

# **BCC AE 6**

**BORIS CONTINUUM COMPLETE VERSION 6  
FOR ADOBE® AFTER EFFECTS® AND PREMIERE PRO® API HOSTS**

**BORIS FX, INC  
PLUG-INS FOR TITLING, SPECIAL EFFECTS, KEYING AND COMPOSITING**

# **Boris Continuum Complete AE 6.0**

**February, 2009**

## **Release Notes**

Welcome to Boris Continuum Complete AE version 6.0. 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 AE is a titling, keying, compositing and special effects package with almost 200 powerful plug-in filters for Adobe After Effects, Adobe Premiere Pro, Autodesk Combustion, Eyeon Fusion, Quantel Q Systems, Liberty Paint and Boris Red.

For BCC 6.0 software updates, other Boris products, and additional resources, please visit our web site at [www.borisfx.com](http://www.borisfx.com).

## Software Installation

The BCC AE 6.0 software is delivered as either an electronic web download (ESD) or via a hard copy CD installer. To install BCC 6.0 on your system please follow these instructions:

### ESD Installer

If you downloaded the software electronically via the web, when you entered the download section you were prompted to enter an email address to which a trial license was sent. This license will enable you to run the software for two weeks without a watermark of any kind. You will need this license to install the software onto the target system.

Double click on the product installer on your desktop and when prompted, enter your information into the three fields that appear in the window that pops onto the screen.

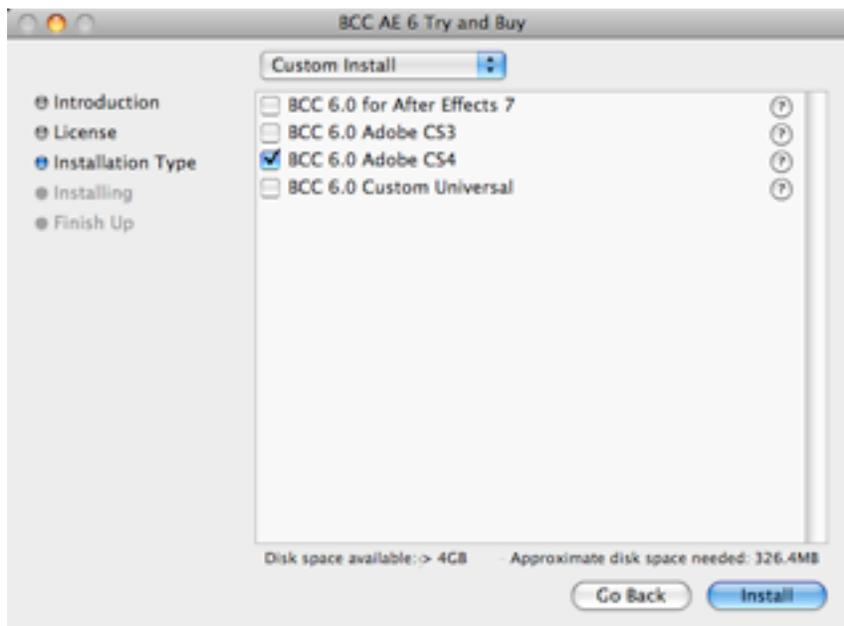


The image shows a dialog box titled "Trial License". The text inside the dialog reads "Please enter your Trial License below." Below this text are three input fields. The first field is labeled "Name:", the second is labeled "Organization:", and the third is labeled "Serial #:". At the bottom of the dialog are two buttons: "Cancel" and "OK".

The third field is where you enter the trial license. Once the trial license has been accepted, a second screen will appear where you will be prompted to select the host application for the software.



Select the appropriate host application(s) and the software installation will take place automatically.



The installation process takes only a couple of minutes and once complete you will be ready to use the software within the selected host application.

## **CD Installer**

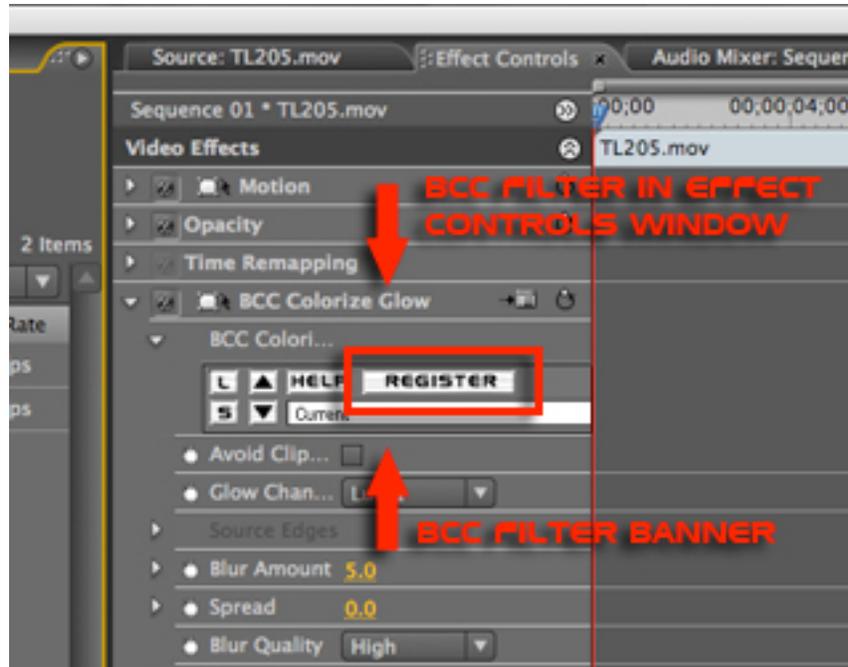
If you have a CD installer, simply insert the CD into the CD reader and double click on the CD icon on the desktop to access the CD contents and then run the installer by double clicking it. Installation should only take a couple of minutes and once complete you should be ready to use the software within the selected host application.

## **Purchase and Licensing**

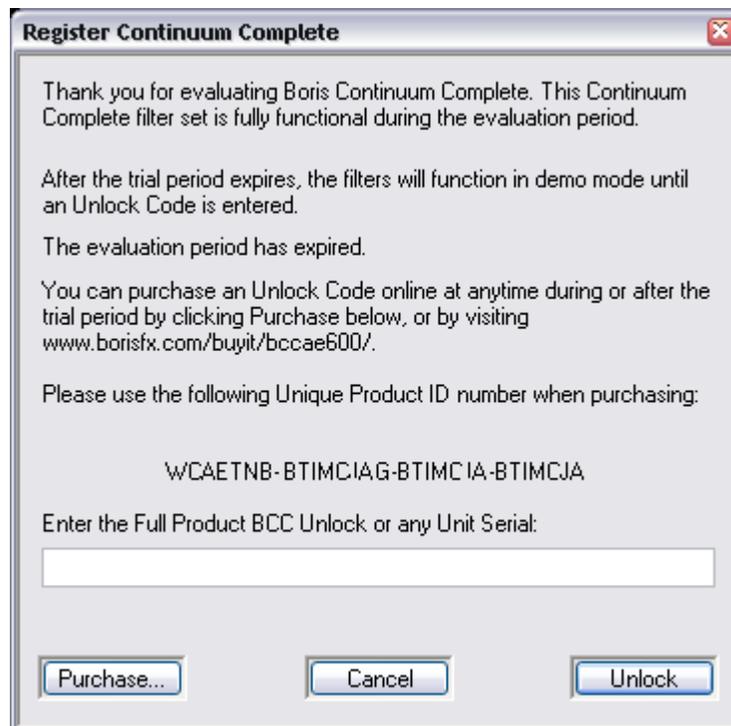
The Boris Continuum Complete filter set is fully functional during the evaluation period, which lasts for 15 days from the initial date of product installation. During this period the software will render without embedding a watermark of any kind into the final image result. After the 15 day trial period has expired, all filters in the set will continue operate as expected, however, a watermark will be rendered into the frame as reminder to the user that the trial period has expired. The embedded watermark will disappear once an unlock code has been added to the system. The instructions for adding an unlock code to the system are described below.

### **Adobe Premiere Pro users**

To license the software, apply any filter from the BCC 6.0 set to an image clip or a slug in the project timeline. Once the filter has been applied to the clip, the filter controls will appear in the applications Effect Controls window. Click on the disclosure triangle next to the filter name in the Effect Controls window - this action reveals the individual parameter controls that are available for that particular filter. Then click on the triangle next to the first parameter in the list (which is labeled with the filter's name.) This action reveals the filter banner, where you will find additional controls such as the preset load / save mechanism. In the filter banner there is a button that is labeled "Register". Click this button.



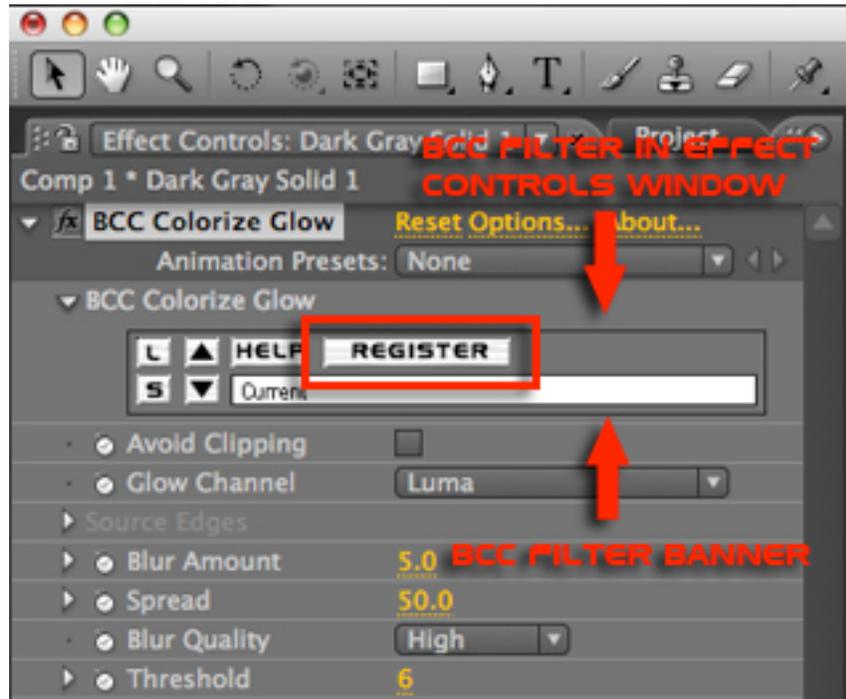
This action prompts a dialogue box to appear containing the BCC 6.0 Unique Product ID for this system. The Unique Product ID is a code that BCC uses to identify this particular system and is used by BorisFX to generate the unlock code.



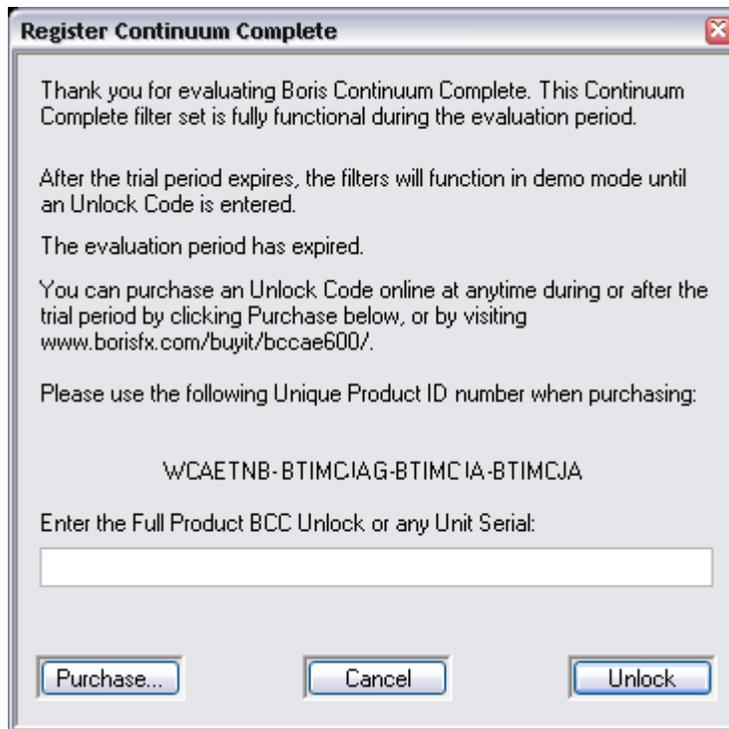
Users that are purchasing the entire suite must submit the Unique Product ID to BorisFX to obtain their unlock code.

## Adobe After Effects users

To license the software, apply any filter from the BCC 6.0 set to a clip in the timeline. The filter controls will then appear in the Effect Controls Window. At the top of the controls is the filter banner, where you will find additional controls such as the preset load / save mechanism. In the filter banner there is a button that is labeled "Register". Click this button.



A dialogue box should then appear containing the BCC 6.0 Unique Product ID for this system. The Unique Product ID is a code that identifies this particular system and is used by BorisFX to generate the unlock code.



Users that are purchasing the entire suite must submit the Unique Product ID code to BorisFX to obtain their unlock code.

## What's New in BCC 6.0

The following filters and features are new in BCC 6.0:

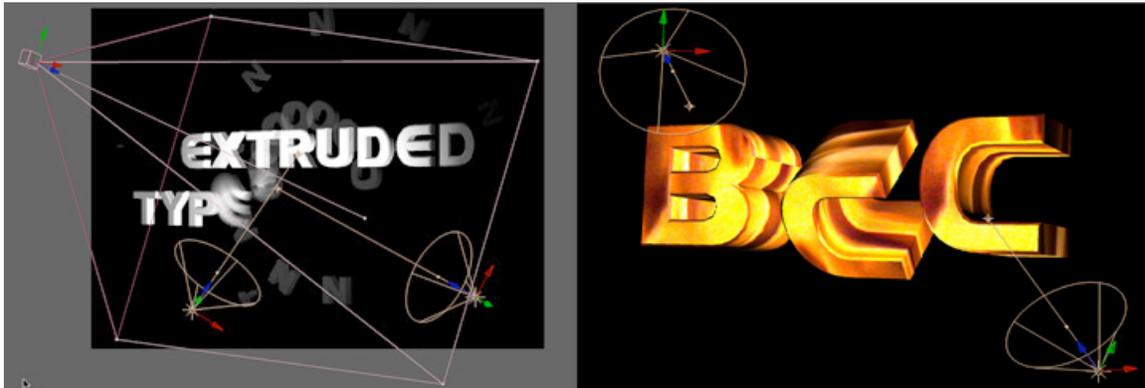
**13 New Filters** ranging from realistic 3D vector graphics extrusions to organic 3D de-formers to painting and image restoration. The new 3D Objects category includes Ex-truded Text, Extruded Spline, Type-On Text, and Layer Deformer. New image restoration filters include DV Fixer, Smooth Tone, and Pixel Fixer. New image painting filters consist of Charcoal Sketch, Pencil Sketch, Water Color, and Cartoon Look. New OpenGL filters include Lightning and Tile Mosaic.

**BCC Extruded Text** - The BCC Extruded Text filter generates 3D Text with built-in con-trols for generating 3D shatters and warp deformers. This filter is OpenGL hardware ac-celerated.



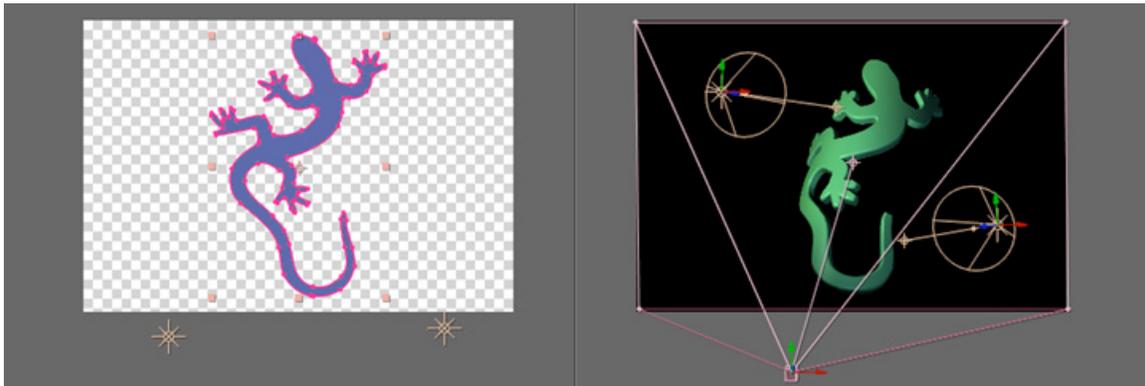
Create stunning 3D extruded text elements and use the AE native camera and lighting system to generate fly-throughs or use the built-in camera and lighting system to ani-mate the viewer around the generated 3D text models. This filter also includes vertex and pixel shaders that enable the generation of animated 3D shatter, bulge, bend, taper, twist, ripple and wave effects. Generate text from scratch using the built-in title tool or copy / paste from any text editor right into the title generator window. This filter includes full control over the leading, tracking, character and paragraph styles of the generated 3D text element. You can also create reflection or texture maps for the generated 3D text from any image or video clip from the AE timeline.

**BCC Type-On Text** - The BCC Type-On Text filter enables the user to generate text that automatically types-on the screen. This filter is OpenGL hardware accelerated.



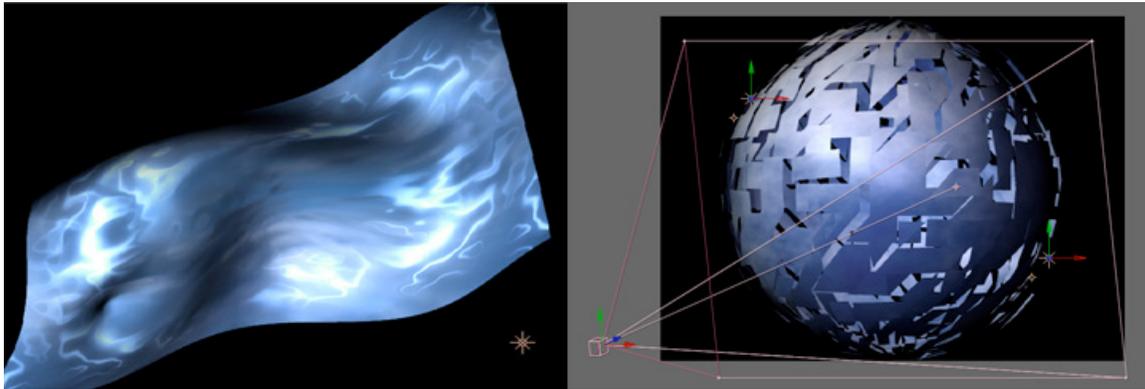
Creating extruded 3D type-on text effects within Adobe After Effects is now an easy and simply process. The BCC Type-On Text filter includes a full featured title generator that offers control over the leading, tracking, character and paragraph styles of the 3D text element. Create animated text type-ons that fly in from behind or toward the camera or slide into view from the top, left, bottom or right of the screen either letter by letter, word by word or line by line. Use any image or video clip from the timeline to add textures or reflection maps that animate in real-time over the extruded text element. This filter also includes the ability to use the AE native 3D camera and lighting system or users can use the built-in camera and light controls.

**BCC Extruded Spline** - The BCC Extruded Spline filter generates a 3D extruded shape from a 2D After Effects spline mask shape. This filter is OpenGL hardware accelerated.



This filter utilizes state of the art OpenGL technology to enable users to generate and extruded shape from any AE generated mask shape. Users can extrude shapes using the built-in AE pen path tool or imported vector art from Adobe Illustrator. This powerful filter can even use the built-in AE native camera and lighting system, or users can use the camera and light tools that are included in the comprehensive filter user interface. Any image or video track from the AE timeline can use used as reflection or texture maps for the extruded surface and the generated 3D shapes can can be subject to the built-in 3D warp and deform functions.

**BCC Layer Deformer** The BCC Layer Deformer distorts 2D image layers in 3D space with built-in controls for 3d effects such as ripple, wave, sphere. This filter is OpenGL hardware accelerated.



Use the BCC Layer Deformer to generate useful 3D shapes such as planes, cubes, spheres, cylinders and deform these 3D objects using the built-in vertex and pixel shaders. Create a bulging cube that shatters off into a million pieces or a rippling plane shape and use any image or video clip from the timeline to add textures or reflection maps. This filter also includes the ability to use the AE native 3D camera and lighting system or users can use the built-in camera and light controls.

**BCC DV Fixer** The BCC DV Fixer filter is designed to soften or remove diagonal stair-step artifacts, aka jaggies, from an image clip while protecting other areas of the image from the softening process.



The filter uses proprietary algorithms to detect visible aliased diagonal edges that are typically found in DV video clips and then process the pixels only along these edges to achieve a smooth artifact free result. The filter is easy to use and features on-screen view modes, which are accessible via a convenient pop-up menu option within the filter UI, that enables the user to fine tune the detected jaggy edges prior to performing any image processing..

**BCC Smooth Tone** The BCC Smooth Tone filter smooths or softens an image while preserving the important detail contrast areas.



With the advent of HD image technology, many times the image result is what can be referred to as being too sharp. What this means is that certain areas in the image, such as the pores on a subjects skin, may become too prominent. The Smooth Tone filter applies a complex image smoothing algorithm to these areas in the image but does not affect extreme specular highlights or catch-lights, which results in smoother skin tones while preserving important areas of detail contrast within the image.

**BCC Cartoon Look** The BCC Cartoon Look filter simulates a rotoscope toon-animation look.



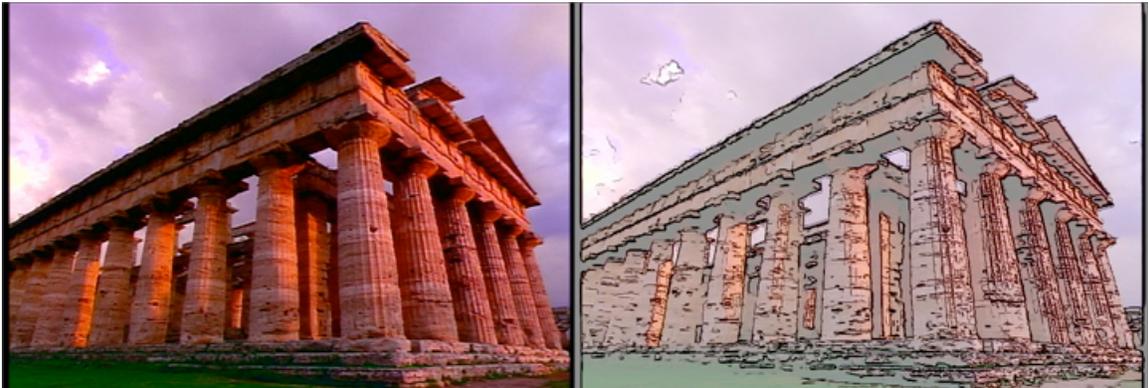
The look of cartoon roto-scope animation, which was recently popularized with feature films such as "A Scanner Darkly" and "A Waking Life" and may also be seen in memorable advertisement campaigns for Charles Schwab was once only possible with many hours of painstaking rotoscope painting and compositing along with the use of large-scale dedicated image processing systems. With the BCC Cartoon Look filter, this look is now available to anyone who can drop a filter onto a clip. The filter includes many pre-set looks and styles, all available via the filters' preset pop-up menu. You can even make your own presets and apply them to any other clip in any project. This filter is easy to use, yet provides parameter controls to achieve the right look with any source material.

**BCC Charcoal Sketch** The BCC Charcoal Sketch filter simulates the painterly look of an image that was created using charcoals.



With the Charcoal Sketch filter, generating the look of an images that was created by an artist using charcoals has never been easier. Simply drop the filter onto any clip and the image is immediately transformed from a standard shot into a charcoal sketch. The filter includes easy to use pop-ups to determine the weight or line width and the desired level of detail.

**BCC Pencil Sketch** The BCC Pencil Sketch filter simulates the look of a hand drawn pencil sketched image.



The Pencil Sketch filter is another of the new "art-look" filters that are included in the BCC 6.0 set. Simply apply this filter to an image clip to emulate the look of an animated pencil drawn sketch. This filter includes many apply modes which can be used to blend the generated pencil lines with the original image to produce unique stylized looks.

**BCC Water Color** The BCC Water Color filter simulates the wash look of a water color painting.



Watercolor paint-style images can easily be generated from any source material with the addition of the BCC Water Color filter. This filter includes the ability to control the color and weight of the contour edges as well as the desired level of contouring. Save your own preset looks or use the included user-modifiable preset looks to generate wash or water color effects.

**BCC Pixel Fixer** The BCC Pixel Fixer filter repairs pixels in the image that are the result of dust on a camera lens or imaging sensor.



Digital video and still photography, while making it easier to have immediate access to source material comes with some disadvantages over film source material. One common problem / disadvantage is with the cameras' image sensor. Sometimes pixels on the sensor stop working, with the result of "bad" pixels in the image. Instead of clone-painting to remove or disguise the bad pixel in each frame, the BCC Pixel Fixer automates this process. Simply center one of the source points in the filter over the bad pixel and it is removed from every frame in the clip. This fast to render filter includes source points to remove up to 10 "bad" pixels per filter instance.

**BCC Lightning** The BCC Lightning filter generates simulated lightning bolts or plasma arcs. This filter is OpenGL hardware accelerated.



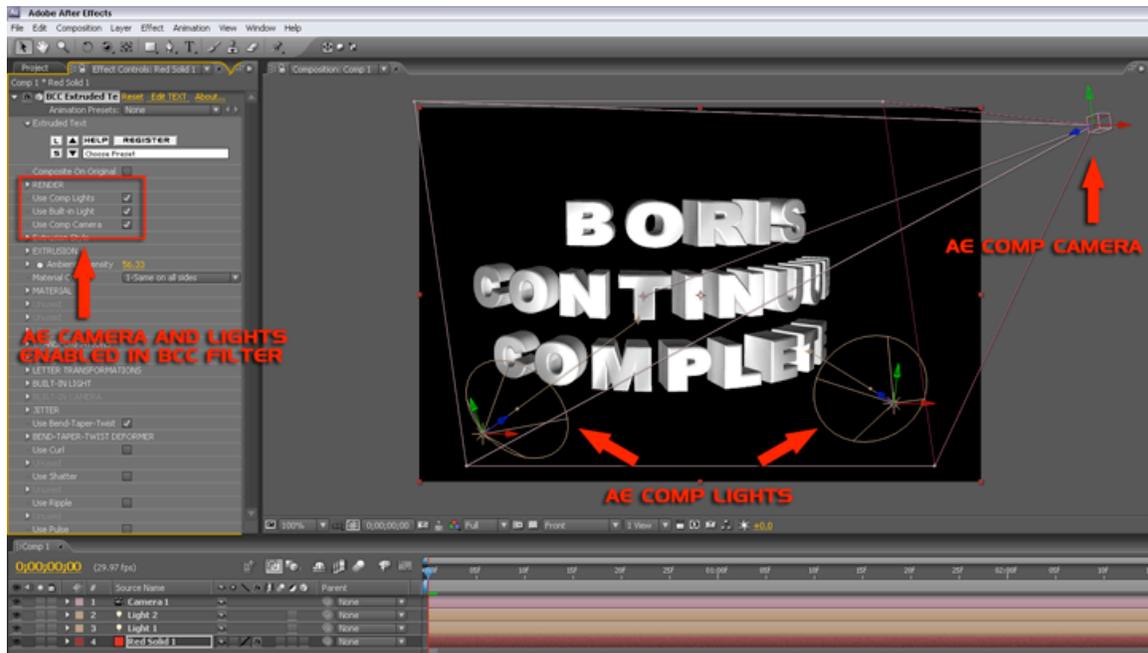
The new BCC Lightning filter can be used to emulate photo-real auto-animated lightning bolts that emanate from single or multiple sources (sheet lightning), single bolt point-to-point timed strikes or even "Van De Graaf" generator or "Tesla Coil" high-voltage electrical plasma arcs. Dozens of static and animated presets are available for this filter and are accessed via the built-in preset pop-up selector.

**BCC Tile Mosaic** The BCC Tile Mosaic filter simulates an image that is comprised of hand-cut opaque tiles. This filter is OpenGL hardware accelerated.

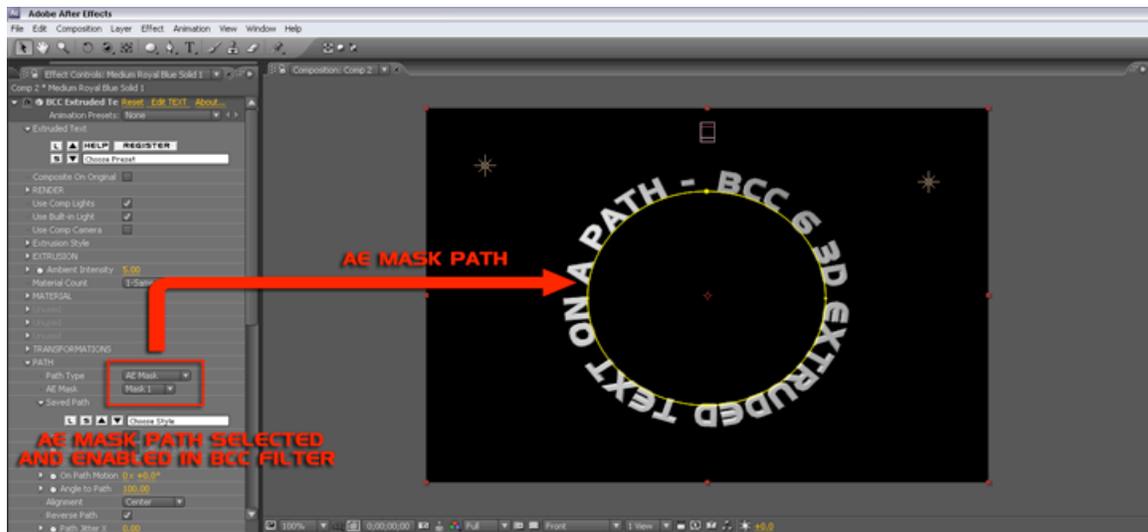


Use the BCC Tile Mosaic filter to generate the look of hand-cut tiles from a still or moving clip of images. The filter includes parameters to control the relief of the tiles as well as the shape of the tile pieces and the position of the light as it hits the tile surface. Other options include the ability to control the grout width and color.

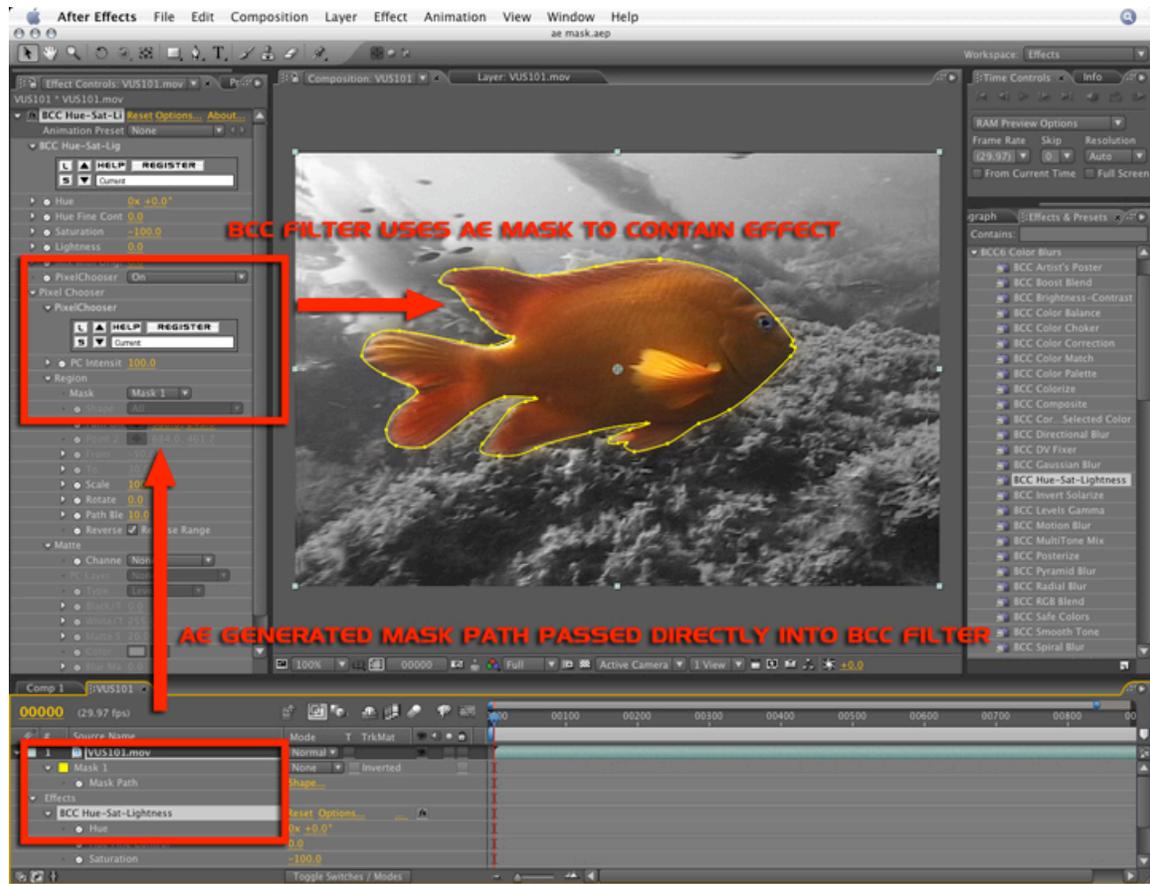
**Support for AE's Camera and Lighting System.** Many BCC filters - including Extruded Text, Type-On Text, and Extruded Spline - are now integrated with AE's camera and lighting system for easy, intuitive setup using AE's native tools and controls.



**Import AE Mask Paths into Boris Continuum Complete Filters.** From 3D text on a path to custom bevel profiles and extruded spline objects, AE masks can now be used to control the geometry of BCC 6.0 AE filters. Now there is no need to learn a custom user interface or switch to a different application to adjust spline shapes. Users may take advantage of AE's familiar mask tools for all custom spline work.



Additionally, all BCC 6.0 AE filters feature the ability to load custom AE spline masks into BCC's built-in PixelChooser matte and masking system for ultimate control over the filtered result.

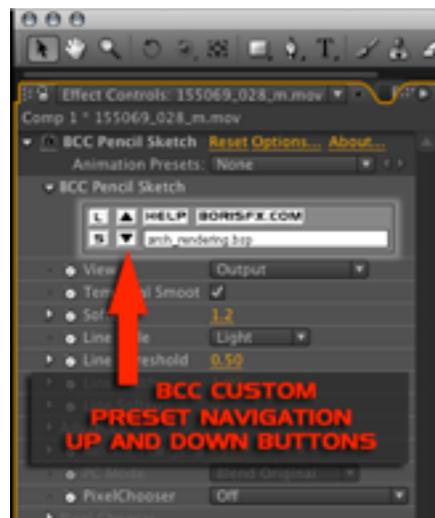


**Custom Animated Presets.** This unique feature lets users save and re-use every parameter animation in every BCC filter - even across host applications and platforms. BCC 6.0 AE includes 1000+ factory-installed animated presets. Animated presets are now saved in an industry-standard XML format so that they can be viewed and edited by any XML-compliant text editor. When a saved animated preset is selected from the BCC 6.0 preset menu, a dialogue box appears that enables the user to select between preserving the keyframe timing information from when the preset was created, or to stretch the keyframes in time so that they fit the length of the clip to which the filter was applied.

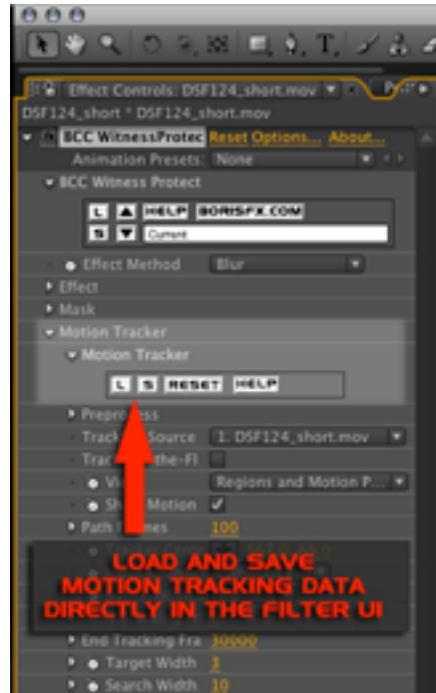


Note that the the Animated Preset feature is not currently available for the BCC 3D Objects filters. This may change with a future software update.

**Single-Click Custom Preset Navigation Tool** lets users easily browse through the saved / installed filter presets without opening a pop-up box. Simply clicking on the up or down arrows will load either the previous or next preset in the list - the display next to the up / down arrows updates to display the name of the currently selected preset. Both static and animated presets are immediately applied to the filtered clip when selected by the user and the host preview window is automatically updated to reflect the selected preset. Over 1500 factory-installed, user-modifiable static presets and over 1000 factory-installed and also user modifiable animated presets are included with BCC 6.0 AE. Presets from previous versions of the software can be opened in BCC 6.0.



**Built-In Motion Tracker Enhancements** are found in almost every filter. Users may now save motion tracker data from one filter and load the saved data in another filter or in After Effects itself.



Motion Tracker data may be edited using most any standard spreadsheet editor or even in a text editor that is capable of reading XML data.

The screenshot shows a spreadsheet with the following data:

Adobe After Effects 8.0 Keyframe Data				
3		Units Per Second	29.97	
4		Source Width	720	
5		Source Height	486	
6		Source Pixel Aspect Ratio	0.9	
7		Comp Pixel Aspect Ratio	0.9	
9	Effects	BCC WitnessProtection #1	Tracker Center K/F #37	
10		Frame	X pixels	Y pixels
11		0	567	69
12		1	561.26	73.7
13		2	555.5	78.56
14		3	550	83.64
15		4	544.75	88.51
16		5	539.64	93.8
17		6	534.57	99.32
18		7	529.5	104.84
19		8	524.43	110.36
20		9	519.36	115.88
21		10	514.29	121.4
22		11	509.22	126.92
23		12	504.15	132.44

A red text box at the bottom of the spreadsheet reads: "BCC 6 MOTION TRACKER IMPORT / EXPORT FEATURE GENERATES TRACKER DATA THAT CAN BE MODIFIED USING ANY STANDARD SPREADSHEET EDITOR".

**Significant Performance Gains.** Every BCC 6.0 AE filter is either OpenGL-based or multiprocessor-accelerated for ultimate rendering speed on modern computing and graphics platforms.

The chart below illustrates the speed gain in BCC 6.0 over it's predecessor with up to 5x performance gain in some filters - the numbers in red are the ones to look at in the chart as they show the percentage speed increase. All render times are in seconds.

	Time in seconds	Time in seconds	Percent Gain	Time in seconds	Time in seconds	Percent Gain
BCC Filter	BCC 5 Mac Int	BCC 6 Mac Int	BCC on Mac	BCC 5 Win XP	BCC 6 Win XF	BCC on Win
Chroma key	347	269	129	710	536	132
Film Proces	2187	669	326	3780	1882	201
Optical Flow	658	481	136	1153	810	142
Noise Map :	658	368	178	1362	703	194
Median	5580	1061	525	11460	7560	152
Motion Blur	2103	867	242	4440	3098	143
Clouds	1427	398	358	3053	1661	184

**TESTS PERFORMED ON 30 SECONDS OF HD MEDIA 1920x1080 @ 29.97 FPS**  
**MACINTOSH HARDWARE CONFIGURATION: Intel Core 8 CPU (Duo-2 processors) @ 2.8 GHz**  
**WINDOWS HARDWARE CONFIGURATION: Intel Core 2 CPU (Duo-2 processors) @ 2.93Ghz**

**Note for Premiere Pro users:**

At this time, several of the filters in the package cannot be used in Premiere Pro due to issues that could not be solved before the BCC product release. We are working with Adobe to resolve the issue and will make available a free software patch once the problems have been solved.

There are also 5 filters in the set which utilize the After Effects Camera and Lighting system. These filters do not operate within the Premiere Pro environment as a result. These filters are BCC Extruded Text, BCC Extruded Spline, BCC Type-On Text, BCC Layer Deformer and BCC 3D Extruded Image Shatter.

**Compatibility with Older Versions of Boris Continuum Complete**

Boris Continuum Complete 6 settings are compatible with prior releases subject to the following qualifications:

**Users with BCC 3.x Installed**

For users who currently have BCC 3.x on their system, installing BCC 6.0 will seamlessly replace the older filters with the new 6.0 versions of these filters. Rendered and unrendered effects will not be affected by the switchover from BCC 3.x, 4.x or 5.x to BCC 6.0. If you are still using BCC 3.0, several gradient presets will be added to your

BCC 3.0 Presets folder, which you can load into filters that use the Gradient Load and Save controls. These gradient presets were also included in the BCC 3.0.1 update.

### **Users with BCC 2.x Installed**

If you have Boris Continuum Complete version 2.x installed, running the Boris Continuum Complete 6.x installer will not remove the older filters. BCC 6.0 filters can coexist with 2.x versions of BCC. However, after installing BCC 6.0, we do not recommend you apply BCC 2.x filters to any new projects because it will be difficult to determine which version you are using. Once you finish older projects and are confident that you do not have any BCC 2.x filters in any projects, manually remove the BCC 2.x filters from your plug-ins folder.

Installing BCC 6.0 filters will not delete older BCC version 2.x filters, and thus will not affect rendered effects created in earlier versions of BCC. Presets created in BCC 3.x, 4.x and 5.x can be opened in BCC 6.0 filters, with the exception of Time filter presets in Premiere Pro, and presets created with the BCC Match Grain filter. Due to changes made to this filter in BCC 4, BCC Match Grain filter presets created in BCC 3.x cannot be opened in BCC 6.0. BCC filters version 2.x and earlier cannot open BCC 6.0 presets.

## **Localization**

BCC is localized in several languages – English, French, German, Spanish, Italian, Japanese, Chinese and Korean. BCC 6.0 installs a Boris Language Pack file which reads the system language specified on your system and translates its menus into that language, if it is supported. Localization should be automatic and requires no work on the part of users. The Boris Language Pack file is located in the following location:

### **Macintosh:**

***System Drive/Library/Application Support/BorisFX/Boris Language Pack.ecs***

### **Windows:**

***C:\Program Files\Boris FX, Inc.\Boris Language Pack.ecs***

### **Editing Language Pack files with the Boris Localizer**

The Boris Localizer is a standalone Mac OS X application available through your local Boris reseller that can be used to update the translation of BCC filters in any of its eight supported languages. Use the Boris Localizer to edit Boris Language Pack files which contain translations of BCC menus and parameters into various languages. Contact your reseller for more information on using the Boris Localizer to edit the default BCC translations.

## Supported Hosts

BCC AE 6.0 has been extensively tested in the following host programs:

After Effects 7 Macintosh and Windows  
Adobe CS 3 After Effects Macintosh and Windows  
Adobe CS 3 Premiere Windows  
Adobe CS 4 After Effects Macintosh and Windows  
Adobe CS 4 Premiere Windows

All other After Effects compatible host programs can be used by selecting Custom Install option in the installer and navigating to the plugin folder of the host program. We suggest that you use our trial version available on [www. BorisFX.com](http://www.BorisFX.com) prior to purchasing BCC AE 6.0 for any host program not listed above.

• Please note that Apple Final Cut Pro and Apple Motion require a a separate version of BCC (BCC FxPlug), which will be released at a later date.

### Macintosh

- Adobe® After Effects® 7.0 and later, including Adobe® CS4®
- Adobe® Premiere Pro® 3.0 and later, including Adobe® CS4®
- Autodesk® Combustion® 2.1 and later
- Boris Red® 3GL and later

### Windows

- Adobe® After Effects® 7.0 and later, including Adobe® CS4®
- Adobe® Premiere Pro® 3 and later, including Adobe® CS4®
- Autodesk® Combustion® 2.1 and later
- Eyeon® Fusion® 3.0 and later
- Quantel® Q Systems® via V. D. S.® Synapse® software
- Liberty® Paint® V. D. S.® Synapse® software
- Boris Red® 3GL and later
- BCC 6.0 supports Quantel® Q Systems and Liberty Paint® hosts via V. D. S. Synapse® software. Refer to [www.videodesignsoftware.com/products/synapse.php](http://www.videodesignsoftware.com/products/synapse.php) for more information.

## Minimum System Memory Requirements

The following memory requirements are recommended for both Macintosh and Windows users:

- Minimum 512 MB (assigned to host application)
- Recommended 512 MB + (assigned to host application)

## Supported Operating Systems

Boris Continuum Complete 6 supports the following operating systems:

### Macintosh

Mac OS™ X 10.4.x (Tiger)  
Mac OS™ X 10.5.x (Leopard)

- Please note that the 4 filters in the BCC 3D Objects category require MacIntel systems with MacOS 10.5 (Leopard). PPC systems will be supported with an update in the near future.

### Windows

Microsoft® Windows® 2000  
Windows XP®  
Windows Vista®

## Supported OpenGL Configurations

Currently Boris Continuum Complete includes two groups of filters that are OpenGL dependent. These groups are: BCC 6.0 3D Objects and BCC 6.0 OpenGL. All of the filters that are in these groups are OpenGL-dependent. OpenGL is required to use these filters.

A list of currently supported video cards for the BCC 6.0 OpenGL filters is available at <http://www.borisfx.com/products/OpenGL.php>

### Working with OpenGL

Boris Continuum Complete's OpenGL hardware acceleration speeds rendering for all filters in the BCC 6.0 3D Objects and the BCC 6.0 OpenGL categories. OpenGL is a cross-platform standard that dramatically improves interactivity and rendering. "GL" stands for graphics library. "Open" refers to the ongoing, industry-wide contributions to its evolution. OpenGL is built into both the Windows and Macintosh operating systems as well as a wide variety of display cards.

More details about OpenGL are available from [www.opengl.org](http://www.opengl.org)

Currently Boris Continuum Complete includes several filters that are OpenGL-dependent. These are:

BCC Glare, BCC Glint, BCC Glitter, BCC Lens Flare, BCC Lens Flare Advanced, BCC Damaged TV, BCC Scanline, BCC LED, BCC Prism, BCC 3D Extruded Image Shatter, BCC Extruded Text, BCC Extruded Spline, BCC Type-On Text, BCC Layer Deformer, BCC Lightning and BCC Tile Mosaic. OpenGL is required to use these filters.

### **OpenGL Acceleration Requirements**

The first time you apply any of the Open GL filters, BCC performs a fast, automatic test to look for the 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 instead of the image, and OpenGL is disabled. However, depending on the error message, you may elect to enable OpenGL manually. See the next section for information on working with unsupported systems.

For the most recent list of supported hardware, please visit [www.Borisfx.com](http://www.Borisfx.com)

### **Graphics Cards and Driver configurations for BCC AE 6.0**

The following card families and drivers have been tested and approved for use with all OpenGL accelerated filters in BCC AE 6.0:

NVIDIA Quadro FX 1500, 3450, 3500, 3700, 4500, 5500, 4600, 4800, 5600

NVIDIA GeForce 6800, 7800, 7900, 7950, 8600, 8800, 9800 GX2

ATI FireGL V3300 and up, V5200 and up, V7200 and up, V8600 and up

ATI Radeon x1900, x1950, HD 2600

Supported NVIDIA Quadro FX driver  
NVIDIA driver version 181.20

Supported NVIDIA GeForce driver  
NVIDIA driver version 181.22

Supported ATI FireGL driver  
Version 8.543

Supported ATI Radeon driver  
Version 9.1

## Older Graphics cards and Drivers

The following card families and drivers are the minimum required for use with the standard BCC AE 6.0 OGL filters:

### ATI

Model	Recommended driver version
FireGL series - all	7.96.2.1 and after
RADEON™ X300+	6.13.10.6368 and after
RADEON™ 8500+	6.13.10.6368 and after

### NVIDIA

Model	Recommended driver version
Quadro FX - all	either 45.23 or after 67.22
Quadro4 900+	either 45.23 or after 67.22
GeForce 6800	after 67.22
GeForce FX - all	after 67.22
GeForce PCX - all	after 67.22
GeForce3 & 4 - all	either 45.23 or after 67.22

### DualView display mode on dual-monitor NVIDIA based configurations

If you are using the DualView display mode on a dual monitor configuration, filters in the BCC 3D Objects category require the following NVIDIA driver Performance and Quality settings:

<http://www.borisfx.com/blue/NVIDIACP/NVIDIACP.html>

- nView Display set to DualView
- Hardware Acceleration set to Single Display mode
- Unified Back Buffer turned OFF (Quadro only setting, not relevant to GeForce boards)

*Note: Using DualView with Hardware Acceleration set to Single Mode allows the system to treat the 2 monitors as individual monitors while focusing the OGL Hardware Accelera-*

*tion to the primary monitor. It is necessary to work with your video display windows on the primary monitor for them to update during playback using these NVIDIA settings.*

### **Monitor configuration limitation for working in 1080i HD size on NVIDIA based systems**

In the current BCC 6.0 release it is necessary to set nView Display to Horizontal Span in the NVIDIA Control Panel or run the system in a single monitor configuration for working with 1080i HD size projects (1920 x1080 pixels) – meaning the NVIDIA card must be set to treat the 2 monitors as a single wide monitor or it must be driving only one monitor rather than two to successfully render BCC 3D Objects effects at that resolution. BCC 1080i effect output will be cropped when running 2 monitors in DualView configuration.

### **Working with Unsupported Configurations**

If your system does not pass the OpenGL test, an error message displays. Clicking **Options** at the top of the filter displays an Open GL Settings dialog box showing that OpenGL is disabled. Click the **Test OpenGL HW button** in this dialog 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 Open GL Settings 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.

For the most recent list of supported hardware, please visit [www.Borisfx.com](http://www.Borisfx.com)

### **Working with 8-bit and 16-bit Filters**

Boris Continuum Complete can work with both 8-bit-per-channel and 16-bit-per-channel media; 16-bit-per-channel makes a larger range of colors available. This option's availability is dependent on your host application. For example, the Adobe After Effects production bundle supports 16-bit color, while Adobe's Premiere Pro does not. However, this could change in future versions. Consult your host application documentation for information on setting the color depth and render options.

When you work with high-resolution images that use a narrow range of colors, such as gradients for film effects or HDTV output, 16-bit-per-channel mode means that transitions between colors display less banding, and more detail is preserved. You can choose to work in 8-bit-per-channel or 16-bit-per-channel mode for each project. BCC automati-

cally uses the color depth that was set in your host application. However, the BCC Color Palette, Rays and Star Matte filters do not operate in 16-bit color depth. If an effect supports only 8 bits, and your project is set to 16 bits, the host application displays a warning. Using an 8-bit effect in a 16-bit project will result in a loss of detail.

To optimize performance, you may want to create your effect in 8-bit color mode, save a preset and then render a 16-bit file for maximum quality. However, you should preview the final effect to make sure that it looks correct. Even if you work with 8-bit media, at times your images may look better in 16 bit. This can occur when you are using multiple filters, or a complex filter with multiple inputs.

### **Note for Advanced After Effects Users**

In some cases 16-bit rendering provides an advantage even for an 8-bit project. Some filters have complex multi-pass algorithms which can render more smoothly in 16-bit, even in an 8-bit project. You can compare the rendering of your effect by switching the project bit depth between 8-bit and 16-bit. If the effect looks better in 16-bit (when applied to 8-bit media) than it does in 8-bit, you can render the whole project in 16-bit.

## **Working with Presets**

Boris Continuum Complete has the ability to load and save animated or static presets. Animated presets include all of the host keyframe data that was recorded by the filter at the time that the effect was saved and which can be reimported into any project and shared across supported platforms and hosts.

When importing animated BCC 6.0 presets a modal dialogue box appears prompting the user to either maintain the keyframe timing of the original setting or to scale the keyframes so that they fit the length of the clip to which the filter has been applied.

Another new feature in BCC 6.0 is that all presets made with this version of the product are generated in .xml file format for easy editing using any standard text editor. Presets that were generated with previous versions of the product are not editable using text editors but can be modified by loading the preset into the filter, making the changes and then re-saving the effect setting.

The PixelChooser has its own preset load / save mechanism and it's own presets. You can load any saved PixelChooser presets to the PixelChooser in any other BCC 6.0 filters. BCC 6.0 includes a collection of factory made presets for you to use. These effects are installed into the following (default) location:

#### **Macintosh:**

***System Drive/Library/Application Support/BCC Presets 6.0 AE/Filter folder***

#### **Windows:**

***C:\Program Files\Boris FX, Inc.\BCC Presets 6.0 AE\Filter folder\***

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, PixelChooser presets load even if they were saved from another filter's PixelChooser parameter group. Macintosh Combustion users cannot type the name of the preset in the dialog box because of a limitation in the Combustion architecture. All presets are saved with a default name **Preset001.bsp (static) or Preset001.bap (animated)**. We strongly recommend you go to the filter's folder in the Finder and rename the preset to a meaningful name immediately after saving it.

Static presets do not save Motion Tracker data. If you open a new preset, any saved motion tracking data will be lost. Loading a preset overwrites existing motion tracker data.

Presets created on a Windows system may be dimmed in the Open dialog on a Macintosh. However, they will open if you select **Show all Files** in the Open dialog.

### Copying Presets to Your System

Copy presets to the default preset folder location on your system (see the previous section). You can also save your own presets to these folders.

Presets names must use alphanumeric characters only. Special characters in a preset name will dim that preset in the list. Inside the BCC Presets folder, each filter has its own folder. Place the preset inside the folder of the filter for which it was made.

### Loading Effects

To load a previously saved filter settings file, you must first apply the same filter to your media. Click the **L** or **Load button**. A dialog box then appears allowing you to select a file. The saved parameter settings are recalled and applied to your effect.

Static and animated presets are sorted in the effects list in alphanumeric order and are listed with static presets at the top of the list, with a bar separating them from the animated presets which appear at the bottom of the list.

Alternately you can use the new Preset Navigation feature to scroll through the effects listing by clicking on the up or down arrows to the left of the preset name.

### Saving Effects

After you apply a Boris filter and adjust the filter parameters, you can save the parameter settings by clicking the **S** or **Save button**. First a dialogue box appears asking you whether you want to save a static or animated preset. There is also a cancel option. Once an option has been selected (other than cancel), a second dialog box allows you to name and save the file.

Preset names are limited to alphanumeric characters. Special characters in a preset name may result in the preset being dimmed in the Load preset list. Saving a BCC setting creates a static effect. Each filter has its own settings folder created when you install

Boris Continuum Complete. We strongly recommend that you save files in the default location. Otherwise, the filter may not be able to locate them when you try to load a setting.

### **Loading Preset Effects Created in Earlier Versions of BCC**

To open presets created in a version of BCC earlier than 3.x, click the **L** or **Load button** and browse to the earlier BCC Presets folder, rather than loading the preset from the default BCC 3.0 Presets folder. The BCC presets folder's previous location is the same as the BCC 3.x Presets folder, but does not contain **3.0** in its name.

Earlier versions of the BCC Presets folder are located in the following directories:

#### **Macintosh:**

***System Drive/Library/Application Support/BCC Presets/Filter folder/***

#### **Windows:**

***C:\Program Files\Boris FX, Inc.\BCC Presets\Filter folder\***

Because of updates to BCC filters, presets created in previous releases of BCC may not look the same in BCC4 as they did in the release they were created.

### **Using AE Masks in the BCC PixelChooser**

The PixelChooser allows you to select masks created in After Effects. Create a mask in After Effects and set the **Mask Mode menu** to **None** in the After Effects timeline. Apply a BCC filter containing the PixelChooser and set the **PixelChooser menu** in the filter to **On**. In the PixelChooser's **Mask menu**, choose the mask you created in After Effects. The region defined by the AE mask is used by the BCC filter's PixelChooser.

## **Tracking and Time Stretch in After Effects**

Tracking works with time stretch in AE provided that you redo the tracking after you change speed, and that the speed is > 0. You can also time stretch a precomposition (forward or back), and apply a filter with tracking. Time stretching an effect that has been tracked in a precomposition does not work properly. Animated time remapping with the tracker has not been tested.

### **Important Information for Premiere Pro Users**

Keep in mind the following information when working with Premiere Pro.

### **Displaying Position Points and Enabling Direct Manipulation**

To display positions points in Premiere's Monitor window you need to enable direct manipulation in a filter by clicking to select the name of the filter in the Effect Controls

window. However, due to limitations in Premiere Pro, when adjusting parameters in the filter, the position points may randomly disappear. To make them reappear, click to select the filter's name at the top of the filter again. Click the bottom of the filter to deselect the filter name when you are done adjusting the on-screen controls.

The effect name in the Effect Controls window should not be kept highlighted unless you are actually adjusting position points. This is true whether you are tracking or just working with an effect. Working with the effect name highlighted causes the filter to process more slowly.

## Important Information about Motion Tracking

Because of limitations in the Premiere Pro architecture, there are several issues you need to be aware of when motion tracking. For detailed information including step-by-step directions on using the motion tracker in Premiere, click the **Help button** in the Motion Tracker banner in filters that contain the Motion Tracker. Before you perform motion tracking, set the **Fit menu** at the bottom of Premiere's Monitor window to **100%**. If you set it to any other choice, the motion tracker might not operate as expected.

### Tracking on the Fly

Because of limitations in Premiere Pro, motion tracking on the fly does not play every frame, and plays at a reduced rate. As a workaround you need to slowly step through single frames or render the clip.

You need to slowly advance the by pressing the right (or left) arrow key, making sure not to hold down the key and waiting until each frame has finished tracking before pressing the right (or left) arrow key again. If you hold the key down or press it too fast, Premiere Pro will jump ahead and track out of order. The motion tracker requires frames to be processed sequentially or it gives an error message. Tracking in Premiere sometimes fails and tracks frames out of order. Usually, changing an unused parameter and re-tracking fixes this. Once an effect has been successfully tracked, re-tracking it should work.

### Working with Witness Protection filter

When you use the BCC Witness Protection filter, your effect is visible in Premiere Pro while track on the fly is enabled, and you see both the cross-hair and the effect. After rendering once with track on the fly enabled (in order to get tracking data), you must disable track on the fly and render again for the effect to fully render correctly.

### The Reset Button

Premiere does not correctly clear its cache after you press the Reset button. When you Reset the Tracker parameter controls in Premiere a confirmation dialog is displayed with instructions on how to proceed.

## Known Issues

The following is a list of the issues or limitations that were known to exist in the product at time of ship.

### BCC 6.0 3D Objects known issues

#### Issues particular to Mac OS

- BCC 3D Object filters do not work on PPC (G5) processor Macs (they require Intel Mac).
- Built-in Light Type of "Spot + Shadows" does not work on Mac OS ; light will appear not to shine when set to Spot + Shadows light type on Mac.
- On Mac OS, "Transparent Objects" checkbox in the Render parameter group does not work - enabling it causes the 3D Object to disappear.

#### Issues present on both Mac and Windows

- BCC 3D Objects filters do not work in Adobe Premiere (they require After Effects, version 7 or higher).
- BCC Extruded Text and BCC Type On Text ; after opening the Text Window, After Effects undo/redo list is reset so no undo/redo actions are available.
- Preset banners in AE CS3 or earlier ; the arrow up and down buttons for cycling through presets do not work well when clicking in the same spot successively (it will not load the next or previous preset) - this is fixed by Adobe in AE CS4.
- BCC Extruded Text, BCC Extruded Spline, and BCC Type On Text ; changes made to the Bevel Saved Preset and Side Saved Preset menus are not accounted for in the After Effects undo/redo stack, and they are not recognized by AE as an unsaved change if they are the only change made since last saving the project.
- BCC Extruded Text ; when using the built in Circle or Line shape as a path to do text on path effects, the text will shift when the Comp Window is at reduced resolution ; it will appear at the correct position at Full resolution.
- BCC Extruded Spline ; when using 3D Stroke on the Circle shape primitive, the shape can become unexpectedly filled at some scale values ; workaround is to tweak the scale value a bit so just the stroke appears as expected.
- BCC 3D Objects filters ; after adding or removing Custom Textures, old projects may display the wrong texture selected in the Texture File or Bump File menu, but the effects will display the correct texture on the surface of the 3D object. A simple workaround to get the menu(s) to display correctly is to hit the Help button in the banner near the top of the filter controls.

- BCC 3D Objects filters ; Materials using bump maps can sometimes display an unexpected high contrast light or dark area when lit by multiple lights (depending on the positioning of the lights) ; sometimes this symptom can be relieved by changing the stacking order of the light tracks in the AE timeline or moving the light further from the 3D object. Also disabling or reducing the bump map effect can minimize the problem.

## Registration

Make sure to register your product in order to receive the latest technical and upgrade information. You can register by filling out the registration form online at:

<http://borisfx.com/support/register>

<http://borisfx.com/support/register>

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 technical support specialists:

**web:** <http://www.borisfx.com/support/>

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