



FreebiePack1

FIVE FREE FXPLUG PLUGINS FOR FINAL CUT PRO, MOTION,
FINAL CUT EXPRESS & AFTER EFFECTS

INTRODUCTION

Five useful and fun FxPlug filter/generators that add great functionality to Final Cut Pro, Final Cut Express, Motion and After Effects.

PLUGINS

- **World**
A sun lit Earth generator in 3D space with clouds and city lights.
- **MultiSpace**
Puts two inputs into 3d space with global & independent XYZ & rotation. Planes can intersect too. The only way to animate two images or movies to move together in 3D space in FCP/FCE.
- **iSight Live!**
Yes, get a live input on your timeline in FCP/FCE/Motion/AE. Very handy for picking a colour off a client's brochure. I've also waved a white envelope in front of the camera and used that as a key signal.
- **Rack Focus**
Racks the blur from one input to the other with one parameter. Both blur values for each input can be independently set. Great for highlighting text over a picture.
- **Opposites**
Two input basic parameter linking - move one left, the other goes right. Rotate one clockwise, the other one goes anticlock. Very handy as you can assign a behavior such as random to both elements. Great for getting funky text moves. Customisable font selection, colour & drop shadow parameters.

CURRENT VERSION

FreebiePack1 v 1.5

FreebiePack1 is free to download and use on any project, broadcast, commercial, event videography, student or home use.

As with all software, please back up crucial data before doing any install.



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SYSTEM REQUIREMENTS

Mac OS X Leopard or Snow Leopard
Version 10.5 or higher
Mac computer with G5 or Intel processor

Final Cut Pro version 6 or 7
Motion version 3 or 4

Final Cut Express
Version 4.0 or later

Adobe After Effects
Version 8.0 or later (CS3)
Version 9.0 or later (CS4)

One of the following graphics cards:

- ATI Radeon 9550, 9650, 9600, 9600 XT, 9700, 9800, 9800 XT, X800, X850, X1600, X1900 XT, HD 2400 XT, HD 2600 PRO, HD 2600 XT, HD 3870
- ATI Mobility Radeon 9600, 9700, 9800, X1600
- NVIDIA GeForce 6600, 6800 Ultra DDL, 6800 GT DDL, 7300, 7600, 7800 GT, 7800 Ultra, 8600M GT, 8800 GT, 9400M, 9600M
- NVIDIA Quadro FX 4500, 5600

For best performance, a graphics card with a minimum of 256MB video memory is recommended.

The following graphics cards are not supported:

- NVIDIA GeForce FX Go 5200
- NVIDIA GeForce FX 5200 Ultra
- Intel GMA 950, X3100
- ATI Radeon 8500, 9000, 9200

The “unibody” MacBook and MacBook Air models introduced in late 2008, and the white MacBook model introduced in early 2009 are supported. These models sport the NVIDIA GeForce 9400M graphics card.

The first generation of Macbook, MacBook Air, and the Mac mini are not supported due to the limited feature-set of their built-in graphics cards. These models sport the Intel GMA 950 or X3100 graphics card.

Not sure what graphics card is installed in your system?

You can determine what graphics card is installed on your system by selecting the “About this Mac” command under the Apple menu. When the system summary appears, click the “More Info...” button, which will launch the System Profiler application. Graphics cards are listed under the “Graphics/Displays” section of the System Profiler.

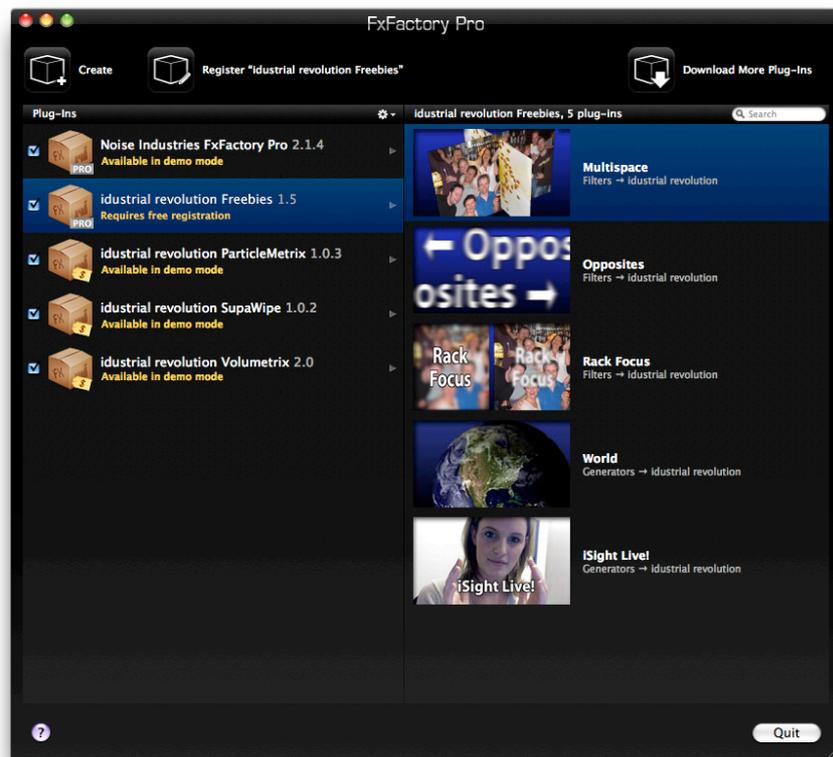


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SYSTEM REQUIREMENTS

1. Check if your system meets the minimum hardware & software requirements in order to run the plugin.
2. Download [FxFactory](#) and follow the instructions included. No purchase is necessary, Freebie Pack1 just uses the FxFactory FxPlug engine.



3. Download [Freebie Pack1](#) and double click to install. You should see the following FxFactory window appear with Freebie Pack1 installed.
4. Select the Freebie Pack1 FxPack from the list, and click Register to go through the registration process. FxFactory can then be quitted. Although this plugin is free, registration will be necessary to remove the watermark.
5. For this pack to be available in FCP, FCE, Motion & After Effects, restart these applications if any of them are running. You will also have, automatically installed, a free trials of the best selling [Volumetrix](#) plugin and [SupaWipe](#) object wipe pack.
6. Should you wish to remove the plugins & FxFactory from your system, an uninstaller can be found in the Actions menu of FxFactory.

Installation help can be found here

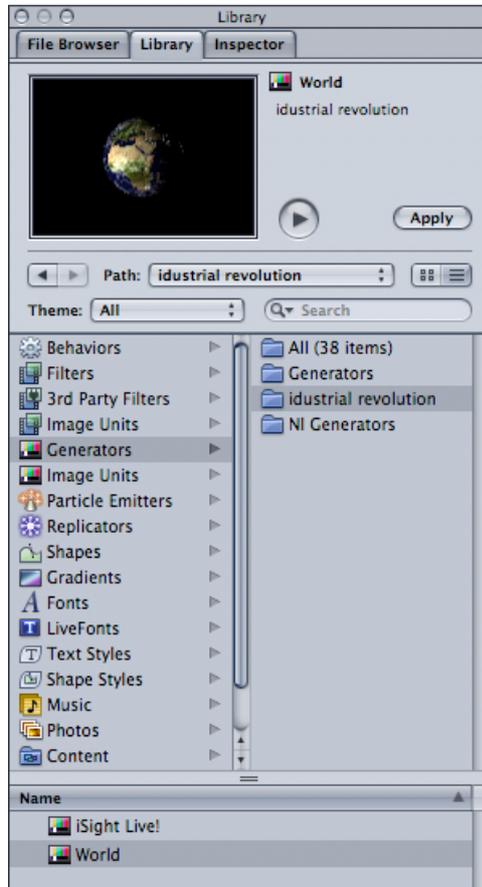
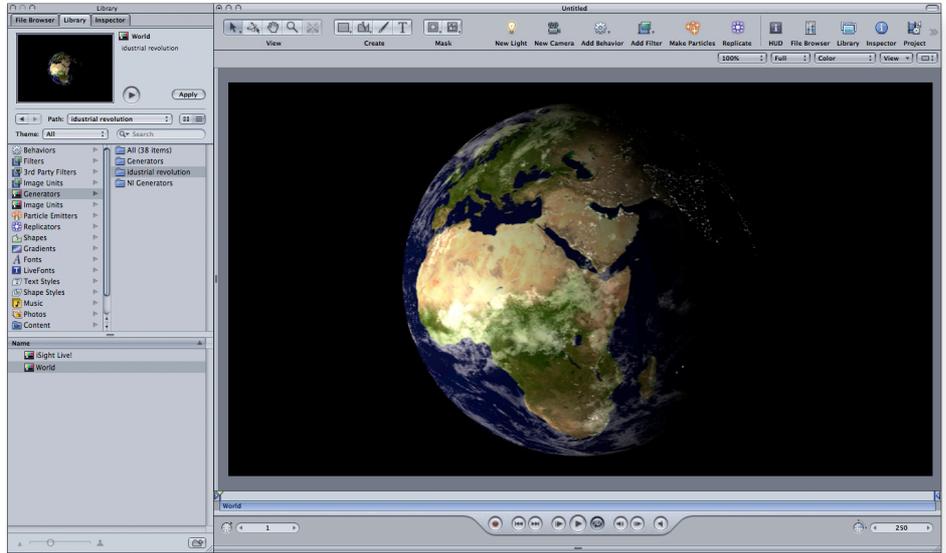
<http://www.noiseindustries.com/support/index.html>



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WORLD



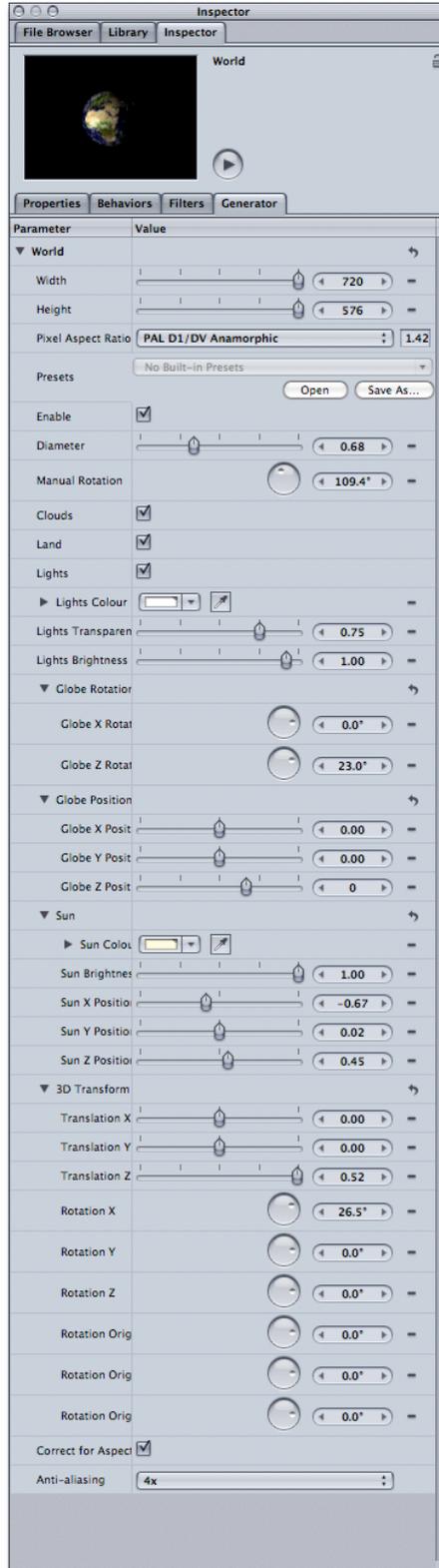
World is a generator that can be found in the industrial revolution section of filters in the library tab in Motion or the generators folder or drop down in Final Cut Pro or Final Cut Express. Hit apply or drag onto the canvas just like any other generator.



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WORLD CONTINUED...



To make the world revolve, keyframe a change in the Manual Rotation parameter. Remember that the world spins left to right as you look at it in the default setting.

The clouds, and lights can be toggled off and on as required

The lights can be adjusted for brightness, transparency and colour.

The world is a rendered sphere within a 3D environment which means you can light and move the sphere correctly. The world and sun can be positioned anywhere in relation to each other.

The 3D transform will actually move the viewpoint around the world with the correct illumination, i.e moving the sun as well. This can lead to some interesting edge lit 'sunrises'.



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MULTISPACE



MultiSpace puts two inputs into 3d space with global & independent XYZ & rotation. Planes can intersect too. You cannot do this in FCP or Shake at the moment.

The plugin can be found in the industrial revolution section of filters in the library tab in Motion.



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MULTISPACE CONTINUED...

To get you up to speed on this filter as it's fairly easy to use, we will follow a few easy steps in an example.

1 Drop a still or movie onto the canvas and apply the MultiSpace filter.



2 You should see a grey input B box appear and the parameters will pop up on the dashboard. Unfortunately, you cannot drag another still or movie and put that straight into the image well in the dashboard. This is a limitation of Motion and not my plugin! To get any item into the well, it has to be in the project already, so just drop it into the media tab (Apple 5)

3 Now that the media is in the project, drag it from the media tab into the well, you might have to go back and reselect the plugin to do that or you can click open the inspector by selecting that small white I at the top right of the dashboard. You should end up with something like this, albeit not a picture of Jason trying to play pool though.



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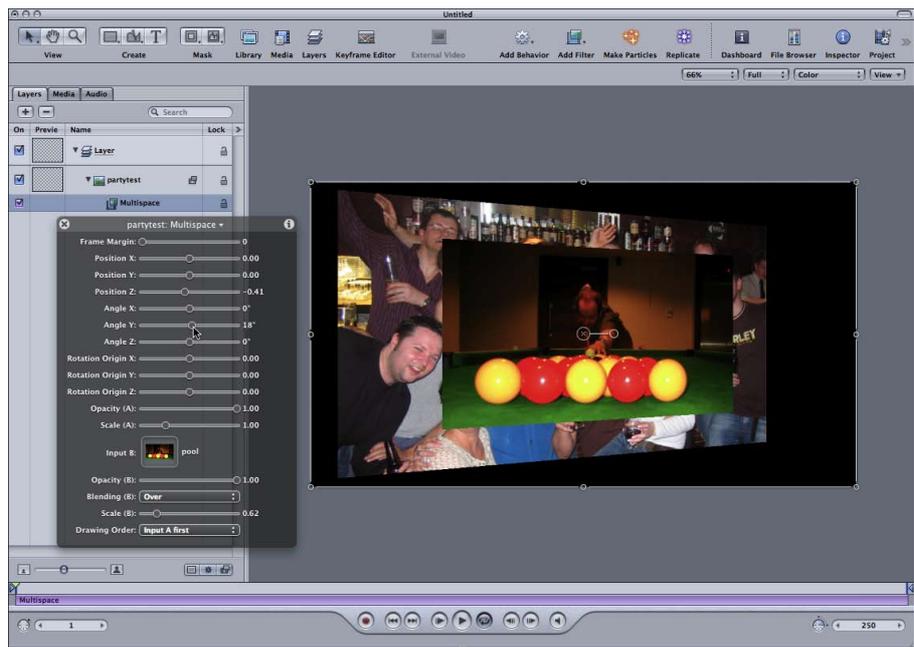
MULTISPACE CONTINUED...



4 Now you have both images/movies loaded, the fun begins!

5 Reduce the scale of the B input on the slider in the dashboard or inspector.

6 Now adjust Angle X, Y & Z to move the two images in 3D space, how cool was that? You should have something like this :-



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MULTISPACE CONTINUED...

The top layer of parameters control the two images in 3D space. To access each plane individually, open the little triangles in the inspector. There you will find position, scale, angle and opacity controls.

Set your keyframes or move the parameters with the red record button on to animate. Don't forget you can have intersecting planes too. If you find the image being cutoff when you rotate, expand the frame margin out to the necessary width/height. Also make sure the fixed resolution is turned off - expand the frame margin instead. Not doing this can lead to render errors.

Field order in Motion

If you are using field dominant material, make sure that you have done the following.

- 1) Set the Motion project to the correct field order
- 2) Set all the items in the project to the correct field order. This can be done by going to the media tab, selecting the item then clicking on the inspector. A rather nasty Moire pattern is the tell tale sign of the wrong order.

Transparency & Render Order

When both Inputs are opaque, the plug-in should always produce the intended result. "Opaque" means the inputs do not contain any alpha information. This is rarely the case for Motion-created content (for instance: some text only occupies the center portion of a rectangular texture - so it has alpha). On the contrary, this is always the case if you're intersecting a couple of video tracks with no alpha.

When only one input is opaque, the plug-in can be made to render the correct result with adjustments. Moreover, if the opaque input happens to be Input A (often the case in FCP), the default parameter setup should work out of the box. The general rule is: if you are animating the opacity parameter of an input and/or that input inherently contains an alpha channel, you want that input to be drawn last. Obviously, if both inputs have transparent areas, or if you set both opacities to something other than 1.0, you can get into situations where it's impossible to render things correctly if your animation causes the order of these transparent objects to be inverted (to the eye of the viewer). E.g. two transparent objects intersected in a cross, and made to spin, will not render correctly.

MultiSpace in FCP

We have the old problem in FCP about not being able to expand a render area outside of the original media's dimensions. I'm afraid it's the old nesting trick needed here which can be read in more detail on page 3 of the Volumetrix instructions [here](#).

Anti-aliasing

New in version 1.0.3 was up to 4x over sampling for better & smoother edges. This is toggled to 4x by default but can be toggled to 2x and off.



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ISIGHT LIVE!



Yes, get a live input on your timeline in Motion & FCP. Very handy for picking a colour off a client's brochure. I've also waved a white envelope in front of the camera and used that as a key signal. Or just use it to scare your clients!

You will find this effect in the industrial revolution section in Generators of the Library.

Do not click this generator into the small preview window in the library tab. Click on the icon in the generators listing and drag onto the timeline without letting go. This is because the iSight camera can only be assigned to one application and one part of the application. It's a Mac limitation I'm afraid. So if you get a black or green screen, deselect the icon in the generator tab. A note here about rendering. Although you will get a live image in FCP or Motion when you play, the image will only 'stick' when you export. Yes, I know, you get that little render window in Motion! I have been able to keep a movie by rendering a timeline in FCP though.

Do I need to say here that you need an iSight camera or video camera attached to make it work? No? Ok then.



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RACK FOCUS



A classic effect reproduced here with one overall parameter to animate the blur transition perfectly. This is really good for highlighting text against a subject.

Again, being a filter you will find the plugin in the filter section, you are getting the hang of this! Drop the filter on the background image, you will notice a grey blob out of focus. This is actually the B input awaiting an image or movie. Select a second image or movie and place it in the image well in the dashboard, it should go out of focus automatically. Remember the limitation about dragging items in.

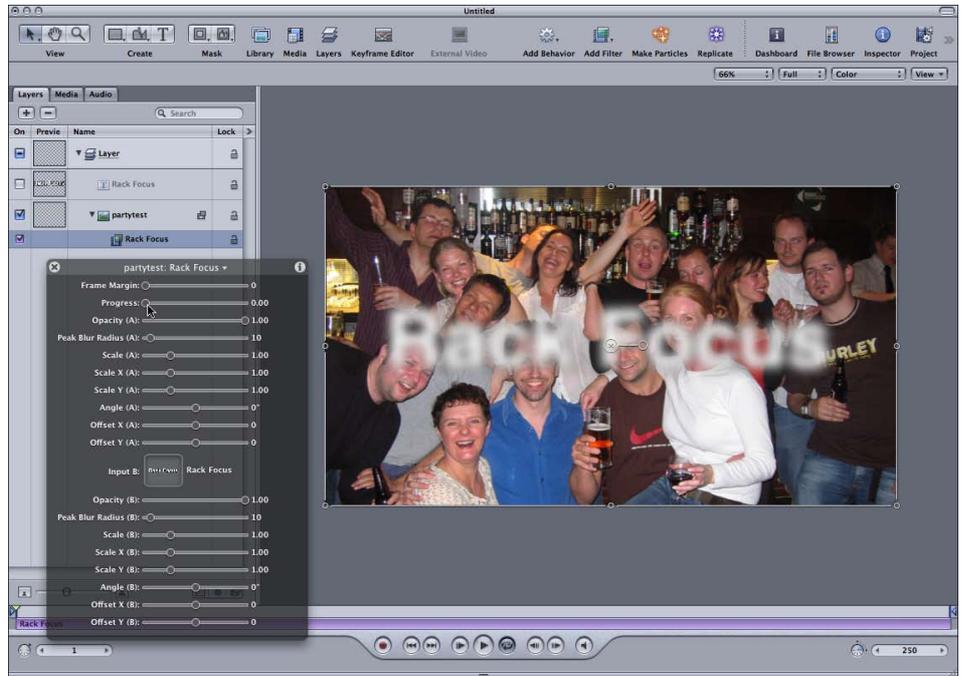
In this example you can see I've used a text layer dropped into the well and then deselected it in the layer list – don't panic it will still be visible in the plugin.



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RACK FOCUS



Now animate the progress bar and you should end up with a nice transition from one image to the other.



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RACK FOCUS CONTINUED

Don't forget each image is adjustable for position and blur amount. You can also assign a behavior to the progress bar such as random for some very interesting effects. Again we have the issue here in FCP about rendering past the original media dimensions. In Motion the frame margin handles this very nicely, this is a unique feature in FxFactory and leaves the competition standing. In FCP use the nesting trick. Hopefully Apple will fix this limitation soon.



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OPPOSITES



Does exactly what is says on the tin, two input basic parameter linking - move one left, the other goes right. Rotate one clockwise, the other one goes anticlockwise. Very handy as you can assign a behavior such as random to both elements. Great for getting funky text moves.

Well, if you've mastered Rack Focus by now, you should have no problem in getting to grips with this one.



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OTHER INDUSTRIAL
REVOLUTION PLUGINS &
MOTION TEMPLATES



VOLUMETRIX2

Produces stunning light effects and transitions by unleashing the power of the graphics card and FxPlug technology. Effects that would take many hours of keyframing and then rendering are now available to use within seconds on Final Cut Pro, Final Cut Express, Motion and After Effects. This power is not just limited to making boring text look like a Hollywood trailer; any image that has an alpha can be transformed using a couple of mouse clicks.



SUPAWIPE

SupaWipe produces unique object transitions without keyframing in FCP & FCE. Give your productions a professional gloss & style with amazing fresh wipes. Effects that would normally take time, keying & multiple layers are now just a few mouse clicks away. As well as the wipe, two object images can be onscreen at once. Both can be scaled, rotated and offset independently or together to give huge creative potential.



From HD to DV, SupaWipe renders in seconds using FxPlug technology. Trim, extend or roll SupaWipe like any other transition. Let SupaWipe do the hard work of calculating offsets for graphics that start & finish offscreen. Build and store your own custom object transitions, share presets or just use the HD compatible examples provided.



COVERFLUX

The free iTunes style scrolling still image generator plugin for Final Cut Pro, Motion, Final Cut Express4 & After Effects. CoverFlux takes a folder of up to 25 images and automatically displays them in the 3D fan style of CoverFlow. The reflection, preview stack and displayed stack are all calculated automatically.



INDUSTRIAL REVOLUTION

Templates, elements, plugins & tutorials for Final Cut Pro, Final Cut Express and Motion.



Screengrabs by Snapz Pro X

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