

Introduction

Welcome to Boris Graffiti 4.0. This document contains information regarding features that are new to this version of Graffiti.

For information on installing Boris Graffiti into your host application, see the *Installation Guide.pdf* file.

See the separate *Release Notes.pdf* document for information on supported hardware and operating systems, known limitations, and other important information about the product.

For information about Boris Graffiti software updates, other Boris products, and additional resources, visit our web site at www.borisfx.com.

These new features may not be included in the online User Guide.

What's New in 4.0

Several new features and updates have been added to Graffiti 4.0 including the following.

New Spiral Blur Filter

Graffiti 4.0 includes a new Color and Blurs filter. The BCC Spiral Blur filter creates a blur or smear that appears as though it is spiraling toward the center of the image.



Original Image



Filtered Image

New Distortion and Perspective Filters

Graffiti 4.0 includes two new Distortion and Perspective filters.

Burnt Film transition



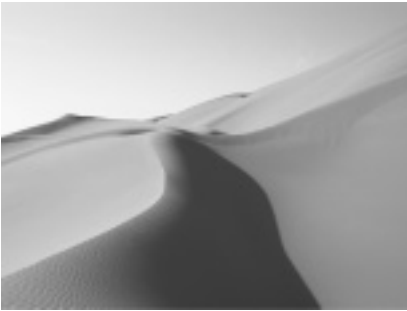
Time 00:00:01:00



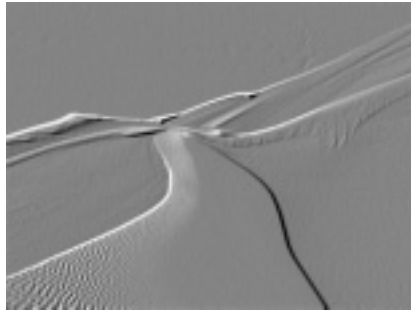
Time 00:00:02:00

BCC Emboss

BCC Emboss simulates the appearance of an embossed or raised image by converting the source to a solid color and lighting the edges in the source's luma channel.



Source image



Filtered image

New Light Zoom Filters

Graffiti 4.0 includes a new Lights filter. The BCC Light Zoom filter creates rays of light that spread out from the light source point in all directions. As the rays expand, their intensities are affected by the luminosities of the pixels that they cross. The farther from the source the ray extends, the less it is affected by the intensities of new pixels that it crosses. This process is referred to as attenuation, since the affect of the pixels on the intensity of the rays attenuates, or lessens, over time.



Unfiltered Image



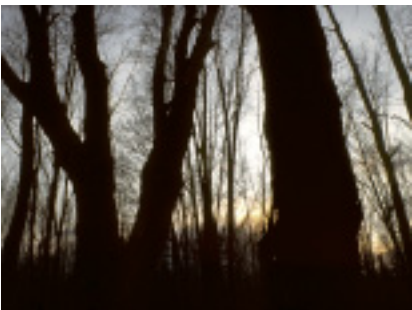
Filtered Image

New Generators Filters available on the Boris website

Registered customers can download three new Generators filters from the Boris website.

BCC Fire

Fire is an auto-animated procedural fire effect which offers control over flame width and height, color, and movement, and allows you to generate smoke. This filter includes a Map Layer, allowing you to create fire effects which conform to a pre-composed image or logo. If no track is selected, a separate Fire track is created.



Source image



Filtered image

BCC Rain

Rain is an auto-animated filter which generates realistic rain effects. The filter allows you to determine the density, speed, direction, and color of the drops, and to control the apparent depth of the effect. If no track is selected, a separate Rain track is created



Source image



Filtered image

BCC Snow

Snow is an auto-animated snow generator which can composite snow over a color or an image. The filter offers extensive options for customizing the effect and allows you to create drifts or make flakes pile up along the edges in an alpha channel. If no track is selected, a separate Snow track is created.



Source image



Filtered image

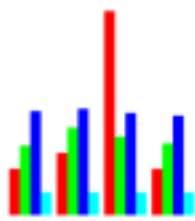
New Chart Containers

Graffiti 4 introduces the ability to create 3D charts in Graffiti. The 3D Chart Container allows you to import tab or comma delimited data to create a chart using Spline Primitive shapes. You can export this format from any database or spreadsheet program. Instead of importing chart data, you can also enter chart data information manually into the Chart Editor. You

can create four different types of charts, a bar graph, a pie chart, a line graph or an area chart. Charts are animatable, using the parameters in the Animation tab. Charts can be either two dimensional or three dimensional.



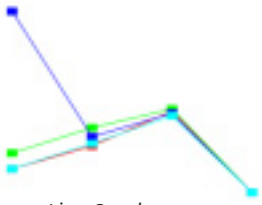
For detailed information on creating and using Chart Containers, see Chapter 8 in the User Guide.



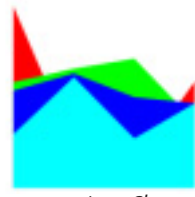
Bar Graph



Pie Chart



Line Graph



Area Chart

Localization

Graffiti is now localized in several languages – English, French, German, Spanish, Italian, Japanese, Chinese and Korean. Graffiti 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

Library/Application Support/BorisFX/Boris Language Pack.ecs

Windows

<Drive>\Program Files\Boris FX, Inc.\Boris Language Pack.ecs



You can edit the Boris Language Pack files with the Boris Localizer standalone application. See the next section for details.

Editing Language Pack Files with the New Boris Localizer

Graffiti 4.0 introduces the Boris Localizer. The Boris Localizer is a standalone Mac OS X application used to update the translation or localization of the Graffiti interface into one of eight supported languages. Use the Boris Localizer to edit Boris Language Pack files which contain translations of Graffiti menus and parameters into various languages. The Boris Localizer is available through your reseller.

String Identifier	Quality
English	Quality
Japanese	質
French	Qualité
German	Qualität
Spanish	Calidad
Italian	Qualità
Chinese	質量
Korean	질

Double-click to edit the translation



Contact your reseller for more information on using the Boris Localizer to edit the default Graffiti translations.

System Requirements

The Boris Localizer is a Macintosh application which requires Macintosh OS 10.3.x.



Note for Windows users: The Language Pack file can be edited on a Macintosh system using the Localizer. Then you can copy the file onto a Windows system. Place the edited Language Pack.ecs file in *<Drive>\Program Files\Boris FX, Inc.\Boris Language Pack.ecs* to rewrite the older Language Pack.ecs file.

Supported Languages

Graffiti supports localization into the following eight languages; *English, French, German, Spanish, Italian, Japanese, Chinese* and *Korean*.

Understanding the Localizer

Graffiti 4.0 uses a dictionary file called *Boris Language Pack.ecs* when translating its menus and filter parameters into various languages. This file is installed in the following location when you perform a full install of Graffiti 4.0 on a Macintosh system.

/Library/Application Support/BorisFX/Boris Language Pack.ecs


The Boris Localizer allows you to edit the Language Pack file in significant ways:

- Adding better translations for a particular language,
- Adding and removing strings,
- Filtering its contents to show any missing translations,
- Searching for strings that match a particular word or phrase.

New Library Browser Template Mode

You can use the Library Browser in a special Template mode. Template mode allows you to create effects directly in the Library Browser. This mode is useful for creating text effects or transitions. For example, if you apply a transition preset, the placeholder images are replaced with your timeline video tracks. When you are in this mode, you can also replace the text for the selected effect template.

When you work in Template mode, the Library Browser is the only window that appears in the Boris Graffiti user interface. This feature is only available when you use Boris Graffiti as a plug in. It is not available in the standalone KeyFramer application.

1. Click the yellow **Template Mode button** to toggle into template mode. When you are not in Template Mode, this is the only control that appears in the Library Browser window. 



The illustrations below are taken from Boris Red. However the Library Browser works the same way in Boris Graffiti as it does in Boris Red.

Animated preview of selected effect

Quality, Preview, and Effect buttons

Source Folder menu

Available Categories window. Click a folder name to preview the effects in that folder.

Effect comments

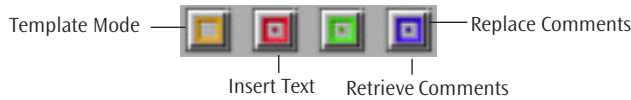
Template-Mode controls

Selected effect.

Link to Boris FX website.

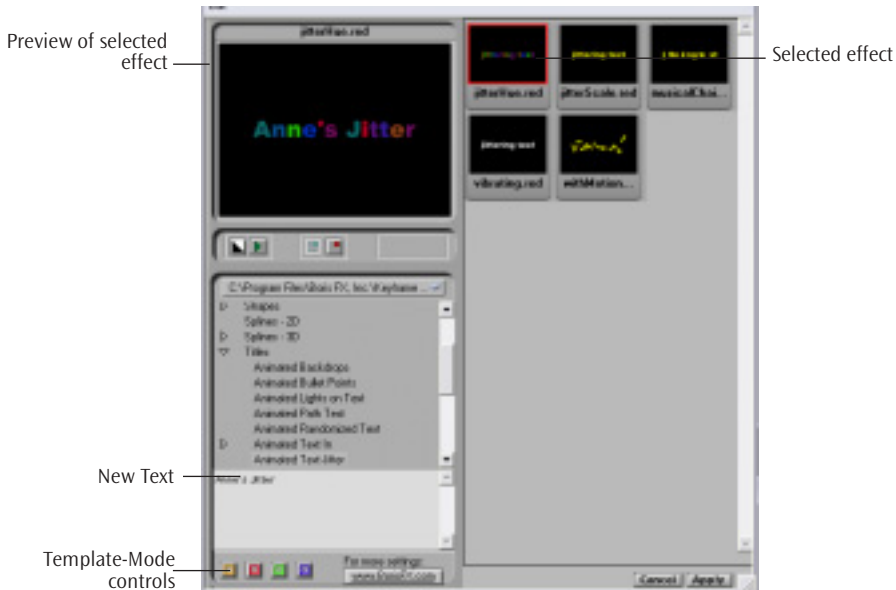
2. Click the name of any folder in the Available Categories window. Thumbnail images of each effect in that folder appear in the Available Effects window.
3. Click any thumbnail image to select the effect. A red box appears around the selected thumbnail. Press **Play** to view an animated RAM preview in the Preview window.

- Click the appropriate Template-Mode control to edit your template.



- The yellow **Template Mode button** toggles in and out of template mode. When you are not in Template Mode, this is the only control that appears in the Library Browser window.
 - The red **Insert Text button** allows you to type text into the Comments window to replace the placeholder text that is included in the thumbnail. To replace multiple lines of text, press **Tab** between each line.
 - The green **Replace Comments button** allows you to type comments into the Comments window. This text replaces the existing comments.
 - The blue **Retrieve Comments button** allows you to retrieve comments. Click this button if you have inserted text into the Comments window and now want to view the associated comments.
- Click the **Apply button** to apply the effect, close Graffiti and return to your host.

In the following example, the text from the *JitterHue.red* setting in the previous example was replaced with the words *Anne's Jitter*. To replace the text, the effect was selected, the **red Insert Text button** was clicked and the new text was entered into the Comments window.



Keyframe sets the color of keyframes.

Shape Track sets the color of Shape tracks on the right side of the timeline.

Media Track sets the color of the Media tracks nested inside Shape tracks.

Container Track sets the color of 3D Containers and Title Containers.

Filter Track sets the color of filter tracks on the right side of the timeline.

Library Browser

When you select the **Show Only Browser checkbox**, only the Library Browser appears when you work in the Boris Graffiti user interface. For more information on this new features, see “New Library Browser Template Mode” on page 9.

New Presets

Boris Graffiti version 4.0 includes a collection of 100 new presets.

Graffiti Plug-Ins and Library Browser Now Accept Aliases

The Graffiti Plug-Ins folder and Library Browser now accept aliases to plug-in and effect files and folders on your system and will follow them to the original file or folder.

Aliases in the Library Browser

If you place an effect alias or shortcut to a folder or file in the Library Browser, Graffiti will now follow it to another folder or file, as if that folder were where the alias or shortcut is placed.

Aliases in the Plug-Ins folder

If you place an alias or shortcut to a folder or file in the Graffiti Plug-Ins folder, Graffiti will now follow it to another folder or file, as if that folder were where the alias or shortcut is placed.

The Boris Graffiti Plug-Ins folder is found in the following location:

Macintosh

<Drive>:Library:Application Support:BorisFX:BorisPlugins

Windows

c:\Program Files\Boris FX,Inc\BorisPlugins

This means that you no longer need to make copies of your plug-ins, since you can now keep centrally located plug-in set(s). For instance, if you already have a copy of BCC 3 (Boris Continuum Complete 3) in *Application Support:BorisFX:Lib:BCC3BitDepthSupport*, you only need place an alias/shortcut to that folder inside the BorisPlugins folder.



Graffiti currently only supports 8-bit plug-ins. Placing an alias or shortcut to 16-bit plug-ins in the Boris Plugins folder will cause undesirable results.

Improved Support for Third Party After Effects Plug-Ins

Graffiti 4.0 expands support for third Party After Effect plug-ins inside Incite. For best results, use only supported AE filters inside Boris Graffiti. Current additions to this list can be found on our web site: www.borisfx.com.



For information on installing and using third Party Plug-Ins, see the Release Notes.



Most of the unsupported filters will not appear in the Graffiti Filter menu even if they are installed, or will display an error message when you apply them.

Buena Software

- Dissolve Factory
- Effect Essentials*



***Note:** The following Buena Effect Essentials filters are not supported: *Feedback, HSV Curves, HSV MANipulator, Super RGB Curves*.

Conoa

- Conoa 3Dr
- Easy Shapes
- SuperPak



***Note:** You must use the AE 4.0 versions of Conoa filters with Boris Graffiti. Later versions will not work.

Cycore

- Cycore FX HD*



***Note:** The following Cycore FX HD filters are not supported: *all Time Filters, Composite, Environment, Split 2, Repetile*.

DigiEffects

- Aurorix
- Beserk
- Cinemotion*
- Delerium**
- Fantasm***



***Note:** Cinemotion Film Motion effects do not work in Graffiti.

****Note:** The following DigiEffects Delerium filters are not supported: *Channel Delay, Fireworks, Fairy Dust, Film Flash, Muzzle Flash*.

*****Note:** The following DigiEffects Fantasm filters are not supported: *Color by Number, Shredder, PixxyUnstripe, PixxyAudio*.

Digital Anarchy

- 3D Layer
- Color Theory
- Geomancy
- Gradient
- Psunami Water
- Retimer SD and HD
- Anarchy Toolbox*



***Note:** The following Anarchy Toolbox filters are not supported: *Anarchist Edge, Color Sampler, Gradient Path, Path Distort, Resizer*.

Digital Film Tools

- Digital Film Lab
- zMatte
- Composite Suite*
- 55 mm**



***Note:** The *Frame Averager* Composite Suite filter is not supported.

****Note:** Graffiti supports version 55 mm version 2.0 only. Versions 3.0 and 4.0 are not supported.

Synthetic Aperture

- Color Finesse

Trapcode

- Shine
- Star Glow

Walker Effects

- Professional Edition*



***Note:** The following Walker Effects filters are not supported: *Alpha Tool, Channel Offset, Color Composite, Fast Tracker, Glow, Light Wrap.*

New Host and Hardware Specific Features

The following new host or hardware related features have been added to Graffiti 4.0.

New Supported Hardware

Graffiti 4.0 introduces hardware improvements including the following:

- The **Aja** IO board now works with Aja driver version 1.3 and higher. Previously you would crash opening the Graffiti Preferences with this board and a driver version earlier than 1.3.
- The **Aja** Kona II and IO boards installed with the latest drivers (1.3 and higher) now allow you to preview out to an external monitor.



Graffiti only supports Aja drivers with the Aja board.

Support for Canopus Edius Pro 3

Graffiti 4.0 now supports the Canopus Edius Pro 3 editing workstation.



For details on applying Graffiti in Edius and Edius Pro, see Appendix B in the User Guide.

Preview to Monitor Feature for Avid Systems

Preview to Monitor is now available when using Graffiti as an Avid plug-in on systems running Mojo or Adrenaline hardware using Xpress Pro version 4.5 and later, or Media Composer Adrenaline version 1.5. Additionally, beginning with Graffiti 4.0, Preview to Monitor is available to Windows users using the standalone Graffiti KeyFramer on systems running the Mojo or Adrenaline hardware.

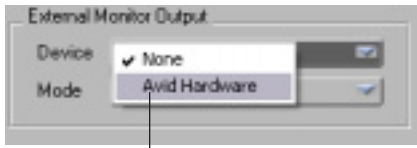
 For more information on the Preview to Monitor feature, see the User Guide.

Enabling Preview to Monitor

To enable the Preview to Monitor feature, launch the Graffiti KeyFramer and open the Preferences window.


1. Choose File > Preferences.
2. Click to select the Preview tab.
3. In the External Monitor Output section, choose *Avid Hardware* from the **Device menu**.

The Device menu displays all the supported hardware connected to your system.



Choose Avid Hardware from the Device menu.

4. Choose an option from the **Mode menu** if applicable. For example, if you are using a FireWire Converter box, you can choose *PAL* and *NTSC* formats from the Mode menu.
5. Click **OK** to save your settings and exit the Preferences window.

 The Preview to Monitor preferences are saved and applied to all Graffiti projects unless your Graffiti 4.0 preference file is rebuilt.

Displaying Frames in your External Monitor

Commands in the Preview menu allow you to set the video display:

- When *Connect to External Monitor* is chosen in the **Preview menu**, Preview to Monitor is enabled and the following three options in the menu become available:




Choose Connect to External Monitor to display images on the external monitor

- When you choose *Auto-Update Monitor* from the Preview menu, every frame of your effect previews to the external video monitor. This allows you to drag the CTI in the timeline and view updating frames. The image displays on the external monitor, using the Resolution and Quality settings specified in the Composite window.



Enabling Auto-Update Monitor will slow the Graffiti KeyFramer since every frame is updated in the external monitor.

- When you choose *Display Frame on Monitor* from the Preview menu or click the **Display Frame to Monitor** button in the upper-right corner of the Composite window, the current frame displays on the external monitor, using the Resolution and Quality settings specified in the Composite window. 
- When you choose *Display HQ Frame to Monitor* from the Preview menu, the image displays on the external monitor, using Full Resolution and High Quality settings, regardless of the Resolution and Quality settings in the Composite window.

Disconnecting Preview to Monitor

To disconnect Preview to Monitor (for example if you want to connect another device to your video board while editing with Boris Graffiti), quit Graffiti. When you relaunch Graffiti the external monitor is not connected until you choose *Connect to External Monitor* in the Preview menu.

Improved Support for Sony Digital Pictures Vegas Video

Boris Graffiti supports Sony Digital Pictures Vegas™ version 4.0 and later. In Graffiti version 4.0, the integration with Vegas has been improved with optimizations, bug fixes and the addition of several default presets.



By default, Vegas caches every video frame. This results in effects not displaying correctly after re-editing. To disable the Vegas cache, open the Vegas Preferences from the Options menu. Click the Video tab and set **Dynamic RAM Preview max (MB)** to 0.

Improvements to Vegas in Graffiti 4.0

- *Mini-timeline removed*- The mini-timeline in the Vegas dialog has been removed. There were underlying problems with this mini-timeline that could cause Graffiti to crash.
- *Modal window*- Graffiti is now a modal window which improves performance inside Vegas. This means that when you launch Graffiti, you can no longer toggle back to Vegas with Graffiti open. You must apply or cancel out of Graffiti in order to use Vegas again.
- *Faster Rendering of Static Effects*- Graffiti 4.0 is optimized so that static effects (effects that are not keyframed in the Graffiti timeline) render much faster than in Graffiti 3.0. Rendering speed increases depend on the complexity of the effect.

- **New Default Presets-** Graffiti 4.0 includes several new Vegas Video preset files. These presets can apply to Graffiti in any context in Vegas Video 5. You can modify these effects and save variations as your own custom presets. One new preset, the Alpha Default preset provides a way to make Graffiti titles and effects that cut an alpha channel look sharp. XXXDIRK????
- **Fixed Bugs-** Animations longer than one second no longer render twice as fast when rendered at Full Quality in interlaced video projects.

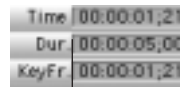
Applying Boris Graffiti as a Video Effect

Boris Graffiti appears in the list of available video effects in the Video FX window and can be applied as a video effect the same way you apply any native video effects in Vegas.



The Graffiti timeline will not display updated video frames while launched inside Vegas. Only the video frame at the cursor location displays in Graffiti's timeline. This limitation of Vegas's architecture does not impact rendering effects.

1. Drag the Boris Graffiti video effect from the Video FX window to an event or track. The Event Effects window opens.
2. Move the Vegas cursor to the first frame of the effect to display the first frame in Graffiti. Otherwise the frame at the Vegas cursor location displays in Graffiti.
3. Click the **Launch Boris FX Button** to open the Graffiti interface and create your effect.
4. In the Graffiti Timeline window, set the effect duration to match the duration of your Vegas effect by typing a new value in the Duration field and pressing Enter.



Set the Red duration to match the Vegas duration.



If the Graffiti effect duration does not match the Vegas effect duration, the rendered effect in Vegas appears differently than when you preview it in Graffiti.

5. Choose Edit > Preferences to open the Preferences window. In the General tab in the Preferences window, set the **Project Options** to match the project size, FPS and aspect ratio that you are using in Vegas. Click **OK** to close the Preferences window.
6. You can now open settings from the Keyframe Library or create your own custom effect. When you finish creating your effect, press the **Apply** button to apply the effect to Vegas.

Tips for using Boris Graffiti with Sony Digital Pictures Vegas

- The frame that Vegas Video passes to Graffiti does not necessarily match the Vegas project size. Instead this frame is the same size as the frame displayed in the Vegas Preview window. Any Preview window setting will work, but best results are achieved by setting the Preview window to **Best/Full** before launching Boris Graffiti.

- Vegas only previews a single frame of video in Boris Graffiti. The preview frame is taken from the current position of the Vegas cursor. To preview your effect with updating source media, exit Graffiti and preview the effect in the Vegas Video timeline.
- To preview a Graffiti effect in Vegas, you must first click the **Apply button**. You cannot preview changes in Vegas while the Boris Graffiti user interface is launched.
- By default, Vegas caches every video frame. This results in effects not displaying correctly after re-editing. To disable the Vegas cache, open the Vegas Preferences from the Options menu. Click the Video tab and set **Dynamic RAM Preview max (MB)** to **0**.



For important workflow and notes for Vegas Users, see Appendix B in the User Guide “Working with Host Applications.”

Improved Host Support for IMC Incite

Graffiti 4.0 adds functionality to Incite Media and Remote Producer, and adds compatibility with the new Container feature in Media and Remote Producer version 3.3.

New Modal User Interface

Boris Graffiti now works modally in Incite. This means that when the Graffiti user interface is launched, you cannot toggle back to Incite. You need to apply or cancel out of Graffiti in order to use Incite. This new model improves Graffiti’s speed and stability.

Access to 64 Incite Video Tracks

You can now access up to 64 Incite video tracks within Graffiti. To directly access an Incite video track within Graffiti, press the **Media icon** on any track in the Graffiti timeline. Choose the appropriate track from the menu that appears.

OpenGL Enabled in Final Cut Pro 4.1

OpenGL is now fully enabled for FCP 4.1 when you run Macintosh OSX 10.3. Previously OpenGL was not available in this version of Final Cut Pro with earlier versions of the Macintosh OS.

New Quit and Save As Behavior

When you quit Graffiti, the name of the saved setting is displayed and saved when you press **OK**. The application then quits, which eliminates the extra dialog box that you previously had to dismiss.

If you want to save the open setting with another name, you can press **Cancel** and then save your setting. If the setting has not been saved previously, the dialog prompts you to save it.

New Preview to RAM Behavior

When audio is disabled, Preview to RAM now loops the playable frames, rather than playing the frames then holding the last frame for the full (or in/out) duration.