

BFX NAB DEMO 2009

BCC FxPlug INTRODUCTION

LOOP EXTRUDED TEXT DEMO CLIP AT THE START OF THE DEMO

POINTS TO MENTION:

Continuum Complete is a set of almost 200 FxPlug filters, transitions and generators that are applied and animated in the native Final Cut Pro interface. A wide range of effects delivers everything from basic everyday utility and convenience to extraordinarily eye-catching special effects.

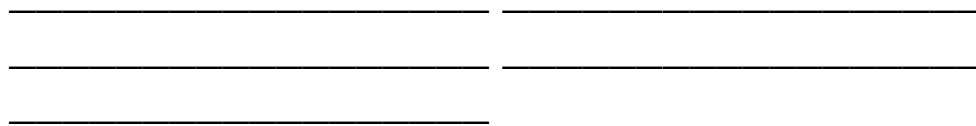
You can download a free working trial version of the software from our web site at www.borisfx.com

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

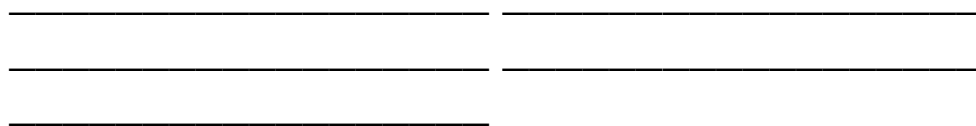
- Image Restoration Tools: Pixel Fixer, DV Fixer, Smooth Tone

- 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 these new filters in BCC 6 FxPlug



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

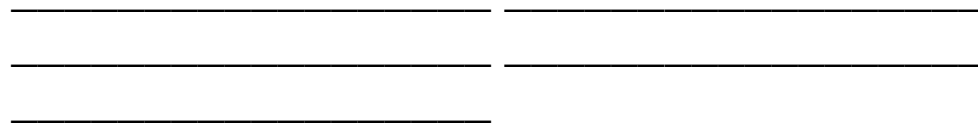
- it can repair up to 10 bad pixels per filter and you can stack as many filters as you need onto the same clip

- 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

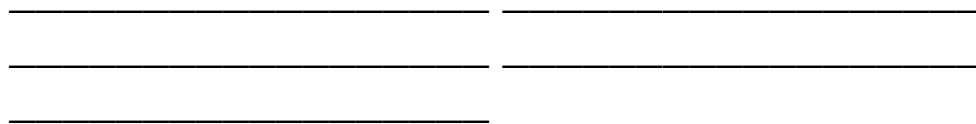
- the included preview mode enables accurate removal of the jaggies while preserving the overall image integrity

STEPS TO SHOW:

- the clip that i have in this sequence 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 WHILE LOOPING RENDERED EFFECT CLIP:

- 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 sequence, 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
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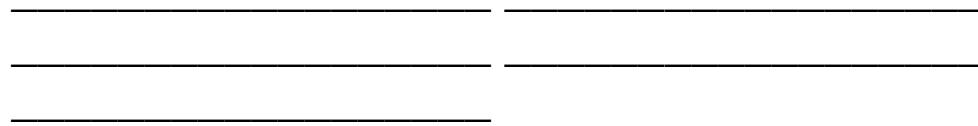
STEPS TO SHOW:

- i've applied the bcc cartoon look filter to this artbeats clip and have instantly generated a usable carton-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 that are used less frequently 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:

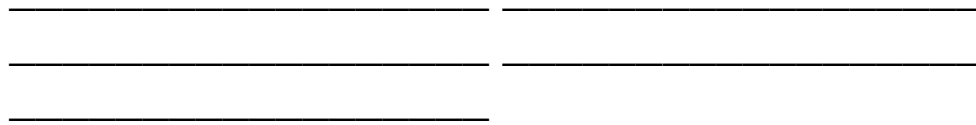
- in this sequence, i've applied the bcc pencil sketch filter to a clip in order to achieve a hand drawn pencil sketch

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 already imported an artbeats clip into a new sequence and have applied the bcc water color filter
- let's enable the filter and observe 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

• 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 sequence i have a clip of a child drawing on a canvas to which i have added the bcc charcoal sketch filter

- i'll just enable the filter and set a value of 4 in the line soften parameter to complete this look of a hand drawn charcoal drawing

- let's twirl down the advanced group and set the apply mode to scale multiply to generate another interesting look

- as is the case with all BCC filters, this filter ships with factory installed 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:

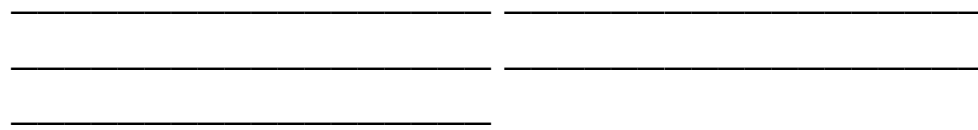
- the swish pan is a fully automatic transition wipe effect
 - even though the filter defaults to auto-animation, there are manual override controls for every parameter
 - the intuitive on-screen hold and ease curve controls make for predictable results in short order
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STEPS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

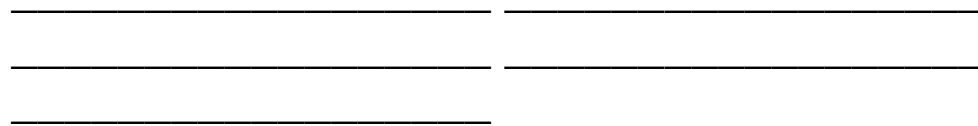
- i've generated in and out points on two clips that I have laid side-by-side in this sequence
- i'll click in the middle of the area where the two clips are touching in the sequence and as i do so you can see that the transition between the clips is selected
- let's apply the Swish Pan filter to the transition and double click the sequence to bring the filter's parameter controls into the controls window
- first, 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

- now we'll disable the preview ease curve checkbox and playback the effect, which shows smooth fast camera pan 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. let's enable the filter and notice how the lightning branches out and interacts with the text alpha
 - because this filter is OpenGL hardware accelerated, notice that 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
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-
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• 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 a sequence and as i drag the tile shape parameter you can see how responsive the rendering is, which of course is due to OpenGL hardware acceleration.

- this filter includes user controls for adjusting the depth of the tile cut and the surface lighting properties and it also features a noise function to add a little grit to the result which can be used to emulate additional tile surfaces.

ALL NEW BCC 3D OBJECTS FILTER CATEGORY

- **BCC LAYER DEFORMER**

POINTS TO MENTION WHILE LOOPING RENDERED EFFECT CLIP:

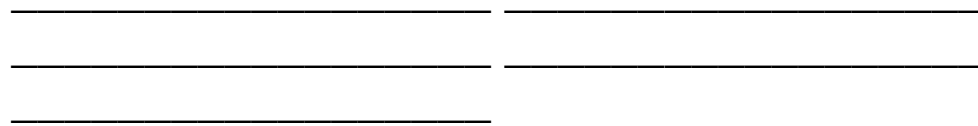
- the BCC Layer Deformer filter enables you to create true 3D geometric objects such as spheres, cylinders, cubes or extruded planes within the Final Cut user interface and includes built-in 3D camera and lighting with easy to use controls
- the filter includes built-in 3D vertex shaders that can be used to generate real 3D image shatters or 3D ripples

STEPS TO SHOW:

- in this sequence we have two clips overlaid on two separate tracks and we'll use the BCC Layer Deformer to generate a very unique looking transition effect 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, which you can see spins the layer to reveal the incoming clip, which we have already set in the filter UI.
- 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 3D shatter vertex shader, which also benefits from OGL hardware acceleration. 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 includes many pre-built vector based 3D shapes such as star, heart, arrow etc and includes built-in 3D camera and lighting with easy to use controls

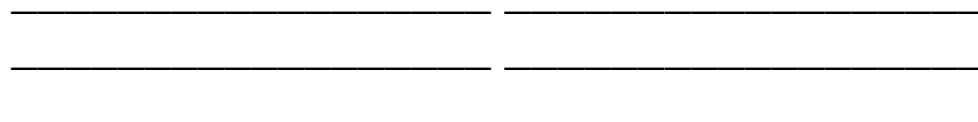
- the filter includes built-in 3D vertex shaders that can be used to warp and shatter the extruded shape

- the BCC Extruded Spline filter also includes built-in bump, reflection and texture mapping functions and ships

with dozens of factory textures

STEPS TO SHOW:

- in this sequence i've applied the BCC Extruded Spline filter to a slug generator in FCP
- let's enable the filter and notice that the 2D slug 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.
- i have already keyframed the Camera Orbit function so that the built-in camera rotates about it's center
- now let's enable the ripple and shatter vertex shaders which will deform the object in 3D space
- observe as i step through the timeline the shape appears to shatter off from back to front but i can change this to left to right or top to bottom etc.
- i've also added two additional filters from the BCC 6 set 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 the FCP timeline
- 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 includes a built-in 3D camera and lighting system

STEPS TO SHOW:

- in this sequence, i've created a 2D slug to which i've applied the bcc extruded eps filter
- upon applying the filter to the slug i am automatically prompted by the filter to select an EPS file from disc - i'll select this 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

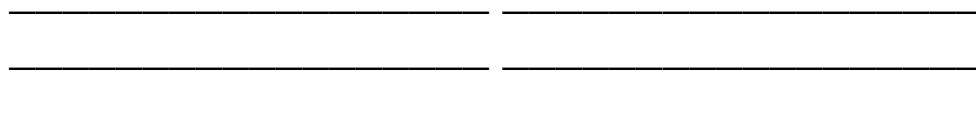
- now let's use the camera controls to rotate the logo to 45 degrees to get a better feel for the 3D-ness of the extruded object and while we're here we'll set a pair of keyframes so that the logo spins once

- 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

- let's preview to RAM to view 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 includes a 3D camera and lighting system, enabling you to move in full 3D space around the 3D text object and just like the other filters this filter includes pixel shaders for texture, reflection and bump mapping
-

STEPS TO SHOW:

- in this sequence, i've applied the type-on text filter to a 2D slug
- i'll open 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

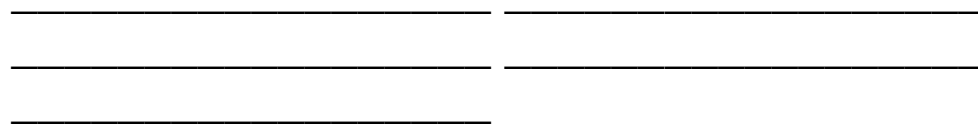
window and select one of the factory installed title animations from the preset pop-up list. i've selected the flip on flip off setting, which animates the characters on and off the screen while rotating them individually along the y axis.

- 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

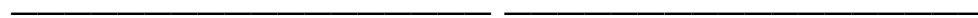
- now i'll change the reflection map to one of the factory installed presets. i'm selecting the lost at sea reflection map

- 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 includes a built-in 3D camera and lighting system and uses OpenGL hardware acceleration to provide speedy effect set up and rendering

STEPS TO SHOW:

- in this sequence, i've added the BCC Extruded Text filter to a 2D slug and have typed the word EXTRUDE using the curlz font at 168 points

- i'll use the built-in 3D camera in Orbit mode to offset the angle of the extruded text

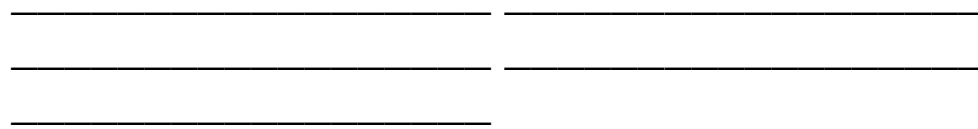
- i've selected the extrusion style preset color-plastic 2 tone from the list of factory installed preset styles. notice how the fill of the face and the sides of the extruded text now have different colors - we can control separately the material for each of the four faces of this 3D object

- i can model the bevel using one of the preset shapes via the bevel style and host path pop-up selectors. the filter offers the same control for the side of the extrusion. changes that I make to the 3D text object are immediately displayed on the screen as a result of the OpenGL hardware accelerated rendering

- i can place the text on a path that i have selected from the path type preset pop-up. notice how we can easily transform scale the path that the text is on and control the position of the text along the path. we also can control the angle of the text on the path as well as it's position and alignment directly within the filter user interface.

- 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 space

- notice how i can use the built-in camera in this filter to orbit around the text model.



• 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.

All of these new features of BCC 6 available in all hosts, however the FxPlug version introduces a whole new brew of effects in BCC 6, called FxPlug Shaders. They will be shown in a separate demo by the junior engineer who created them. So stick around and enjoy the next show.

STEPS TO SHOW:

- loop extruded text demo quicktime clip
