Feature Set and Filter Cross-map Listing

The following is a list of supported features in the v1.0 release version of Boris AAF Transfer. Support for additional features may be made available with updates to the software and an up-to-date listing of the supported feature set can always be found on the AAF Transfer product page at borisfx.com.

Feature in Final Cut Pro 6/7		Match in Avid Media Composer
General Features	**Support**	
Item Settings		
Frame Rate	**Supported**	
Pixel Aspect Ratio	**Supported**	Set by Avid project setting
Field Dominance	**Supported**	Set by Avid project setting
Alpha	**Supported**	
Reverse Alpha	**Supported**	
In/Out points	**Supported**	
Start/End points	**Supported**	
Duration	**Supported**	
Clip Name	**Supported**	Master Clip names only
Sequence Settings		
Width/Height	**Supported**	Set by Avid project setting
Pixel Aspect Ratio	**Supported**	Set by Avid project setting
Frame Rate	**Supported**	
Sequence Name	**Supported**	
Clip Comments & Labels		
Master Comments	**Supported**	Script Comments for the corresponding Source Clip
Comments A & B	**Supported**	Appended to Script Comments
Label1	**Supported**	Appended to Script Comments
Label2	**Supported**	Appended to Script Comments
Sequence Comments & Labels		
Master Comments	**Supported**	Script Comments for the corresponding Sequence
Comments A & B	**Supported**	Appended to Script Comments
Label1	**Supported**	Appended to Script Comments
Label2	**Supported**	Appended to Script Comments
Markers		Marker Colors not supported
Clip Markers	**Supported**	Locators on corresponding track in timeline
Sequence Markers	**Supported**	Locators on timecode track in timeline
Non-Timecoded sources		
PSD Files	**Supported**	Submaster effect applied

JPEG Files	**Supported**	
PNG Files	**Supported**	
TIF Files	**Supported**	
BMP Files	**Supported**	
TGA Files	**Supported**	

Nested Sequences

Video	**Supported**	Submaster effect applied

Other

Freeze Frames	**Supported**	Video Repeat effect applied
Subclips	**Supported**	Avid Subclips
Multicam	**Supported**	

Feature in Final Cut Pro 6/7		Match in Avid Media Composer
Motion Tab	**Support**	**Not supported for Text & nested PSD**

Basic Motion

Scale	**Supported**	Scale X & Y Params in 3D Warp or Matte Key
Rotation	**Supported**	Rotate Param in 3D Warp
Center	**Supported**	Position X & Y Params in 3D Warp or Matte Key

Crop

Left, Right, Top, Bottom	**Supported**	Crop Params in 3D Warp or Matte Key if Alpha

Opacity

Opacity	**Supported**	FG Opacity Param in 3D Warp or Matte Key

Speed

		Not supported for Alpha Clips
Constant Speed	**Supported**	Clip speed in Motion Effects
Time Reverse	**Supported**	

Feature in Final Cut Pro 6/7		Match in Avid Media Composer
Audio	**Support**	

Audio Settings

Audio Sample Rate	**Supported**	
Audio Bit Depth	**Supported**	

Audio Effects

Audio Levels & Audio Gain:		
-Constant Level & Constant Gain	**Supported**	Level and Gain added together
-Constant Level & Keyframed Gain	**Supported**	Constant Level added to all Gain Automation Kfs for FCP Gain Kfs
-Keyframed Level & Constant Gain	**Supported**	Constant Gain added to all Gain Automation Kfs for FCP Audio Level Kfs
-Keyframed Level &	**Supported**	Gain Automation KF for each FCP Audio Level & Gain

Keyframed Gain   KF

Audio Transitions
Cross Fade (0dB)   **Supported**   Audio Dissolve applied
Cross Fade (+3dB)   **Supported**   Audio Dissolve applied

FCP Native Transitions	Support	

Dissolve
Cross Dissolve   **Supported**   Dissolve
Fade In Fade Out Dissolve **Supported**   Dip to Color, color is black, track below not revealed

Iris
Cross Iris   **Supported**   4 Corners
Diamond Iris   **Supported**   Diamond
Oval Iris   **Supported**   Circle
Rectangle Iris   **Supported**   Center Box

Wipe
Band Wipe   **Supported**   Horizontal Bands
Center Wipe   **Supported**   Vert Open
Clock Wipe   **Supported**   Clock Transition
Edge Wipe   **Supported**   Horizontal
Inset Wipe   **Supported**   Top Left to Bottom Right (Box Wipe Category)
Jaws Wipe   **Supported**   VertOpenSawtooth or HorizOpenSawtooth

FCP Native Generators	Support	Match in Avid Media Composer

Text

Text   **Supported**   Avid Title Tool - Preserves text, font, size, color, and alignment

BCC Transitions	Support	Match in Avid Media Composer

BCC Wipe Transitions   **Identical match for all filters**
BCC Criss Cross Wipe   **Supported**
BCC Linear Wipe   **Supported**
BCC Multi Stretch Wipe   **Supported**
BCC Multi Stripe Wipe   **Supported**
BCC Radial Wipe   **Supported**
BCC Rectangular Wipe   **Supported**
BCC Swish Pan   **Supported**
BCC Textured Wipe   **Supported**

Feature in Final Cut Pro 6/7		
BCC Filters	**Support**	**Match in Avid Media Composer**

BCC6 3D Objects

BCC Extruded EPS	**Supported**	
BCC Extruded Spline	**Supported**	
BCC Extruded Text	**Supported**	
BCC Layer Deformer	**Supported**	
BCC Type On Text	**Supported**	

BCC Color & Blurs		**Identical match for all filters**
BCC RT Color Choker	**Supported**	
BCC RT Color Match	**Supported**	
BCC RT Colorize	**Supported**	
BCC RT Pyramid Blur	**Supported**	
BCC RT Radial Blur	**Supported**	
BCC RT Safe Colors	**Supported**	
BCC RT Smooth Tone	**Supported**	
BCC RT Spiral Blur	**Supported**	
BCC Artists Poster	**Supported**	
BCC Boost Blend	**Supported**	
BCC Brightness-Contrast	**Supported**	
BCC Color Balance	**Supported**	
BCC Color Choker	**Supported**	
BCC Color Correction	**Supported**	
BCC Color Match	**Supported**	
BCC Color Palette	**Supported**	
BCC Colorize	**Supported**	
BCC Composite (new in BCC7)	**Supported**	
BCC Correct Selected Color	**Supported**	
BCC Directional Blur	**Supported**	
BCC DV Fixer	**Supported**	
BCC Gaussian Blur	**Supported**	
BCC Hue-Sat-Lightness	**Supported**	
BCC Invert Solarize	**Supported**	
BCC Lens Blur (new in BCC7)	**Supported**	
BCC Lens Shape (new in BCC7)	**Supported**	
BCC Levels Gamma	**Supported**	
BCC Motion Blur	**Supported**	
BCC MultiTone Mix	**Supported**	
BCC Posterize	**Supported**	
BCC Pyramid Blur	**Supported**	
BCC Radial Blur	**Supported**	
BCC RGB Blend	**Supported**	
BCC Safe Colors	**Supported**	
BCC Smooth Tone	**Supported**	
BCC Spiral Blur	**Supported**	

BCC Super Bend	**Supported**	
BCC Tritone	**Supported**	
BCC Unsharp Mask	**Supported**	
BCC Z-Blur	**Supported**	

BCC Distortion Perspective		**Identical match for all filters**
RT Bulge	**Supported**	
RT Twirl	**Supported**	
2D Particles	**Supported**	
Bluge	**Supported**	
Corner Pin	**Supported**	
Cube	**Supported**	
Cylinder	**Supported**	
Displacement Map	**Supported**	
DVE	**Supported**	
DVE Basic	**Supported**	
Fast Flipper	**Supported**	
Match Move	**Supported**	
Page Turn	**Supported**	
Pan and Zoom	**Supported**	
Polar Displacement	**Supported**	
Ripple	**Supported**	
Sphere	**Supported**	
Sphere Transition	**Supported**	
Turbulence	**Supported**	
Twirl	**Supported**	
UpRez	**Supported**	
Vector Displacement	**Supported**	
Wave	**Supported**	
Z Space I	**Supported**	
Z Space II	**Supported**	
Z Space III	**Supported**	

BCC Effects		**Identical match for all filters**
RT Alpha Spotlight	**Supported**	
RT Cartoon Look	**Supported**	
RT Cartooner	**Supported**	
RTCharcoal Sketch	**Supported**	
RT Colorize Glow	**Supported**	
RT Emboss	**Supported**	
RT Film Damage	**Supported**	
RT Film Grain	**Supported**	
RT Film Process	**Supported**	
RT Glow	**Supported**	
RT Halftone	**Supported**	
RT Median	**Supported**	
RT Pencil Sketch	**Supported**	
RT Rough Glow	**Supported**	
RT Water Color	**Supported**	

Alpha Pixel Noise	**Supported**
Alpha Spotlight	**Supported**
Burnt Film	**Supported**
Cartoon Look	**Supported**
Cartooner	**Supported**
DeGrain	**Supported**
Deinterlace	**Supported**
DeNoise	**Supported**
Drop Shadow	**Supported**
Dust and Scratches	**Supported**
Emboss	**Supported**
Film Damage	**Supported**
Film Grain	**Supported**
Film Process	**Supported**
Glow	**Supported**
Glow Alpha Edges	**Supported**
Halftone	**Supported**
Match Grain	**Supported**
Median	**Supported**
Misalignment	**Supported**
Mosaic	**Supported**
Multi Shadow	**Supported**
Pencil Sketch	**Supported**
Pixel Fixer	**Supported**
RGB Edges	**Supported**
RGB Pixel Noise	**Supported**
Rough Glow	**Supported**
Scatterize	**Supported**
Spray Pant Noise	**Supported**
Water Color	**Supported**
Witness Protection	**Supported**

BCC Generators		**Identical match for all filters**
RT Particle System	**Supported**	
RT Rays	**Supported**	
RT Sparks	**Supported**	
Brick	**Supported**	
Bump Map	**Supported**	
Caustics	**Supported**	
Cloth	**Supported**	
Clouds	**Supported**	
Comet	**Supported**	
Fire	**Supported**	
Fractal Noise	**Supported**	
Granite	**Supported**	
Mixed Colors	**Supported**	
Noise Map	**Supported**	
Noise Map 2	**Supported**	
Particle System	**Supported**	

Rain	**Supported**	
Rays	**Supported**	
Reptilian	**Supported**	
Rock	**Supported**	
Snow	**Supported**	
Sparks	**Supported**	
Stars	**Supported**	
Steel Plate	**Supported**	
Veined Marble	**Supported**	
Weave	**Supported**	
Wood Grain	**Supported**	
Wood Planks	**Supported**	

BCC Keys and Matte   **Identical match for all filters**

RT Glow Matte	**Supported**
RT Light Matte	**Supported**
RT Star Matte	**Supported**
Alpha Process	**Supported**
Chroma Key	**Supported**
Composite Choker	**Supported**
Glow Matte	**Supported**
Light Matte	**Supported**
Light Wrap	**Supported**
Linear Color Key	**Supported**
Linear Luma Key	**Supported**
Make Alpha Key	**Supported**
Matte Choker	**Supported**
Matte Cleanup	**Supported**
Motion Key	**Supported**
Pixel Chooser	**Supported**
Premult	**Supported**
Star Matte	**Supported**
Two Way Key	**Supported**
Wire Remover	**Supported**

BCC Lights   **Identical match for all filters**

RT Light Sweep	**Supported**
Rt Light Zoom	**Supported**
RT Rays Cartoon	**Supported**
RT Rays Puffy	**Supported**
RT Rays Radiant Edges	**Supported**
RT Rays Radiant Spotlight	**Supported**
RT Rays Ring	**Supported**
RT Rays Ripply	**Supported**
RT Rays Streaky	**Supported**
RT Rays Textured	**Supported**
RT Rays Wedge	**Supported**
RT Reverse Spotlight	**Supported**
RT Spotlight	**Supported**

Edge Lighting	**Supported**	
Light Sweep	**Supported**	
Light Zoom	**Supported**	
Rays Carton	**Supported**	
Rays Puffy	**Supported**	
Rays Radiant Edges	**Supported**	
Rays Radiant Spotlight	**Supported**	
Rays Ring	**Supported**	
Rays Ripply	**Supported**	
Rays Streaky	**Supported**	
Rays Textured	**Supported**	
Rays Wedge	**Supported**	
Reverse Spotlight	**Supported**	
Spotlight	**Supported**	
BCC OpenGL		**Identical match for all filters**
RT Glare	**Supported**	
RT Glint	**Supported**	
RT Lens Flare	**Supported**	
RT Lens Flare Adv	**Supported**	
3D Extruded Image Shatter	**Supported**	
Damaged TV	**Supported**	
Glare	**Supported**	
Glint	**Supported**	
Glitter	**Supported**	
LED	**Supported**	
Lens Flare	**Supported**	
Lens Flare Adv	**Supported**	
Lightning	**Supported**	
Prism	**Supported**	
Scanline	**Supported**	
Tile Mosaic	**Supported**	
BCC Wipe Transitions		**Identical match for all filters**
RT Criss Cross Wipe	**Supported**	
RT Linear Wipe	**Supported**	
RT Multi Stretch Wipe	**Supported**	
RT Multi Stripe Wipe	**Supported**	
RT Radial Wipe	**Supported**	
RT Rectangular Wipe	**Supported**	
Criss Cross Wipe	**Supported**	
Linear Wipe	**Supported**	
Multi Stretch Wipe	**Supported**	
Multi Stripe Wipe	**Supported**	
Radial Wipe	**Supported**	
Rectangular Wipe	**Supported**	
Textured Wipe	**Supported**	
BCC Time		**Identical match for all filters**

Jitter	**Supported**
Jitter Basic	**Supported**
Looper	**Supported**
Optical Flow	**Supported**
Optial Stabilizer	**Supported**
Posterize Time	**Supported**
Sequencer	**Supported**
Temporal Blur	**Supported**
Time Displacement	**Supported**
Trails	**Supported**
Trails Basic	**Supported**
Velocity Remap	**Supported**