



MO VIDEO **PHOTO** PORTRAIT SQUARE



1x



HDR



1
00:00:03,830 --> 00:00:01,589
so a really quick way of duplicating

2
00:00:04,230 --> 00:00:03,840
this rotating glare effect is simply to

3
00:00:07,110 --> 00:00:04,240
take

4
00:00:08,629 --> 00:00:07,120
uh your your camera phone and just kind

5
00:00:09,910 --> 00:00:08,639
of touch the lens on the back so it gets

6
00:00:12,150 --> 00:00:09,920
a little bit smudged

7
00:00:13,990 --> 00:00:12,160
and i'll create a kind of a saucer

8
00:00:14,789 --> 00:00:14,000
shaped glare when you point it at a

9
00:00:17,990 --> 00:00:14,799
light

10
00:00:19,029 --> 00:00:18,000
and then if you rotate your phone you

11
00:00:21,189 --> 00:00:19,039
will see

12
00:00:22,230 --> 00:00:21,199
the glare rotates the shape of the glare

13
00:00:25,109 --> 00:00:22,240

rotates

14

00:00:26,870 --> 00:00:25,119

but the horizon my windowsill does not

15

00:00:29,269 --> 00:00:26,880

and the reason this is is that

16

00:00:30,550 --> 00:00:29,279

the glare is relative to the camera

17

00:00:32,630 --> 00:00:30,560

which is this this

18

00:00:34,069 --> 00:00:32,640

camera in front of me right here and

19

00:00:36,790 --> 00:00:34,079

it's not

20

00:00:39,030 --> 00:00:36,800

relative to the rest of the scene now i

21

00:00:40,630 --> 00:00:39,040

i'm rotating my camera which will rotate

22

00:00:42,549 --> 00:00:40,640

the scene in the camera in front but

23

00:00:43,750 --> 00:00:42,559

because i'm de-rotating it by filming it

24

00:00:45,510 --> 00:00:43,760

with another camera

25

00:00:46,790 --> 00:00:45,520

that makes it look like it's just the

26

00:00:48,470 --> 00:00:46,800

glare that's rotating