Video Scrapbook

Bring still photos to life and create moving video scrapbooks!

Features:

- •Add motion to photos without the need to keyframe.

- •Evocative and nostalgic transitions and impressionistic dissolves.

- •Create stylized backgrounds for portrait photos that don't fill the frame.

Introduction:

This package of plugins enables you to quickly create dynamic video-scrapbooks from still images.

Package consists of:
Directional Blur Transition
Glow Dissolve Transition
Lens Flare Wipe Transition
Picture Wipe Transition
Squeeze Blur Transition
Star Dissolve Transition
Keep It Moving Filter
Vignette Focus Filter
Background Builder Generator

Directional Blur Transition

This transition adds a blur to the outgoing footage, dissolves to the blurred incoming footage, then the blur reduces to nothing at the end of the transition. The transition can be set to animate between the two angles that set the blur direction of the outgoing and incoming footage. Setting the two angles to the same direction with a large Blur Amount (both Outgoing and Incoming) will produce a dynamic Whoosh type transition. Using smaller Blur Amount settings and turning on the Interpolate Angle setting produces an interesting dissolve transition that works really well between photos.

Parameters:
Presets: Save and load your favorite settings.
Outgoing Angle: Set the direction of the blur for the outgoing footage.
**Outgoing Bur Amount**: Set the length of the blur for the outgoing footage.
Incoming Angle: Set the direction of the blur for the incoming footage.
Incoming Bur Amount: Set the length of the blur for the incoming footage.
Interpolate Angle: Checkbox to turn on animation between Outgoing Angle and Incoming Angle.

Glow Dissolve Transition

This transition applies a glow to the outgoing footage before dissolving to the incoming footage. When applied with a short duration, this transition can create the effect of a film flash. Longer durations create a more dream-sequence-like transition.
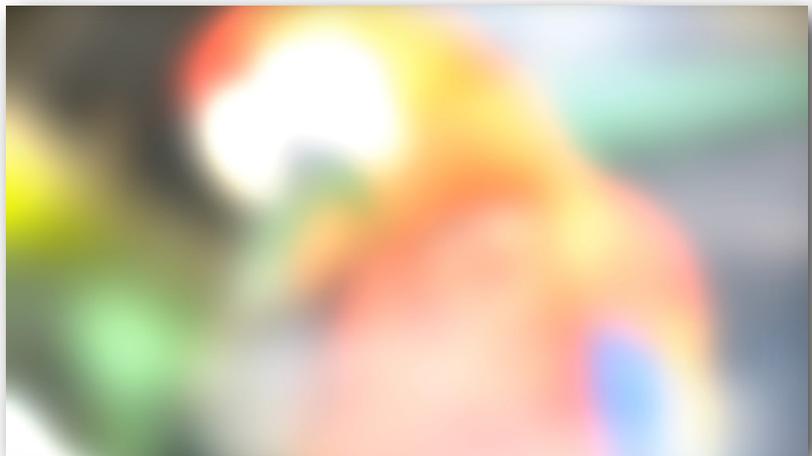
Parameters:
Presets: Save and load your favorite settings. Built-in presets include: FadeInTime; Film Flash; Nostalgic; and Saturated Bloom.

Glow Amount: Controls how much glow is applied to the transition. The glow is applied to the brightest parts of the image. This control sets the threshold for which areas of the image are bright enough to glow.
Glow Spread: Controls how much the glow blooms, or spreads over the image.
Glow Threshold Limit: This control clamps the brightness of the effect. A low Glow Threshold Limit will cause the image to darken as the transition progresses.
Blur: Sets how much blur is applied to the effect.
Saturation: Controls how much color saturation is added or removed as the transition progresses. Zero is no change to the saturation level.

Lens Flare Wipe Transition

This transition is a wipe combined with a lens flare effect. The lens flare is positioned on the Wipe Edge and can be shifted up or down (left or right, depending on the set Wipe Angle).
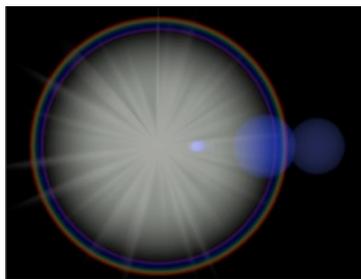A lens flare can be broken down into a combination (in any amount or none) of four elements: Bloom, Star, Rainbow, and Blots.

Parameters:
Presets: Save and load your favorite settings. Built-in presets include: Bold Burst; Subtle Lens Flare; Super Nova.
Wipe Angle: Sets the angle of the wipe transition.

Wipe Edge Softness: Sets the softness of the edge between the outgoing and incoming footage.
Overall Radius: Master control for the size of the Lens Flare. Individual components of the lens flare can be adjusted on their own (see below).
Overall Brightness: Adjusts the brightness of all the elements of the lens flare at once. Individual brightness levels can be set for each component of the lens flare.
Flare Position Adjust: Shift the position of the lens flare along the edge of the wipe.

Bloom:

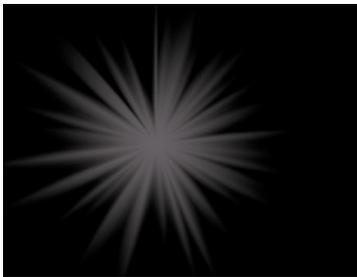**Bloom Radius:** Sets the size of the bloom.
Bloom Brightness: Sets the brightness of the bloom.
Bloom Color: Selects the color for the bloom.
Bloom Falloff: Softens the edge of the bloom.
Bloom Burst: Sets how much the bloom expands/explodes as the transition progresses.

Star:

Star Radius: Sets the size of the star effect.
Star Brightness: Sets the brightness of the star.
Star Color: Sets the color for the star. The stars are composited using an additive function so bright colors punch through more than dark colors.
Star Pointiness: Increasing makes the star more pointy. Decreasing makes the star blobbier.
Star Sparkle: Adjusts the amount of twinkle or movement in the star. Set to zero for no twinkle.
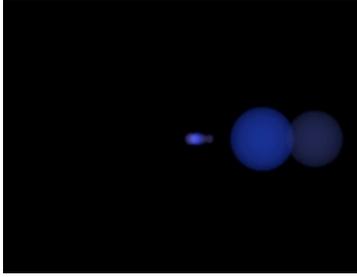
Rainbow:

Rainbow Radius: Sets the size of the rainbow.
Rainbow Width: Sets the thickness of the rainbow.
Rainbow Brightness: Sets the brightness of the rainbow effect. Set to zero to hide the rainbow effect.

Blots:

Blot Size: Sets the maximum size of the blots. The blots will be generated in a range of sizes within the set amount.
Blot Brightness: Sets the brightness of the blots. Set to zero to turn the blots off.
Blot Color: Sets the color of the blots. The blots are composited using an Add function, so bright colors show more than dark colors.
Blot Falloff: Softens the edges of the blots.
Blot Variation: Adds a random variation to the colors of the blots.

Picture Wipe Transition

This transition creates a wipe between the outgoing and incoming clip, with an image or graphic superimposed on top. This transition works better with a longer duration to produce the smoothest movement of your graphic or image.

Parameters:
Presets: Save and load your favorite settings.
Wipe Angle: Sets the angle of the wipe transition.
Wipe Edge Softness: Sets the softness of the edge between the outgoing and incoming footage.
Wipe Image: Drop your source image or graphic into this image well.
Scale: Adjusts the size of the source image.
Glow: Sets the amount, if any, of glow around the wipe image.
Glow Color: Select the color of the glow.
Glow Opacity: Set the opacity of the glow.
Glow Blending: Select from Add or Normal to set how the glow effect is composited.
Image Rotation: Rotates the wipe image.
Horizontal Shift: Shifts the wipe image left or right.
Vertical Shift: Shifts the wipe image up or down.
Motion Blur: Sets the amount, if any, of blur added to the Wipe Image.

Squeeze Blur Transition

This transition squeezes the image either horizontally or vertically while applying a blur in the direction of the squeeze

Parameters:
Presets: Save and load your favorite settings.
Blur Amount: Set how much of a blur is applied.
Squeeze Amount: Set the amount of squeeze effect.
Squeeze Direction: Choose either a horizontal or a vertical squeeze direction.
Background Color: Set the color of the background that gets revealed during the squeeze.
Background Opacity: Sets the opacity of the background color.

Star Dissolve Transition

This transition adds stars to the outgoing footage based on the luminance levels, then dissolves to the incoming footage.

Parameters:
Presets: Save and load your favorite settings.
Star Angle: Sets the starting angle of the stars.
Length of Points: Controls the length of the star arms.
Blur: Applies a blur to the stars.
Rotation Speed: A negative speed spins the stars counter-clockwise. A Positive speed spins the stars clockwise. Zero is no spin.
Star Acceleration: Use Star Acceleration to adjust how the luminance threshold is interpreted--adding more or less stars. Dark footage will need higher acceleration. Light footage will need less acceleration.
Star Color: Applies a color tint to the stars. The color is applied in an Add mode, so depending on how the Star Brightness is set (below), the color will appear more on the edges of the stars, leaving the star centers white.
Star Opacity: Controls how much of the star effect is applied to the transition.

Starburst: Controls how much the stars 'burst' or explode during the transition.
Star Brightness: Clamps the brightness of the stars before compositing with the Star Color. Since the stars are composited using an Add mode, this affects how 'white' the stars become. A low brightness results in stars with more Star Color and less white. A high brightness produces brilliant white stars.
Clamp Output Brightness: Clamps the brightness of the star effect after the stars have been composited with the Star Color.

Keep It Moving Filter

Use this filter to quickly add a small zoom in or out, and/or rotation to the picture(s) without having to bother with keyframes. This filter brings a still image to life. Because it is a filter, you can quickly apply the effect to multiple images without having to tweak keyframes. If you are working in FCP7, be aware that you may need to turn the filter off and on again (re-render) if you have applied a transition after rendering the filter, or you may experience jerky movements.

Parameters:
Scale Start: Set the size of the image at the beginning of the clip.
Scale End: Set the size of the image at the end of the clip.
Rotation Start: Set the angle of rotation at the beginning of the clip.
Rotation End: Set the angle of rotation at the end of the clip.

Vignette Focus Filter

This filters creates a focus point by tinting and/or blurring the picture. Use this filter to isolate your subject in a crowd or blur out the background.

Parameters:
Presets: save and load your favorite settings.
Blend Mode: Sets how the

vignette color is applied, or if it is only a blur effect: Normal; Multiply; Screen; Overlay; Add; Blur Only.

> *Normal*: the vignette color replaces the image based on the set opacity.
> *Multiply*: darkens the image based on the value of the vignette color and opacity.
> *Screen*: brightens the image based on the value of the vignette color and opacity.
> *Overlay*: Multiply effect if the vignette is darker and Screen effect if the vignette is lighter. This effect brightens the non-vignette part of the image (by Screening a white mask over the image).
> *Add*: combines the brightness levels of the vignette and image for a strong brightening effect.
> *Blur Only*: applies only the blur effect, without any color masking.

Shape: Select from round or square. Increasing the Feather Amount will round the corners of the square shape.

Center: Set the center point of the focus circle.

Color: Set the color of the vignette.

Opacity: Set the visibility of the vignette color.

Feather Amount: Controls the softness of the edge of the focus circle/square.

Invert: Inverts the vignette and shape regions.

Show Helper Outline: Displays a green line showing the circle or square vignette shape.

Rotation: Rotates the vignette shape around the center point.

Horizontal Scale: Stretch or shrink the horizontal size of the vignette.

Vertical Scale: Stretch or shrink the vertical size of the vignette.

Image Blur: Controls the amount of blur, if any, applied to the image or center region.

Vignette Blur: Controls the amount of blur applied to the vignette region.

Background Builder Generator

Use this generator with portrait photos to add a background behind the photo to fill the video frame. The background is made from a blurred and levels-adjusted version of the foreground.

In FCP7, pictures can be added to the timeline and then dragged to the image well. This will ensure the aspect ratio of your picture matches the timeline, however, this can result in a loss of resolution. If you add your picture directly from the bin, you may need to adjust the aspect ratio to match your timeline, but you will have the maximum resolution from your image.

Parameters:

Foreground:
    Presets: save and load your favorite settings.
    Source Image: Drop your source image into this image well.
    Foreground Scale: Sets the size of the source image in the foreground.
    Foreground Horizontal Shift: Move the foreground image left or right.
    Foreground Vertical Shift: Move the foreground image up or down.
    Aspect Ratio Adjust: Change the aspect ratio of the source image.

Background:
    Background Scale: Sets the size of the image used for the background. If the image is set smaller than the frame size, the edge pixels will be repeated to fill the frame.
    Background Blur: Controls the amount of blur, if any, applied to the background.
    Background Level: Adjusts the background image's levels up or down to brighten or darken the image.
    Background Highlights: Adjusts the brightness or darkness of the background image highlights.
    Background Saturation: Controls the amount of color saturation in the background image.
    Background Horizontal Shift: Move the background left or right.
    Background Vertical Shift: Move the background up or down.

Shadow:
    Shadow Color: Select the color to use for the foreground's drop shadow. The shadow is composited using a Multiply mode to darken the background.
    Shadow Angle: Sets the angle, away from which the shadow will fall.
    Shadow Distance: Sets how far the shadow falls from the foreground.
    Shadow Softness: Controls how hard or soft the shadow appears.
    Shadow Opacity: Sets the transparency of the shadow.