BCC 7.0 AE Release Notes.

5/10/10

Overview.

BCC 7 AE brings over 200 filters to Macintosh and Windows versions of Adobe After Effects and Premiere Pro CS5, CS4, and CS3. The new release features 11 new filters including a 3-way color grade filter with built-in keying and masking tools, a new video noise reduction tool, a spline-based warp filter, an audio-driven keyframe generator, a new OpenGL particle engine, and still and video morph technology. Each Boris Continuum Complete filter has been re-engineered for 64-bit operating systems and OpenGL acceleration.

Adobe CS5 Support.

BCC 7 AE supports CS5, CS4, and CS3 under 64-bit and 32-bit Macintosh and Windows operating systems. BCC7 supports the same flavors of Mac and Windows OS as a corresponding version of After Effects.

OGL Graphics Cards.

BCC7 AE supports the same graphics cards as a corresponding version of Adobe After Effects.

Adobe After Effects Integration.

AE's native cameras and lights can be used to create dramatic scene lighting and wonderful fly-through animations, especially when used with new BCC 7 AE particle effects such as BCC Pin Art 3D or BCC Particle Array 3D. In addition, the new BCC Warp, BCC Morph, and BCC Video Morph filters utilize AE spline masks and the power of OpenGL to deliver real-time image warping and morphing.

Additional On-Screen Widgets.

Many BCC AE filters now include on-screen widgets. For example, the new 3 Way Color Grade filter includes on-screen controls for its innovative egg-shape masking system. Users can click and drag the widgets to set the mask size, position, egg shape, and edge feathering. This results in faster and more precise mask creation.

Compare Mode.

Added to over one-third of BCC 7 AE's filters, Compare Mode is a convenient tool that enables users to compare the filtered result with the unfiltered source via either a side-by-side view or a live split-screen view. In the side-by-side view, users can view the unfiltered and filtered image result in the composite window as changes are made to the image. In the split-screen view, users can drag the wipe bar anywhere across the image to compare the filtered result with the unfiltered source at any zoom level. Additionally, the Compare Mode feature includes the unique ability to view the filtered result with a live filtered layer in the timeline.

Performance Gains.

All BCC 7 AE filters take advantage of either multi-processing or OpenGL hardware acceleration under 64-bit and 32-bit operating systems. Below are some sample timing tests performed on Intel i7 processor under Win 7 64 bit OS.

Adobe CS4 (32-bit)	**BCC 6**	**BCC 7**	**6 - 7**
MP-enabled			
Filter Name	**Time in seconds**	**Time in seconds**	**% Speed gain**
Chroma Key	172	154	10.47%
Lightning	227	104	54.19%
Rays Puffy	127	54	57.48%
Steel Plate	178	148	16.85%
Uprez	100	89	11%
Wire Remover	77	69	10.39%

Adobe CS5 (64-bit)	**BCC 6**	**BCC 7**	**6 - 7**
MP-enabled			
Filter Name	**Time in seconds**	**Time in seconds**	**% Speed gain**
Chroma Key	172	79	54.07%
Film Process	128	91	28.91%
Gaussian Blur	116	71	38.79%
Glow	114	52	54.39%
Lens Flare	113	77	31.86%
Lightning	227	116	48.9%
Match Move (render)	125	66	47.2%
Match Move (track)	104	39	62.5%
Noise Map 2	185	70	62.16%
Optical Flow	166	97	41.57%
Prism	112	84	25%
Rays Puffy	127	83	34.65%
Smooth Tone	158	84	46.84%
Steel Plate	178	97	45.51%
Swish Pan	139	43	69.06%
Uprez	100	36	64%

New Filters:

BCC 3 Way Color Grade provides a professional color grading process complete with three custom color wheels for pedestal/gamma/gain adjustment. The filter includes built-in masking and keying tools to isolate areas of secondary color correction. Separate color grading can be applied to the inside and outside of a mask, eliminating an extra compositing step.

BCC Noise Reduction smoothes out video noise using spatial and temporal information derived from the video clip - especially in dark areas of an image

BCC Lens Blur emulates a popular lens blur or rack defocus effect where out-of-focus highlights of an image clip take on the shape of the lens shutter. The filter includes a gradient map layer to control the depth of focus.

BCC Lens Shape is a designer effect similar to a rack defocus effect where the shape of the bokeh can be imported from an external layer.

BCC Lens Transition is a film-style fade transition that applies a lens blur or rack defocus effect to the specular highlights of outgoing and incoming image clips.

BCC Beat Reactor automatically generates keyframes based on timeline audio. In addition to being available as a standalone After Effects keyframe generator, the Beat Reactor group is built into many existing BCC filters for easy access.

BCC Particle Array 3D creates a grid of particles oriented in 3D space. The filter fully supports After Effects' camera and lights.

BCC Pin Art 3D creates a pin board look based on a layer image.

BCC Warp is a spline-based warp tool that can be used to generate a wide range of distortion effects. Native After Effects masks are used to control the warps.

BCC Morph is a still-image morphing tool designed to produce a smooth morph effect from one image to another similar image. The warps are guided by native After Effects masks.

BCC Video Morph is a video-morphing tool designed to produce a smooth morph effect from one video clip to another similar video clip.

The list of outstanding issues:

BCC 7 for CS5, 64 bit

Mac OS. 10.5 and 10.6 – 3D Objects filters are unavailable in AE. A free update supporting 3D Objects on Mac will be made in the future. On Windows platform 3D Objects work as expected.

21123 – nVidia GeForce 8400GS and GTX 2600 on Vista. Some OGL filters render incorrectly in 16 bit. Workaround – use a higher grade OGL card on this platform

22284 – Mac OS 10.6 nVidia GeForce 7300 OGL filter produce incorrect rendering. Workaround – use a higher grade OGL card on this platform

22350 – Mac OS 10.6 Optical Stabilizer will loose analyze data if clip FPS does not match composition FPS. Workaround – match FPS or prerender

22366 – Mac OS. Adobe Premiere CS5. Optical Stabilizer is not operating as expected. Workaround – Use After Effects to stabilize footage. Optical Stabilizer will be added to Premiere Mac as a free update. Premiere on Windows works as expected.

22453 – nVidia GeForce 6800 Windows. Particle Array produces banding in 16 bit. Workaround – use a higher-grade graphics card.

22460 – Mac OS, Adobe AE, Copy and Paste operation with BCC7 filters that include Compare mode will cause AE to post an erroneous error Alert. Workaround – proceed as normal, the newly pasted filter operates as expected.

BCC 7 for CS3-4, 32 bit

22196 – Premiere CS3-4 All platforms – Drop down preset menu is not available. Workaround - Load and Save preset buttons operate as expected

22239 – Premiere CS3 Mac OS. OGL filters can not be applied to Premiere Generators. Workaround – use these filters in AE

22252 – AE CS4 Mac OS 10.6 – UI refresh problems when adjusting parameters. Workaround – these problems are cosmetic and do not affect final render.