

Boris Final Effects Complete™ Version 4.0.2

Release Notes

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FINAL EFFECTS COMPLETE

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Introduction

Welcome to Boris Final Effects Complete 4.0.2. Final Effects Complete includes over 100 powerful plug-in filters for Adobe After Effects, Apple Final Cut Pro, Autodesk Combustion and Boris Red, FX and Graffiti.

Version 4.0.2 is a maintenance release to Final Effects Complete 4.0.1 (Macintosh) and Final Effects Complete 3.5.2 (Windows). FEC 4.0.2 fixes a number of bugs that appeared in previous versions of Final Effects Complete.

These Release Notes contain important information regarding supported system requirements, new features, fixed bugs, and known limitations, as well as information on installing Boris Final Effects Complete 4.0.2. For information about Boris Final Effects Complete software updates, other Boris products, and additional resources, visit our web site at www.borisfx.com.

Compatibility with Older Versions of Final Effects Complete

Boris Final Effects Complete 4.0.2 is an update to Boris Final Effects Complete 4.0.1 (Macintosh) and Final Effects Complete 3.5.2 (Windows).

Users with Earlier Versions of FEC Installed

For users who currently have FEC installed on their system, installing FEC 4.0.2 will seamlessly replace the older filters with the newer 4.0.2 versions. Rendered and unrendered effects will not be affected by the switchover to FEC 4.0.2.

Supported Hosts

Boris Final Effects Complete 4.0.2 supports the following host applications.

Macintosh

- Adobe® After Effects® 5.5 and later
- Apple® Final Cut Pro® 4.1 and later
- Autodesk® Combustion® 3.0.x
- Boris Red® 3GL and later.
- Boris FX 4 and later.
- Boris Graffiti 8 and later.

Windows

- Adobe® After Effects® 5.5 and later
- Autodesk® Combustion® 3.0.x
- Boris Red® 3GL and later.
- Boris FX 4 and later.
- Boris Graffiti 8 and later.

Minimum System Memory Requirements

The following requirements are recommended for both Macintosh and Windows users.

- Minimum 512 MB (assigned to host application)
- Recommended 512 MB (assigned to host application)

Supported Operating Systems

Boris Final Effects Complete 4.0.2 supports the following operating systems:

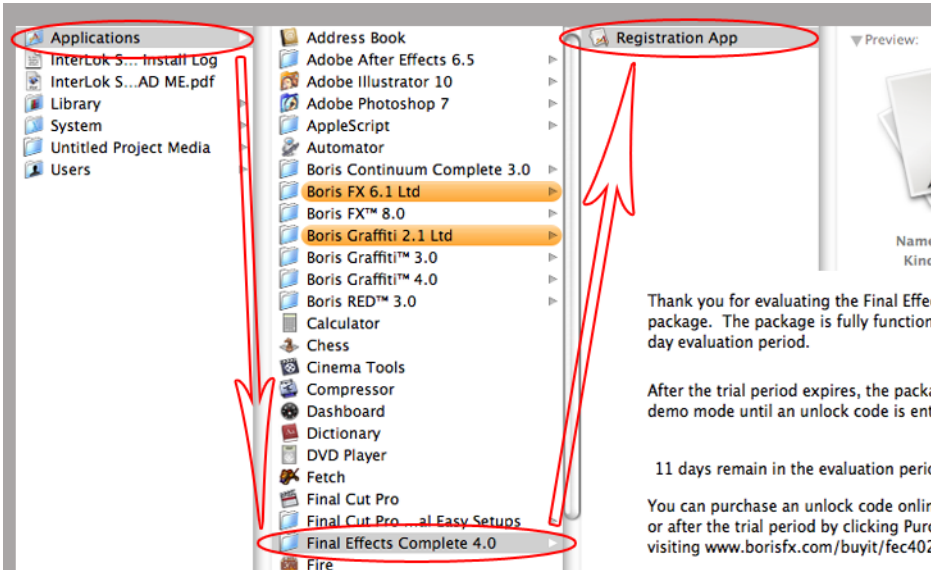
- Macintosh OS™ X 10.2.8 and above
- Microsoft® Windows® 2000 and Windows XP®

Purchasing Final Effects Complete Via a Trial Version

The following section details the method for registering and purchasing FEC via a Trial version downloaded from the Boris FX website. The steps depend on your host application.

Autodesk Combustion and Boris Red, FX and Graffiti Users

1. Navigate to the Final Effects Complete 4.0 folder within the Applications folder and then launch the Registration Application. The following illustration shows this application on a Macintosh system.



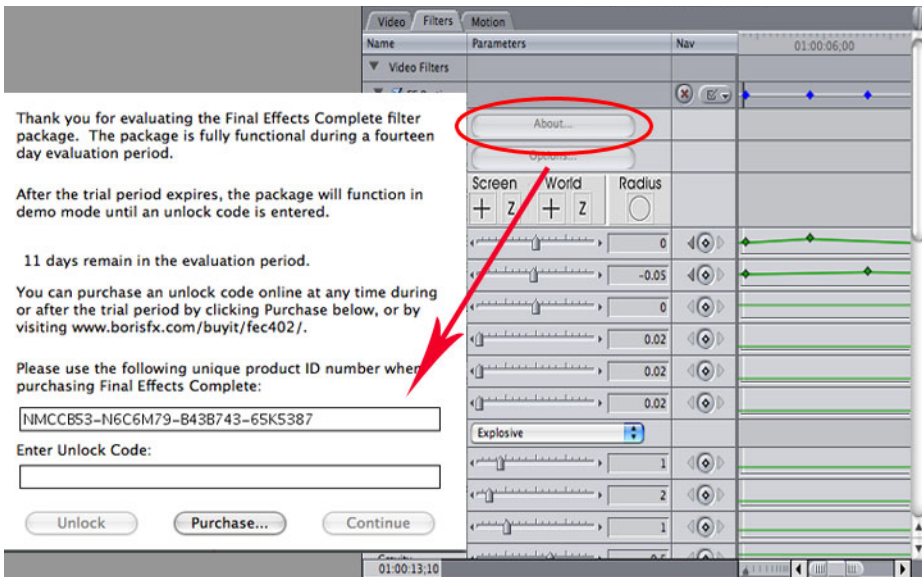
2. This application connects you to the BorisFX website where you can purchase the software online. You may also call a BorisFX salesperson to obtain a serial number.

Adobe After Effects and Apple Final Cut Pro Users

The following are instructions for purchasing and locating your Unique Product ID number within the Boris Final Effects Complete Trial version installer.

Purchasing Final Effects Complete for Apple Final Cut Pro Systems

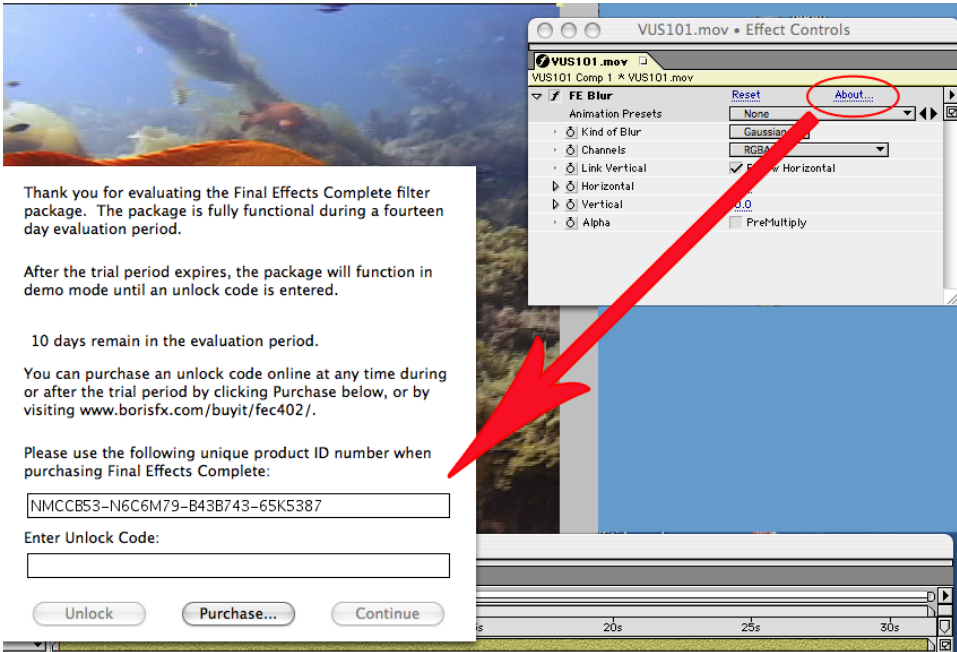
1. Launch Final Cut Pro and apply a Final Effects Complete filter to a clip.
2. Double-click the clip to display the filter parameters in the Viewer's Filter tab.
3. Click the **About** button directly below the filter name to access the registration dialog.



4. Click the **Purchase** button to purchase an Unlock Code.

Purchasing Final Effects Complete for Adobe After Effects Systems

1. Launch Adobe After Effects and apply a Final Effects Complete filter to a clip.
2. Click the **About** button on the right hand side of the Effect Controls window. A registration dialog window appears.



3. Click the **Purchase** button to purchase an Unlock Code.

Installing Final Effects Complete from a CD-ROM

The following instructions detail how to install Final Effects Complete via a CD on Macintosh and Windows systems.

Installing FEC 4.0.2 on Macintosh OS™ Hosts

1. Launch the correct installer application for your Mac OS from the Boris Final Effects Complete CD-ROM.
2. To successfully install FEC 4.0.2, you must log on as an *Administrator* or have *Administrator* (read / write) privileges. Enter your Administrator Name and Password. Click **Ok**.

Multiple users logging into the same Macintosh OS X system must perform a separate installation of FEC 4.0.2 for each user. Users logged into the system who have not separately installed FEC 4.0.2 under their login will get an error message attempting to use the plug-ins.

3. Enter your User Name, Company Name and Serial Number in the Customer Information screen. Include the hyphens when you enter the serial number. The product serial number is found inside the front cover of your CD case. Click **OK**.
4. Read the Software License Agreement. Click **Accept**.
5. Select your host from the list in the installer menu. This installs the plug-ins in the default plug-ins folder for your host, as well as all of the necessary supporting files and documentation. To install into multiple hosts, select more than one.
6. Click **Continue**.
7. When installation is complete, a dialog allows you to register FEC via the internet. Follow the online instructions to register your copy.
8. A dialog appears telling you that the installation is complete. Follow the onscreen instructions to either perform an additional installation of FEC, or quit the installer.

Installing FEC 4.0.2 for Microsoft® Windows® Hosts

1. Quit all applications.
2. To correctly install Boris Final Effects Complete on Windows systems, you must log on to your system as an Administrator.
3. Insert the Boris CD into the system's CD-ROM drive. The Boris Final Effects Complete installer automatically launches.



NOTE: If after at least 15 seconds the Welcome window does not appear, double-click "setup.exe" located within the "install" directory found at the root of the Boris CD.

4. Choose the language for installation from the choices in the menu. Click **OK**.
5. The Boris Setup License Agreement appears. Click to accept the terms of the license agreement. Then click **Next**.
6. Enter your User Name, Company Name and Serial Number in the Customer Information screen. Include the hyphens when you enter the serial number. The product serial number is found inside the front cover of your CD case. Click **OK**.
7. In the Select Features screen, select the hosts you want to install FEC 4.0.2. To install into multiple hosts, click all hosts that apply.
8. Click **Next**.
9. In the next window, click **Install** to begin the installation. The installer will search for your host(s) on the system and install FEC 4.0.2 inside your host(s).
10. A Plugin Destination window appears telling you the path FEC 4.0.2 plug-ins will be installed for each host you are installing into. Click **Next**.
11. A dialog appears allowing you to register your copy of FEC 4.0.2. Follow the onscreen instructions to register your copy. Click **Finish**.

Installing FEC 4.0.2 into another Host

If you already installed FEC 4.0.2 and want to install it into a different host or hosts, complete the following steps.

1. Quit all applications.
2. Insert the Boris CD into the system's CD-ROM drive. The Boris installer automatically launches.



NOTE: If after at least 15 seconds the Welcome window does not appear, double-click "setup.exe" located within the "install" directory found at the root of the Boris CD.

3. In the Welcome screen that appears, select **Modify**, then click **Next**.
4. In the Select Components window that appears, the host(s) that FEC is already installed into are selected. Select the new host or hosts where you want to install FEC.



Leave any host selected into which FEC is already installed. If you deselect a host where FEC is already installed, the installer will uninstall from that host.

FEC 4.0.2 now installs into the newly selected hosts.

5. After installation, a Setup Complete window appears. Click **Finish**.

Supported Filters

The following table describes the filters that are included with Final Effects Complete. Not all filters are compatible with all host applications.

For information on which filters are not compatible with your host application, see “Known Limitations” on page 12.

Final Effects Complete Filters

Blur & Sharpen Effects			
Blur	Channel	Chroma/Luma Blur	Directional Blur
Vector Blur	Sharpen	Soften	Spin Blur
Spiral Blur	Unsharpen Mask	Zoom Blur	
Color Correction Effects			
Brightness & Contrast	Color Balance (HLS)	Color Balance (RGB)	Color Offset
Threshold	Threshold (RGB)	Replace Color	Gamma/ Pedestal/Gain
Invert	Levels	Tint	
Distort Effects			
EZ LazyWaves	Bulge	EZ Ripples	Bend It
Bender	Flo Motion	Griddler	Lens
Power Pin	Ripple Pulse	Slant	Slant Matte
Smear	Spherize	Split	Split 2
Tiler	Twirl	Waterwaves	
Edges Effects			
Burn Edges	Gradient Blur	Power Ramp	Sparkle Edges
Spot Blur	Spot Feather	Spot Frame	Spot Frame
Spot Turbulence	Wiggle Edges		
Image Effects			
Channel Noise	Alpha Map	Composite	Simple Wire Removal
Median	Min/Max	Noise	

Final Effects Complete Filters

Light Effects			
Light Burst 2.5	Light Rays	Light Sweep	Lightblast
LightTornado	LightWhirl	Spotlight	
Particle Effects			
Ball Action	Bubbles	Drizzle	Hair
Mr. Mercury	Particle System II	Particle World	Pixel Polly
Rain	Snow	Star Burst	
Perspective Effects			
Advanced 3D	Page Turn	Cylinder	Sphere
Simple Shadow			
Stylize Effects			
3D Relief	Emboss	Blobbylize	Burn Film
Glass	Glue Gun	Kaleida	Mr. Smoothie
RepeTile	Scatterize	Fractal	Glow
Lenstar	VideoFragment		
Time Effects			
Time Blend	Time Blend FX		
Transitions Effects			
Glass Wipe	Grid Wipe	Image Wipe	Jaws
LightWipe	Radial ScaleWipe	ScaleWipe	Twister

Important Information for Apple Final Cut Pro Users



Final Cut Pro has some issues running the FEC 4.0.2 plug-ins. Boris FX is working with Apple to address these issues in a future version.

Combining FEC Filters with Native FCP filters

When applying both FEC and native Final Cut Pro filters to a clip, apply the FEC filters before any other filters. If you apply native or other third-party filters before FEC filters, certain parameters may not work correctly.

Using a Clip as its own Layer

If you reference a clip as its own Map or Blend layer, you will run into memory problems if another After Effects filter is above the filter in the timeline. For example, Control-clicking a filter's **Clip Control button** and choosing *Self*, assigns the clip as its own layer. If another AE filter is above this clip, you will quickly run into memory problems and could crash. Clear the clip from the Map (or Blend) layer if this happens. Then save, quit and relaunch.

Current Layer Does Not Appear after Choosing Selected Layer

If you choose *Use Front* or *Independent* to use an image other than the filtered clip in the Cube filter, Final Cut Pro defaults to transparent until you apply an image. This prevents the problems described above. To add video to each layer, drag the clip from the Browser to the layer well.

Non-redraw of Custom Controls

Sometimes custom controls (such as banners) fail to redraw. This usually happens when double-clicking a filter in the timeline when the playhead is not on the clip. This may also happen when you switch between multiple instances of the same filter in the timeline. Switch to the Video tab then back, or move the playhead to the filtered clip before double-clicking to fix this.

Incorrect Total Time when Viewing Effect in Viewer

Some filters (primarily Time and Particle filters) use the **total time** (total length of the effect). When you open a clip in the Viewer, this total time is the *untrimmed* length of the media (for a movie), or a large number (for a still or synthetic). When FEC renders from the timeline to the Canvas, FCP assigns the filters the *trimmed* media length. So the Viewer display may not match the Canvas. When using a filter that uses total time, preview in the Canvas.

Working with Media Smaller than the Project Size

Position points display incorrectly with media scaled smaller than the Project size (such as a picture-in-picture effect). To apply an effect to smaller media and use position points, scale the media to the project size, apply your effect, adjust the controls and render. Scale your media to the desired size after rendering.

Understanding Contextual Controls in Final Cut Pro

The Final Cut Pro architecture does not support contextual controls, so parameters that do not apply are not dimmed in the Viewer. If a parameter does not seem to work, check your User Guide to see if the parameter is contextual and if another parameter needs to be met.

Important Information for Autodesk Combustion Users

You should be aware of the following issue when using Combustion as a host with the FEC plug-ins.

Understanding Field Handling in Combustion

Some time-based filters (for example Particles, Time Filters, and Motion Blur effects) need information from the host application to determine whether to field render. Since Combustion does not pass FEC that information, FEC assumes field rendering if the frame rate is 25.0, 29.97, or 30.0 fps.

Fixed Bugs in FEC 4.0.2

Final Effects Complete Version 4.0.2 includes many bug fixes from the previous version of FEC. Fixed bugs include the following:

- Some general stability issues in Time filters have been corrected in this version. Filters affected by this fix are: FE Force Motion Blur, FE Time Blend, FE Time Blend FX, FE Wide Time.
- FE Blobblyize no longer crashes when it is first applied or after making subtle adjustments to the parameters.
- A crashing bug with FE Sphere has been repaired and the filter has been added into the installer.
- All **End Pipeline checkboxes** have been removed from both platforms and all hosts. This checkbox was originally required when running FEC with ICE hardware.
- Boris Red, FX and Graffiti would crash when setting **Transition Complete** to **100%** in the FE Light Wipe filter and scrubbing the timeline to preview. This has been fixed.
- Previously, FEC Filters that accept alternate layers would display incorrect results when the image size of the alternate layer was different from the source media. This is now fixed.
- In previous versions, FE Light Wipe did not allow you to composite over transparency by setting the background layer to None. This is a new feature added to FE Light Wipe.
- Certain filters, such as FE Light Rays and FE Spotlight, had % value parameter sliders that were inaccurate when compared to numerical values. These % value sliders were changed to numerical value sliders to allow accurate adjustment.

Fixed Bugs for After Effects Users Only

- Issues opening or saving a project with FE Split 2, FE Alpha Map, FE Particle World, and Advanced 3D Filters have now been corrected. The host assumed an old version of After Effects was required to open the settings.
- FE Super Shadow has been added for After Effects on Macintosh.
- FE Glass Wipe now correctly scales the background image when the **Transition Complete** parameter is set to **100%**.

Fixed Bugs for Final Cut Pro Users Only

- Field rendering problems have been corrected in filters where FCP passed interlaced frames when deinterlaced frames were needed to remove jitter in the final render.
- FE Super Shadow, FE Simple Shadow, FE Power Pin, FE Time Blend, FE Time Blend FX and FE Wide Time are now included the FCP filter set.
- FCP no longer passes FEC incorrect values for second field rendering for Particle filters and Motion Blur.
- A problem with has been corrected that caused saved projects to generate an error message if FE Particle World, FE Alpha Map, FE Split 2, and FE Advanced 3D were used in a project.
- When working with interlaced media, all standard video sizes needed to be deinterlaced to ensure proper output and field order.
- All FE Filters that allow the use of alternate layers needed to receive the same deinterlaced feature on these alternate layers to ensure proper output and field order.
- Certain FE filters that include alternate layers were defaulting to *Self*. This could cause the application to go into an endless render loop. Alternate layers now default to *None*.

Known Limitations

Final Effects Complete Version 4.0.2 includes the following known limitations:

- The FE Levels filter is not installed on Windows systems.
- All filters are 8-bit only.
- Red demo X lines appear when applying FE Tiler to a solid color using FE Lens.
- FE Particle World automatically normalizes opacity map adjustments when clicking the **Soften button** in the filter's custom user interface.
- If the backside image is smaller than the front side image in FE Twister, the image will jump from the left corner to the center of the window when adjusting **Completion %**.

Limitations for Final Cut Pro Only

- The following filters are not installed in FCP: FE Light Burst 2.5, FE Composite, FE Force Motion Blur, FE Repetile.
- There is a quality issue when field rendering FE Advanced 3D with hard-edged media.
- An error message appears when loading projects that include: FE Advanced 3D, FE Split 2, FE Alpha Map and FE Particle World because of how FCP deals with sequence data.
- FE Glue Gun only renders one field.
- Parameters will not update with redraw issues, when working with FE Levels and adjusting parameters with the histogram.
- FCP does not allow for entry of out of range values for parameter sliders. This impacts several filters and can be bypassed by manually entering the numerical number.

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>.

We offer registered users one year of free technical support starting from the date of purchase.

Contacting Technical Support

For technical support, contact Boris Final Effects technical support specialists:

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

e-mail: support@borisfx.com

phone: 617-451-9900

fax: 617-451-9916

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