

LEIGH SCOTT STEVENS VIA STORYFUL



- Vignette (selected)
- Wood Frame - 30 px
- Water Reflection (p...
- Motion Lead
- Gradient Colors
- Gradient Map
- Hypercontrast
- Frame Channel - 50
- Cast Shadow (type)
- Custom RGB to Gray
- Septa Toning (type)
- Save as Prototyping
- Mixer Brush Cloning

Properties Adjustments

Document Properties
W: 1080 px H: 1000 px
X: 0 Y: 0
Resolution: 72 pixels/inch

Layers Channels Paths

- Video Group 1
 - Layer 1
 - Smart Filter
 - Camera Raw Filter

100.00% Dec 2, 6 PM '23

Timeline 05:00 10:00 15:00

Video Group 1
Layer 1

Audio Track

00:00:01 (25.00 fps)

1
00:00:06,360 --> 00:00:04,290
so a big clue with this circling like

2
00:00:09,060 --> 00:00:06,370
UFO is what happens when the UFO appears

3
00:00:11,910 --> 00:00:09,070
if you notice the the ground here is

4
00:00:13,560 --> 00:00:11,920
very well-defined but when the UFO pops

5
00:00:15,420 --> 00:00:13,570
into existence because there's a drop of

6
00:00:18,480 --> 00:00:15,430
water falling on the lens everything

7
00:00:20,090 --> 00:00:18,490
gets all blurry and so that should be

8
00:00:22,620 --> 00:00:20,100
really with the only thing you need to

9
00:00:24,000 --> 00:00:22,630
see to confirm that it is in fact just a

10
00:00:25,290 --> 00:00:24,010
drop of water but I think a lot of

11
00:00:27,990 --> 00:00:25,300
people miss this because they're looking

12
00:00:29,760 --> 00:00:28,000
at on the phones or on social media in

13
00:00:32,249 --> 00:00:29,770

very small boxes and so they don't see

14

00:00:34,200 --> 00:00:32,259

the whole thing so it looks better if we

15

00:00:39,690 --> 00:00:34,210

if we enhance it a little bit let's

16

00:00:47,430 --> 00:00:39,700

enhance this this video now let's zoom

17

00:00:49,709 --> 00:00:47,440

in a bit so now you can see when the

18

00:00:51,720 --> 00:00:49,719

light appears everything is very blurry

19

00:00:54,630 --> 00:00:51,730

everything is very clear here and then

20

00:00:56,850 --> 00:00:54,640

the light appears poof everything's very

21

00:01:00,479 --> 00:00:56,860

blurry and you can actually see this

22

00:01:06,569 --> 00:01:00,489

rooftop line here will jump up the same