontrast

Properties Adjustments

Pixel Layer Properties

W: 832 px H: 105 px  
X: 148 px Y: 186 px

Layers Channels Paths

Normal Opacity: 100% Fill: 100%

- Layer 1
- Background

400% Dec: 2.50M/5.83M

Timeline

Create Video Timeline

1  
00:00:04,640 --> 00:00:02,330  
this photo looks like a pretty good shot

2  
00:00:06,920 --> 00:00:04,650  
of some UFOs up here in the sky this

3  
00:00:09,620 --> 00:00:06,930  
typical like triangle configuration and

4  
00:00:11,720 --> 00:00:09,630  
then this weird thing over here but it's

5  
00:00:13,339 --> 00:00:11,730  
actually just a reflection of these

6  
00:00:14,839 --> 00:00:13,349  
lights down here you can kind of see

7  
00:00:17,090 --> 00:00:14,849  
that with this little v-shape here

8  
00:00:21,460 --> 00:00:17,100  
matches this little v-shape down here

9  
00:00:24,470 --> 00:00:21,470  
and a way of demonstrating this is to

10  
00:00:26,960 --> 00:00:24,480  
grab this section here in Photoshop and

11  
00:00:28,820 --> 00:00:26,970  
there's cut and paste which creates a

12  
00:00:33,410 --> 00:00:28,830  
new layer so I can now move this layer

13  
00:00:36,139 --> 00:00:33,420

around I'm going to rotate it by 180

14

00:00:37,520 --> 00:00:36,149

degrees because it is mirrored and then

15

00:00:41,209 --> 00:00:37,530

you can kind of see a little bit better

16

00:00:43,520 --> 00:00:41,219

how it matches this area down here and

17

00:00:44,930 --> 00:00:43,530

this much is this area down here and

18

00:00:50,990 --> 00:00:44,940

another thing you can do is change the

19

00:00:53,270 --> 00:00:51,000

blend mode to subtract which means you

20

00:00:55,069 --> 00:00:53,280

can see where the dots are more exactly

21

00:00:58,130 --> 00:00:55,079

the dots of light and you can see they

22

00:01:00,260 --> 00:00:58,140

all line up perfectly with existing

23

00:01:02,299 --> 00:01:00,270

lights there's one over here there's

24

00:01:04,729 --> 00:01:02,309

these three here and then there's this