



## Introduction

Welcome to Boris CONTINUUM Complete for AVX.

These Release Notes contain information regarding supported hosts, supported operating systems, installation instructions, known limitations, and other important information about the product.

For information about BCC AVX 1.0 software updates, other Boris products, and additional resources, visit our web site at [www.borisfx.com](http://www.borisfx.com).

## BCC AVX 1.0 Filters

Boris CONTINUUM Complete for AVX is a package of over 90 effects that work directly within your Avid using the native Avid effects interface.

### Colors & Blurs

Artist's Poster	Gaussian Blur
Blur	Hue-Sat-Lightness
Boost Blend	Invert Solarize
Brightness-Contrast	Levels-Gamma
Color Balance	Multitone Mix
Color Correction	Posterize
Colorize	RGB Blend
Composite	Super Blend
Correct Selected Color	Tritone
Directional Blur	Unsharp Mask

### Distortion & Perspective

2D Particles	Polar Displacement
3D Image Shatter	Ripple
Bulge	Sphere
Cube	Sphere Transition
Cylinder	Twirl
DVE	Vector Displacement
DVE Basic	Wave
Displacement Map	Z Space I
Fast Flipper	Z Space II
Page Turn	Z Space III



## Supported Hosts

Boris CONTINUUM Complete 1.0 supports the following host applications:

### Macintosh

Avid Media Composer and Avid Xpress



**NOTE:** BCC AVX supports versions of Avid that use the AVX 1.5 architecture only. See your Avid product documentation if you are unsure whether your version supports the AVX 1.5 architecture.



**NOTE:** The version of BCC AVX on this CD does not support Avid XpressDV. Contact Boris technical support if you are running XpressDV for Macintosh or Windows.

### Windows

Avid Media Composer, Avid Symphony and Avid Xpress



**NOTE:** BCC AVX supports versions of Avid that use the AVX 1.5 architecture only. See your Avid product documentation if you are unsure whether your version supports the AVX 1.5 architecture.



**NOTE:** The version of BCC AVX on this CD does not support Avid XpressDV. Contact Boris technical support if you are running XpressDV for Macintosh or Windows.

## Supported Operating Systems

Boris CONTINUUM Complete 1.0 supports the following operating systems:

### Macintosh

Mac OS™ Classic 9.0.4 to 9.2.2.



**NOTE:** The version of BCC AVX 1.0 on this CD does not support OS X. If you are running a version of Avid with OS X, please contact Boris technical support.

### Windows

Windows NT®, 2K® XP®

# Installing BCC AVX

## Installing on a Macintosh System



**NOTE:** The version of BCC AVX 1.0 on this CD does not support OS X. If you are running a version of Avid with OS X, please contact Boris technical support.



**NOTE:** The version of BCC AVX on this CD does not support Avid XpressDV. Contact Boris technical support if you are running XpressDV for Macintosh.

1. Launch the Boris CONTINUUM Complete AVX Installer application from the BCC AVX CD-ROM. Click **Continue**.
2. Read the Software License Agreement. Click **Agree**.
3. Enter your name, organization, and product serial number found in the front cover of your User Guide or on the registration card. Click **OK**.
4. An install window appears with **Boris CONTINUUM Complete for Avid AVX** already selected. Choose **Install**.
5. Once the installation is complete, click **Quit**.

## Installing on a Windows System



**NOTE:** The version of BCC AVX on this CD does not support Avid XpressDV. Contact Boris technical support if you are running XpressDV for Windows.

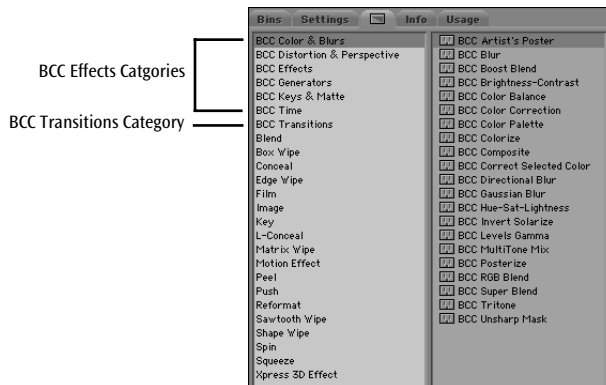
### Logging On To Your System

To correctly install BCC AVX on Windows XP systems, you must log on to your XP system as an Administrator.

1. Insert the BCC AVX CD into the system's CD-ROM drive. The BCC AVX installer automatically displays a Welcome to Boris CONTINUUM Complete window. Click **Next**.
2. Read the Software License Agreement and click **Yes**.
3. Enter your name, company name, and the product serial number (including the hyphens) found in the front cover of your User Guide or on the registration card. Click **Next**.
4. Confirm the user information data you entered in the Registration Confirmation window that appears. If you need to make changes, click **No**, re-enter the information, and click **Next**. When you are done, click **Yes**.

5. A Choose Destination Location window displays the directory in which BCC AVX **documentation files** will be installed. Most users should accept the default location. However, you can re-assign the install directory using the Browse button. Click **Next**.
6. A Component Selection window appears with **BCC 1.0 for AvidAVX Windows** already selected. Click **Next**.
7. The installer will look for your host application and display a message saying “Your host application was found in <path>.” Click **OK**.
8. A Select Paths window displays the path where the BCC AVX plug-ins will be installed. You should accept the default location. Click **Next**.  
A progression bar displays each file of BCC AVX installed.
9. A Setup Complete window offers a checkbox option to register Boris CONTINUUM Complete. To register online, follow the on-screen instructions after your internet browser is launched.
10. Click **Exit**.

## Applying and Rendering BCC AVX Filters and Transitions



BCC AVX filters and transitions appear in the Avid Effect palette in multiple **BCC** categories in alphabetical order.

### Using BCC Filter Categories

Some effects can be used as either a transition or a filter. If an effect can be applied as a transition, it appears in the BCC Transition category. For example, to apply a Blur as a filter, choose BCC Blur from the BCC Color & Blurs category. However, to apply a Blur as a transition, you would choose BCC TR Blur from the BCC Transitions category.

### Applying BCC Filters

To apply a BCC AVX effect to a clip, drag the icon for the desired effect onto a clip in the Avid timeline. Enter Effects mode and adjust the effect parameters.



To reset a BCC AVX filter, just reapply it from the Effect palette or load the supplied default preset for each effect.

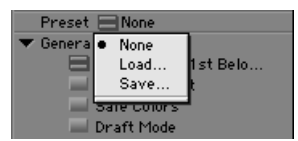
### Applying BCC Transitions

BCC provides two methods to use effects as transitions. The first method is to apply a BCC transition effect to the transition between two clips. The second method is to overlap two clips and apply a BCC filter effect to each layer. For more information, see “Applying BCC Effects as Transitions” in Chapter 1 in the Boris CONTINUUM Complete User Guide.

### Rendering BCC Effects

Boris effects render exactly the same as Avid effects. You can render effects individually or render in to out. In addition, if you redigitize material, you simply re-render any effects; all parameters are preserved.

## Working with Presets



BCC AVX provides the ability to save favorite filter settings and apply them to multiple projects.

### Saving Presets

After you apply a Boris filter and adjust the filter parameters, you can save the parameter settings by pressing the **Preset menu** and choosing **Save**. A dialog box allows you to name and save the file. 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, you can also save PixelChooser parameters as presets. PixelChooser presets allow you to move parameters between different filters.



**Windows only:** The first time you load or save through the **PixelChooser preset menu**, it does not default to the correct folder. If you navigate using the open/save dialogue to the correct folder it will then always use the correct folder. The correct folder is located at;

***Drive\Program Files\BorisFX, Inc\Boris Continuum Complete\BCC Presets\BCC PixelChooser***

Each filter has its own settings files folder (including many pre-made presets for you to use) created when you install Boris CONTINUUM Complete. It is strongly recommended that you save your preset files in the default location on your computer. Otherwise, the filter may not be able to locate them when you try to load a settings file.

### Loading Presets

To load a previously saved filter settings file, you must first apply the same filter to your media. Load a new setting by pressing the **Preset menu** and choosing **Load**. A list of existing presets also appears in the Preset menu.



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.



Presets are static. All parameter values in the first keyframe are applied globally. In addition, parameters in the General Controls, Geometrics and Drop Shadow parameter groups are not saved with the preset.



You can also save parameter settings in a bin as an Effect template, just as you save other Avid effects. Saving Effect templates in a bin lets you save animated settings. See Chapter 1 in the User Guide “Saving Effect Templates in a Bin” for more information.

### Working with the Provided Presets

Boris CONTINUUM Complete includes a selection of preset effects for each filter. These presets are an excellent way to learn the capabilities of a filter. Follow the instructions in Chapter 1 in the User Guide “Loading Preset Effects” to apply these presets.

On Windows, the presets are installed in the following directory:

**C:\Program Files\Avid Application folder\BCC Presets\Filter Name folder**



**Note:** Inside the BCC Presets folder, each filter has its own folder. Place the preset inside the folder of the appropriate filter.

On Macintosh, the Presets are installed in the following directory:

**System Folder/Application Support/BCC Presets/Filter Name folder**

# Applying BCC Effects to Titles or Mattes

To apply a BCC effect to a title, drag the effect onto the title. If you Option-drag to the effect, the effect is applied to the title as well as to any tracks beneath the title in the timeline. For example, to apply a blur to a title, drag the BCC Blur effect onto the title. To apply a blur to a title and the background video, Option-drag the BCC Blur effect to the title.

Applying a BCC filter to an Avid title is a destructive process that replaces the Avid title effect in the timeline. To edit the title as text (for example to change text characters or font), you need to reopen the original title saved in a bin. However, you can reposition the title, using the Geometrics parameter group. For more information, see “Working with the Geometrics Parameter Group” in Chapter 1 of the Boris CONTINUUM Complete User Guide.

When applying a BCC filter to an Avid title or matte key, the **Background menu** in the General Controls parameter group defaults to **1st Below** which results in the title effect keying over the track that was the original background in the timeline. However, **2nd Below** (not 1st Below) in an alternate Layer menu is actually the video background. For example, to displace a title using the video background as a Displacement Map, you set the **Map Layer menu** to **2nd Below** (rather than 1st Below). The effect references the nested Graphic fill as the 1st Below layer.



Enabling the **Bypass Effect checkbox** does not display the original title unfiltered and keyed over the background video, but rather displays the nested Graphic Fill of the matte key.



Some **Presets** do not create the intended effect when applied to a title.

1. Drag the appropriate effect onto a title.
2. Select the **Apply to Title-Matte checkbox** in the General Controls parameter group. When the Apply to Title-Matte checkbox is selected, it turns pink.
3. If you are working with a BCC Blur filter, you need to deselect the **Opaque Source checkbox** in the Controls 1 parameter group. You can now adjust the effect as usual.



Because applying BCC effects to a title or matte key is a destructive process, removing a BCC effect also removes the title’s nested alpha channel. To remove a BCC effect and preserve the title, use the Undo command instead of the Remove effect command. Some things to be aware of.

## Undocumented Features in BCC AVX



The following features are not documented in the BCC AVX printed manual. However, they are fully documented in the online BCC AVX User Guide.pdf found on the BCC AVX CD. Please refer to the online User Guide for more details on the following features.

### New Snow and Rain Filter Layer Use Channel

The Snow and Rain filters have additional choices for **Title-Matte** and **Inv Title-Matte** in the **Layer Use Channel** menu in the Interaction Parameter Group. Choosing these allows you to access the alpha channel when you apply these filters directly to a title or matte.

### Making Snow or Rain Interact with an Avid title

For example, to make Snow stick to a title or make Rain Splash On a title, drag the Snow or Rain filter directly onto the title. Enable **Apply to Title-Matte** in the filter's General Controls Parameter group. In the Interaction Parameter group's **Layer Use Channel** menu, choose **Title-Matte**. For the Snow filter, set the **Stick to Layer** to **Filter Layer**. For the Rain filter, set the **Splash On Layer** to **Filter Layer**. This will designate the alpha channel from the title or matte as the layer for the Snow or Rain to stick to.



*Snow filter with no Layer Use Channel Interaction    Snow filter using Title Matte Layer*

### Rebuild Param Cache checkbox

Several filters contain a **Rebuild Param Cache** button. The **Rebuild Param Cache** checkbox forces the filter to rebuild the parameter cache. As you build certain effects, a copy of the parameters is saved or "cached." In these filters you need to force the filter to rebuild this cache just before rendering. If you have created your effect previously and relaunched Avid before rendering the effect, pressing this button is required before you render. The same is true for when you adjust the duration of an effect. This button does not depress when you select it.



- **Use PC Layer** uses the PixelChooser settings to create an interaction layer.
- **Use PC Layer Inverted** inverts the PixelChooser settings to create an interaction layer.
- **Use PC Layer and Pixel Choice** uses the PixelChooser settings to create an interaction layer and also uses the PixelChooser settings to create a matte.
- **Use PC Layer Inverted and Pixel Choice** inverts Pixel Chooser settings to create an interaction layer and also uses the PixelChooser settings to create a matte.

## Known Limitations

- If you are running a version of Media Composer previous to v11, a version of Symphony previous to v4 or a version of Xpress previous to v5, you may occasionally see “Menu Resource Missing” error messages applying or removing BCC AVX filters. You should be able to continue through this error message. This is due to a limitation in Avid software that is fixed in versions of Media Composer v11 and later, Symphony v4 and later, and Xpress v5 and later.
- Applying an effect to a title is a destructive process that replaces the Avid title effect in the timeline. To edit the title as text (change text characters, Font, Layout, etc.), you need to have another copy of the title effect saved in a bin. Removing the effect will also remove the title.
- A black line appears where the seam would be when the BCC Sphere, Cylinder DVE, DVE Basic, and Z Space filters are applied to Avid titles. Use the Crop controls in these filters to crop out the line if necessary.
- If you apply and then make a change to one of the filters that uses the **Rebuild Param Cache** button while you are not monitoring the output of the effect (for example if the track monitor is turned off or is set to a lower layer), you may get an Access Violation error message when you set the track monitor to include the effect track. If this happens, you should be able to dismiss the error by pressing “OK” and then clicking the filter’s **Rebuild Param Cache** button to restore the effect to its correct appearance. The filters with the **Rebuild Param Cache** button are; **DVE** (if you are using Motion Blur), **DVE Basic** (if you are using Motion Blur), **Sphere** (if you are using Motion Blur), **Particle System**, **Rain**, **Snow**, **Sparks**, **Jitter**, **Looper**, **Posterize Time**, **Z Space** and **Velocity Remap**.
- To render a filter applied to filler, at least one frame of real source media must overlap somewhere on a lower track in the Avid timeline. Otherwise the effect will preview, but the following error message displays when you try to render; “There is no source media for this effect. Filler can’t be used as a source.”
- Occasionally when you change a rendered effect, the effect does not display as unrendered until you move the position indicator to another time. For example, you render an effect in Effect mode. If you then move the position indicator in the Effect Preview monitor to another time and make a change, the effect doesn’t display as unrendered until you move the position indicator again.



- When you apply BCC Fire to a Title Matte and change the Map Layer to Filter Layer, the fire appears blocky and incorrect on the title.
- In the BCC Posterize Time filter, frame blending isn't working. When you render it displays one field of the intended layer, then three fields of the lower layer, then one field of the intended layer.
- In the Page Turn filter, offset values between 0 and 20 have no effect.
- When you use high values of Horizontal and Vertical Displacement in the Displacement Map filter, you will see scaling problems.

### Issues with Field Rendering

In some filters the output appears differently when you choose to **Field Render** optimized for *Speed* or whether you field render based optimized for *Quality*.

- **Lighting filters** or filters that use light will change their default light position when you change the render mode. Also, when optimized for quality, the size of the light will be smaller than when optimized for speed.
- **Pattern Generating filters** stretch or squish the image when you change the render mode.
- The **Star filter** star placement changes when you switch render modes.
- The **Fire filter** renders twice as fast when rendered optimized for *Quality*.
- The **Page Turn filter** has a subtle difference when the render mode is changed.
- The **Polar Displacement filter** stretches vertically when rendered optimized for *Speed*.

### Filters requiring you to use the Rebuild Param Cache button

Several filters contain a **Rebuild Param Cache button** which forces the filter to rebuild the parameter cache. If you have created your effect previously and relaunched Avid before rendering the effect, pressing the **Rebuild Param Cache button** is *required* before you render the filter. This button does not depress when you click it.

For example, if you set up your effect and then quit and relaunch Avid before rendering i.e. (if you were going to redigitize your footage and render your effects at a later time), your effect will look different unless you press the **Rebuild Param Cache button** just previous to rendering.



**Always click the Rebuild Param Cache button just before rendering the following filters:**

**DVE** (if you are using Motion Blur), **DVE Basic** (if you are using Motion Blur), **Sphere** (if you are using Motion Blur), **Z-Space** (if you are using Motion Blur), **Particle System**, **Rain**, **Snow**, **Sparks**, **Jitter**, **Looper**, **Posterize Time**, and **Velocity Remap**.

## Registration

Make sure to register your product in order to receive the latest technical and upgrade information.

You can register either by filling out the registration form online at <http://borisfx.com/support/register.html> or by sending us your completed registration card.

We offer registered users one year of free technical support starting from the date of purchase. In addition, registered users have access to some free upgrades and new preset effects designed specifically for Boris CONTINUUM Complete.

## Contacting Technical Support

For technical support, contact Boris CONTINUUM Complete technical support specialists:

web: <http://www.borisfx.com/support/>

e-mail: [support@borisfx.com](mailto:support@borisfx.com)

phone: 617-451-9900

hours: 9am-5pm Eastern Time (United States & Canada, GMT -05:00)

