

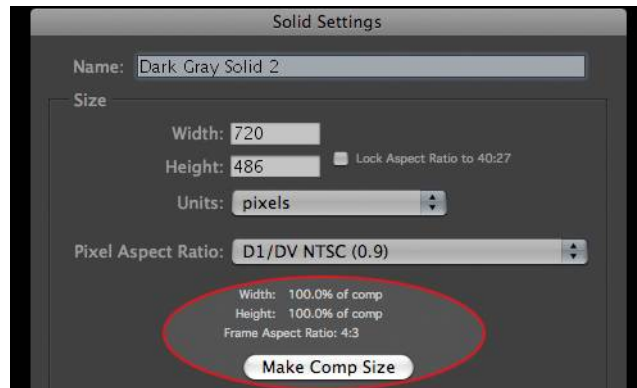
BCC Type On Text

quick links ; [Applying the filter](#), [Text Window](#), [Presets](#), [Type ON/Type OFF](#), [Render Options](#), [AE Lights and Camera](#), [Extrusion](#) , [Materials](#), [Transformations](#), [Built-in Light](#), [Built-in Camera](#)

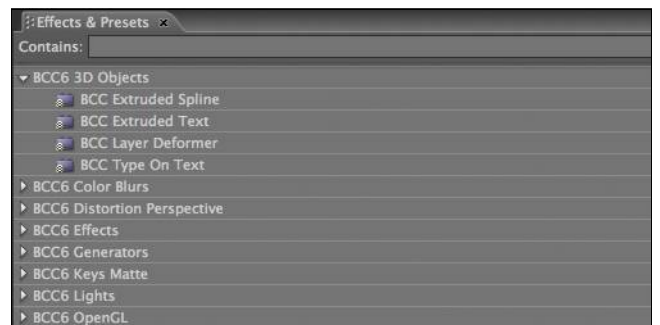
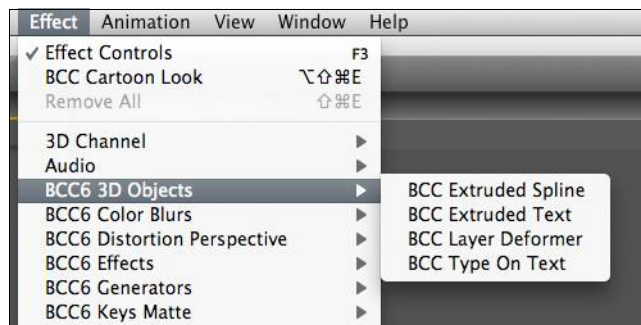


Applying the BCC Type On Text filter in Adobe After Effects

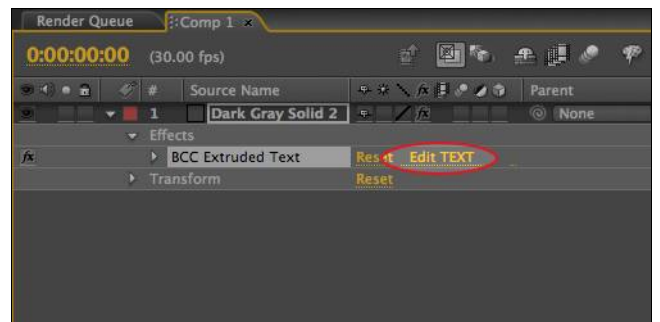
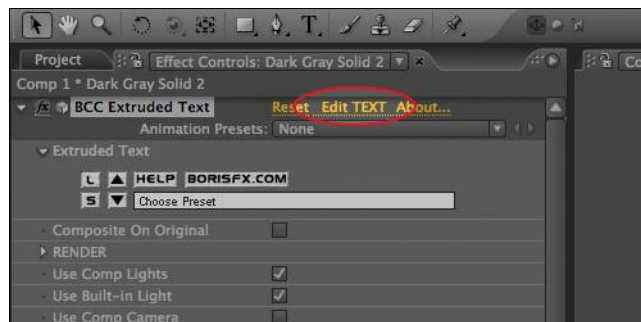
- Create a new **2D Comp size Solid layer** within an AE Comp. It's important to apply the filter to a comp sized layer or else some features such as AE Camera and Light integration will not work as expected.



- Apply the BCC Type On Text filter to the new Solid Layer from within the **BCC6 3D Objects** category of filters (under the Filter menu or in the Effects panel)



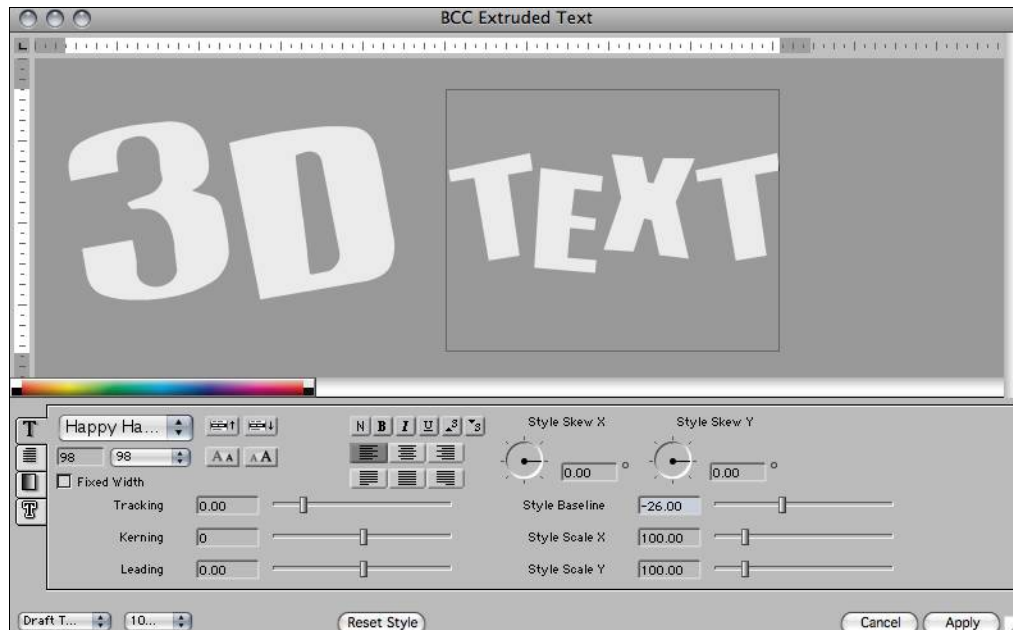
- Although the Type On Text filter is a generator of 3D objects, for best integrating the 3D extrusion into an AE 3D scene it is generally recommended to **leave the Solid layer the filter is applied to as a 2D layer** (rather than switching it to an AE 3D layer)
- When the Type On Text filter is first applied **it will launch the Text Window** to allow for entering and formatting text. The first time the filter is used within an AE session it can take a few seconds before the Text Window appears as the plugin initializes, but this initialization occurs only once per AE session and subsequent filter applications and Text Window launches should be faster.
- It is possible to **launch the text window to edit text at any time by clicking the "Edit TEXT" link** that appears near the top of the Effect Controls panel or in the timeline under Effects next to the listing for the Type On Text filter there.



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Text Window

- BCC Type On Text uses the standard Boris Text Window (like the Boris Title Toolkit, RED, Blue, and Graffiti products).
- The Text Window is where text is entered and formatted, where Font and Point Size are selected, etc.
- **Smaller point sizes generally do not work well** when extruding text - it's best to start with a larger point size (perhaps a point size of 100 or larger depending on the Font) - and then to reduce the size by scaling it down using the Scale controls in the filter's Transformations group if smaller text is desired.
- Changes made to most of the **attributes** in the Text Window (font and point size for example) are **applied to the currently selected text** – which means it is possible to use multiple fonts and point sizes within the same text object.
- It is possible to do **pair kerning** by placing the cursor between 2 text characters and using the **left and right arrow keys along with the option/alt modifier key**.
- When the Text Window is open and text entry, editing, or formatting is finished, the Text Window can be closed by using the **Apply or Cancel** buttons in the bottom right area of the window or by choosing Close from under the File menu (or keyboard shortcut for Close).



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Built in Filter Presets

There are several levels of built-in preset controls in the Type On Text filter ;

- There is a master preset control for saving and loading values for all the parameters in the filter. This is the 1st preset control, near the top of the Effect Controls panel.
- There is an **Extrusion Style** preset control for saving and loading a style that includes all the Extrusion and Material attributes.
- There are 2 preset controls (Bevel and Side) for saving and loading custom curves created out of AE masks (for use in defining extrusion shapes).
- There are **Material** preset controls for saving and applying materials used on the extrusion surfaces.



Steps for using some of the specific types of preset loaders will be discussed later in relevant sections of this document, but in general ; **the “L” button opens a file open dialogue** for navigating to a preset to open it ; **the “S” button opens a file save dialogue for saving** new presets ; **the arrow up and down buttons allow for clicking through the presets in the default preset directory** and trying them out one after the other ; and the **popup menu to the right of the up and down arrows offers one-click access** to load any presets installed in the default preset directory.

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Type On Reveal & Type Off Remove

The **Type On Text** filter allows for creating animation that is applied to individual text characters while maintaining the text as a single editable text block. When **Do Reveal Effect/Type On** is enabled, the parameters in the **Type On Reveal** group allow for specifying offsets for attributes of the text characters and the type on animation will animate these parameters from the offset back to the default value over the specified time frame. And when **Do Remove Effect/Type Off** is enabled, the parameters in the **Type Off Remove** group allow for specifying offsets for attributes of the text characters and the type off animation will animate these parameters from the default to the offset value over the specified time frame. This allows for convenient creation of title effects where the extruded text characters animate on and off the screen.

- The **Reveal Time** parameter in the **Type On** group and the corresponding **Remove Time** parameter in the **Type Off** group can be used to adjust the duration of the type on and type off animation. The **type on animation begins at the first frame** of the layer the filter is applied to and the **type off animation ends at the last frame** of the layer the filter is applied to. The **Reveal Time** and **Remove Time** represent **what percentage of the duration of the layer** the animation occurs over. In other words, a Reveal Time of 50 means the type on animation will finish half way (50%) through the layer duration, and using a Reveal Time of 25 it will finish 1/4 of the way through, and so on. A Remove Time of 50 means the text characters start animating off at the halfway point, while a remove Time of 75 means the type off begins 3/4 of the way through the layer, and so on. Be aware that the **Reveal and Remove Time are based on the original duration of the layer** and trimming the layer at either end will not cause the animation to scale to the new duration but rather will actually trim the effect as if it were source footage.
- The **Overlap** parameter can be used to determine how many of the text characters are animating at once during the type on or type off animation. At the default **Overlap value of 100** there is no overlap and **characters animate one at a time** with the next character beginning upon the previous character finishing its animation. Using an **Overlap value of less than 100 creates a pause between each character's animation and the next one**. And increasing the **Overlap above 100 results in overlapping animation of multiple characters**. When using overlapping character animation it's important to **adjust the Overlap value in relation to how many text characters are in the effect**; for example if there are only 5 text characters in the effect, using an Overlap value of less than 500 will give desirable results, while using an Overlap value beyond 500 can give unexpected results.
- The **Animation** popup menu offers 3 interpolation choices for the type on / type off animation; **Linear, Decelerate, Accelerate**.
- **Fade, Scale, and Rotation** parameters allow for specifying offsets from the default that will be used in the type on / type off.
- When enabled, the **Always Visible** checkbox (within the **Type On** group) makes it so the auto-animation goes from the default to the offset and back again. This can be used to create the appearance of a sort of wave going through the string of text characters.
- The **Reveal Order** and **Remove Order** popup menus allow for specifying whether the character animation goes from first to last (**Forward**), last to first (**Reverse**), or **Random** (with **Random Seed** available for varying the random order).
- **Position X, Y, and Z** allow for specifying offsets in 3D space to make the text characters move during type on / type off animation.





Render

The **Render** parameter group includes controls that can affect the smoothness and edge quality as well as some other options that affect the visual quality of the Extruded Text effect.

- The **Polygon Count** parameter can be used to increase or decrease the number of polygons defining the extruded object. **If curved edges or surfaces of the extrusion look blocky, increasing the Polygon Count will result in the curves looking smoother.** The performance of the filter is affected by the Polygon Count and it is possible to speed up the performance (during preview or exporting the final effect) by reducing the Polygon Count.
- The **Antialiasing** popup menu controls the level of antialiasing applied to the edges of the Extruded Text. **If the edges of the Extruded Text look jagged, increasing the Antialiasing level can help smooth the appearance of the edges.** The performance of the filter is affected by how much antialiasing is being applied and it is possible to speed up the performance (during preview or exporting the final effect) by reducing the Antialiasing level. Be aware that **when the AE layer the filter is applied to is set to Draft in the AE timeline the Antialiasing popup menu has no effect** and the Extruded Text uses Draft antialiasing regardless of how the popup menu is set.
- The **Transparent Object** checkbox can allow for a more realistic appearance when using partially transparent (as opposed to fully transparent or fully opaque) materials on extruded surfaces.
- The **Motion Blur** parameters offer control for simulating a camera blur for motion resulting from animation of the Extruded Text. Enabling **Motion Blur will noticeably slow down the preview and render time for the effect, so it is recommended to enable it as a last step when designing the effect.** Also, notice that the **Enable Motion Blur** checkbox parameter is **keyframable** so it is possible to **only enable it for the frames within the effect including significant motion** – thereby speeding up preview of some areas and speeding up the overall final render of the effect.



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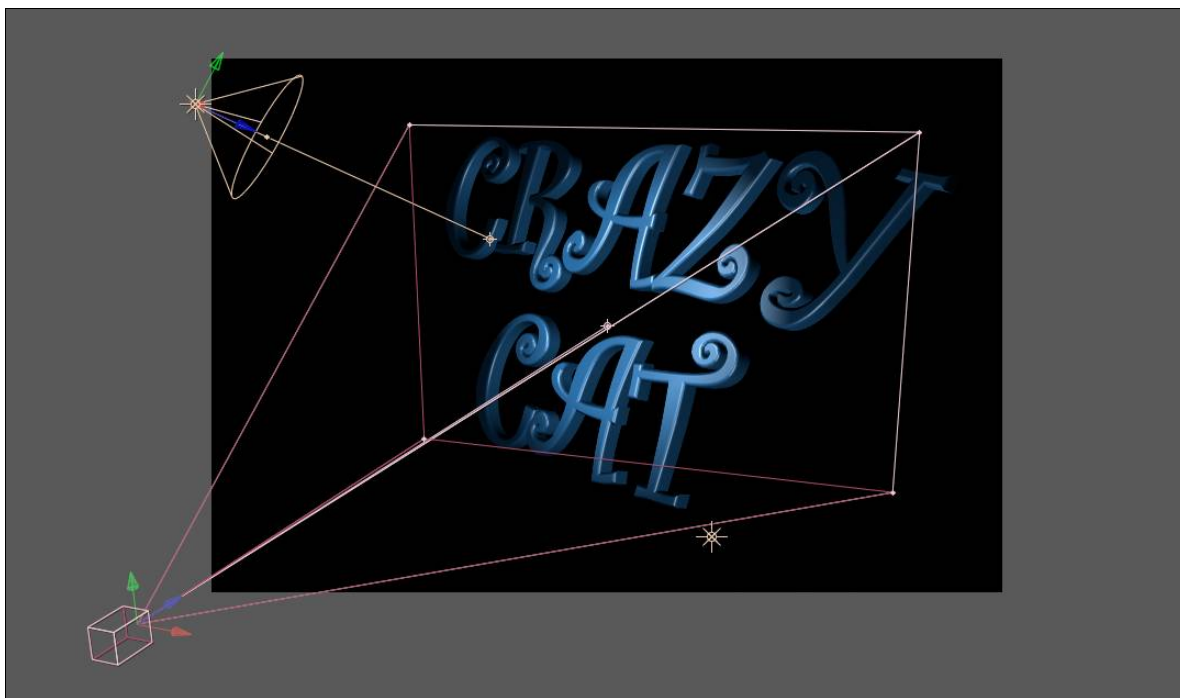
Using AE Lights and AE Camera

By default the 3D object is lit by a single built-in point light centered and positioned in front of the extrusion and by any AE lights enabled in the comp.

- The 3D object can be lit by 1, 2, or 3 lights. If both the **Use AE Lights** and the **Use Built-in Light** checkboxes are enabled it can be lit by both the built-in light and AE comp lights.
- When the **Use AE Lights** checkbox is enabled, the 3D object can be lit by **the 3 topmost AE light tracks in the comp** (if the built-in light is disabled) or **the 2 topmost AE light tracks** in the comp (if the built-in light is enabled).
- When using AE lights, the 3D object will properly support all AE light types (**Point, Spot, Ambient, or Parallel**)
- There is information specific to using the **Built-In Light** controls later in this document.

If an **active AE camera is present** in the comp, the 3D object can be viewed from the perspective of the AE camera by enabling the **Use Comp Camera** checkbox.

- If there is more than one camera track spanning the current frame, and the AE comp window set to "Active Camera" the 3D object will use the perspective of the camera whose track is nearest the top of the timeline. If there are multiple cameras and the AE comp window is set to use a specific camera (other than the topmost camera) the 3D object will use the camera specified by the comp window. In this sense the filter simply follows the behavior of AE 3D layers.
- There is information specific to using the **Built-In Camera** controls later in this document.



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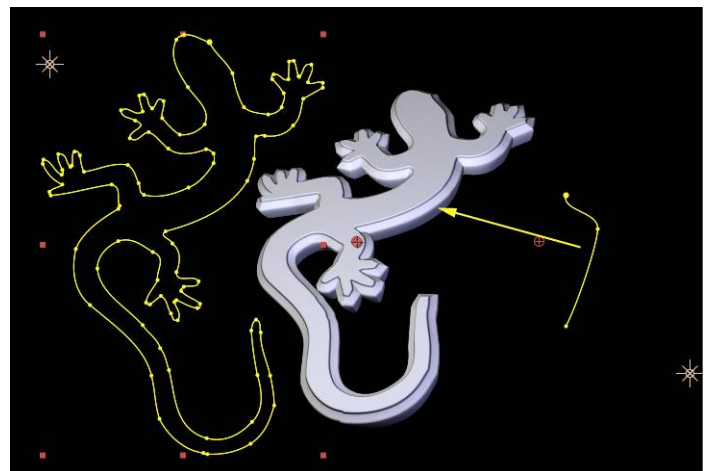
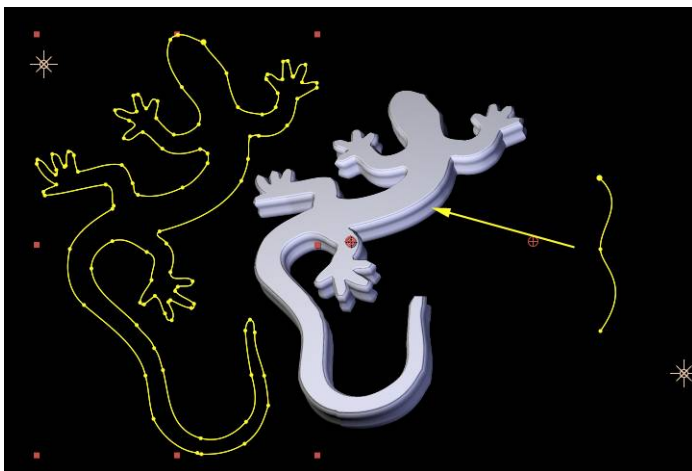
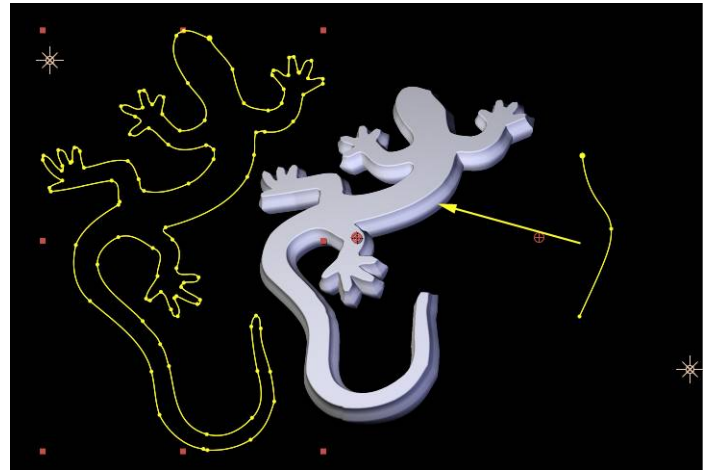
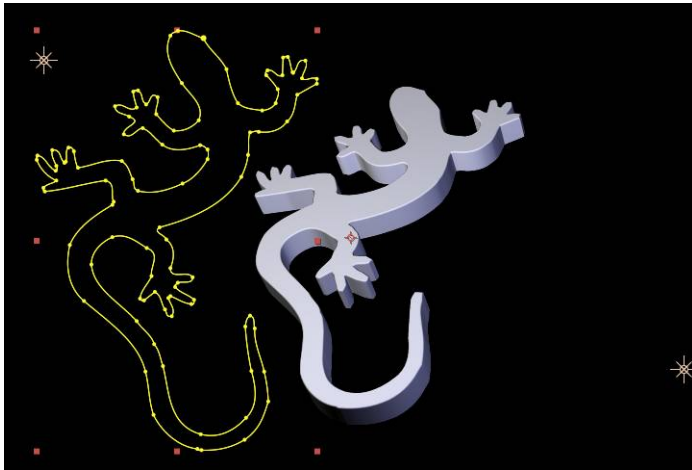
Extrusion

The **Extrusion** parameter group includes controls for adjusting the shape (geometry) of the extruded text object.

- The **Extrusion Depth** parameter defines the depth of the side face that extends between the front and back of the extruded text.
- The **Bevel Style** popup menu offers choices for **Straight, Convex, Concave, Saved Preset, or Host Path**. The Host Path choice allows for creating a custom bevel based on an AE mask, and the Saved Preset choice allows for using a preset created by saving a bevel style based on an AE mask.
- The **Bevel Amount** parameter determines the depth of the edge bevels for the extruded text.
- The **Back Bevels** checkbox enables edge bevels between the side and back face of the extruded text.
- The **Side Style** popup menu offers choices of **Straight, Saved Preset, or Host Path**. The Host Path choice allows for creating a custom side face based on an AE mask, and the Saved Preset choice allows for using a preset created by saving a side style based on an AE mask.
- The **Bevel Host Path** and **Side Host Path** popup menus are where it is possible to select an AE mask as a custom extrusion curve (if Bevel Style or Side Style is set to Host Path, other wise these controls are disabled).
- The **Bevel Saved Preset** and the **Side Saved Preset** controls are where you can access bevel or side preset styles that have been saved based on AE Masks. To save such a bevel or side style preset the **Bevel Style** or **Side Style** popup menu must be set to **Host**

Path and an AE mask must be selected as the Host Path. Once the preset is saved, it will work even in effects that do not include that particular AE Mask.

Note that for an AE Mask to be accessible to the filter it **must be applied to the same AE layer the filter is applied to**, and for the mask to have the expected effect as a custom bevel or side curve it **must be an open path**. The images below show various AE mask curves applied to the side face of an Extruded Spline.



Material

Material parameters are used to determine the appearance of the surface(s) of the Extruded Text.

- The **Ambient Intensity** parameter controls the ambient light amount on all materials for an extruded object, unless there is an active AE Ambient Light track in the comp, in which case the ambient light is controlled there and Ambient Intensity will have no effect.
- The **Material Count** popup menu determines which faces of the extrusion share materials and which of the 4 Material parameter groups are used (and have their controls enabled) is determined by this popup menu.
- The **Material Preset** control is where it is possible to save or apply preset materials. Material Presets include all parameters of a material except Texture Layer or Bump Layer (because these parameters refer to other layers in the AE comp and so are not available in all contexts the style may be used). To save a material preset style including texture or bumps, use a texture or bump map from the Texture File or Bump File popup menu since these files are accessed directly from disk as a resource of the plugin so that they will be available in whatever context the style is applied.
- The **Front Texture File** popup menu allows for selecting a texture to map to the surface of the 3D object. Texture maps accessed through this menu can be saved as part of preset styles (Material presets, Extrusion presets, Filter master presets). The texture maps pre-installed in this menu are graphics designed to simulate materials like stone, tiles, metal, and wood – and they are designed to seamlessly tile so that when they are used the surface should look continuous at any scale, rotation, or position offset. The pre-installed texture files are from the Genetica Texture Packs created by Spiral Graphics [<http://www.spiralgraphics.biz/>] It's possible to add more textures to this menu by placing them in the correct directory on your hard drive. The directories for the **Texture Files** menu graphics are as follows ; On Mac OS [Macintosh HD/Library/Application Support/BorisFX/BCC 6.0/Styles/Custom Textures] and on Windows [C:\Program Files\Boris FX, Inc\BCC Presets 6\Custom Textures]. The Texture File feature supports several still graphic formats such as ; psd, bmp, png, tif, tga, pct, jpg, gif.

- The **Texture Layer** popup menu is where it is possible to select an alternate layer within the AE comp to use as a texture mapped to the surface of the 3D object. This allows for using any AE supported media files (including moving video) as a texture map.
- The **Texture Alpha** popup menu allows for specifying how to interpret (or even disable) the alpha channel on a texture map.
- The **Texture Strength** parameter allows for fading a texture map which reveals some of the diffuse color underneath. At a value of 1 the texture map is fully opaque and it fades as the value is lowered.
- The **Ambient**, **Diffuse**, and **Highlight** color parameters determine the colors for the material.
- The **Opacity** parameter controls the opacity of the material. When using partially transparent materials, enabling the **Transparent Object** checkbox in the Render group may create a more realistic looking effect.
- The **Highlight Amount** parameter controls how much of a highlight will be reflected on the surface of the object. There is more of a highlight at lower values and less at higher values. A visible highlight is also dependent on the **Highlight** color chip being adjusted to a color with some obvious luminance.
- The **Specular Strength** parameter controls how intense (shiny) the highlight is.
- The **Front Bump File** popup menu allows for selecting a bump map for the surface of the 3D object. Bump maps accessed through this menu can be saved as part of preset styles (Material presets, Extrusion presets, Filter master presets). The menu accesses graphics from the same directory as the **Texture File** popup menu.
- The **Front Bump Layer** popup menu is where it is possible to select an alternate layer within the AE comp to use as a bump map on the surface of the 3D object. This allows for using any AE supported media files (including moving video) as a bump map.
- The **Bump Strength** parameter controls the intensity of the bumps generated by the bump map.
- The **Shift X** and **Y**, **Scale X** and **Y**, and **Rotate** parameters allow for offsetting the position, scaling, and rotating the texture and bump maps.
- The **Reflection** popup allows for selecting a reflection map for simulating a reflection on the surface of the 3D object. The directories for the **Reflection** menu graphics are as follows ; On Mac OS [Macintosh HD/Library/Application Support/BorisFX/BCC 6.0/Shaders/Images] and on Windows [C:\Program Files\Boris FX, Inc\Lib\BCC6.0\Shaders\Images]. **Reflection maps must be DDS file cube maps**, which is a special 6 sided graphic which allows for a reflection that simulates a true fully surrounding environment.
- The **Reflectivity** parameter controls how much of the reflection map is mixed in to the look of the material.
- The **Reflection Scale** parameter scales the appearance of the reflection map.
- The **Two-sided Lighting** checkbox causes a material to display the effects of lights on both sides when the checkbox is enabled. This can be useful for achieving specific types of effects.



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Transformations

The **Transformations** parameter group includes controls for Rotating, Positioning, and Scaling the 3D object

- The **Rotate X**, **Rotate Y**, and **Rotate Z** parameters offer rotation controls for the 3 3D axes, and the order in which they are applied to the object matches the X, Y, and Z Rotation of AE 3D layers making it easy to match the rotations from such AE layers and even to link the rotation parameters of the 3D object to other layers using AE expressions
- The **Position X**, **Y**, and **Z** parameters offer world based position controls for the Extrusion
- The **Master Scale** parameter increases or decreases the X, Y, and Z scale of the Extrusion
- The individual **Scale X**, **Y**, and **Z** parameters offer individual control of Scale along each axis. It's possible to offset the individual scale values to change the scale ratio and then to globally scale the result while maintaining that ratio by using the Master Scale parameter. **Be aware that the Scale Z parameter is not the commonly desired way to increase the depth of the extrusion - there is another parameter offered in the Extrusion group which scales only the extrusion face (not bevels etc.) which is more commonly used for this purpose.**
- The **Opacity** control in the Transformations group controls the opacity of all materials for the 3D object. When using partially transparent materials, enabling the **Transparent Object** checkbox in the Render group may create a more realistic looking effect. Keep in mind that this is a different effect from fading the opacity for the AE layer the filter is applied to which is the recommended way of uniformly fading the filter effect.
- **Pivot X**, **Y**, and **Z** allow for offsetting the pivot point around which the 3D object rotates, unless **Lock Pivot to Position** is enabled in which case these controls are disabled and the Pivot point follows the position point.

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Built-in Light

The **Built-in Light** parameter group includes controls for a single light source that can be controlled from within the filter. Additional lights must be added by creating AE Light tracks in the comp. The total number of lights the 3D object will reflect is 3 ; which could be the Built-in Light plus 2 AE lights - or 3 AE Lights if the Built-in Light is disabled. The **Built-in Light offers 3 Light Types** to choose from ; **Point**, **Spot**, and **Spot + Shadows**

- **Point** ; A **Point** light shines from the source in all directions and includes controls for **X/Y** and **Z Position**, **Color**, **Intensity**, and **Attenuation**. **Attenuation** lessens the intensity of the light rays as they extend from the source, allowing for the creation of a less directional distant diffuse light, similar to sunlight.
- **Spot** ; A **Spot** light shines from the source toward a target (specified by **Spot X/Y** and **Z** parameters) and is limited to a cone defined by the **Angle** parameter and with edges softened by the **Fall Off** parameter.
- **Spot + Shadows** ; A **Spot + Shadows** light is identical to a Spot Light, except that it is also capable of casting shadows. The shadows it casts are limited to self-shadowing between 3D objects generated by the filter. The **Width** parameter can appear to soften the cast shadow edges. The cast shadows do not support partial transparency – meaning the shadows will appear as if the object being shadowed is fully opaque or fully transparent – and the **Alpha Shadow Tolerance** parameter defines the threshold for what the shadow considers opaque or transparent.

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Built-in Camera

The **Built-in Camera** parameter group includes parameters that affect the viewing perspective of the 3D object whenever the **Use Comp Camera** checkbox is not enabled. When using the Built-in Camera, there are 3 options for what kind of **Camera Model** is used ; **Position**, **Orbit**, or **Pan**.

- **Zoom** ; all 3 Camera Models include a Zoom control for zooming the viewing perspective. By using a **low Zoom value**, and moving **closer to the 3D object with the Position Z** parameter (or **Orbit Radius** or **Pan Distance** depending on the Camera Model), it's possible to simulate a **more wide angle lens** perspective.
- **Position Camera** ; offers **Position X**, **Y**, and **Z** control for positioning the camera in 3D space, and offers 2 **Camera Orientation** options ; **Free** or **Target**.
 - When using **Free** Camera Orientation, the direction the camera is pointing is determined by the **Tumble**, **Spin**, and **Rotate** parameters.
 - When using **Target** Camera Orientation, the camera will always point in the direction of the target as determined by the **Target X**, **Y**, and **Z** parameters.
- **Orbit Camera** ; provides a convenient camera perspective for always facing the center (default Position of the 3D object) while allowing for simple orbit moves around the center using the **Orbit Tumble**, **Orbit Spin**, and **Orbit Rotate** parameters. Distance from the Center is determined by the **Orbit Radius** parameter.

- **Pan Camera** ; offers simple controls for panning horizontally using the **Pan Advance** parameter, and moving the camera in or out with the **Pan Distance** parameter.

