Boris Continuum Complete 5 FxPlug

Release Notes

Welcome to Boris Continuum Complete version 5 for FxPlug. These Release Notes contain information regarding supported hosts, supported operating systems, known limitations, and other important information about the product. Boris Continuum Complete 5 FxPlug is an effects package with over 180 powerful plug-in filters for Final Cut Pro 6 + and Apple Motion 3 +. For information about BCC 5 software updates, other Boris products, and additional resources, visit our web site at www.borisfx.com.

What's New in BCC 5 FxPlug

The following features are new in BCC 5 FxPlug:

• New category of hardware accelerated OpenGl filters
• New filters – Pan and Zoom, UpRez, Match Move, Turbulence, Noise Map 2, Color Choker, Damaged TV, Scanline, LED, Prism
• Hundreds of new presets are included
• All non-OpenGl filters include Deep Color Rendering feature
• Parameter groups can now be hidden or displayed with a single click, making the filters easier to use

Compatibility with Older Versions of Boris Continuum Complete

BCC version 3.x / 4.x and BCC 5 FxPlug filters can co-exist in both the Final Cut Pro and Motion host applications. If you have timelines in either of these host applications that include effects from previous versions of BCC then you may want to maintain both sets of filters in order to bring the timelines forward.

Filter settings made with previous versions of BCC are not interchangeable with filters from the FxPlug package - they are different products using different host architecture. Render results with BCC 5 FxPlug filters will show an improvement over the result from using the same filter from previous versions of BCC, such as BCC version 2, 3, or 4. This is because of the Deep Color support in the BCC 5 FxPlug filters. In most cases you should be able to save a BCC 4 setting and load that as a preset in BCC 5 FxPlug.

Users with BCC 3.x Installed

For users who currently have BCC 3.x on their system, installing BCC 5.0 FxPlug will co-exist with the older versions of these filters. Rendered and unrendered effects will not be affected by the switchover from BCC 3.x to BCC FxPlug unless the user has manually removed the BCC 3 filters.

Users with BCC 2.x Installed

If you have Boris Continuum Complete version 2.x installed, running the Boris Continuum Complete 5.0 installer will not remove the older filters. BCC 5 FxPlug filters can coexist with 2.x + versions of BCC. However, after installing BCC 5 FxPlug, 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 5 FxPlug 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 and 4.x can be opened in BCC FxPlug filters. 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 FxPlug. BCC filters version 4.x and earlier cannot open BCC FxPlug presets.

Supported Hosts

Boris Continuum Complete 5 FxPlug supports the following host applications.

Macintosh
• Apple® Final Cut Pro® 6.0 and later
• Apple® Motion® 3 and later

Minimum System Memory Requirements

The memory requirements are:
• Minimum 512 MB (assigned to host application)
• Recommended 512 MB (assigned to host application)

Supported Operating Systems

Boris Continuum Complete 5 FxPlug supports the following operating systems:

Macintosh
Mac OS™ X 10.4 and above

Supported OpenGL Configurations

Currently Boris Continuum Complete includes several filters that are OpenGL dependent, including the BCC Glare, BCC Glint, BCC Glitter, BCC Lens Flare and BCC Lens Flare Advanced, BCC Damaged TV, BCC Scanline, BCC LED, BCC Prism filters. OpenGL is required to use these filters.

Localization

BCC is localized in several languages – English, French, German, Spanish, Italian, Japanese, Chinese and Korean. BCC 5.0 FxPlug installs a Boris Language Pack file that 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
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.

Working with OpenGL

Boris Continuum Complete's OpenGL hardware acceleration speeds rendering for all filters in the BCC OpenGl category. 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 Macintosh operating systems as well as a wide variety of display cards. More details about OpenGL are available from **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 and BCC Prism filters. OpenGL is required to use these filters. Because these filters render in 8 bit only, they do not include the Deep Color Rendering option, which is available in all non-OpenGl filters in this package.

Working with the Hide Parameter Function

The FxPlug version of BCC 5 includes a new feature, which enables users to selectively show and certain hide parameter groups. This was designed to make working with and understanding filters that have a long parameter list an easier process. For instance, the Lens Flare Advanced filter includes over 100 unique parameters, and not all of them may be necessary in the effect that you are creating. The filter by default has all of the parameters grouped and hidden, with only the group names visible. Each group includes a checkbox, which when clicked will toggle that group between hiding all of it's parameters and displaying all of it's parameters. To display all of a groups parameters, click on the relevant checkbox. To hide them, click again on the checkbox.

Working with Deep Color Rendering Filters

Boris Continuum Complete FxPlug can work with Deep Color media; that is, media files that have a bit depth greater than 8-bit-per-channel, which makes a larger range of, colors available. This option is included at the top level of every filter in the BCC FxPlug product and can be switched on the fly and on a filter by filter basis. Consult your host application documentation for information on setting the host 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, Deep Color Rendering mode means that transitions between colors display less banding, and more detail is preserved. However, the BCC OpenGl filters, Rays and Star Matte filters do not operate in Deep Color mode.

Even if you work with 8-bit media, at times your images may look better in with Deep Color Rendering enabled. This can occur when you are using multiple filters, or a complex filter with multiple inputs. There are three options available in the Deep Color Rendering pop-up. You can decide on whether to use the Deep Color Rendering option for All video processing with the filter, only when working with 10 bit YUV image clips or when rendering 32 bit RGB image clips.

Working with Presets

Boris Continuum Complete has the ability to load and save presets. The PixelChooser has its own presets, and you can move the PixelChooser preset to other filters. BCC 5 includes a collection of presets for you to use. These effects are installed into the following (default) location:

Macintosh:

System Drive/Library/Application Support/BCC Presets 5.0 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.

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 must have ".bcp" as an extension and must have between three and 28 characters other than the ".bcp" extension.

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. Inside the BCC Presets folder, each filter has its own folder. Place the preset inside the folder of the filter 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 allows you to load a file. The saved parameter settings are recalled and applied to your effect.

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**. A 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.

Saving a BCC setting using the **Save button** does not store keyframes. Animations saved as settings saved appear static when you load them. Presets must be named with ".bcp" as an extension and must have between three and 28 characters other than the ".bcp" extension. Presets names must use alphanumeric characters only. Special characters in a preset name will dim that preset in the list.

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/

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.

Known Issues with BCC 5.0.1:

Applying the BCC Time Displacement filter to a clip that has been offset in time within Apple Motion may cause the application to behave unexpectedly. We are working with Apple to resolve the issue.
If you have applied a BCC filter to a clip within Apple Final Cut Pro and you select the Print to Video option from FCP, the application may behave unexpectedly. We are working with Apple to resolve the issue.

If you apply a filter from the BCC Generators category in either Apple Final Cut Pro or Motion,

and then stack a filter from the BCC OpenGL category on top of the BCC Generator filter, the application may behave unexpectedly. We are working with Apple to resolve the issue.

General Note regarding use of BCC Filters in Final Cut Pro

Many of the filters that are included in the BCC FxPlug package do not show up as real-time (which is indicated by bold text in the effects listing) even in cases when the timeline has been set to Unlimited RT in the FCP timeline. This is due to a change in the way that FCP determines whether an effect is capable of RT playback. If you go to the Apple FCP User Preferences and click on the Render Control tab, and set the Resolution to 50 percent (of Sequence Frame Size) then the majority of BCC FxPlug filters will play back in real-time as long the timeline has been set to Unlimited RT. The image quality does not change by a noticeable amount in preview using these settings. BCC filters that include a Motion Tracker will play in real-time once the project playback settings have been set to 50 percent. BCC Filters that appear in bold text in the Effects listing will play in real-time at 100 percent.

Note however that several filters ill not preview correctly when the Render Control Tab Resolution has been set to 50 percent. These filters include BCC Ripple, UpRez and many of the Blurs. Although the preview may not be correct, the filter will render the correct result. It is advisable to set the Render Control Tab to 100 percent when using these filters.

Fixes made to the product from BCC 5.0 to BCC 5.0.1:

In the previous version (5.0.0) of BCC FxPlug, applying a grain preset could in some cases result in unexpected behavior in Final Cut Pro. The problem has since been resolved and the BCC Match Grain filter now operates as expected in both Apple FCP and Motion.

In the previous version (5.0.0) of BCC FxPlug, the 3D Extruded Image Shatters' lights did not match their counterpart in non-FxPlug hosts. This has been fixed and the lights in this filter now match across all hosts and platforms.

In the previous version (5.0.0) of BCC FxPlug, the Motion Tracker feature in several filters from the Effects category was not functioning as expected. This has since been fixed, and the Motion Tracker now behaves as expected in all filters.

In the previous version (5.0.0) of BCC FxPlug, the name of the grain signature was not displayed in the BCC FxPlug Match Grain filter. The BCC FxPlug Match Grain filter now displays the name of the currently loaded grain signature in the Grain preset banner.

In the previous version (5.0.0) of BCC FxPlug, images that were imported into the BCC FxPlug Pan and Zoom filter did not appear in the composite window unless the user forced a refresh of the window. This BCC FxPlug Pan and Zoom filter now displays the loaded image immediately.

In the previous version (5.0.0) of BCC FxPlug, stacking the BCC FxPlug Motion Blur above or below any other BCC FxPlug filter would set the host into an unresponsive state. The BCC FxPlug Motion Blur filter can now be safely stacked with other BCC FxPlug filters on the same clip.

In the previous version (5.0.0) of BCC FxPlug, an error message would appear in the Motion Tracker when the project was switched from 8 bit mode to a higher bit depth value after the Track-On-The-Fly tracking option was enabled. The filters in both BCC FxPlug and BCC AE no longer display this error message when bit depth is changed while the Motion Tracker is active.

In the previous version (5.0.0) of BCC FxPlug, use of the PixelChooser required 4 actions or mouse clicks. The number of actions now required to use the PixelChooser has been reduced, which makes make working with the filter easier.

In the previous version (5.0.0) of BCC FxPlug, the colored Gradient Strip in the filter user

interface of effects that included this feature (such as BCC Colorize Glow, BCC Rays Streaky etc) did not update when the colors that were used in the gradient were changed by the user or when the CTI was moved to a different position in the timeline. The colored Gradient Strip now updates as expected to display the correct colors used in the Gradient.

In the previous version (5.0.0) of BCC FxPlug, control groups defaulted to a closed state in Apple FCP but in an open state in Apple Motion. The control groups for all filters in this version of BCC FxPlug have been set to default to the closed state in both Apple FCP and Motion for consistency and ease of use across these hosts.

In the previous version (5.0.0) of BCC FxPlug, the BCC Lens Flare Advanced filter was missing the Stripe Length parameter. This version of the filter includes this previously missing parameter.

In the previous version (5.0.0) of BCC FxPlug, applying the BCC Match Grain filter to a clip caused the host application (Motion) to become unresponsive. The BCC Match Grain can now performs as expected when applied to clips in both Apple FCP and Motion.

In the previous version (5.0.0) of BCC FxPlug, several of the factory-installed presets did not generate the expected result when used within Apple FCP. All of the factory-installed presets that are included with the BCC Pan and Zoom filter now generate the expected result when used in either Apple FCP or Motion.

In the previous version (5.0.0) of BCC FxPlug, applying the BCC Film Process to an image that included an alpha channel rendered the effect against a black background instead of a transparent background. This version of the BCC FIlm Process filter now operates as expected when used on an image that includes and alpha channel.

In the previous version (5.0.0) of BCC FxPlug, image clips that were placed into the filter clip wells used the clip total duration instead of the marked in-out duration. In this revised version of the BCC FxPlug filters, the duration of image clips that are dropped into the filters image well will now use the marked in-out range.

In the previous version (5.0.0) of BCC FxPlug, the BCC Pan and Zoom filter included a pop-up that controlled the Preview Mode, which was located in the Transforms Group, making it difficult to access. In this version of the filter, the Preview Mode pop-up has been moved into the Preview Settings group.

In the previous version (5.0.0) of BCC FxPlug, the Preview Mode pop-up would sometimes disappear from the filter parameter list in both Apple FCP and Motion. This issue has been fixed and the pop-up no longer disappears from the filter.

In the previous version (5.0.0) of BCC FxPlug, when working with the BCC Motion Key filter, changing the filter mode from Setup to Remove Area or Show Mask and then changing the Motion Tracker mode to anything other than None would cause the host application to behave unexpectedly. This issue has been fixed and the BCC Motion Key will now operate as expected without having an adverse effect on the host.

In the previous version (5.0.0) of BCC FxPlug, the Motion Key filter would not completely remove objects and would render an incorrect result. In this version, the BCC Motion Key filter operates as expected.

In the previous version (5.0.0) of BCC FxPlug, BCC filters displayed a false expiration message within the filter Registration Window if the Deep Color Rendering pop-up in the BCC filter was not set to "When Rendering in 32 Bit" when using the Trial version of the product. This is no longer an issue, and all BCC filters now display the correct number of days that remain in the trial before the filters begin to display a watermark in the image.

In the previous version (5.0.0) of BCC FxPlug, applying the BCC Pixelchooser filter to a clip

would result in expected behavior in the host application. This issue has been resolved, and applying the BCC Pixelchooser to a clip will now operate as expected without having an adverse effect on the host.

In the previous version (5.0.0) of BCC FxPlug, stacking the BCC Denoise and the BCC DeGrain or BCC DeInterlace filters within the Apple Motion host application would result in unexpected behavior in the host. This issue has been resolved, and the filters can now be stacked without having an adverse effect on the host.

In the previous version (5.0.0) of BCC FxPlug, the BCC Match Move filter would generate an incorrect result within Apple FCP when using the "Track-on-the-Fly" function after the PreProcess parameters had been adjusted. This problem has been resolved and the BCC Match Move filter now generates the expected result at all times.

In the previous version (5.0.0) of BCC FxPlug, the BCC Motion Blur filter had no effect on the image clip to which is was applied, regardless of the parameter settings. In this version of the software, the BCC Motion Blur now operates as expected.

In the previous version (5.0.0) of BCC FxPlug, all filters in the BCC Generators category would cause unexpected behavior in the host when applied to a clip. This problem has been resolved, and all of the filters in the BCC Generators category operate as expected.

In the previous version (5.0.0) of BCC FxPlug, there were instances where the Quality Mode pop-up in the BCC Pan and Zoom filter would not become contextually disabled when the Draft Mode checkbox was enabled. This issue has been fixed, and the Quality Mode pop-up in the filter behaves as expected.

In the previous version (5.0.0) of BCC FxPlug, setting the Scale parameter to zero in the BCC Pan and Zoom filter inadvertently caused the image to return to 100 percent when it should have disappeared from the screen. This issue has been fixed, and the filter now always displays images at the correct size.

In the previous version (5.0.0) of BCC FxPlug, the BCC Optical Stabilizer is not generating the expected result after a clip was placed into one of the Image Wells within the filter. This problem has been fixed, and the BCC Optical Stabilizer now functions as expected.

In the previous version (5.0.0) of BCC FxPlug, when the BCC Colorize filter was being used on a clip within Apple Motion, the host could behave unexpectedly if one of the color parameter controls was adjusted. This issue has now been resolved, and the BCC Colorize filter in this version does not adversely affect the host.

In the previous version (5.0.0) of BCC FxPlug, there were cases where the BCC Pan and Zoom filter would display slight inaccuracies when the scale was set to 100 percent in D1/DV projects. The issue was due to the fact that some hosts define the Pixel Aspect Ratio (PAR) of D1/DV as 0.9, while others define this as 0.8888. The issue has been resolved with this version of the software and the BCC Pan and Zoom filter now accounts correctly for PAR in D1/DV projects in all hosts.

In the previous version (5.0.0) of BCC FxPlug, all BCC filters include an internal mechanism that alerts the user should it detect an error or anticipate a problem with the render. The problem was that all hosts were not interrupting a preview or render with the BCC error message when the filter detected that a problem or an error in the render was imminent. The result was that in some cases where the filter detected an error, the host would behave unexpectedly or become unresponsive to user input. This issue has been resolved and the host will now correctly display error messages that are generated by the BCC filters.

In the previous version (5.0.0) of BCC FxPlug, the BCC Optical Stabilizer filter on the MacIntel platform did not generate the expected result in both Apple FCP and Motion host applications.

This issue has been fixed, and the BCC Optical Stabilizer filter in this version of the software performs as expected.

In the previous version (5.0.0) of BCC FxPlug, a number of time related features did not behave as expected if they were applied to a clip that was placed past the start of the composition. These include Temporal Blur, Time Displacement, Looper, Pan and Zoom auto-animation, Motion Tracking and several others. Except for Time Displacement, this issue has been fixed with this version of the product.

Registration

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