

BORIS FX

The Leading Developer of Integrated Graphics and Effects Technology

Price and availability:

\$2495 US

60 days trial version is available from www.borisfx.com

What is BCC 5 Sparks?

BCC 5 Sparks consists of a total of 145 special effects, compositing and transition filters for use on systems that support the Autodesk Sparks API (application programming interface) such as Autodesk Inferno, Flame, Flint and Smoke. The Sparks that are included in this package incorporate the following key features and technologies:

- 1000+ factory installed preset looks
- Custom preset load / save mechanism
- Optical Flow pixel processing time warp algorithms
- Motion Key foreground object removal
- FFTW transform algorithms
- Vector processing
- Multiple-inputs for front/back/matte compositing
- Built-in motion tracker
- Built-in matte and mask generator
- On-screen control widgets
- OpenGL hardware acceleration
- 3D Geometric primitive shapes
- Lens Flares
- Glint, Glare, Glitter effects
- Film Looks
- Volumetric Lighting filters
- Natural Media generators

What's new with this release

The following is a list of new filters have been added to the BCC Sparks package for the v5 Linux release (for a complete listing of all the filters in this product, please visit http://www.borisfx.com/product/continuum/sparks/filter_list.php)

BCC Color and Blurs Category:

BCC Color Choker



The BCC Color Choker filter posterizes and blurs colors in an image clip for creative and artistic results. The media clip colors that the filter is applied to can be attenuated or remapped individually through the many filter parameters or together as an RGB group. Included in the filter is a checkbox control to convert image to monochrome before applying the built in color blur or choke.

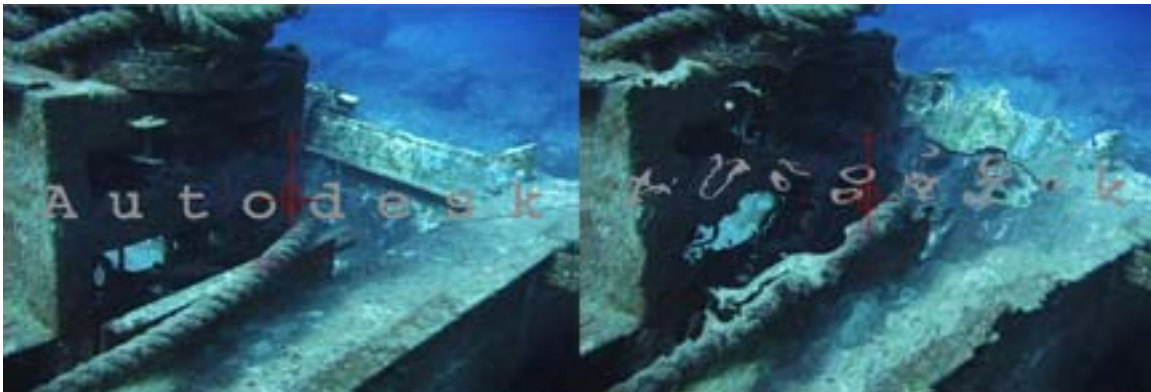
BCC Distortion and Perspective Category:

BCC Cube



The BCC Cube filter models the source image onto one or more faces of a cube. You can use up to two alternate media sources for each of the six faces and any face can be visible or transparent.

BCC Turbulence



Based on the core algorithms that make up the BCC Noise Map 2 filter, the BCC Turbulence filter generates auto-animated gell-like distortion fields in an image clip based on input from the built-in noise map and turbulence controls. This filter includes about 3 dozen preset effect settings.

BCC Effects Category:

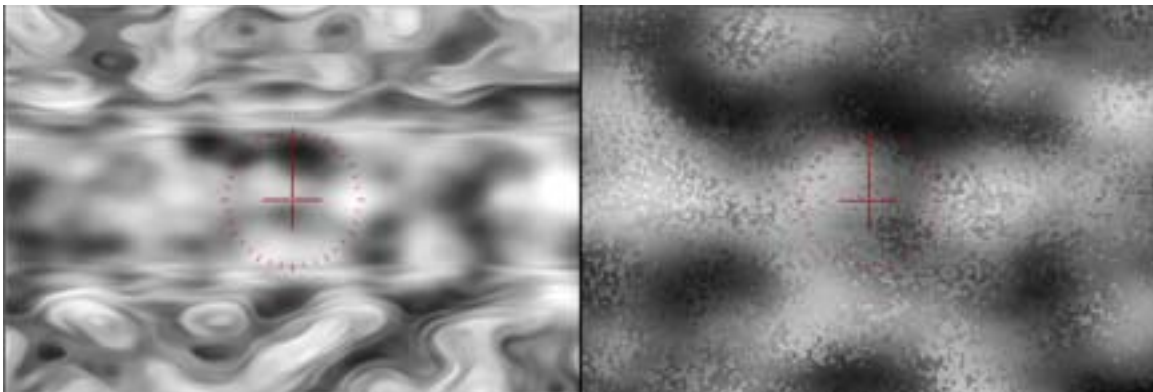
BCC Halftone



The BCC Halftone filter simulates the look of printed material by converting the continuous-tone input image into an image that emulates the look of ink on substrate, or half-tone dots. (Printed images in magazines and newspapers etc are comprised of a rosette pattern of colored ink dots. To avoid moire or interference patterns, the dots are printed at different angles; this process is known as halftone screening.)

BCC Generators Category:

BCC Noise Map 2



The BCC Noise Map 2 filter is primarily used to generate procedurally based, resolution independent, auto-animated image clips that can be used as backdrops or as a matte input for other image clips. Dozens of presets, which are included with this filter, make using the filter a point and click operation for even very complex animations.

BCC Keys and Matte Category:

BCC Light Wrap



The BCC Light Wrap filter reflects a background image around the edges of a foreground image through the matte input to form a border over the composited image result. This creates the illusion that light from the background image is reflected onto the foreground image, which creates a more convincing composite by making it appear as if the images were shot in the same environment.

BCC Motion Key



The BCC Motion Key filter enables you to isolate and remove a moving foreground object based on motion estimation. For example, you have a static shot of a street scene with buildings and people in the background and a car passes by on the street in the foreground, in front of some buildings. Using the BCC Motion Key filter, you can remove the car from the scene automatically, without the need for rotoscoping, as if it had never been a part of the shot.

BCC OpenGL Category:

BCC 3D Extruded Image Shatter



The BCC 3D Extruded Image Shatter filter enables you to extrude and shatter the input image and disperses the image fragments in 3D space. Unlike the 3D Image Shatter filter, this filter allows you to create three dimensional particles with adjustable extrusions and offers control over the light and shadow of cast onto the image shards in 3D space.

BCC Damaged TV



Designed to emulate the appearance of an analogue CRT style television set that is receiving a bad antenna signal or is in need of repair, the BCC Damaged TV filter includes parameter controls for the gun offset, distorted edges, image roll, noise, scan lines, interference lines and more. This powerful filter also features both fully automatic or full manual modes of operation.

BCC LED



The BCC LED filter was designed to make an image, clip or text element with alpha appear as though it was constructed out of an array of blinking (or static) LED lights similar to the display

boards that we see in today's sports stadiums or building mounted electronic billboards. The bulbs can be set to round or square and by default, the lights take their color from the clip to which it was applied but this feature can be overridden by the user to take color from a solid color chip.

BCC Prism



The BCC Prism filter can be used to simulate the photographic effect of chromatic aberration, where a bad lens can create prismatic color fringing along edges of contrast within the image. The filter can also be used as an interesting color zoom or blur effect and includes image rotation along 2 points of one axis within the image, which with some settings leads to a colorized twisting blurred effect.

BCC Scanline



The BCC Scanline filter was designed to generate rolling RGB scanlines over the source image clip, emulating the effect of a computer monitor which was shot on video tape or film. The RGB bars / rolling scan lines that the filter generates can be offset from each other in yx space and time, to generate true photorealistic effects. The filter also includes a user controlled noise generator function for added realism.

BCC Time Category:

BCC Optical Stabilizer



The BCC Optical Stabilizer uses optical flow technology to analyze a specified region finding translation, rotation and zoom motion in the clip and then adjusts the image position to compensate and lock down the shot. Unlike many stabilizing tools, the BCC Optical Stabilizer does not require you to set user-defined tracking points. This is useful for images where tracking data is unreliable.

Important Information Regarding Use of the Factory Preset Load/Save Mechanism

Working with Presets

Boris Continuum Complete has the ability to load and save presets and to share presets that have been created across all host supported systems – for instance, you can create a preset in Combustion using the BCC AE 5 filters and open the preset in Flame using the BCC Sparks. The PixelChooser has its own presets, and you can move the PixelChooser preset to other filters. BCC 5.0 includes a collection of presets for you to use. These effects are installed into the following (default) location:

Linux:

`/usr/discreet/lib/BCC_Presets_5.0/`

Presets are only compatible with the filter in which they were created. For example, if you attempt to load a Cartooner preset into a Blur filter, the preset is ignored. However, PixelChooser presets load even if they were saved from another filter's PixelChooser parameter group.

Presets do not save Motion Tracker data. If you open a new preset, any saved motion tracking data will be lost. Loading a preset overwrites existing motion tracker data.

Copying Presets to Your System

Copy presets to the default preset folder location on your system (see the previous section). You can also save your own presets to these folders. Presets must have “.bcp” as an extension and must have between three and 28 characters other than the “.bcp” extension. Presets names must use alphanumeric characters only. Special characters in a preset name will dim that preset in the list. Inside the BCC Presets folder, each filter has its own folder. Place the preset inside the folder of the filter for which it was made. Inside the BCC Presets folder, each filter has its own folder. Place the preset inside the folder of the filter it was made.

Loading Effects

To load a previously saved filter settings file, you must first apply the same filter to your media. Click the L or Load button. A dialog box allows you to load a file. The saved parameter settings are recalled and applied to your effect.

Saving Effects

After you apply a Boris filter and adjust the filter parameters, you can save the parameter settings by clicking the S or Save button. A dialog box allows you to name and save the file. Preset names are limited to alphanumeric characters. Special characters in a preset name may result in the preset being dimmed in the Load preset list. Saving a BCC setting creates a static effect. Each filter has its own settings folder created when you install Boris Continuum Complete. We strongly recommend that you save files in the default location. Otherwise, the filter may not be able to locate them when you try to load a setting. Saving a BCC setting using the Save button does not store keyframes. Animations saved as settings saved appear static when you load them. Presets must be named with “.bcp” as an extension and must have between three and 28 characters other than the “.bcp” extension. Presets names must use alphanumeric characters only. Special characters in a preset name will dim that preset in the list.

Boris Continuum Complete 5 Sparks List – 145 total

Color and Blurs: 26

- Artist's Poster
- Blur
- Boost Blend
- Bright and Contrast
- Color Balance
- Color Choker (new in bcc 5)
- Color Correction
- Colorize
- Composite
- Correct Selected
- Directional Blur
- Gaussian Blur
- HSL
- Invert Solarize
- Levels Gamma
- Motion Blur
- Multi-Tone
- Posterize
- Pyramid Blur
- RGB Blend
- Radial Blur
- Safe Colors
- Spiral Blur
- Tritone
- UnSharp Mask
- Z-Blur

Distortion and Perspective: 16

- 2D Particles
- 3D Image Shatter
- Bulge
- Cube (new in BCC 5)
- Cylinder
- Displacement Map
- Fast Flipper
- Page Turn
- Polar Displacement
- Ripple

Sphere
Sphere Transition
Turbulence (new in BCC 5)
Twirl
Vector Displacement
Wave

Effects: 26

Alpha Pixel Noise
Alpha Spotlight
Burnt Film
Cartooner
Colorize Glow
DeNoise
Deinterlace
Drop Shadow
Dust and Scratches
Emboss
Film Damage
Film Grain
Film Process
Glow
Glow Alpha Edges
Halftone (new in BCC 5)
Median
Misalignment
Mosaic
MultiShadow
RGB Edges
RGB Pixel Noise
Rough Glow
Scatterize
Spray Paint Noise
Witness Protection

Generators: 24

Brick
Bump Map
Caustics
Cloth
Clouds
Comet
Fire
Fractal Noise
Granite
Mixed Colors
Noise Map
Noise Map 2 (new in BCC 5)
Particle System
Rain
Reptilian
Rock
Snow
Sparks
Stars
Steel Plate

Veined Marble
Weave
Wood Grain
Wooden Planks

Keys and Matte: 15

Alpha Process
Chroma Key
Composite Choker
Glow Matte
Light Matte
Linear Color Key
Linear Luma Key
Make Alpha
Matte Choker
Matte Cleanup
Motion Key (new in BCC 5)
PixelChooser
Two Way Key
Wire Remover

Lights: 14

Edge Lighting
Light Sweep
Light Zoom
Rays Cartoon
Rays Puffy Light
Rays Radiant Edges
Rays Radiant Spotlight
Rays Ring
Rays Ripply
Rays Streaky
Rays Textured
Rays Wedge
Reverse Spotlight
Spotlight

OGL: 10

Damaged TV (new in BCC 5)
Extruded Image Shatter (new in BCC 5)
Glare
Glint
Glitter
LED (new in BCC 5)
Lens Flare
Lens Flare Advanced
Prism (new in BCC 5)
Scanline (new in BCC 5)

Time: 7

Looper
Optical Flow
Optical Stabilizer (new in BCC 5)
Posterize Time

Temporal Blur
Time Displacement
Velocity Remap

Wipe Transitions: 7

Criss-Cross Wipe
Linear Wipe
Multi Stretch Wipe
Multi Stripe Wipe
Radial Wipe
Rectangular Wipe
Textured Wipe

Product Installation Instructions

If you have a previous version of BCC Sparks installed, follow these instructions to remove it before attempting to install the new distribution:

- become root in a shell terminal
- enter the following command:

```
rpm -qa | grep BCC
```

the command will return a line listing the previous BCC installation, which needs to be removed before installing the new product. To remove the previous version, enter the following command:

```
rpm -e (bcc product version as returned by previous command)
```

when the shell returns to a prompt, the previous version will be uninstalled.

To install the new version:

- As root in a shell terminal, navigate to the directory where you have placed the unzipped installer file by typing *the following command* :

```
cd /(directory containing installer)
```

- Then list the contents of the directory by typing *the following command* :

```
ls -al
```

- Then run the installer by typing *the following command* :

```
rpm -i (BCC rpm installer name from list)
```

when the shell returns a prompt the BCC v5 Sparks will be installed and are ready for use.

Purchase and Licensing instructions

The BCC 5 sparks will operate in trial mode for an indefinite period of time. After the two week trial period for the BCC 5 Sparks product installation has elapsed, all unlicensed sparks will generate a watermark and will will render with an X through the composite window on future renders.

Purchasing an unlock code will remove the watermark from all of the BCC 5 Sparks. Unlock codes may be purchased directly from BorisFX or through a systems reseller. All BCC V5 Spark licenses are node locked and require a separate license code for each target system. Follow these instructions to get the unique ID of your system, then send this unique ID along with the license request:

- become root in a shell terminal
- enter the following command:
 `cd /usr/discreet/lib64`
- then enter this command:
 `./BCC_License.5.0`

A window will appear containing two fields - the top field will contain an alpha-numeric string. This is the unique ID and is required by BorisFX to generate the license for this system.

The second (empty) field is where you will enter the license once it has been received from BorisFX.

Supported Systems

Linux RH4 systems with Inferno, Flame, Flint, Smoke, or Burn (2007 and above.)

Technical Support

1 year of free telephone / email support is included with each purchase. Additional support contracts may be purchased upon request. You can contact the BorisFX technical support team via email at support@borisfx.com