Exercise 3

Displacement

Portrait photography

Prepare a file in Photoshop - separate the background from the first plan, create a layer that will serve as a displacement map. It connects the brightness of the pixels with the distance from the camera. White is closer, black is farther.

Inmport the .psd file with separate lazers into After effects.

The displacement map should be in the composition, but its visibility is turned off.

Add a filter "displacement map" to the portrait layer, and in the filter options as a displacement map layer, chose the imported displacement layer.

Use for displacement - luminance.

Animate attributes - Max horizontal and / or vertical displacement (do not go to great value that the image would not be too deformed.)

These layers can also be transferred to 3D layers, in order to be animated by the camera and have the paralax effect (optional).