

## Feature Set and Filter Cross-map Listing

The following is a list of supported features in the v1.0 release version of Boris AAF Transfer. Support for additional features may be made available with updates to the software and an up-to-date listing of the supported feature set can always be found on the AAF Transfer product page at [borisfx.com](http://borisfx.com).

| Feature in Final Cut Pro 6/7          | Match in Avid Media Composer |   |
|---------------------------------------|------------------------------|---|
| General Features                      | Support                      |   |
| <b>Item Settings</b>                  |                              |   |
| Frame Rate                            | <b>Supported</b>             |   |
| Pixel Aspect Ratio                    | <b>Supported</b>             | Set by Avid project setting   |
| Field Dominance                       | <b>Supported</b>             | Set by Avid project setting   |
| Alpha                                 | <b>Supported</b>             |   |
| Reverse Alpha                         | <b>Supported</b>             |   |
| In/Out points                         | <b>Supported</b>             |   |
| Start/End points                      | <b>Supported</b>             |   |
| Duration                              | <b>Supported</b>             |   |
| Clip Name                             | <b>Supported</b>             | Master Clip names only  |
| <b>Sequence Settings</b>              |                              |   |
| Width/Height                          | <b>Supported</b>             | Set by Avid project setting   |
| Pixel Aspect Ratio                    | <b>Supported</b>             | Set by Avid project setting   |
| Frame Rate                            | <b>Supported</b>             |   |
| Sequence Name                         | <b>Supported</b>             |   |
| <b>Clip Comments &amp; Labels</b>     |                              |   |
| Master Comments                       | <b>Supported</b>             | Script Comments for the corresponding Source Clip                                     |
| Comments A & B                        | <b>Supported</b>             | Appended to Script Comments   |
| Label1                                | <b>Supported</b>             | Appended to Script Comments   |
| Label2                                | <b>Supported</b>             | Appended to Script Comments   |
| <b>Sequence Comments &amp; Labels</b> |                              |   |
| Master Comments                       | <b>Supported</b>             | Script Comments for the corresponding Sequence  |
| Comments A & B                        | <b>Supported</b>             | Appended to Script Comments   |
| Label1                                | <b>Supported</b>             | Appended to Script Comments   |
| Label2                                | <b>Supported</b>             | Appended to Script Comments   |
| <b>Markers</b>                        |                              |   |
| Clip Markers                          | <b>Supported</b>             | Marker Colors not supported   |
| Sequence Markers                      | <b>Supported</b>             | Locators on corresponding track in timeline<br>Locators on timecode track in timeline |
| <b>Non-Timecoded sources</b>          |                              |   |
| PSD Files                             | <b>Supported</b>             | Submaster effect applied  |

|            |                  |
|------------|------------------|
| JPEG Files | <b>Supported</b> |
| PNG Files  | <b>Supported</b> |
| TIF Files  | <b>Supported</b> |
| BMP Files  | <b>Supported</b> |
| TGA Files  | <b>Supported</b> |

**Nested Sequences**

|       |                  |                          |
|-------|------------------|--------------------------|
| Video | <b>Supported</b> | Submaster effect applied |
|-------|------------------|--------------------------|

**Other**

|               |                  |                             |
|---------------|------------------|-----------------------------|
| Freeze Frames | <b>Supported</b> | Video Repeat effect applied |
| Subclips      | <b>Supported</b> | Avid Subclips               |
| Multicam      | <b>Supported</b> |                             |

|                                     |                                     |
|-------------------------------------|-------------------------------------|
| <b>Feature in Final Cut Pro 6/7</b> | <b>Match in Avid Media Composer</b> |
|-------------------------------------|-------------------------------------|

|                   |                |  |
|-------------------|----------------|--|
| <b>Motion Tab</b> | <b>Support</b> | <b>Not supported for Text &amp; nested PSD</b> |
|-------------------|----------------|--|

**Basic Motion**

|          |                  |   |
|----------|------------------|---|
| Scale    | <b>Supported</b> | Scale X & Y Params in 3D Warp or Matte Key    |
| Rotation | <b>Supported</b> | Rotate Param in 3D Warp                       |
| Center   | <b>Supported</b> | Position X & Y Params in 3D Warp or Matte Key |

**Crop**

|                          |                  |  |
|--------------------------|------------------|--|
| Left, Right, Top, Bottom | <b>Supported</b> | Crop Params in 3D Warp or Matte Key if Alpha |
|--------------------------|------------------|--|

**Opacity**

|         |                  |  |
|---------|------------------|--|
| Opacity | <b>Supported</b> | FG Opacity Param in 3D Warp or Matte Key |
|---------|------------------|--|

**Speed**

|                |                  |                               |
|----------------|------------------|-------------------------------|
| Constant Speed | <b>Supported</b> | Not supported for Alpha Clips |
| Time Reverse   | <b>Supported</b> | Clip speed in Motion Effects  |

|                                     |                                     |
|-------------------------------------|-------------------------------------|
| <b>Feature in Final Cut Pro 6/7</b> | <b>Match in Avid Media Composer</b> |
|-------------------------------------|-------------------------------------|

|              |                |
|--------------|----------------|
| <b>Audio</b> | <b>Support</b> |
|--------------|----------------|

**Audio Settings**

|                   |                  |
|-------------------|------------------|
| Audio Sample Rate | <b>Supported</b> |
| Audio Bit Depth   | <b>Supported</b> |

**Audio Effects**

|                                  |                  |  |
|----------------------------------|------------------|--|
| Audio Levels & Audio Gain:       |                  |  |
| -Constant Level & Constant Gain  | <b>Supported</b> | Level and Gain added together  |
| -Constant Level & Keyframed Gain | <b>Supported</b> | Constant Level added to all Gain Automation Kfs for FCP Gain Kfs       |
| -Keyframed Level & Constant Gain | <b>Supported</b> | Constant Gain added to all Gain Automation Kfs for FCP Audio Level Kfs |
| -Keyframed Level &               | <b>Supported</b> | Gain Automation KF for each FCP Audio Level & Gain                     |

Keyframed Gain KF

### Audio Transitions

|                   |                  |                        |
|-------------------|------------------|------------------------|
| Cross Fade (0dB)  | <b>Supported</b> | Audio Dissolve applied |
| Cross Fade (+3dB) | <b>Supported</b> | Audio Dissolve applied |

## Feature in Final Cut Pro 6/7 Match in Avid Media Composer

### FCP Native Transitions Support

#### Dissolve

|                           |                  |  |
|---------------------------|------------------|--|
| Cross Dissolve            | <b>Supported</b> | Dissolve   |
| Fade In Fade Out Dissolve | <b>Supported</b> | Dip to Color, color is black, track below not revealed |

#### Iris

|                |                  |            |
|----------------|------------------|------------|
| Cross Iris     | <b>Supported</b> | 4 Corners  |
| Diamond Iris   | <b>Supported</b> | Diamond    |
| Oval Iris      | <b>Supported</b> | Circle     |
| Rectangle Iris | <b>Supported</b> | Center Box |

#### Wipe

|             |                  |  |
|-------------|------------------|--|
| Band Wipe   | <b>Supported</b> | Horizontal Bands                             |
| Center Wipe | <b>Supported</b> | Vert Open                                    |
| Clock Wipe  | <b>Supported</b> | Clock Transition                             |
| Edge Wipe   | <b>Supported</b> | Horizontal                                   |
| Inset Wipe  | <b>Supported</b> | Top Left to Bottom Right (Box Wipe Category) |
| Jaws Wipe   | <b>Supported</b> | VertOpenSawtooth or HorizOpenSawtooth        |

## Feature in Final Cut Pro 6/7

### FCP Native Generators Support Match in Avid Media Composer

#### Text

|      |                  |  |
|------|------------------|--|
| Text | <b>Supported</b> | Avid Title Tool - Preserves text, font, size, color, and alignment |
|------|------------------|--|

## Feature in Final Cut Pro 6/7

### BCC Transitions Support Match in Avid Media Composer

#### BCC Wipe Transitions

|                        |                  |  |
|------------------------|------------------|--|
| BCC Criss Cross Wipe   | <b>Supported</b> | <b>Identical match for all filters</b> |
| BCC Linear Wipe        | <b>Supported</b> |  |
| BCC Multi Stretch Wipe | <b>Supported</b> |  |
| BCC Multi Stripe Wipe  | <b>Supported</b> |  |
| BCC Radial Wipe        | <b>Supported</b> |  |
| BCC Rectangular Wipe   | <b>Supported</b> |  |
| BCC Swish Pan          | <b>Supported</b> |  |
| BCC Textured Wipe      | <b>Supported</b> |  |

## Feature in Final Cut Pro 6/7

| BCC Filters                  | Support          | Match in Avid Media Composer           |
|------------------------------|------------------|--|
| <b>BCC6 3D Objects</b>       |                  |  |
| BCC Extruded EPS             | <b>Supported</b> |  |
| BCC Extruded Spline          | <b>Supported</b> |  |
| BCC Extruded Text            | <b>Supported</b> |  |
| BCC Layer Deformer           | <b>Supported</b> |  |
| BCC Type On Text             | <b>Supported</b> |  |
| <b>BCC Color &amp; Blurs</b> |                  | <b>Identical match for all filters</b> |
| BCC RT Color Choker          | <b>Supported</b> |  |
| BCC RT Color Match           | <b>Supported</b> |  |
| BCC RT Colorize              | <b>Supported</b> |  |
| BCC RT Pyramid Blur          | <b>Supported</b> |  |
| BCC RT Radial Blur           | <b>Supported</b> |  |
| BCC RT Safe Colors           | <b>Supported</b> |  |
| BCC RT Smooth Tone           | <b>Supported</b> |  |
| BCC RT Spiral Blur           | <b>Supported</b> |  |
| BCC Artists Poster           | <b>Supported</b> |  |
| BCC Boost Blend              | <b>Supported</b> |  |
| BCC Brightness-Contrast      | <b>Supported</b> |  |
| BCC Color Balance            | <b>Supported</b> |  |
| BCC Color Choker             | <b>Supported</b> |  |
| BCC Color Correction         | <b>Supported</b> |  |
| BCC Color Match              | <b>Supported</b> |  |
| BCC Color Palette            | <b>Supported</b> |  |
| BCC Colorize                 | <b>Supported</b> |  |
| BCC Composite (new in BCC7)  | <b>Supported</b> |  |
| BCC Correct Selected Color   | <b>Supported</b> |  |
| BCC Directional Blur         | <b>Supported</b> |  |
| BCC DV Fixer                 | <b>Supported</b> |  |
| BCC Gaussian Blur            | <b>Supported</b> |  |
| BCC Hue-Sat-Lightness        | <b>Supported</b> |  |
| BCC Invert Solarize          | <b>Supported</b> |  |
| BCC Lens Blur (new in BCC7)  | <b>Supported</b> |  |
| BCC Lens Shape (new in BCC7) | <b>Supported</b> |  |
| BCC Levels Gamma             | <b>Supported</b> |  |
| BCC Motion Blur              | <b>Supported</b> |  |
| BCC MultiTone Mix            | <b>Supported</b> |  |
| BCC Posterize                | <b>Supported</b> |  |
| BCC Pyramid Blur             | <b>Supported</b> |  |
| BCC Radial Blur              | <b>Supported</b> |  |
| BCC RGB Blend                | <b>Supported</b> |  |
| BCC Safe Colors              | <b>Supported</b> |  |
| BCC Smooth Tone              | <b>Supported</b> |  |
| BCC Spiral Blur              | <b>Supported</b> |  |

|                  |                  |
|------------------|------------------|
| BCC Super Bend   | <b>Supported</b> |
| BCC Tritone      | <b>Supported</b> |
| BCC Unsharp Mask | <b>Supported</b> |
| BCC Z-Blur       | <b>Supported</b> |

**BCC Distortion Perspective**

|                     |                  |
|---------------------|------------------|
| RT Bulge            | <b>Supported</b> |
| RT Twirl            | <b>Supported</b> |
| 2D Particles        | <b>Supported</b> |
| Bluge               | <b>Supported</b> |
| Corner Pin          | <b>Supported</b> |
| Cube                | <b>Supported</b> |
| Cylinder            | <b>Supported</b> |
| Displacement Map    | <b>Supported</b> |
| DVE                 | <b>Supported</b> |
| DVE Basic           | <b>Supported</b> |
| Fast Flipper        | <b>Supported</b> |
| Match Move          | <b>Supported</b> |
| Page Turn           | <b>Supported</b> |
| Pan and Zoom        | <b>Supported</b> |
| Polar Displacement  | <b>Supported</b> |
| Ripple              | <b>Supported</b> |
| Sphere              | <b>Supported</b> |
| Sphere Transition   | <b>Supported</b> |
| Turbulence          | <b>Supported</b> |
| Twirl               | <b>Supported</b> |
| UpRez               | <b>Supported</b> |
| Vector Displacement | <b>Supported</b> |
| Wave                | <b>Supported</b> |
| Z Space I           | <b>Supported</b> |
| Z Space II          | <b>Supported</b> |
| Z Space III         | <b>Supported</b> |

**Identical match for all filters**

**BCC Effects**

|                    |                  |
|--------------------|------------------|
| RT Alpha Spotlight | <b>Supported</b> |
| RT Cartoon Look    | <b>Supported</b> |
| RT Cartooner       | <b>Supported</b> |
| RTCharcoal Sketch  | <b>Supported</b> |
| RT Colorize Glow   | <b>Supported</b> |
| RT Emboss          | <b>Supported</b> |
| RT Film Damage     | <b>Supported</b> |
| RT Film Grain      | <b>Supported</b> |
| RT Film Process    | <b>Supported</b> |
| RT Glow            | <b>Supported</b> |
| RT Halftone        | <b>Supported</b> |
| RT Median          | <b>Supported</b> |
| RT Pencil Sketch   | <b>Supported</b> |
| RT Rough Glow      | <b>Supported</b> |
| RT Water Color     | <b>Supported</b> |

**Identical match for all filters**

|                    |                  |
|--------------------|------------------|
| Alpha Pixel Noise  | <b>Supported</b> |
| Alpha Spotlight    | <b>Supported</b> |
| Burnt Film         | <b>Supported</b> |
| Cartoon Look       | <b>Supported</b> |
| Cartooner          | <b>Supported</b> |
| DeGrain            | <b>Supported</b> |
| Deinterlace        | <b>Supported</b> |
| DeNoise            | <b>Supported</b> |
| Drop Shadow        | <b>Supported</b> |
| Dust and Scratches | <b>Supported</b> |
| Emboss             | <b>Supported</b> |
| Film Damage        | <b>Supported</b> |
| Film Grain         | <b>Supported</b> |
| Film Process       | <b>Supported</b> |
| Glow               | <b>Supported</b> |
| Glow Alpha Edges   | <b>Supported</b> |
| Halftone           | <b>Supported</b> |
| Match Grain        | <b>Supported</b> |
| Median             | <b>Supported</b> |
| Misalignment       | <b>Supported</b> |
| Mosaic             | <b>Supported</b> |
| Multi Shadow       | <b>Supported</b> |
| Pencil Sketch      | <b>Supported</b> |
| Pixel Fixer        | <b>Supported</b> |
| RGB Edges          | <b>Supported</b> |
| RGB Pixel Noise    | <b>Supported</b> |
| Rough Glow         | <b>Supported</b> |
| Scatterize         | <b>Supported</b> |
| Spray Pant Noise   | <b>Supported</b> |
| Water Color        | <b>Supported</b> |
| Witness Protection | <b>Supported</b> |

**BCC Generators**

|                    |                  |
|--------------------|------------------|
| RT Particle System | <b>Supported</b> |
| RT Rays            | <b>Supported</b> |
| RT Sparks          | <b>Supported</b> |
| Brick              | <b>Supported</b> |
| Bump Map           | <b>Supported</b> |
| Caustics           | <b>Supported</b> |
| Cloth              | <b>Supported</b> |
| Clouds             | <b>Supported</b> |
| Comet              | <b>Supported</b> |
| Fire               | <b>Supported</b> |
| Fractal Noise      | <b>Supported</b> |
| Granite            | <b>Supported</b> |
| Mixed Colors       | <b>Supported</b> |
| Noise Map          | <b>Supported</b> |
| Noise Map 2        | <b>Supported</b> |
| Particle System    | <b>Supported</b> |

**Identical match for all filters**

|               |                  |
|---------------|------------------|
| Rain          | <b>Supported</b> |
| Rays          | <b>Supported</b> |
| Reptilian     | <b>Supported</b> |
| Rock          | <b>Supported</b> |
| Snow          | <b>Supported</b> |
| Sparks        | <b>Supported</b> |
| Stars         | <b>Supported</b> |
| Steel Plate   | <b>Supported</b> |
| Veined Marble | <b>Supported</b> |
| Weave         | <b>Supported</b> |
| Wood Grain    | <b>Supported</b> |
| Wood Planks   | <b>Supported</b> |

**BCC Keys and Matte**

|                  |                  |
|------------------|------------------|
| RT Glow Matte    | <b>Supported</b> |
| RT Light Matte   | <b>Supported</b> |
| RT Star Matte    | <b>Supported</b> |
| Alpha Process    | <b>Supported</b> |
| Chroma Key       | <b>Supported</b> |
| Composite Choker | <b>Supported</b> |
| Glow Matte       | <b>Supported</b> |
| Light Matte      | <b>Supported</b> |
| Light Wrap       | <b>Supported</b> |
| Linear Color Key | <b>Supported</b> |
| Linear Luma Key  | <b>Supported</b> |
| Make Alpha Key   | <b>Supported</b> |
| Matte Choker     | <b>Supported</b> |
| Matte Cleanup    | <b>Supported</b> |
| Motion Key       | <b>Supported</b> |
| Pixel Chooser    | <b>Supported</b> |
| Premult          | <b>Supported</b> |
| Star Matte       | <b>Supported</b> |
| Two Way Key      | <b>Supported</b> |
| Wire Remover     | <b>Supported</b> |

**Identical match for all filters**

**BCC Lights**

|                           |                  |
|---------------------------|------------------|
| RT Light Sweep            | <b>Supported</b> |
| Rt Light Zoom             | <b>Supported</b> |
| RT Rays Cartoon           | <b>Supported</b> |
| RT Rays Puffy             | <b>Supported</b> |
| RT Rays Radiant Edges     | <b>Supported</b> |
| RT Rays Radiant Spotlight | <b>Supported</b> |
| RT Rays Ring              | <b>Supported</b> |
| RT Rays Ripply            | <b>Supported</b> |
| RT Rays Streaky           | <b>Supported</b> |
| RT Rays Textured          | <b>Supported</b> |
| RT Rays Wedge             | <b>Supported</b> |
| RT Reverse Spotlight      | <b>Supported</b> |
| RT Spotlight              | <b>Supported</b> |

**Identical match for all filters**

|                        |                  |
|------------------------|------------------|
| Edge Lighting          | <b>Supported</b> |
| Light Sweep            | <b>Supported</b> |
| Light Zoom             | <b>Supported</b> |
| Rays Carton            | <b>Supported</b> |
| Rays Puffy             | <b>Supported</b> |
| Rays Radiant Edges     | <b>Supported</b> |
| Rays Radiant Spotlight | <b>Supported</b> |
| Rays Ring              | <b>Supported</b> |
| Rays Ripply            | <b>Supported</b> |
| Rays Streaky           | <b>Supported</b> |
| Rays Textured          | <b>Supported</b> |
| Rays Wedge             | <b>Supported</b> |
| Reverse Spotlight      | <b>Supported</b> |
| Spotlight              | <b>Supported</b> |

**BCC OpenGL**

|                           |                  |
|---------------------------|------------------|
| RT Glare                  | <b>Supported</b> |
| RT Glint                  | <b>Supported</b> |
| RT Lens Flare             | <b>Supported</b> |
| RT Lens Flare Adv         | <b>Supported</b> |
| 3D Extruded Image Shatter | <b>Supported</b> |
| Damaged TV                | <b>Supported</b> |
| Glare                     | <b>Supported</b> |
| Glint                     | <b>Supported</b> |
| Glitter                   | <b>Supported</b> |
| LED                       | <b>Supported</b> |
| Lens Flare                | <b>Supported</b> |
| Lens Flare Adv            | <b>Supported</b> |
| Lightning                 | <b>Supported</b> |
| Prism                     | <b>Supported</b> |
| Scanline                  | <b>Supported</b> |
| Tile Mosaic               | <b>Supported</b> |

**Identical match for all filters**

**BCC Wipe Transitions**

|                       |                  |
|-----------------------|------------------|
| RT Criss Cross Wipe   | <b>Supported</b> |
| RT Linear Wipe        | <b>Supported</b> |
| RT Multi Stretch Wipe | <b>Supported</b> |
| RT Multi Stripe Wipe  | <b>Supported</b> |
| RT Radial Wipe        | <b>Supported</b> |
| RT Rectangular Wipe   | <b>Supported</b> |
| Criss Cross Wipe      | <b>Supported</b> |
| Linear Wipe           | <b>Supported</b> |
| Multi Stretch Wipe    | <b>Supported</b> |
| Multi Stripe Wipe     | <b>Supported</b> |
| Radial Wipe           | <b>Supported</b> |
| Rectangular Wipe      | <b>Supported</b> |
| Textured Wipe         | <b>Supported</b> |

**Identical match for all filters**

**BCC Time**

**Identical match for all filters**

|                   |                  |
|-------------------|------------------|
| Jitter            | <b>Supported</b> |
| Jitter Basic      | <b>Supported</b> |
| Looper            | <b>Supported</b> |
| Optical Flow      | <b>Supported</b> |
| Optial Stabilizer | <b>Supported</b> |
| Posterize Time    | <b>Supported</b> |
| Sequencer         | <b>Supported</b> |
| Temporal Blur     | <b>Supported</b> |
| Time Displacement | <b>Supported</b> |
| Trails            | <b>Supported</b> |
| Trails Basic      | <b>Supported</b> |
| Velocity Remap    | <b>Supported</b> |