

BCC Wild Cards

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BCC Wild Cards is used to generate an array of 3D cards with interesting and convenient animation options .

Render

• **Anti-Aliasing** is a smoothing process that applies to 3D and alpha edges in the effect if they appear jagged. Anti-Aliasing can slow down the responsiveness of working with the effect and so by design **the plugin will not apply any Anti-Aliasing when the layer the effect is applied to is set to Draft mode**. Also, using a higher AA setting will result in a somewhat slower render than using a lower AA setting so AA should only be set as high as is visually necessary to smooth the effect.



without anti-aliasing

with anti-aliasing

- **Opacity Boost** can be used to uniformly adjust the overall opacity of the particles. It can be useful used in relation to other parameters creating varied opacity such as **Motion Blur**, **Opacity Evolution**, **Random Opacity**, etc.
- **Use Source As Mask** will use the alpha channel of the layer to which the effect is applied to mask the output of the effect.
- **Use Particle Intersection** allows particles to intersect with each other. This render mode can be useful for some kinds of effects but does not support particle images with transparency well.
- **Motion Blur** offers various levels of motion blur to simulate camera shutter blur based on movement of the particles or camera
- **Shutter Angle** determines the spread of the motion blur when it is enabled

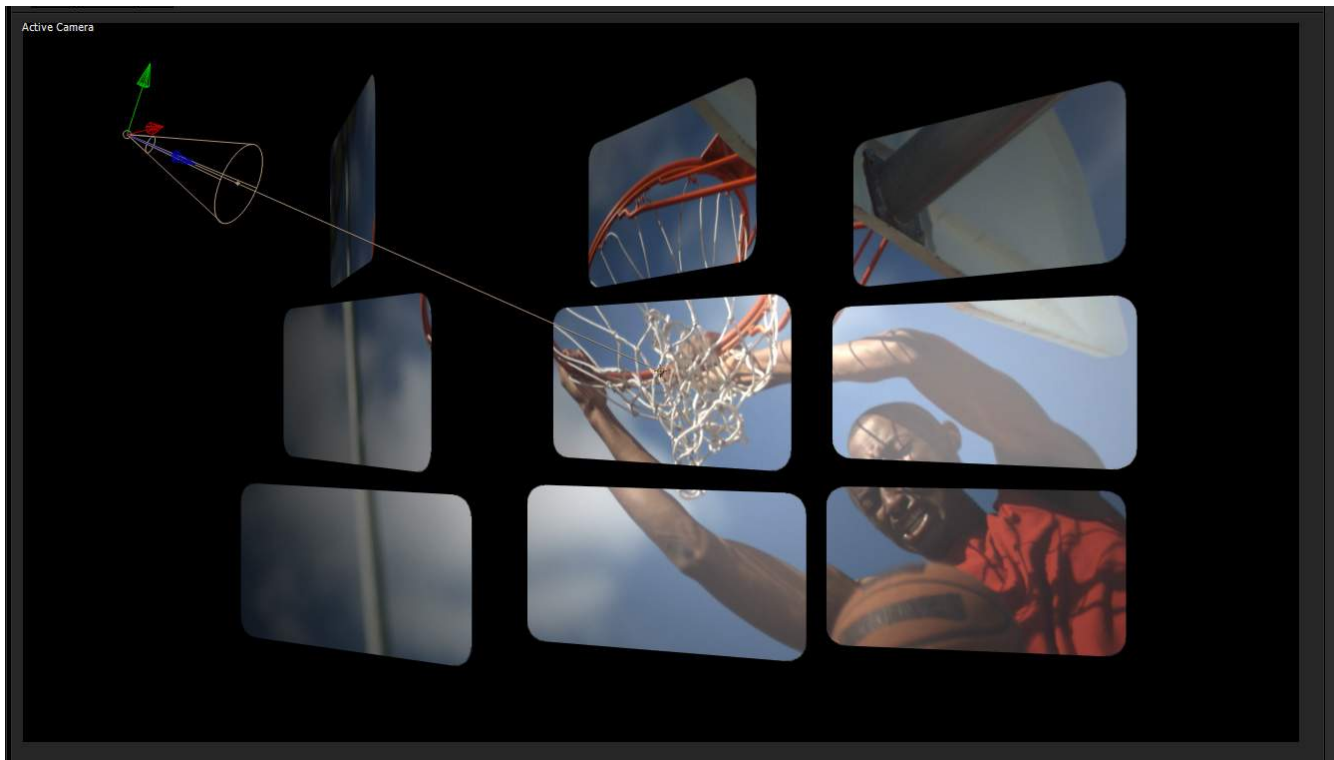


Motion Blur

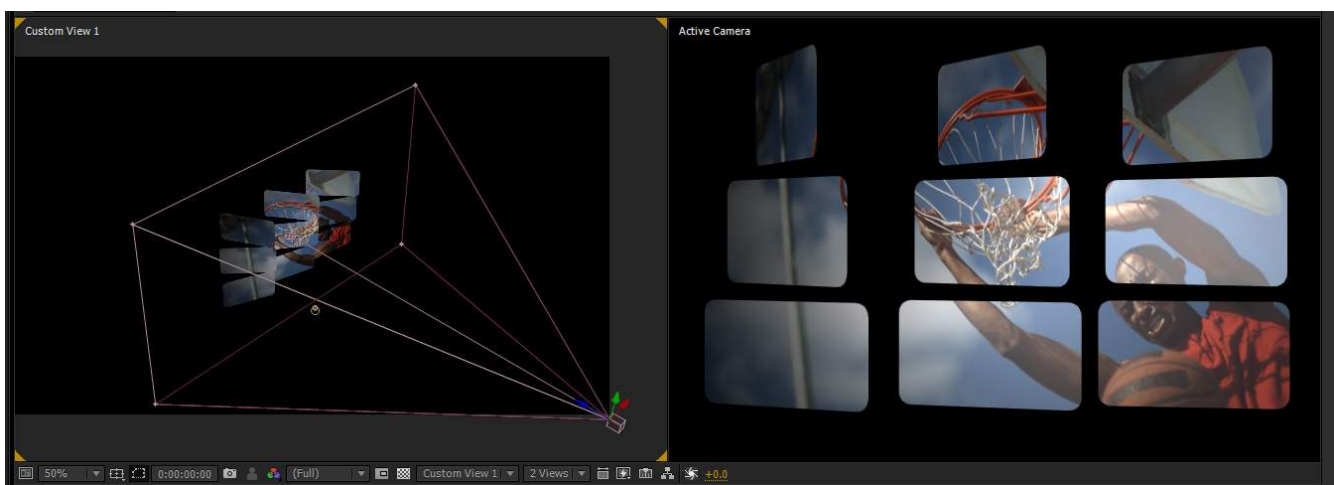
Use Comp Lights ; When enabled, the filter will **use AE lights** enabled in the comp. The maximum number of total lights (including built-in and AE lights) the filter can use at once is 8. If there are more than 8 enabled AE lights in the comp it will use the 8 enabled light tracks that are topmost in the timeline.

Use Built-in Lights ; There are also 3 built-in lights available. It's possible to use both built-in and AE lights simultaneously. If enabled, the built-in lights will have priority over AE lights in terms of which lights get used if the total number of lights exceeds 8.

Use Comp Camera ; When enabled, the filter will display the Cards from the perspective of the enabled AE camera whose track is topmost in the timeline. When Use Comp Camera is enabled, the Built-In Camera group is disabled.



Using After Effects light



using After Effects camera

Cards

• **Front Face** and **Back Face** determine the source for the card faces. If no back face is chosen the Front Image will appear when viewed from behind



with different Back Face input

• **Image Mode** offers options for how the image is mapped onto the Cards, including whether or not the image is mapped across multiple cards.



Whole Images

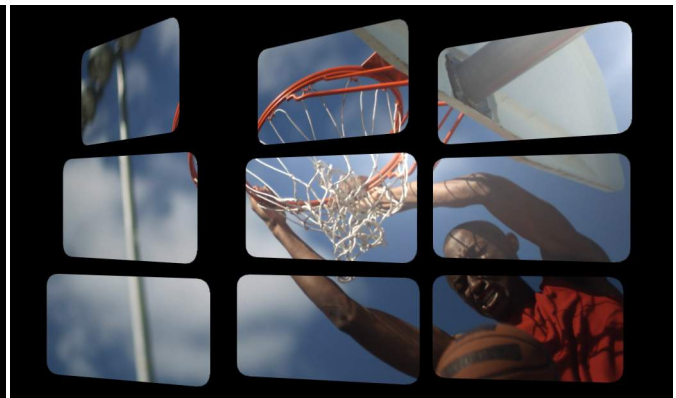


Image in Parts

• **Corner Roundness** allows for giving the cards rounded corners.

Alternate Front Faces subgroup

• **Sample Mode** determines how the effect chooses images for alternate front faces, either choosing additional layer inputs or using alternate frames from the primary **Front Face** input

• **Distribution** determines how the alternate front faces are distributed within the array of cards

• **Frame Count** and **Loop Count** determine how many frames and loops are used for the random and loop based **Sample Modes**

• **Alternate Face 1-5** is where it is possible to specify other inputs when using the “**Choose Layers**” **Sample Mode**.

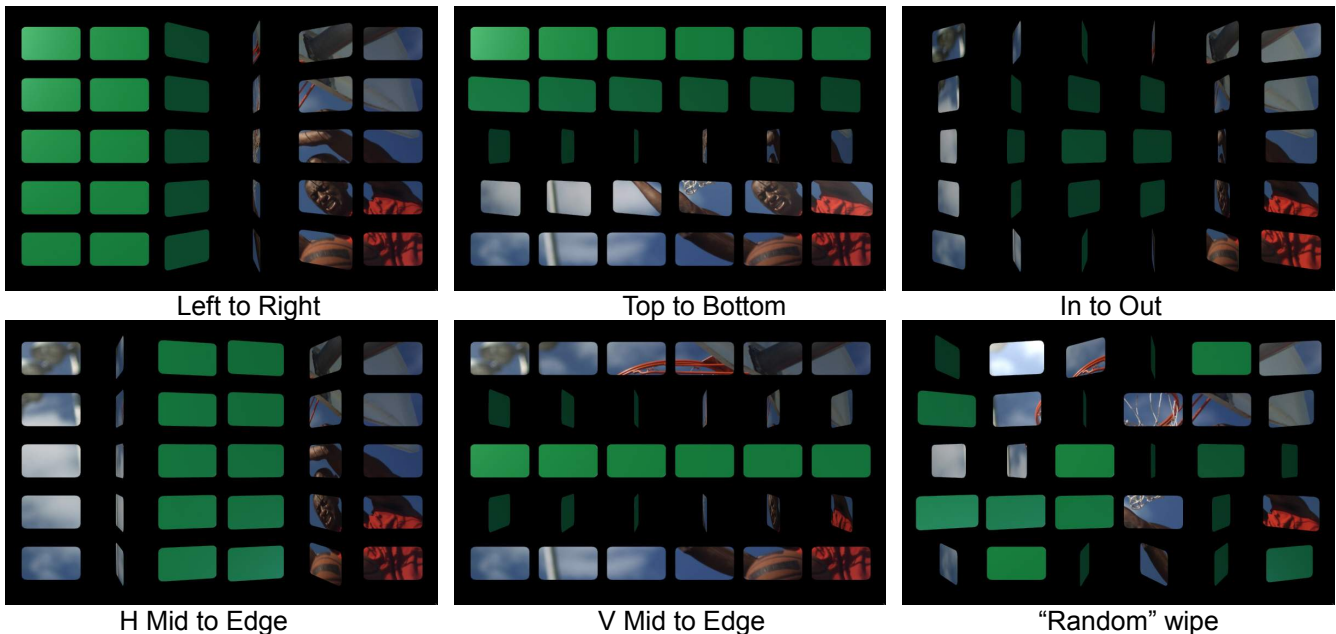
• **Master Scale**, **Scale X** and **Scale Y** are used to determine the size of the cards, while **Size Random** allows for randomizing the Size

• **Tumble**, **Spin**, and **Rotate** ; allows for transforming cards independently from the overall card array

• **Tumble**, **Spin** , and **Rotate Random** parameters ; allows for varying the rotation amount between pins based on a random algorithm

• **Bi-directional** ; allow for varied rotation in both directions simultaneously (positive and negative)

- **Rotate Wipe** ; it is possible to specify a wipe direction for the effects of card rotation



- **Wipe Progress** and **Wipe Softness** ; @ Progress zero none of the card rotation is displayed, @ Progress 100 the card rotation is entirely wiped on. Extending the Progress to 200 allows for wiping back the other way. **Wipe Softness** allows for a softer edge to the wipe (more cards affected simultaneously).
- **Material Shininess** and **Material Specular Color** can be used to adjust specular shading on the cards (when using 3D Lighting, AE Lights or Built-In).

Array

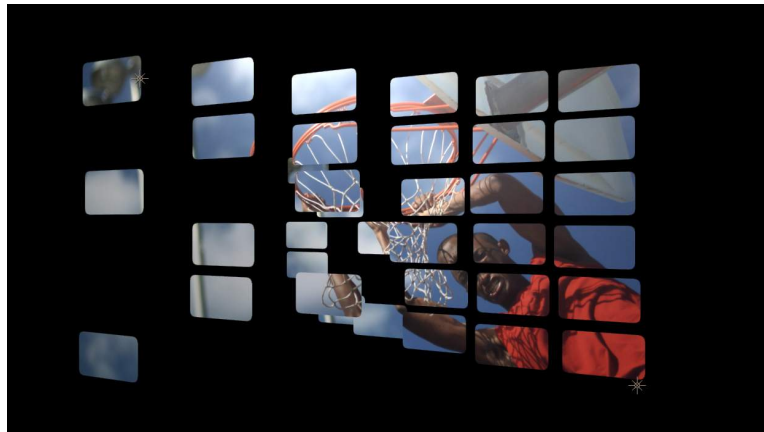
- **Global Scale** ; scale the overall card array including scale of the individual cards
- **Num Cards X, Y, and Z** ; set the number of cards along 3 axes
- **Master Spacing, Spacing X, Y, and Z** ; set the between cards along 3 axes
- **Preserve Card Orientation** ; when enabled, the cards will maintain their orientation to the camera when the Array is rotated and/or the camera moves.
- **Center X, Y, and Z** ; 3D position of the card array
- **Rotate X, Y, Z** ; card array based rotation on 3 axes – rotation is applied to array and particles
- **Lock Pivot, Pivot X, Y, and Z** ; unlocking the pivot allows for offsetting 3D pivot from position
- **World Rotate X, Y, and Z** ; world based rotation on 3 axes

Wild Cards

- **Choose Cards** ; offers options for specifying which cards to apply the wild card transformation parameters to
- **Choice** ; When using the **Choose Cards** setting of **One Card, One Row, or One Column** this parameter allows you to specify which Card/Row/Column is affected. When using **Random Choice** this parameter acts as a random seed.
- **Wildness Map** ; allows for specifying a layer input whose luma values will be used to determine which cards the wild card transformations apply to
- **Scale, Tumble, Spin, Rotate, Pos XYZ** ; wild cards transformations applied to chosen cards
- **Influence and Influence Falloff** ; the **Choose Cards** setting of **One Card, One Row, or One Column** these Influence parameters allow for having the cards surrounding the wildcard(s) seem to be influenced by the wild card – to have some of the wild card transformations applied depending on proximity to the wildcard(s).

Disperse

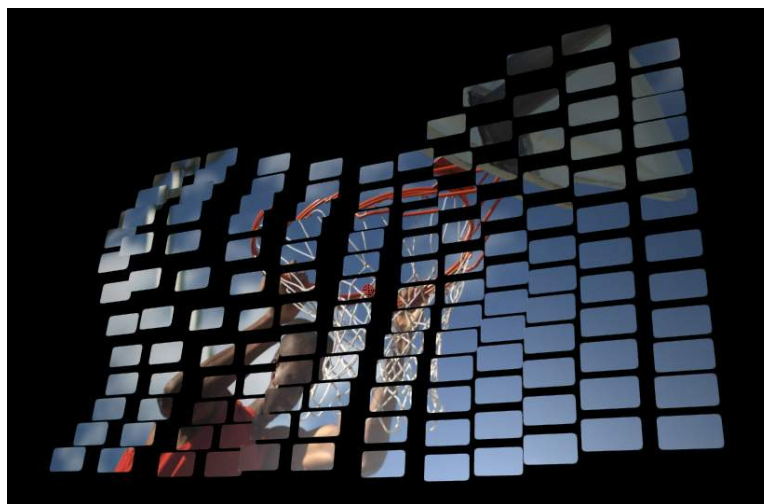
- **Disperse Master, Disperse X, Y, and Z** ; disperses the pins from their original locations based on a random algorithm – a master control and control for dispersion along the individual 3D axes
- **Disperse Wipe, Wipe Progress, Wipe Softness** ; wipe controls that apply to the dispersion (same wipe options as for **Rotate Wipe** in the **Cards** group)



Dispersion along the Z axis

Fractal Movement

- **Amplitude Master, Amplitude X, Y, and Z** ; determines the Amplitude of the Noise pattern that displaces the cards
- **Frequency Master, Frequency X, Y, and Z** ; determines the frequency of the noise pattern with separate control for each axis
- **Auto Evolve Speed** ; speed of the auto animation of the noise pattern – set to zero to turn off auto animation
- **Auto Loop** ; the number of seconds at which the noise pattern animation will seamlessly loop
- **Evolve X, Y, and Z** ; offsets for the noise pattern animation – can be used to manually animate noise
- **Individual Particle Noise** ; when enabled, each card uses its own noise pattern rather than sharing a noise pattern, which results in an appearance that looks less like waves and more random.
- **Noise Character** ; offers a variety of kinds of noise patterns



Fractal Movement along the Z axis

Built-in Camera

- **Camera Model ; Position, Orbit** – camera offering 3D position and orientation control, or an orbit camera for easily adjusting perspective while remaining focused on the 3D center
- **Field of View** ; an adjustment that can be used to simulate the look of various lenses – a large value gives a wide angle look
- **Camera Position X, Y, and Z** ; 3D coordinate control for camera
- **Camera Tumble, Spin, and Rotate** ; controls for orientation of the position based camera
- **Use Depth of Field, DOF Focal Point, Aperture, Blur** ; controls for simulating camera depth of field

Built-in Lights

- **Enable** ; 3 built in lights which can be individually enabled/disabled
- **Ambient** ; increasing this value gives some of the light color to the dark (unlit) areas
- **Type** ; determines whether the light will appear as a spot light or point light
- **Light Intensity** ; intensity of the light
- **Specular Highlight** ; determines how much the light contributes to any specular highlights on the particles – the **color** of the specular highlights is determined by the **Material Specular** parameter in the **Particles** group
- **Color** ; the color of the light
- **Position X, Y, and Z** ; 3D position of the light source
- **Tumble and Spin** ; determines the orientation of the light if it is a spotlight
- **Spot Angle and Feather** ; for spotlight, these determine the angle of the light cone and the softness of spot edges

Global Settings

- **Random Seed** ; there are several features in the plugin that use some kind of randomization to generate results (Size, Rotation, and Wipe randomization as well as Dispersion and Fractal Movement). Changing the **Random Seed** tweaks the random algorithms to produce a somewhat different result. It can be used to simply try a few different takes on an effect and it can also be used when you want another instance of the effect to look the same but not identical – give it a different **Random Seed** value.
- **Near and Far Clip Plane Adjust** ; it is possible to trim or extend the range in which particles will appear in the effect. In most cases there is no need to adjust these parameters, but if you find a particle very near or far from the camera unexpectedly disappearing it is possible to use these parameters to correct it.

Beat Reactor

This group has its own Help file doc accessed from within the parameter group by clicking the Help icon in the preset banner within the Beat Reactor group.

BORIS FX

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