

## **Boris Continuum Complete AVX 6**

### **Release Notes**

Welcome to Boris Continuum Complete for AVX version 6. These Release Notes contain information regarding supported hosts, supported operating systems, installation instructions, known limitations, and other important information about the product.

Boris Continuum Complete AVX (BCC AVX) runs on the AVX 2.0 architecture. For more information about BCCAUX 6 software updates, other Boris products, and additional resources, visit our web site at [www.borisfx.com](http://www.borisfx.com).

### **AVX 2.0 Only Features**

The following BCC AVX 6 features are supported only by the AVX 2.0 architecture, not the AVX 1.5 architecture.

- 16-bit color processing
- The Custom option in the PixelChooser that lets you draw your own custom mask using onscreen controls does not include adjustable bézier handles when you work in AVX 1.5.
- Avid's Advanced Keyframing Model Supported Hosts and Operating Systems

### **Boris Continuum Complete AVX 6 supports the following Avid host applications:**

Macintosh

Avid Xpress Pro and Media Composer running Mac OS™ X 10.4.0 and above.

Windows

Avid Xpress Pro and Media Composer, Avid Symphony, Avid Newscutter.

### **Minimum System Memory Requirements**

Both Macintosh and Windows systems require a minimum 1.5 GB of memory (assigned to the Avid host application).

### **Supported Real-Time Systems**

The filters in the BCC AVX RT category play back in real-time on Avid systems with Adrenaline or Mojo hardware. BCC AVX RT filters apply, render and use presets the same way that BCC AVX filters do. The real-time filters are a subset of the existing filters.

### **Supported Real-Time Avid Hosts**

Supported real-time systems include Xpress Pro 5.1.4 or later, and systems with Adrenaline hardware. Real-time playback is largely determined by the speed of the system hardware. These filters are intended to provide real-time Draft-Quality previews. You should render these filters before outputting to tape, even on systems with Mojo or Adrenaline hardware. You do not have to replace the real-time filters with the corresponding non-real-time filter. Simply render the real-time filter.

## Supported Operating Systems and Hardware

The BCC AVX RT filters requires the following operating systems and hardware: Windows The BCCAVX RT plug-ins require a Pentium 3 or Pentium 4 processor running Windows XP® as well as Avid Adrenaline or Mojo hardware. Macintosh The BCC AVX RT plug-ins requires a Macintosh system running a minimum of Mac OS™ X 10.4.0 or above as well as Avid Adrenaline or Mojo hardware.

## Important Notes on the BCC Real-time Effects

The real-time effect playback is largely determined by the speed of the system hardware. Additionally, real-time playback depends on the settings you adjust in the effect. If you adjust multiple parameters, it is likely the effect will not play back in realtime. For example, if you apply blur and choke to a PixelChooser matte, the filter may require rendering. When you work with the real-time filters, the Fields menu only applies when you render the effect. It does not affect previews and playback. Although some real-time filters may include the Motion Tracker parameter groups, you should not use the real-time version of a filter to motion track. Use the non-real-time version.

BCC AVX RT filters are not fast enough to apply to Avid titles and play back in real time. Therefore, the real-time version of BCC AVX filters do not include a Title Matte parameter group. Use the non-real-time version to apply to a title or matte. To achieve real-time playback of BCC AVX RT plug-ins without dropped frames, make sure that your system meets the following requirements:

- Set your Avid to real-time Playback mode (green dot in the Timeline, not blue dot).
- Open your project's Video Display settings and set Real-time Effect Quality to High Performance (more simultaneous effects). This increases the system's ability to process effects at the expense of reducing image quality.
- Use the Expert Render command on parts of the sequence where the system has difficulties during playback. The system marks these sections of the sequence in the Timeline. For more information, see your Avid documentation.
- If possible, start playback earlier in the sequence, before the effects that cause difficulties. This allows the system to process some of the effect frames before displaying them, decreasing the chance of playback difficulties.
- If you still experience dropped frames, open your project's Video Display settings and set a Video Pre-Fill amount of a few seconds. This preloads the specified amount of video and can help if the system has trouble maintaining real-time playback.
- Some BCC AVX RT effects can play in real time with Real-time Effect Quality set to High Quality within the Video Display Settings. Experiment with combinations of the Real-time Effect Quality and Pre-Filled Frames settings to find the settings that best suit your project and workflow.
- Some aspects of BCC AVX RT effects appear a bit different during real-time preview than non-real-time preview and final render. This is particularly true of effects using geometric distortions (Scale, Tumble, Spin, Rotate) and effects that blur and choke edges. While fine-tuning these parameters, it is recommended to toggle to non-real-time mode to check the quality of the final render. To do this, click the green dot in the Timeline and step to another frame or change a parameter to force the Composer window to update. In non-real-time mode you can also check the output on an external (NTSC or PAL) monitor.

## Installing BCC AVX

**The following instructions apply to the CD version of BCC AVX version 6:**

1. To correctly install BCC AVX, you must log on as an Administrator.
2. Insert the BCC AVX CD into the system's CD-ROM drive. The BCC AVX installer automatically displays a Welcome to Boris Continuum Complete window. Click Next .
3. Read the Software License Agreement and click I Accept .

4. Enter your name, company name, and product serial number (including the hyphens) found inside the front cover of your CD insert. Click Next .
5. An Install Option window appears with BCC for AVX 5 already selected. Click Next .
6. A Ready to Install window appears. Click Install .
7. The installer will look for your Avid application and display a message saying “ The BCC plugins for Avid AVX2 will be installed into <path>.” Click Next .
8. A Setup Status window displays a progression bar showing each BCC AVX file installed.
9. A Setup Complete window offers a checkbox option to register BCC AVX. To register online, follow the on-screen instructions after your Internet browser launches.
10. Click Finish.

**The following instructions apply to the ESD version of BCC AVX version 6:**

1. To correctly install BCC AVX, you must log on as an Administrator.
2. Double-click the BCC AVX installer. The BCC AVX installer automatically displays a Welcome to Boris Continuum Complete window. Click Next.
3. Read the Software License Agreement and click I Accept .
4. Enter your name, company name, and product serial number (including the hyphens). Click Next .
5. An Install Option window appears with BCC for AVX 6 already selected. Click Next .
6. A Ready to Install window appears. Click Install .
7. The installer will look for your Avid application and display a message saying “The BCC plugins for Avid AVX2 will be installed into <path>.” Click Next .
8. A Setup Status window displays a progression bar showing each BCC AVX file installed.
9. A Setup Complete window offers a checkbox option to register BCC AVX. To register online, follow the on-screen instructions after your Internet browser launches.
10. Click Finish.

**Compatibility with Older Versions of BCC AVX**

When you install BCC AVX Version 6, it will overwrite the BCC AVX 5 version of BCC AVX. Older versions of BCC AVX (4, 3 etc) can coexist in your Avid. In addition, new presets do not overwrite any existing preset folders. The BCC AVX 6 presets are installed in a different path (see below) than the previous version to avoid problems. If you have created custom presets, you can move the older presets so that they will appear in the new filters Preset menu. There are some limitations to this procedure. Effects templates from versions of BCC AVX prior to BCC AVX 5 that you saved in a bin are not compatible with BCC AVX version 6. The workaround to this Avid limitation is to apply the effects, promote the effects, then save the new version to a bin. After you save the presets, copy them into the new BCC AVX location, as described below. You can keep both AVX 1.5 and AVX 2.0 versions on your system. However, if you do this, the AVX 1.5 filters will appear in categories named BCC(x.0)Category Name. The new filters will appear in a category named BCC Category Name. Only the new filters will appear in this category. For example, the AVX 1.5 Color & Blurs filters appear in the BCC 3 Colors & Blurs category, while BCC Colors & Blurs only includes the new BCC filters. For details on promoting effects, see your Avid documentation.

**Copying Presets from Earlier Versions to BCC AVX Version 6.**

To use presets created in earlier versions of BCC AVX, you need to copy the older presets from their previous preset location to the new BCC AVX 6 preset folder location. The folder name for presets made in previous versions of BCC AVX did not contain the suffix “6,” although the path was the same. Filter presets are located in individual effect folders inside the BCC Presets 6 folder. The path for the older BCC Presets folder is:Drive\Program Files\Avid Application folder\BCC Presets\Filter Name folder. The new path for the BCC Presets 6 folder is:Drive\Program Files\BorisFX, Inc\BCC Presets 6 AVX\Filter Name folder

Once Boris Continuum Complete AVX is installed, the effects automatically appear in the Effects Palette. The

Boris Continuum Complete filters are arranged alphabetically, by category in the Effects Palette.

### **Applying BCC Effects**

Some effects can be applied as either a transition or a filter. If an effect can be applied as a transition, it appears in the BCC Two-Input Effects category. For example, to apply a Pyramid Blur as a filter, choose BCC Pyramid Blur from the BCC Color & Blurs category. However, to apply a Pyramid Blur as a transition, you would choose BCC TR Pyramid Blur from the BCC Two-Input Effects category. You can also apply BCC effects to titles created in the Avid Title tool or to imported mattes:

1. Choose Effect Palette from the Tools menu .
2. Click to select the appropriate Boris Continuum Complete effect category on the left. Choose the appropriate effect on the right.
3. Drag the icon for the desired effect onto a clip or transition.
4. Enter Effects mode and adjust the effect parameters in the Effect Editor window.

### **Applying BCC Effects as Transitions**

BCC provides two methods to use effects as transitions. The first method is to apply a BCC Two-Input effect to the transition between two clips. The second method is to overlap two clips and apply a BCC filter effect to each layer. Each method offers advantages. BCC Two-Input effects offer the convenience of an Avid transition. For example, trimming and duration changes are easily made and you only have to render a single effect. However, to create a wider range of transition effects, you can use the second method: overlap two clips and apply a filter to each layer. This method provides greater control over parameters.

### **Applying BCC Effects to Titles and Mattes**

To apply a BCC effect to a title or to an imported matte, drag the effect onto the title. If you Option /Alt-drag to the effect, the effect is applied to the title as well as to any tracks beneath the title in the timeline. For example, to apply a Pyramid Blur to a title, drag the BCC Pyramid Blur effect onto the title. To apply a Pyramid Blur to a title and the background video, Option-drag the BCC Pyramid Blur effect to the title.

### **Applying Multiple Filters to Avid Titles and Mattes**

BCC AVX allows you to apply two or more effects to an Avid title or matte without affecting the background. For example, you could apply a BCC Emboss to a title and then blur it. The Title Matte parameter group's Multi-Filter controls can also be used to apply multiple effects to existing keys, such as chroma keys, without applying them to the entire image.

### **Working with the RT Static Textures Category**

BCC 6 contains a RT Static Textures category. This category contains filters that you may want to use as a static background. When you apply these filters, they do not animate, but they will play in real time. You can also apply these filters to use clips in the timeline as textures. For example, apply BCC Emboss RT to a clip to create a static backdrop. The frame where the position indicator was when you applied the filter to the clip is used as the static texture; the clip no longer plays back. If you apply a RT Static Textures filter to a clip, make sure you are on the appropriate frame of the clip when you apply the filter.

### **Rendering Boris Continuum Complete Effects**

Boris effects render exactly the same as native Avid effects. Render effects individually or render in to out. In addition, if you re-digitize material, you simply re-render any effects; all parameters are preserved. For more information, consult your Avid documentation.

## **OpenGL Acceleration Requirements**

The first time you apply any of the Open GL filters, BCC AVX performs a fast, automatic test to look for specific OpenGL capabilities. If your configuration passes this internal test, the filter opens with OpenGL enabled. If your configuration does not pass, an error message displays in the Composer window and OpenGL is disabled. However, depending on the error message, you may elect to enable OpenGL manually.

When using BCC AVX on an Avid system on the Mac platform, the 3D Objects filters in BCC 6 are not only dependent on specific Open GL capable video hardware and software but also, on specific operating systems. On the Macintosh platform, OS 10.5 (Leopard) is the minimum.

## **Working with Unsupported Configurations**

If your system does not pass the OpenGL test, the Composer window displays an error message. Clicking the OpenGL Prefs checkbox in the General Controls parameter group displays a dialog box. Click Yes to view the results of the internal OpenGL test. This is the recommended method for examining your system's configuration. A window displays information about your system, including the graphics card, OpenGL version, driver, texture memory and OS version. Two types of error messages can display in this window. The first type of message indicates an unsupported configuration. In this case, you can try manually enabling OpenGL by selecting the Enabled checkbox in the dialog box. In many instances, unsupported hardware can correctly render the OpenGL filters. If you enable this option and your system displays distorted frames, you will not be able to use the OpenGL filters. The second type of error is a critical error. In this case, you cannot manually enable OpenGL and you will not be able to use the OpenGL filters. When you finish with the OpenGL dialog box, click OK to close the window.

## **Working with Presets and Effect Templates**

After you apply and adjust a BCC AVX filter, you can save the parameter settings by pressing the Preset menu and choosing Save. A dialog box allows you to name and save the file. Presets are only compatible with the filter in which they were created. For example, if you attempt to load a Cartooner preset into a Blur filter, the preset is ignored. However, you can also save PixelChooser parameters as presets. Boris Continuum Complete AVX includes a selection of preset effects for each filter. These presets are an excellent way to learn the capabilities of a filter.

## **Resetting Effects**

The Preset menu allows you to save filter settings independently of the media or project. You can return to the Boris Continuum Complete default settings or to a custom default that you create yourself.

## **Loading Preset Effects**

To load a previously saved filter settings file, you must first apply the same filter to your media. A list of existing presets also appears in the menu.

## **Saving Effects as Presets**

You can save favorite filter settings as presets and apply them to multiple projects.

## **Saving Effect Templates in a Bin**

You can save parameter settings in a bin as an Effect template, just as you save other Avid effects. Effect templates allow you to save effect parameters and use them again to create or modify other effects. Effect templates save parameters set at multiple keyframes.

## **Applying Effect Templates from a Bin**

To apply all the values from the template, drag the Effect template from the bin to either the Timeline or the Effect Preview monitor in the Effect Editor window.

## **Saving BCC AVX Effects as Custom Transitions**

You can now save custom transitions to the Avid Quick Transition menu for easy access. This means that custom BCC AVX transitions appear in the Quick Transitions dialog box.

## **Registration and Technical Support**

Make sure to register your product in order to receive the latest technical and upgrade information. Registered users are often eligible to download free BCC filters from the Boris FX website. Any free filters will be available on the Downloads page at [www.borissfx.com](http://www.borissfx.com).

You can register online at <http://borissfx.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 Continuum Complete AVX technical support specialists:

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

e-mail: [support@borissfx.com](mailto:support@borissfx.com)