Water flowing through a pipe!

Ok, it's not the most exciting effect in the world to build, but how many times (especially in corporate production), do you need to make water flow through a pipe? The Cyclonist filters make these kinds of organic effects easy.

Check out the "Water Pipe" Quicktime movie.

And here's how we did it in After Effects!

- 1. Run After Effects and import all the items in the elements folder
 - bknd.pict
 - hole matte.pict
- 2. Make a New Comp (337x425)
 - Name it Water Pre-Comp
- 3. Make 2 New Solids
 - Label 1st Solid as "Water" (Pick a deep blue color)
 - Label 2nd Solid as "Bubbles" (Pick a greenish blue color)
- Solid Settings

 Name: Width Height Units
 480 Pinels

 189.9% 112.9%

 of composition size

 Lock Aspect Ratio to (4:3)

 Color: Carols water

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- 4. Select Water Layer
 - Add Filter, DE Cyclonist
 - In the Cyclonist Filter Panel, Select under PRESET, Bubbles SL=None
- 5. In the Cyclonist Filter Panel, Under Coating
 - Mov.: Num Strokes=700
 - This makes the bubble more dense in frequency
- Stroke Interaction
 Alpha Source
 Cip to Alpha
 Stroke Placement
 Mov. Mum. Strokes 700

 Cons. H Spacing
 Cons. V S
- 6. In the Cyclonist Filter Panel, Under Chroma
 - Src. Lyr. = 2. Bubbles
 - Back Color mode= This Layer
 - This Sets the color of the bubble to be referenced by the solids we created.

