

## **Boris FX 4.0.4**

### **Release Notes, September 1999**

Welcome to Boris FX 4.0.4!

For the latest technical information about this version, visit our web site at [www.borissfx.com](http://www.borissfx.com) and register for free one-year technical support.

This document includes the following sections:

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### **Supported hosts for Boris FX 4.0.4**

Boris FX 4.0.4 supports the following Macintosh hosts:

- Adobe Premiere 4.2 and 5.1
- Avid Media Composer and Avid Xpress for Macintosh
- Media 100

Important information for all hosts when loading previously saved 3.5 settings

- When you load effects made in earlier 3.5.x versions of Boris FX, including Keyframe Library settings, some effects may look different. This is because we have changed some slider values and parameters.

You can change these settings to fit 4.0.4 by highlighting a track in the Boris 4.0.4 timeline and manipulating the effect parameters in the control window.

- Filters inside the 3.5 keyframe library or previously saved settings from 3.5 will be applied to the Face track of your shape. To see your filter track or alter these settings, twirl down the Shape track to the Face track, and twirl down the Face track to reveal the filter.

- Old mask tracks open as shapes inside a corresponding mask container. However the border and shadow values are lost (or rather applied to a wrong track) because our mask implementation has changed between 3.5 and 4.0.4.

#### **What's new in 4.0.4 (since 4.0.2)**

-(Media 100 only) Boris FX 4.0 3 now supports Mac OS 8.1 and earlier.

-The Boris UI now updates faster, particularly dragging of all controls, moving keyframes around, scrubbing the CTI and preview window trackers like motion paths.

-A bug has been fixed where certain effects from the Keyframe library rendered black in 4.0.2-- up-stream filters which created alpha channels, would render over a black background. This was mostly seen in Particle effects.

-The Boris timeline scale will now open zoomed to fill the timeline window.

-Effect durations are now correct. Previously they would not match the effect if you opened an effect with a duration other than the current one.

-(Media 100) We now support the Media 100 NTSC 720 codec for multiple layers.

(Media 100 only) The image in the Boris Composite window no longer shifts when you choose Preview to RAM to Monitor on non-square pixel image sizes.

-Sphere and Cylinder shapes wrapped less than 100% are now fully opaque.

-Duplicating tracks no longer locks the track (preventing you from deleting or pasting keyframes on the new track)

-Selecting and deleting a keyframe when multiple tracks are selected will now deselect other tracks, and will not crash your machine.

#### Known Limitations and Information about this Release (All Macintosh Hosts)

- QuickTime 3.0 should be installed in your Macintosh system to import still images and animations. You must do the Full Install of Quicktime 3.0. If you have QT 2.5 installed you will only be able to import .tga and .pict still images, and .mov animations. .Mov animations compressed with the Sorenson or MPEG codecs cannot be imported with QT 2.5.

- Selecting Full Resolution may appear slow, compared to BFX 3.5. This is because BFX 4.0.2 correctly displays the Composite window image in full project dimensions (640x480 or 720x486) rather than half size. Use Half resolution (320x240) and 1: 2 scaling to increase performance

- Sphere and Cylinder shapes do not have pivot points. This means that they will not be affected by pivot points in Containers.

- You cannot individually assign shadows to objects inside containers. Apply global shadow to the container instead of the shape inside the container
- It is possible for a Bezier graph handle to be positioned outside the viewable graph area. If this occurs, it is not easy to grab the bezier handle with the mouse. Use the Parameters control sliders to get the handle back
- Track Preview Windows will not display flipped images for most shapes.
- In the clean up Alpha filter, if you set the value of Black to 100, you will see a checkerboard pattern on the image
- You cannot apply shadows to containers that include downstream masks. Apply masks upstream inside face tracks in order for shadows on containers to be correct
- If you are displaying a Proxy Image in the Composite Window and you load previously saved effect settings, the proxy image will still show. Under the Preview menu, switch your Image display to Update Source to alleviate this
- Placing keys inside a tracks Face (upstream) does not automatically use the matte from the key to generate shadows. Highlight the Face track and select Use Alpha in the Control Window
- The Position Tracker dot doesn't show up for Pixel Chooser parameters. Use the Point X and Point Y parameter sliders instead
- Zooming in on the timeline does not center around the current CTI position
- If you apply a shadow to an alpha image with a mask, the shadow ignores the images alpha channel
- Transparency and Opacity do not work on the Ripple light
- To apply shadows to Chromakeyed images, you must apply the chromakey filter to the Face of the Shape Track (not the Shape Track itself), then click the Media Track and select "Invert Alpha" or "Use Alpha" in the Key pulldown after you key out the background color
- A Media Files dialog box may appear when you open a settings file if Boris FX cannot find media files that are linked to the file. To locate the files, click Search to automatically locate the missing files, or click Replace to manually locate the missing files.
- When you double-click a settings file to open it, Boris FX starts but does not open the settings file. You will need to open the settings file by selecting Open Settings from the File menu.

## **Information for Specific Macintosh Hosts**

### **Adobe Premiere 4.2 and 5.1**

-Boris FX 4.0.2 does not support Adobe Premiere version 5.0. Versions prior to Premiere 5.1a are not capable of re-opening Premiere project files containing Boris FX plug-in settings. Meaning, Boris FX filter or transition settings residing inside of saved Premiere 5.1 projects will become inaccessible when re-opened. Please, proceed to <http://www.adobe.com/> to obtain Premiere 5.1a  
NOTE Premiere 4.2 is immune to this issue.

-In non-square pixel projects, when using the distance parameter to scale images, the size and relationship of objects in the Boris preview window may look different than in the Premiere preview window, or after rendering. To size and position objects use the Scale parameter instead.

Currently, previewing to an external NTSC or PAL monitor within Boris FX is unsupported in Premiere. This is because the current Premiere plug-in architecture does not allow for it.

To apply Boris FX as a Filter effect within Premiere  
Filter Effect>>Boris FX

To apply Boris FX as a Transition effect within Premiere  
Transition Effect>>Boris FX

### **Media 100**

- Sometimes when you exit BFX some of the title bars in your Media 100 windows will draw with white in them. Move or redraw your Media 100 windows to fix this.
- If you set the Media 100 timeline start time to something other than 0, the time for the start of the effect passed to Boris FX is incorrect... so view time by "program timecodes" will not be accurate. We are working with Media 100 to resolve this issue.
- Media 100 does not indicate to Boris FX whether NTSC timecode is drop frame or non-drop frame. All NTSC timecodes are displayed as non-drop frame. We are working with Media 100 to resolve this issue.
- The Media 100 Transcoder does not support alpha channels due to limitations in the Apple M-JPEG software codec. If you want to use a Media 100 media file with alpha channel, you will need to export to the QuickTime Animation codec before the file can be used in Boris FX.

## **Avid Media Composer/Xpress**

- If you move Boris windows over any Avid windows, the Avid windows will not redraw afterwards. Quit Boris FX and force a redraw of your Avid windows (close and reopen Avid windows or windowshade them) to enable them to redraw.
- Sometimes when you exit BFX some of the title bars in your Avid windows will draw with white in them. Move or redraw your Avid windows to fix this.
- **IMPORTANT FOR USERS OF PREVIOUS VERSIONS OF BORIS FX 4.:** If you have an earlier version Boris FX 4.0 installed (such as Version 4.0.2), you must finish all projects in that version before you upgrade to Boris FX 4.0.4.
- **IMPORTANT FOR BORIS FX 3.5 USERS:** Versions of Boris FX after 4.0.1 can coexist with version 3.5 in your effects palette. It is not necessary to remove the 3.5 plugin to install or use Boris FX 4.0.4 or greater. This means that you can continue to tweak unrendered 3.5 effects while you are learning the new version.

### **-Multiple Boris FX Plugins**

There are several different versions of Boris FX in the effect palette. All of the plugins use the Boris FX interface. For the best results, only use the version which uses the number of inputs you need. The extra, unused tracks cause the AVX interface to add a lot of overhead to the effect, and will slow down rendering speed considerably. For example, if you want to create a Boris effect that will use V1 and V2 from Avid, apply the Boris FX 2 input effect to the V2 clip in your timeline.

If you later decide that you want to use a version of Boris FX which uses more of the tracks from Xpress or Media Composer, you can use the following procedure:

- 1 Open the effect user interface window from the effect editor
- 2 Under the file menu, select "Save Settings...", and save the settings to a keyframe file.
- 3 Close the Boris FX UI.
- 4 Remove the effect from the Media Composer track, and apply a new Boris FX effect, which uses the desired number of inputs
- 5 Open the Boris FX User Interface for the new effect
- 6 Select "Open Settings" from the File Menu
- 7 Open the keyframe file you had previously saved.

The effect can now be edited using the additional tracks.

#### -Video Track Numbering

The AVX interface does not provide the plugin with the track name or number. If the effect uses four inputs, and the Media Composer composition only has three tracks, a place-holder track is created. From the plugins point of view, that track is Video 1, the track above it is video 2, etc. Boris FX numbers the tracks from the top down in most of our sample effects. So now, in Boris FX, Video 1 is the topmost Xpress or Media Composer track. If Boris FX is being used as a segment effect, this would be the track that Boris FX was applied to. Video 2 is the track underneath the first track, etc. This way, any unused tracks are at the bottom of the list of inputs.

If you ignore the numbering of the tracks, you will see that the relative ordering of the tracks now matches in Boris FX and Media Composer. The topmost layer is composited over the next layer down. Preset effects in the Boris FX library will behave as intended.

So for a four track effect as a segment effect on track V3, the relative numbering of tracks is like this:

```
MC   Boris AVX
V3   Video 1 Input 4
V2   Video 2 Input 3
V1   Video 3 Input 2
      Video 4 Input 1
```

Currently there are only plugins for 1,2,4 and 6 inputs. Since Avid Xpress only has 4 video tracks, Xpress users will not use the Boris FX 6 input effect.

All of these effects can use an unlimited number of tracks in the Boris FX timeline. Additional media can be imported directly into Boris FX, and the Xpress/Media Composer inputs can be used on multiple tracks.

#### -Update Source

The AVX interface only provides the video at the current time in the timeline to the plugin. Therefore Boris FX for Xpress/Media Composer cannot update the source for tracks imported from Avid and you will only see the first frame of video in the Boris preview window. Video imported directly into Boris FX will update properly. This also determines what frames are used when the Trails effect is applied. We are working with Avid to have this issue resolved in future versions.

#### -Modeless Interface

Boris FX is application-modal. That means that users can get to the finder and other applications while the Boris FX interface is open. Media Composer is not available until the interface window is closed. If the Boris FX window is moved, Media Composer windows will not be refreshed until the Boris FX window is closed.

#### -Alpha Channel

The AVX interface does not provide alpha channel information to plugins. If you import a graphic with an alpha channel, or apply a matte filter to a track, the plugin will not be able to use it. AVX also does not support alpha channels in plugin output, so if you use a filter in Boris FX to create an alpha channel, you must also provide the background image, on a lower track.

Boris FX can access the alpha channel on media which is imported directly into the plugin. The use of the alpha channel can be turned on and off in the Boris FX Media Panel. Double-clicking on a track in Boris FX will bring up the Media Panel.

#### -Using Avid's Title tool to create Boris FX on titles

Since AVX's plug-in architecture doesn't hand off an alpha channel directly to a plug-in, in order to create a Boris effect on a title, you must first export the title. Here are steps to doing this as a single input effect:

- 1 Create your title in Media Composer/Avid Xpress's title tool and, while still inside the title tool, export your title from the File menu. This will automatically save the title as a PICT with an alpha channel.
- 2 Close the title tool without saving your title (unless you want to use the title later in MC/Avid Xpress).
- 3 Place a Boris 1 input Effect on the clip in your timeline that will be the background image for your effect.
- 4 Open the Boris FX Interface from within the Effect Editor.
- 5 Double-click on the Boris FX Track 1 track to bring up the Media Panel.
- 6 Click and hold the pulldown next to "Media" and assign this track to a Still Image file.
- 7 Navigate to the title you exported from the title tool and choose Open.
- 8 In the Key pulldown, choose Invert Alpha. You will see your title keyed over your background image in the Preview window.
- 9 Select Ok to exit the Media Panel.
- 10 You can now create an effect on your title by affecting the keyframes.

When you close Boris FX, and render your effect, your title will render with the moves you made on it.

## **Using Boris FX To Pan Across Large Images**

You can use Boris FX to pan across large images (larger than the project's dimensions) similar to shots done in documentaries. All imagery placed within the host application is re-scaled to the project's dimensions (i.e. 720 x 486). This makes the panning of imagery larger than the project's dimensions (i.e. 720 x 486) a little tricky. Here are steps to do this:

- 1 Apply a Boris FX effect within the host application, knowing that the larger imagery will not be getting piped into Boris FX from the host application's timeline, being that the host application scales imagery (no matter the size) to the project's working dimensions (i.e. 720 x 486).
- 2 Create a new FLAT 3D Shape Track
- 3 Select the newly created FLAT 3D track's Media channel
- 4 Set the Controls window's pull-down "Media:" to Still Image File
- 5 Navigate to the drive/volume where your large title/still image exists.
- 6 Use Position, Scale, or Distance parameters to create the "panning" effect.