

BFX NAB DEMO 2009

BCC AE INTRODUCTION

LOOP EXTRUDED TEXT DEMO CLIP AT THE START OF THE DEMO

POINTS TO MENTION:

We'll start the presentation by taking a look at some of the unique features that are included in the Boris Continuum Complete filter package:

Continuum Complete is a set of almost 200 filters, transitions and generators for Adobe After Effects and Premiere Pro, that are applied and animated in the native AE/PP interface. A wide range of effects delivers everything from basic everyday utility and convenience to extraordinarily eye-catching special effects.

You can download a free working trial version of the software from our web site at www.borissfx.com

The 15 new filters in BCC 6 fall into the following 5

distinct categories:

- Image Restoration Tools: Pixel Fixer, DV Fixer, Smooth Tone
- Painterly Effects: Cartoon Look, Pencil Sketch, Water Color, Charcoal Sketch
- Wipe Transitions: Swish Pan
- Open GL: Lightning, Tile Mosaic
- 3D Objects: Extruded Text, Type On Text, Extruded Spline, Layer Deformer, Extruded EPS

Lets take a look at the new filters in BCC 6 AE

BCC IMAGE RESTORATION TOOLS

• BCC PIXEL FIXER

POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- this filter was designed to repair bad pixels caused by dust or faulty pixels on the camera imaging sensor

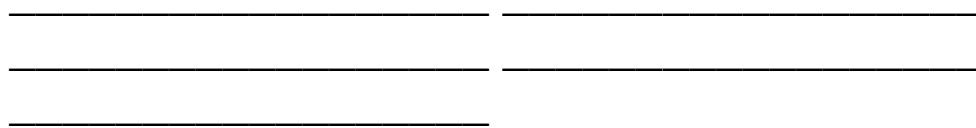
- it can repair up to 10 bad pixels per filter and you can stack as many filters as you need onto the same clip

- the filter is very easy to use and fast to render

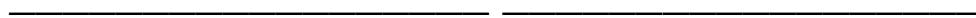
STEPS TO SHOW:

- this clip has several white spots in the image as a result of faulty or bad pixels in the imaging sensor on the camera. i've added the BCC Pixel Fixer to the clip and have placed a point target on one of the bad pixels and, as you can see, the spot has been seamlessly blended into the background.

- i'll enable a couple of additional points to clean up the remaining bad pixels in the image



• BCC DV FIXER



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the DV Fixer filter was designed to remove diagonal the stair-step jaggies that are commonly found in heavily compressed DV clips

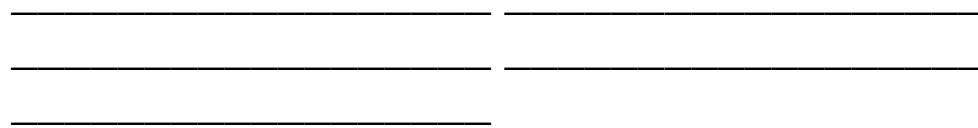
- the included preview mode enables accurate removal of the jaggies while preserving the overall image integrity

STEPS TO SHOW:

- the clip that i have in this comp has highly visible stair-stepping which is the result of the heavy DV compression that was applied to the image

- i've applied the dv fixer filter to this clip and as you can see, the stair-stepping has been noticeable reduced

- as enable the preview mode you can see how the filter has automatically isolated the pixels with the diagonal jaggies from the clean pixels in the image. i can adjust this parameter to include more or less image data in the smoothing process. notice that i also have control over how the edges of the repair work are blended back into the original clip via the threshold soften parameter



• BCC SMOOTH TONE



POINTS TO MENTION:

- the Smooth Tone filter was designed to help generate silky smooth skin tones while maintaining image detail contrast
- one might also refer to this as a type of digital make-up filter

STEPS TO SHOW:

- in this clip, i have a close up head and shoulders shot of a model. i'd like to smooth out the pores or other inconsistencies that are visible in her skin while maintaining the overall sharpness of the original
- i'll first apply a high-quality gaussian blur to the image, which can act as a point of reference. notice how the image is unilaterally blurred, which is not what we want to do with this image. i'll disable the gaussian blur.
- instead i've applied the bcc smooth tone filter to the clip and even at the filter default setting the model has smoother skin
- now i'll push the iterations up to a level of 4 and enable the pixelchooser to matte back the effect
- i've set the pixelchooser to view selected pixels and have selected the red channel

- notice that now she has silky smooth skin yet sharp features such as the specular highlights of the eyes and the shadow detail in her hair

BCC PAINTERLY EFFECTS

• BCC CARTOON LOOK

POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

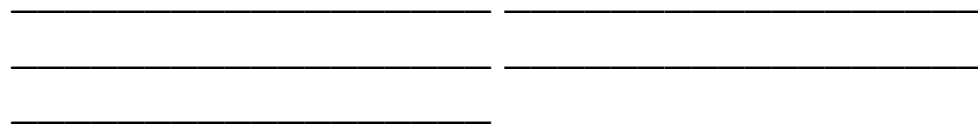
- this filter is used to convert images and clips into carton style roto animations

- we can use this filter to emulate the look of films such as waking life, a scanner darkly etc

STEPS TO SHOW:

- i've applied the bcc cartoon look filter to this artbeats clip and have instantly generated a usable cartoon-roto look

- as you can see the filter controls have been laid out to make working with this filter as easy as possible, keeping the main filter controls up front and the more advanced parameters in a separate group
- i have independent control over the lines and the contouring in the image, each of which can be enabled or disabled with a checkbox
- to create the look of an animated comic or graphic novel, we'll add the BCC Halftone filter and set the halftone type to RGB and the brightness to 70.



- **BCC PENCIL SKETCH**



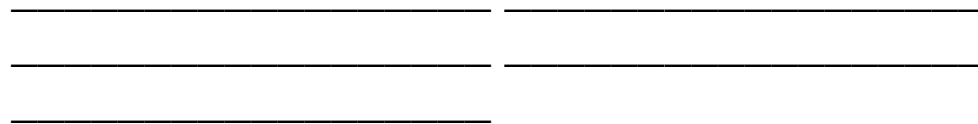
POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- with this filter, we can make an image appear as though it was a hand drawn pencil on paper sketch
- this filter is also ideal for emulating the look of architectural renderings from live action shots



STEPS TO SHOW:

- in this comp, i've applied the bcc pencil sketch filter to generate a hand drawn pencil sketch look
- i'm setting the line threshold parameter to a value of 2 to generate a cleaner look with this clip
- now i'm going to use the preset loader to load up one of the factory installed preset looks for this image - i'll select the setting Bridge_Sketch preset. notice how the image now looks like it was drawn with pencil on paper
- i'll also adjust the mix with original parameter, setting it to around 25, to blend the filtered result back in with the original image to generate the look of an architectural rendering



• **BCC WATER COLOR**



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- this filter was designed to emulate the appearance of a water color painting by simply applying the BCC water color filter to an image or clip

- it can also be used to emulate other types of art, such as an oil painting

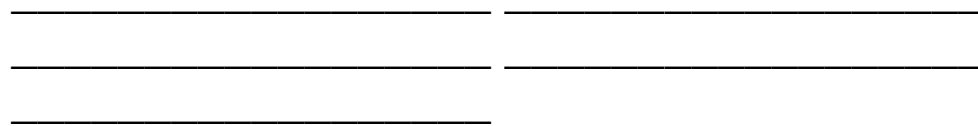
STEPS TO SHOW:

- i've imported another artbeats clip into a new comp and have applied the bcc water color filter

- the result ... the live action shot now looks as though it was a live water-color painting

- now if i switch the view to cartoon matte and set the mix with original to a value of about 75 we can create the look of an oil painting

- i'm going to load up one of the animated presets that ship with the filter. i've selected the BacktoReality.bap preset, which automatically animates the filtered clip back with the original unfiltered clip



• BCC CHARCOAL SKETCH

POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the charcoal sketch filter was created to replicate the look of a charcoal sketching from a live action clip with control over the line softness and density

STEPS TO SHOW:

- in this comp i have a clip of a child drawing on a canvas to which i have added the bcc charcoal sketch filter

- i'll just increase the value in the line soften parameter to complete this effect of a hand drawn charcoal drawing

- is is the case with all BCC filter, this filter ships with both static and animated presets, which are accessed via the preset load / save mechanism. presets made in any host with BCC filters can be used in any other host as long as the corresponding BCC filter has been installed into that host environment

NEW BCC WIPE TRANSITION CATEGORY FILTERS

• BCC SWISH PAN

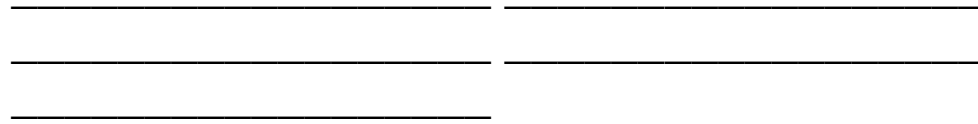
POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the swish pan is a fully automatic transition wipe effect
 - even though the filter defaults to auto-animation, there are manual override controls for every parameter
 - the intuitive on-screen hold and ease curve controls make for predictable results in short order
-

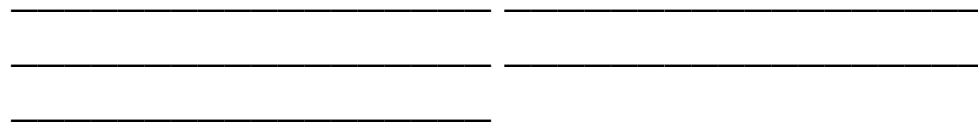
STEPS TO SHOW:

- in this comp, we have two clips, one overlaid on top of the other. we'll add a swish pan effect to the top clip to generate a fast blur transition between the two clips
- with the filter applied to the first clip in the timeline stack, i'll set the second clip in the layer to reveal pop-up in the Swish Pan filter UI and set the Animation pop-up to Auto
- let's preview the result of the filter at it's default setting
- if i want to change the animation timing i can twirl down the animation group and enable the preview ease curve function. now as i drag the hold and ease sliders i can easily predict what the result will be. we'll set the hold parameters to 25 and the ease parameters to 50, generating a smooth s curve animation

- we'll just disable the preview ease curve checkbox and a quick preview to RAM shows smooth animation between the clips



NEW BCC OPEN GL FILTER CATEGORY FILTERS



• BCC LIGHTNING



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the lightning filter can generate photo-realistic lightning bolts and plasma arcs and can interact in various ways with image alpha or luma pixel values. for instance, we can drain the lightning bolt into an alpha or luma source or bounce the lightning off the alpha / luma source

- the filter includes auto-animated timed lightning strikes with full user override available for all controls

- the speedy OpenGL hardware acceleration provides immediate preview and ultra fast rendering

- this filter ships with several dozen preset looks and auto-animations

STEPS TO SHOW:

- i have a title animation to which i've applied the bcc lightning filter. notice how the lightning branches out and interacts with the text alpha

- because this filter is OpenGL hardware accelerated, i can increase the amount of lightning bolts to 10 or 20 or more while maintaining speedy previews

- the auto-animating BCC lightning filter ships with over 30 factory installed presets to assist in getting the most out of this effect

• BCC TILE MOSAIC

POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- this filter was designed to generate realistic looking tile mosaics from image clips and includes control over the

grouting, tile depth and the overall tile shape

- another of the OpenGL hardware accelerated filters, the tile mosaic filter offers real-time preview and rendering

STEPS TO SHOW:

- i've added the Tile Mosaic filter to a clip in the timeline and as i drag the shape parameter you can see how responsive the rendering is, which is due to OpenGL hardware acceleration.

- the filter also includes user controls to adjust the depth of the tile cut and the surface lighting properties and features a noise function to add a little grit to the result to emulate additional tile surfaces

ALL NEW BCC 3D OBJECTS FILTER CATEGORY

- **BCC LAYER DEFORMER**

POINTS TO MENTION WHILE LOOPING RENDERED

EFFECT CLIP:

- the BCC Layer Deformer filter enables you to create true 3D geometric objects such as spheres, cylinders, cubes or extruded planes
 - this filter can use the AE native 3D camera and lighting system for dramatic fly-through 3D scene effects and the built-in vertex shaders can be used to generate 3D image shatters or rippling planes
 - the included pixel shaders provide speedy texture, reflection and bump mapping and the filter includes many factory installed textures while the OpenGL hardware acceleration provides real-time previews and speedy renders
-

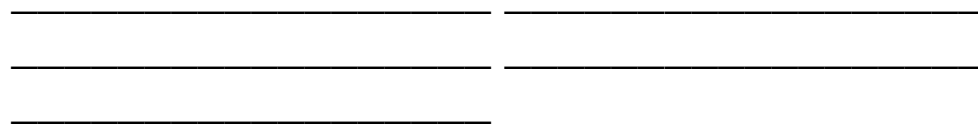
STEPS TO SHOW:

- in this composite we have two clips and we'll use the BCC Layer Deformer to generate a very unique looking transition between the two clips
- we've already applied the Layer Deformer to the topmost clip in the timeline, we'll enable it and step through the effect
- i've set the internal camera in this filter to orbit about the 3D shape, and I've set the filter to pull the second layer of video from the comp and as the camera orbits the shape,

you can see the front layer spins around the and reveal the incoming clip on the back of the image plane.

- during the spin, notice how the shape is being deformed by the ripple shader in 3D space. this is done via the use of the built-in vertex shaders, which use hardware accelerated rendering to perform all of the calculations right on the graphics card, bypassing the main CPU for speed

- let's now enable the shatter shader, which is also hardware accelerated. i've keyframed the shatter so that this effect only occurs while the shape is in mid spin.



• BCC EXTRUDED SPLINE



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the bcc extruded spline filter enables you to extrude any animated or static AE spline mask shape into a 3D object and also includes many pre-built vector based shapes such as star, heart, arrow etc

- you can use the AE native 3D camera and lighting system to interact with the extruded shape, creating

interesting fly-throughs or other 3D animations

- you can also apply 3D warps and shatters to the extruded shape using the built-in vertex shaders and apply reflection, bump and texture mapping via the filters pixel shader technology

STEPS TO SHOW:

- in this composite i've applied the BCC Extruded Spline filter to a solid color 2D shape

- let's enable the filter and notice that the flat shape that we started with is now a 5 point star. the star is one of the many included built-in shapes that are factory installed with the product. as the name implies, we can also use AE masks instead of the built-in shapes.

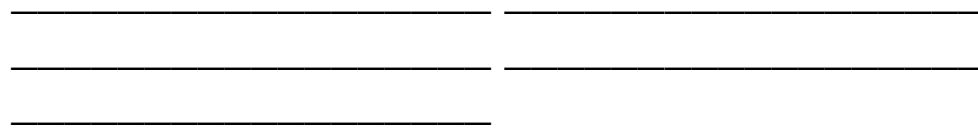
- i have already created a mask shape in the form of a lightning bolt. let's switch the star shape out for the bolt by selecting AE mask from the path type and then selecting the bolt mask shape from the pop-up list.

- now we'll switch back to the star shape, which i have already keyframed to rotate about it's center

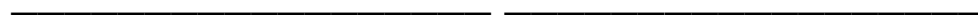
- observe how as i step through the timeline the shape appears to shatter off from back to front. this is accomplished with the use of the built-in vertex shatter shader. twirling down the shatter deformer group, you can

see how i have a lot of control over the animation of the shatter

- i've also added two additional filters to enhance the look of this effect i'll enable the BCC rays puffy filter, which provides volumetric lighting and i'll enable the BCC glow to add more pop to the scene



- **BCC EXTRUDED EPS**



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the BCC Extruded EPS filter enables you to import and extrude Adobe Illustrator EPS and AI files from within Adobe After Effects

- the filter offers the option of retaining the original colors of the imported illustrator file or if you can change the color of the extruded EPS directly within the filter and add scene reflection, texture and bump mapping

- the filter is OpenGL accelerated for super fast preview and rendering and also can use the AE native 3D camera and lighting system



STEPS TO SHOW:

- in this comp, i've created a solid color layer to which i've applied the bcc extruded eps filter
- upon applying the filter to the AE layer i am automatically prompted to select an EPS file from disc - i'll select the google logo
- the Illustrator EPS file has been automatically extruded by the filter into a 3D model and by default retains the original colors from the logo file
- we can manually control the material for the logo by disabling the retain original colors checkbox and selecting one of the many presets that ships with the filter. i've selected a metallic chrome preset, which looks interesting.
- i'll just reduce the depth of the extrusion and the width of the bevel and i'll enable back bevels for this object
- let's just rotate the logo to 45 degrees to get a better feel for the 3D-ness of the extruded object and while we're here we'll set a pair of keyframes so that the logo spins once
- i'll add an AE light to the scene, position it in the top left of the comp and set the intensity to 150 so you can see how the imported file interacts with the AE light in 3D space. the filter can also utilize AE scene cameras and will

use as the render camera the camera that is on the top of the timeline.

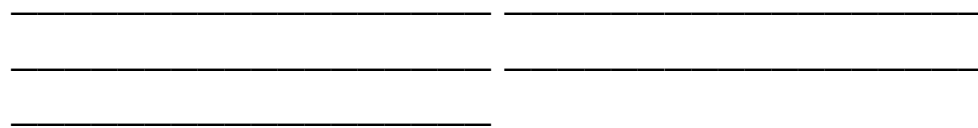
- let's duplicate the light and position the second one in the top right of the comp

- now we'll go to the material editor and with the click of a button i'll restore the original colors of the EPS

- i'll enable the shatter deformer and switch from auto to manual time, setting a value of 2 at the start and 0 towards the end of the comp

- i'll set the scatter wipe to bottom to top and set the wipe time to 1

- now let's preview to RAM to see the result



- **BCC TYPE ON TEXT**



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the BCC Type-On Text filter is a full featured 3D extruded text generator which includes automated type on / off and user controlled manual override for the type-on /

off animation

- the filter includes dozens of pre-built factory installed type-on animations and is OpenGL accelerated for fast preview and rendering
 - the filter uses the AE native 3D camera and lighting system, enabling you to move in full 3D space around the 3D text object and just like the other BCC 3D Objects category of filters this filter includes pixel shaders for texture, reflection and bump mapping
-

STEPS TO SHOW:

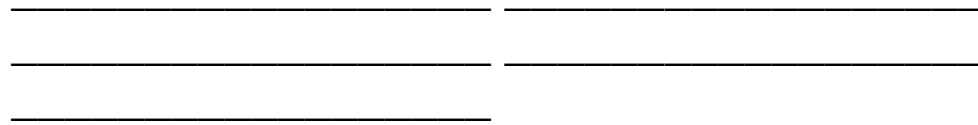
- in this composite we'll apply the type-on text filter to a solid color 2D layer
- i'll use the text generator to create a few characters for the type-on effect
- now that we have some text let's close the text generator window and select a title animation. i've selected the flip on flip off setting, which animates the characters on and off the screen while rotating them individually along the y axis.
- now i'll set the style option for the type of extrusion that i want from the list in the preset pop-up. i'm selecting the metal-chrome style for this piece

- i'm also adding an AE light to the scene. i'll generate a 3D spotlight and offset the light source in 3D space with a nice amber color

- now i'll change the reflection map to one of the factory installed presets. i'm selecting the lost at sea reflection map

- let's preview to ram to see the result

- next let's twirl down the type-off remove group and we'll set the master scale to 0. this will create the appearance of the title pushing back as the letters twirl and fade off from the scene



• **BCC EXTRUDED TEXT**



POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

- the BCC Extruded Text filter is a full featured 3D extruded text generator with vertex shaders for 3D warp distortion and shatter explosion effects and pixel shaders which provide material textures and reflections

- the filter uses the AE native 3D camera and lighting

system and uses OpenGL hardware acceleration to provide speedy effect set up and rendering

- it can use AE masks or one of the many built-in shapes to place the generated text along a path and can also use AE masks and built-in shapes to model the edge bevels and extrusions

STEPS TO SHOW:

- in this comp, i've added the BCC Extruded Text filter to a 2D solid color layer and have typed the word extrude using the font curlz at 168 points

- i've also added a 3D null layer, which i'll use to control the position of the text element in 3D space via the use of expressions

- i've added an expression to each of the x, y, and z rotation parameters and pickwhipped them to the corresponding x, y and z parameters of the null layer

- now as i rotate the null layer along the y axis the extruded text moves in concert with the changes that i have made to the null layer

- i've offset the text along the y axis to give us a better view of the extrusion that we are generating

- i've selected the extrusion style preset color-plastic 2

tone from the list of factory installed preset styles. notice how the fill of the face and the sides of the extruded text now have different colors - we can control separately the material for each of the four faces of this 3D object

- i can model the bevel using one of the preset shapes or i can create custom shapes using AE mask paths via the bevel style and host path pop-up selectors. the filter offers the same control for the side of the extrusion. changes to the text object are immediately seen as a result of the OpenGL hardware accelerated rendering

- i can place the text on a path that i have either selected from the preset pop-up or i can generate a new path using the AE spline mask tools. i'll create a simple wavy path with the pen tool, then select AE mask from the path type and select the path that i just generated from the list in the AE mask pop-up. we can control the angle of the text on the path as well as it's position and alignment directly within the filter

- this filter also includes vertex shaders for warps and distortions in 3D space. i've enabled the ripple shader and by previewing this to ram you can see the text ripple in 3D

- i can also use ae scene cameras and lights with this filter. i'm moving to a completed composition to demonstrate how we can use ae cameras, lights and masks to create extruded text. as the preview to ram builds you can see the amazing power of this filter. in this scene we have used AE static and animated cameras, AE

spot and point lights and have added the BCC Lightning filter as well as the BCC Glow filter to the text and the generated background over which the text is rippling.

• **CODA**

POINTS TO MENTION:

So ... now I'll give a prize to the first person who can correctly answer the following question:

- What graphics technology is at the core of the new BCC 3D Objects category of filters? (Answer: OpenGL)
- Approximately how many filters are included in the BCC 6 package? (Answer: 200)
- What is the name of one of the new Image Restoration tools in BCC 6? (Answer: Pixel Fixer, DV Fixer, Smooth Tone)
- What does BCC stand for? (Answer: Boris Continuum Complete)
- What is the name one of the new filters in the 3D Objects category? (Answer: Extruded EPS, Extruded Spline,

Extruded Text, Layer Deformer, Type-On Text)

Point out the show specials. We are offering very big discounts on all of our products at the show. These specials are available exclusively to show attendees for making the trip and supporting the event. Our staff at the front desk will be happy to assist with any order you decide to place here.

STEPS TO SHOW:

- loop extruded text demo quicktime clip
