

# SUNNY DAY

For Premiere and After Effects

BLACK OPS EFFECTS

## Installation

PC / Mac

The simplest way to install for Mac and PC is to use the [aescrpts+aeplugins + manager app](#).

PC alternative

For windows you can also manually install : copy the Sunny Day folder for your operating system to this location:

To install for Premier and After Effects:

Copy the **SunnyDay** directory from the **Win** folder in the zip file into your MediaCore directory. The MediaCore folder is either at

**C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore**

**or**

**C:\Program Files\Adobe\Common\Plug-ins\6.0\MediaCore**

(Use the highest number present.)

See next page for getting started.

# Getting started

In After Effects and Premier, the Sunny Day plugin will appear in the effects list under Black Ops Effects.

Start by dragging the plugin from effects onto your footage. Ideally this should be the first effect applied to your layer. If you are applying a LUT etc to your footage, this is usually best applied after Sunny Day, or, in a precomp before. If you have a track mask applied (see below) the plugin will use the mask to locate a tracking point to attach the sun to, but will show the entire frame.

To get started the best way is usually to try the starting with the top presets for sun type, leak type and palette, and then tweaking the settings to taste if you like.

In general it is a good idea to start with the frame you want to end on, or that has the most impact, get that right, then work backwards from there.

## Very quick process:

Open the plugin. Pick a sun pre-set, and a color pre-set and start playing around. We recommend this. Instructions are boring.

## Quick process:

For a quick start, find the frame you want the sun to be brightest on and try settings these in order:

- **Get sun location from:**

- + If your camera is locked off and the frame is static, ie the sun will be stationary in the frame, select position, then set the sun position in the sun position control beneath.

- + If your frame is moving, make sure your track mask is applied then select Get sun location from : Track Mask.

- **set Master twinkle amount to 0**

- This means the sun will be constant brightness so you can get the correct brightness in the target frame. Anything other than 0 means the sun will be twinkling (reducing in brightness) randomly on all frames. So set to 0 first, we will put it back later.

- **Sun preset**

Loads in a preset you like, bear in mind you can jiggle the rays around later if needed.

- **If using a track mask, you can open **Advanced sun**, set **Sun position X tweak and Y tweak**.**

- **Leak preset**

Find one you like

- **Color preset**

Try to find one that looks realistic and compliments the frame

- **Fine tune intensity, Sun master size**

Set the sun to be as bright and as large as you want in the most important frame. Don't be tempted to animate it yet as this can usually be handled automatically.

- **Leaks intensity**

Set the leaks to required brightness.

- **Lens smudges (at bottom)**

Add or remove reactive dirt and smudges from the frame. Dirt only shows up if there is light already there from the sun or leaks

- **Show (top control): Choose **detail mode or intense**.**

Tweak the render mode. Lots of detail in the frame ? Use intense. Big boring flat sky? Use detail.

- **Color (Hi color / Lo color)**

Usually not required but you can now tweak the color if you like. Usually medium isn't required, but it can lead to some interesting results. Remember you can tweak the light leak color separately later also (see below)

- **try setting **Master twinkle amount to around 80** and **then tweak****

Try playing the footage - You can now play around with the amount of twinkle (brightness flickering) on the sun.

- **set Twinkle reacts to :**

Cam reads the frame and tries to emulate rays accordingly, so is more steady but will react to camera moves and large objects at the correct speed. Rnd options give a randomised realistic flicker, regardless of what is in the frame.

**Once you have the sun and leak vaguely looking like you want, if you like you may also like to change the suns exact shape and rays:**

- **open Advanced sun menu**

- **set Master rotate to taste**

You can tweak the sun rotation to make the final frame more aesthetic, quickly

- **If you are still unhappy with the rays arrangement, SLOWLY tweak the Arrange rays control**

This will cycle through all the possible arrangements of rays for the sun type. Set at 0 default is usually nice though as all random parameters have been tweaked to try be aesthetically pleasing.

- **If leak color variation required, open the Advanced leaks menu**

You can then tweak the individual light leak component tints and intensities here, other settings will be covered in a later tutorial.

- **Finally, you can further animate the Fine tune intensity manually if you really want to**

You can animate the Fine tune intensity control at the top if additional fade ins or flickering required (sun fade-in is handled automatically at frame edge also – you can remove this in the Advanced sun menu if you need to)