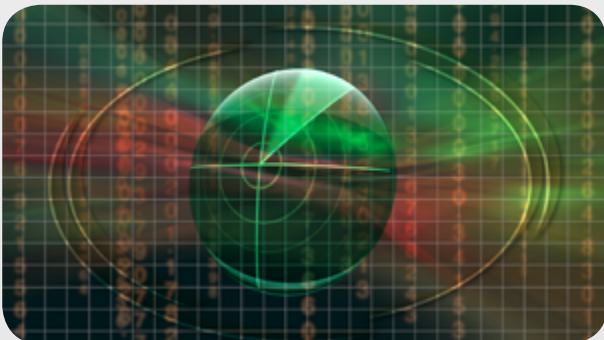# Luca's Hi-Tech

FCP X Templates

Enabling you to completely customize mographs for music videos, promos, corporate videos, documentaries, TV and news and a lot more. Featuring Displays, Fractals, Lower Thirds and Sci-Fi Mographs templates. It also includes two Sport themed templates as a free bonus!

Contents

Important note about all templates featuring image well scale or position parameter. The current version of FCP X does not allow the keyframing of image well's Scaling and Positioning, we have notified Apple and hope they'll fix this bug soon.

Displays: Futuristic Screen

Can be used as a radar (default), or any other futuristic screen, implement your own image or clip to change completely the look and purpose. The user can

compsite in a scene by using the various transform controls and fine-tune its perspective through the corners adjustment controls, i.e Top Right, Top Left, Bottom Left and Bottom Right parameters. While MEDIA 1 image well allows the customization of the convex screen. MEDIA 2 may be used to replace the grid with another image or mograph. We recommend using one with transparency, however the choice depends entirely on the user needs.

Displays: Glass Monitor - Front On

Simulating a thick, glossy, semi-transparent glass screen with additional glow control. Like most effects in the Hi-Tech pack, the user can implement their own media.
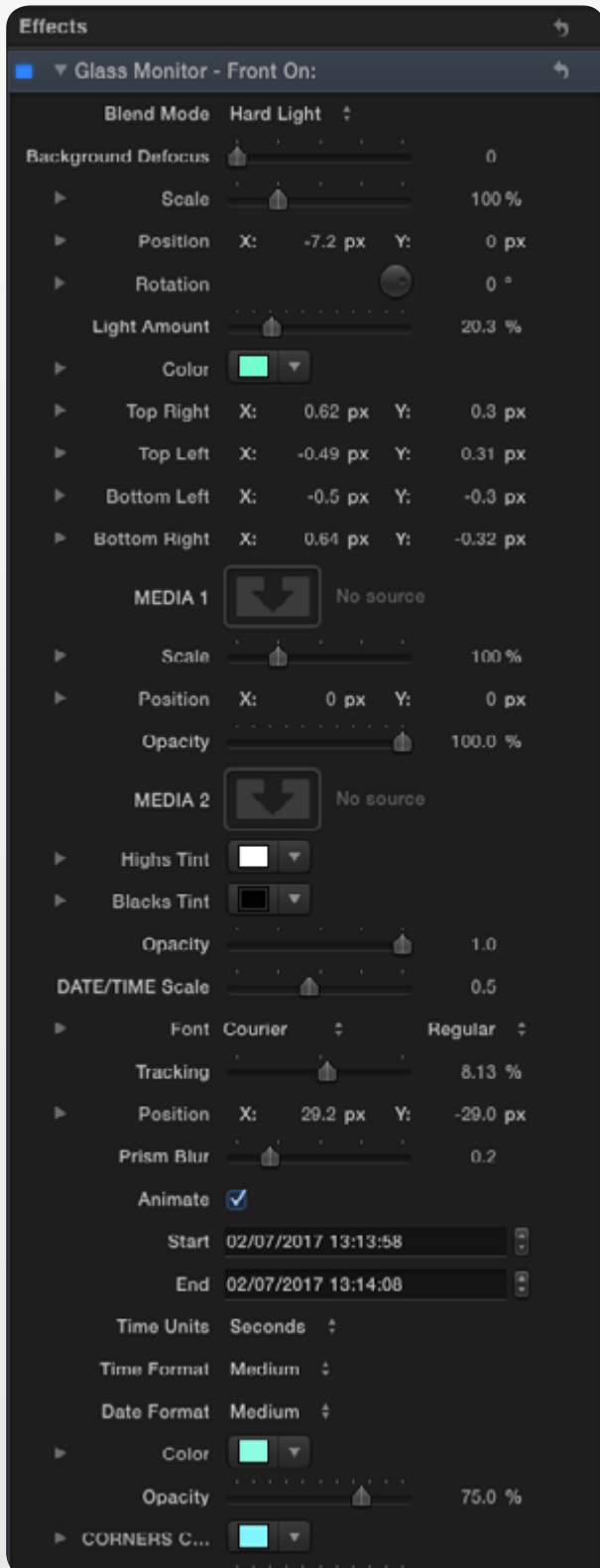
Transform controls allow the user to composite the screen in any type and adjust perspective (Scale, Position, Rotation, Corner controls).

The MEDIA 1 well can be used to implement mographs with transparency or other objects,
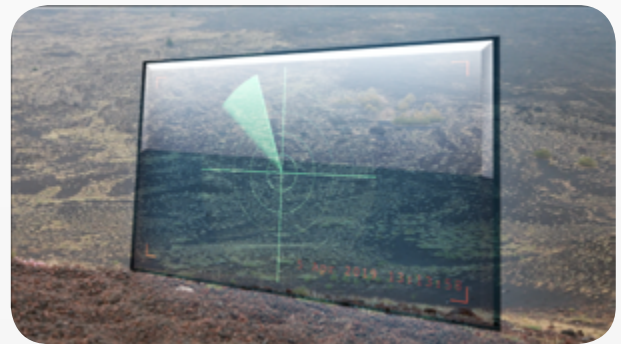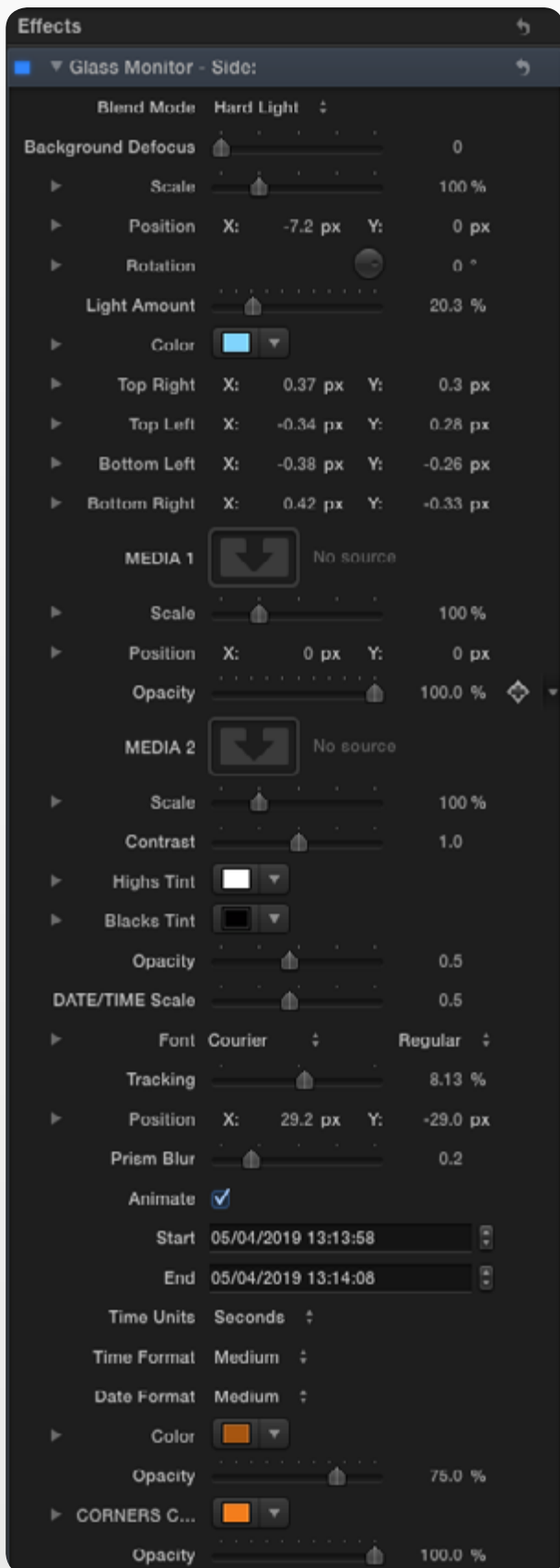

MEDIA 2 features a glass reflection by default, there is no limit to what the user can use instead, however we recommend a variety of reflection types or glass effects.

Displays: Glass Monitor - Side

Effects	↩
▼ Glass Monitor - Side:	↩

|			
Blend Mode	Hard Light ⬍		
Background Defocus			0
▶ Scale			100 %
▶ Position	X: -7.2 px	Y:	0 px
▶ Rotation			0 °
Light Amount			20.3 %
▶ Color			
▶ Top Right	X: 0.37 px	Y:	0.3 px
▶ Top Left	X: -0.34 px	Y:	0.28 px
▶ Bottom Left	X: -0.38 px	Y:	-0.26 px
▶ Bottom Right	X: 0.42 px	Y:	-0.33 px
MEDIA 1	No source		
▶ Scale			100 %
▶ Position	X: 0 px	Y:	0 px
Opacity			100.0 %
MEDIA 2	No source		
▶ Scale			100 %
Contrast			1.0
▶ Highs Tint			
▶ Blacks Tint			
Opacity			0.5
DATE/TIME Scale			0.5
▶ Font	Courier ⬍		Regular ⬍
Tracking			8.13 %
▶ Position	X: 29.2 px	Y:	-29.0 px
Prism Blur			0.2
Animate	✔		
Start	05/04/2019 13:13:58		
End	05/04/2019 13:14:08		
Time Units	Seconds ⬍		
Time Format	Medium ⬍		
Date Format	Medium ⬍		
▶ Color			
Opacity			75.0 %
▶ CORNERS C...			
Opacity			100.0 %

This effect boosts the same features as GLASS Monitor Front On with the advantage of having different default assets and perspective. Useful as a starting point if in need of compositing the effect within a scene.
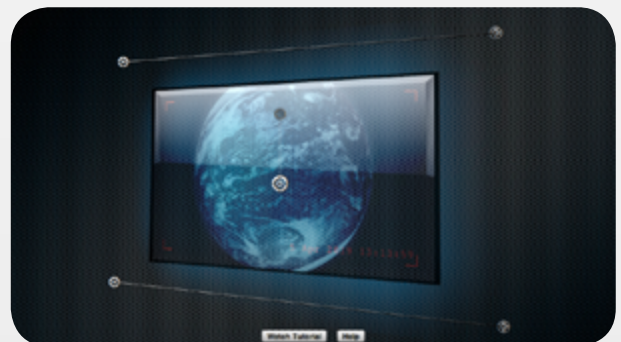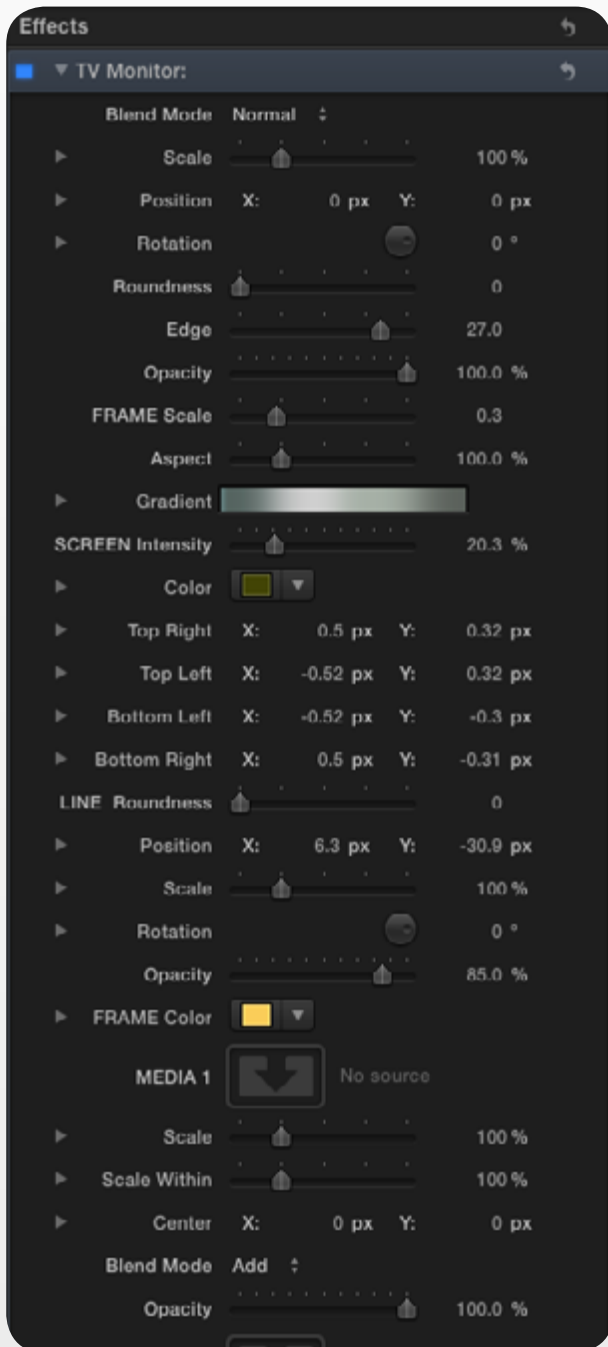
Displays: Liquid Screen
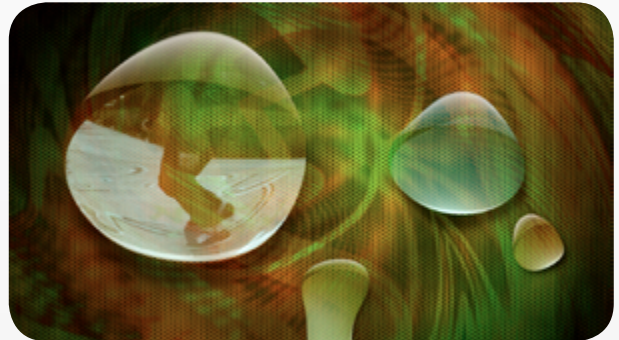
Imagine if a liquid of some sort could actually turn into a screen, not so impossible we think. Coming with a generous number of parameters to transform and stylize the screen, the user can once again implement their own media and liquify it as desired. Use parameters like Blend Mode, Highs Tint and Black Tint to achieve some dramatic modifications. We also suggest using several instances of this effect to create a field of drops, hence a rather catchy and stylish motion graphics composition.

Displays: Tv Monitor

Effects

▼ TV Monitor:

Blend Mode	Normal	
Scale		100 %
Position	X: 0 px Y:	0 px
Rotation		0 °
Roundness		0
Edge		27.0
Opacity		100.0 %
FRAME Scale		0.3
Aspect		100.0 %
Gradient		
SCREEN Intensity		20.3 %
Color		
Top Right	X: 0.5 px Y:	0.32 px
Top Left	X: -0.52 px Y:	0.32 px
Bottom Left	X: -0.52 px Y:	-0.3 px
Bottom Right	X: 0.5 px Y:	-0.31 px
LINE Roundness		0
Position	X: 6.3 px Y:	-30.9 px
Scale		100 %
Rotation		0 °
Opacity		85.0 %
FRAME Color		
MEDIA 1		No source
Scale		100 %
Scale Within		100 %
Center	X: 0 px Y:	0 px
Blend Mode	Add	
Opacity		100.0 %

Recreate a Tv Screen with metal or plastic reflection, on/off light and frame design and look. The effect allows the user to implement two different types of text and even several image/clip overlays. Use it creatively, it can be used in any type of project including music videos, interviews, news, sport, demos and so on.

Parameters are self-explanatory and should be enough to give great customization control. Experiment with the blend modes to achieve some dramatic overlay effects.
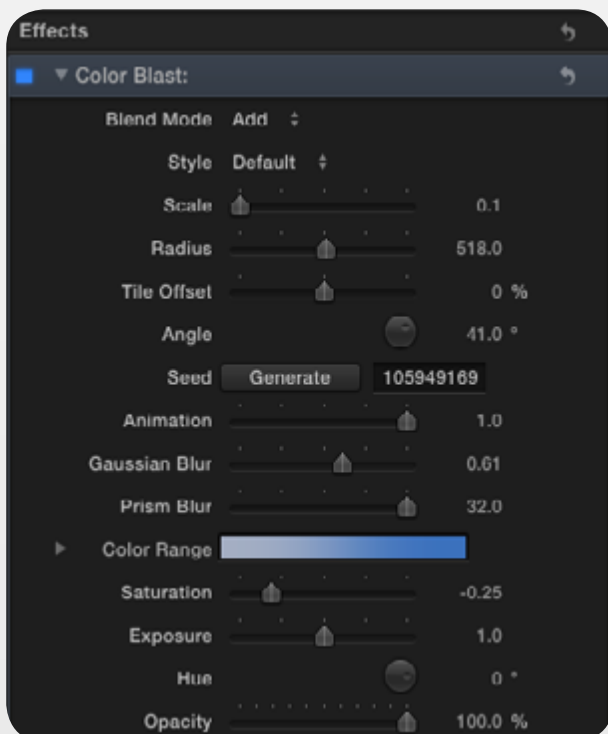
Fractals

We had great fun developing these 4 effects, even more so when we realized how much could be done by combining them. Therefore we encourage the user to experiment with these effects.

Fractals: Color Blast

As the name suggest this effect aims at creating a blast of colourful patterns. Set with a "Lighten" Blend mode by default it blends with the images it is used with, however, once again, a different use of composite modes delivers a great variety of results.

Radius, Tile Offset, Seed and Animation controls allow the user to endlessly manipulate the fractals look. On top of that the Color Range and Hue give total control on color and shading. If customization controls were not enough the plug-in boosts a menu with four different options to radically change the effect.

Important note: Use the blur controls (i.e. ramp up the gaussian blur) along with all the others to transform the fractals into stunning light effects such as light leaks, flares and abstract animated light streaks.

Fractals: Default
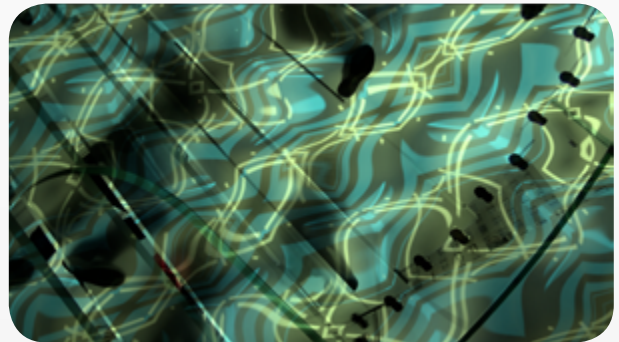
The Default fractal offers a more tidy, tile-like pattern without compromising the number of parameters available to create your own look. Use the Style menu to get totally different looks or starting points, the rest of the parameters will allow you to further transform and stylize the fractal or light effect

Important note: Use the blur controls (i.e. Ramp up the gaussian blur) along with all the others to transform the fractals into stunning light effects such as light leaks, flares and abstract animated light streaks.

Fractals: Dotted Tunnel

Enjoy a fractal variation that offers most of the parameters available with the other fractals, plus a Spiral Offset check box to break the spirally shape, if desired.
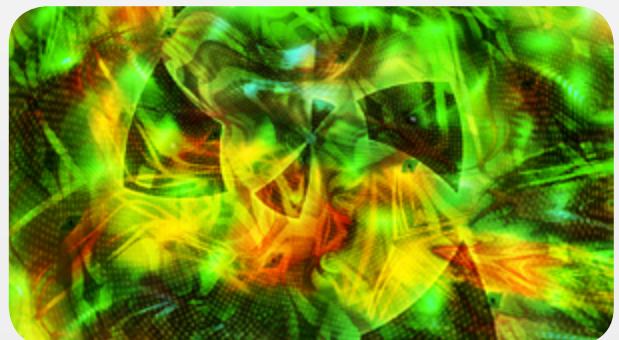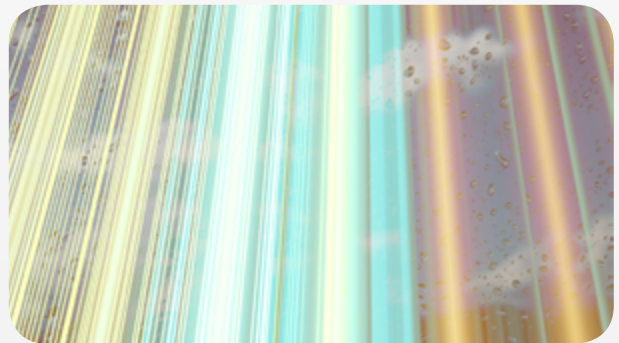

Tip: Set Speed at 0.11 value to get a very slow and smooth movement, select "Rays" to create some nice ray lights.

Important note: Use the blur controls (i.e. ramp up the gaussian blur) along with all the others to transform the fractals into stunning light effects such as light leaks, flares and abstract animated light streaks.

Fractals: Script

A beautiful fractal variation, again offering plenty of controls to customize the look, try for example selecting Overlay Blend Mode then Rays in Style menu then rump the Blur all the way up, set speed to 0.12, Tile Size 0.71. The result should produce some gently flickering soft light and color animation.
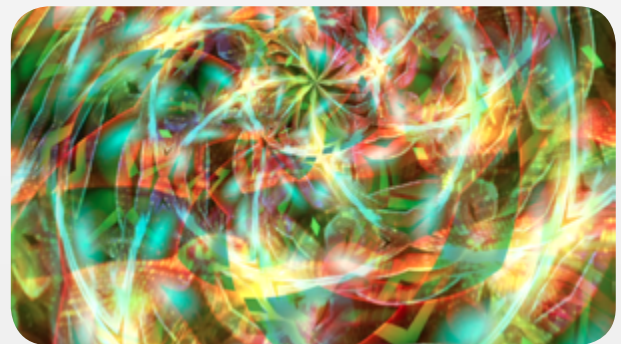

Important note: Use the blur controls (i.e. ramp up the gaussian blur) along with all the others to transform the fractals into stunning light effects such as light leaks, flares and abstract animated light streaks.

Holograms: Circular Screen, Default, Front On, Facing Left, Oval Screen and Round Corners
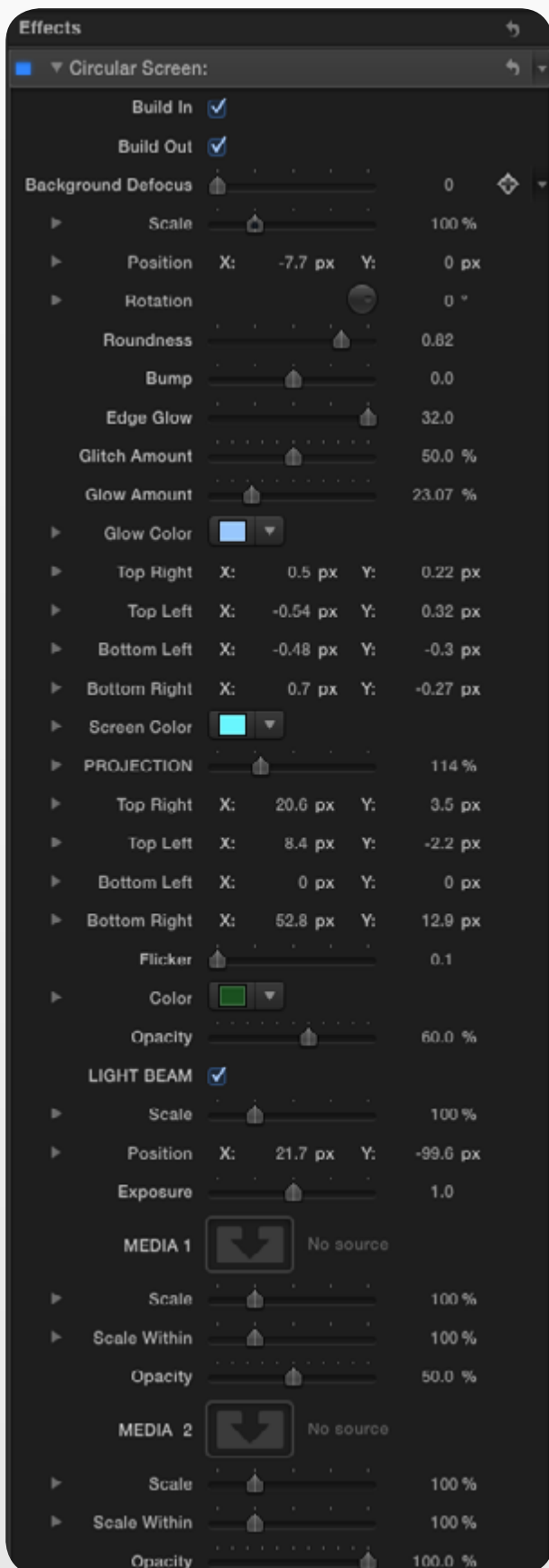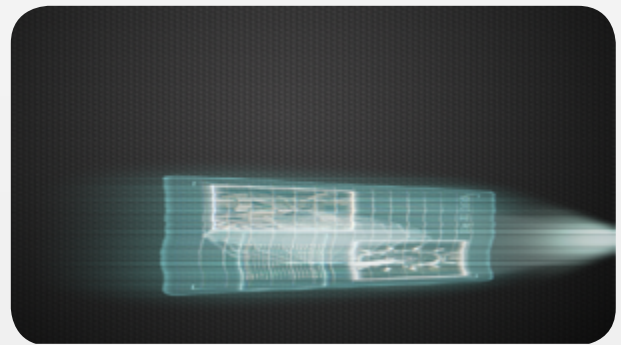

Holograms can be fairly complex to create. Even more difficult would be to find some that you can totally customize at will. Luca Visual Fx Holograms offer you just that: freedom to create your own tailor made hologram or hi-tech projection by customising every single element independently.
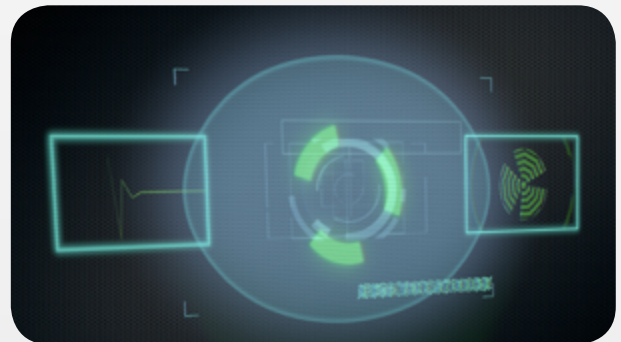
First of all the user can transform and composite three main elements independently: the hologram, the projection field and the light beam. Within these elements you have even more possible options, which include the implementation of your media and the re-designing of the look of your hologram.

Effects

▼ Facing Left:

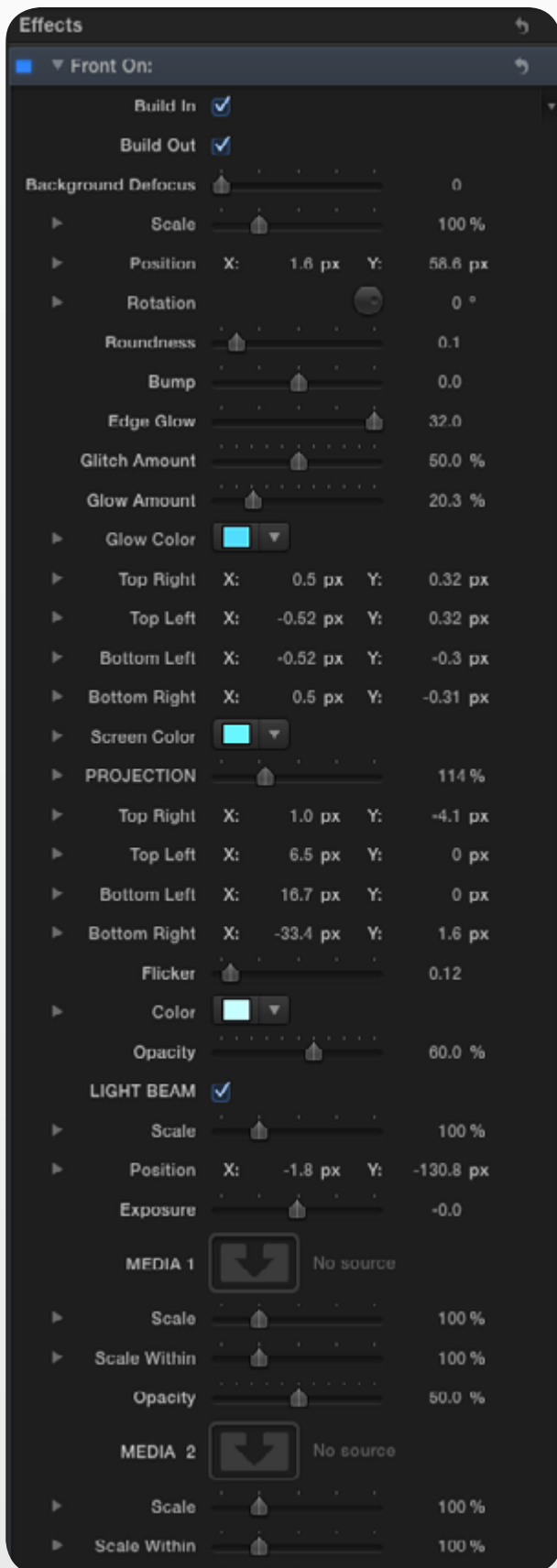|			
Build In	☑		
Build Out	☑		
Background Defocus			0
▶ Scale			100 %
▶ Position	X: 32.8 px	Y:	56.0 px
▶ Rotation			0 °
Roundness			0.34
Bulge			0.44
Edge Glow			32.0
Glitch Amount			50.0 %
Glow Amount			20.3 %
▶ Glow Color			
▶ Top Right	X: 0.53 px	Y:	0.31 px
▶ Top Left	X: -0.37 px	Y:	0.43 px
▶ Bottom Left	X: -0.59 px	Y:	-0.21 px
▶ Bottom Right	X: 0.52 px	Y:	-0.33 px
▶ Screen Color			
▶ PROJECTION			114 %
▶ Corner T_L	X: 21.2 px	Y:	0 px
▶ Corner T_R	X: -3.3 px	Y:	-10.0 px
▶ Corner B_L	X: 0 px	Y:	0 px
▶ Corner B_R	X: -19.0 px	Y:	1.6 px
Flicker			0.12
▶ Color			
Opacity			60.0 %
LIGHT BEAM	☑		
▶ Scale			77 %
▶ Position	X: -4.2 px	Y:	-112.8 px
Exposure			0.0
MEDIA 1			No source
▶ Scale			100 %
▶ Scale Within			100 %
Opacity			50.0 %
MEDIA 2			No source
▶ Scale			100 %
▶ Scale Within			100 %
Opacity			100.0 %

So if you wish to have a rectangular, oval or circular hologram screen, that will be easy to achieve.

Another useful option is the possibility to have the effect build in and/or Build out.

Effects

▼ Front On:

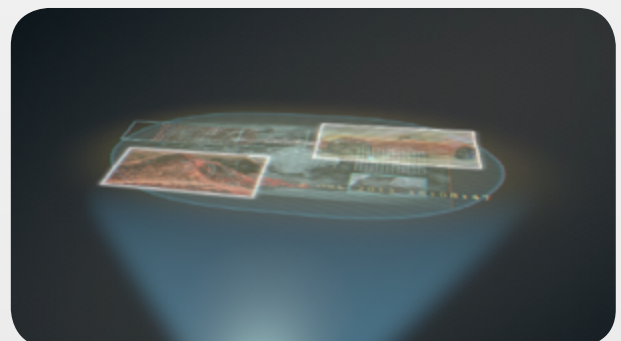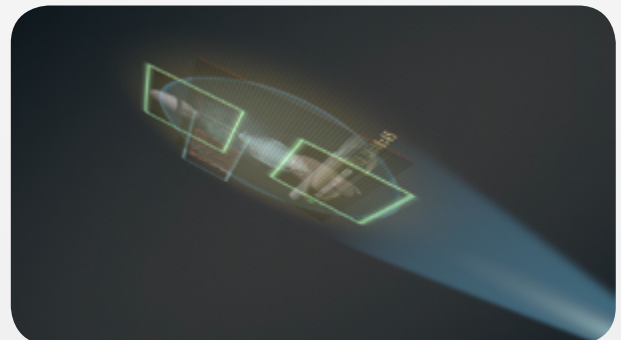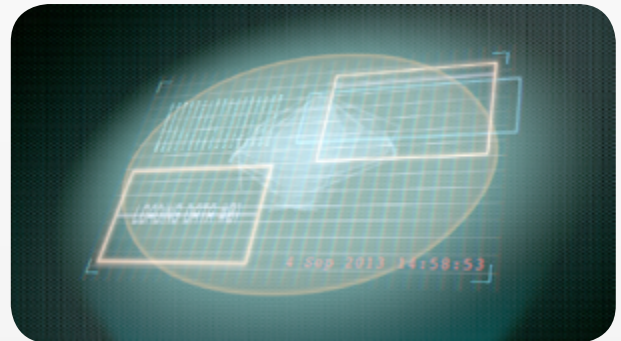|					
Build In	☑				
Build Out	☑				
Background Defocus				0	
▶ Scale				100 %	
▶ Position	X:	1.6 px	Y:	58.6 px	
▶ Rotation				0 °	
Roundness				0.1	
Bump				0.0	
Edge Glow				32.0	
Glitch Amount				50.0 %	
Glow Amount				20.3 %	
▶ Glow Color					▼
▶ Top Right	X:	0.5 px	Y:	0.32 px	
▶ Top Left	X:	-0.52 px	Y:	0.32 px	
▶ Bottom Left	X:	-0.52 px	Y:	-0.3 px	
▶ Bottom Right	X:	0.5 px	Y:	-0.31 px	
▶ Screen Color					▼
▶ PROJECTION				114 %	
▶ Top Right	X:	1.0 px	Y:	-4.1 px	
▶ Top Left	X:	6.5 px	Y:	0 px	
▶ Bottom Left	X:	16.7 px	Y:	0 px	
▶ Bottom Right	X:	-33.4 px	Y:	1.6 px	
Flicker				0.12	
▶ Color					▼
Opacity				60.0 %	
LIGHT BEAM	☑				
▶ Scale				100 %	
▶ Position	X:	-1.8 px	Y:	-130.8 px	
Exposure				-0.0	
MEDIA 1	⬇	No source			
▶ Scale				100 %	
▶ Scale Within				100 %	
Opacity				50.0 %	
MEDIA 2	⬇	No source			
▶ Scale				100 %	
▶ Scale Within				100 %	

Apart from the standard transform parameters such as Scale, Position, Rotation (The Y rotation is a crucial parameter to use when placing the hologram in a 3D space) the user can create accurate perspectives by dragging the corners (top left, top right, bottom right, bottom left parameters) of both the hologram and the projection (Front On Hologram features OSC too for the corners) in order to fit in a scene or real device within the scene like Tv, Computer Monitors etc. (See examples in our main demo).
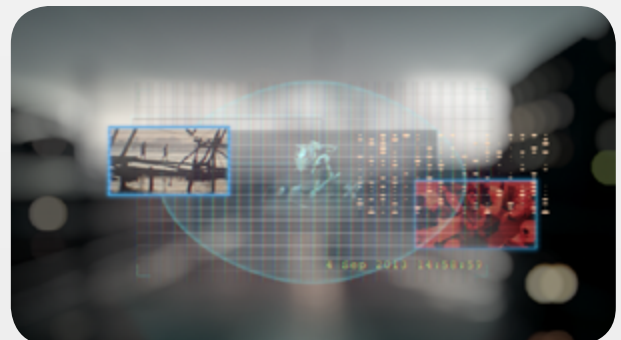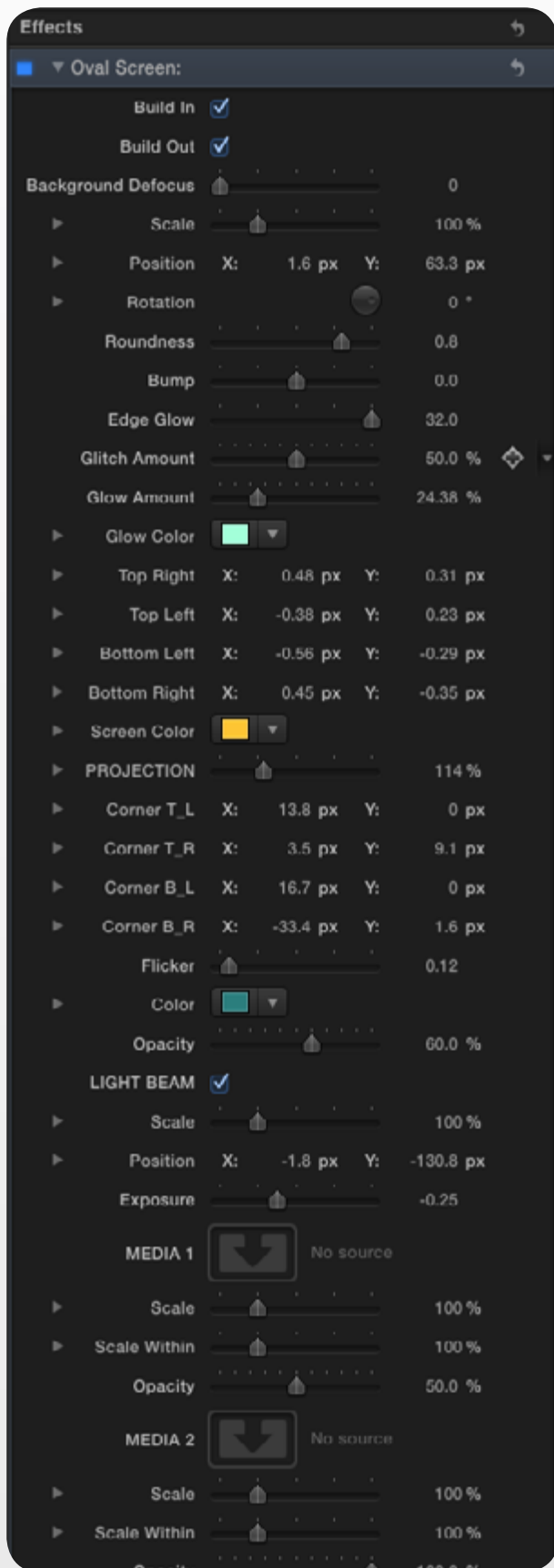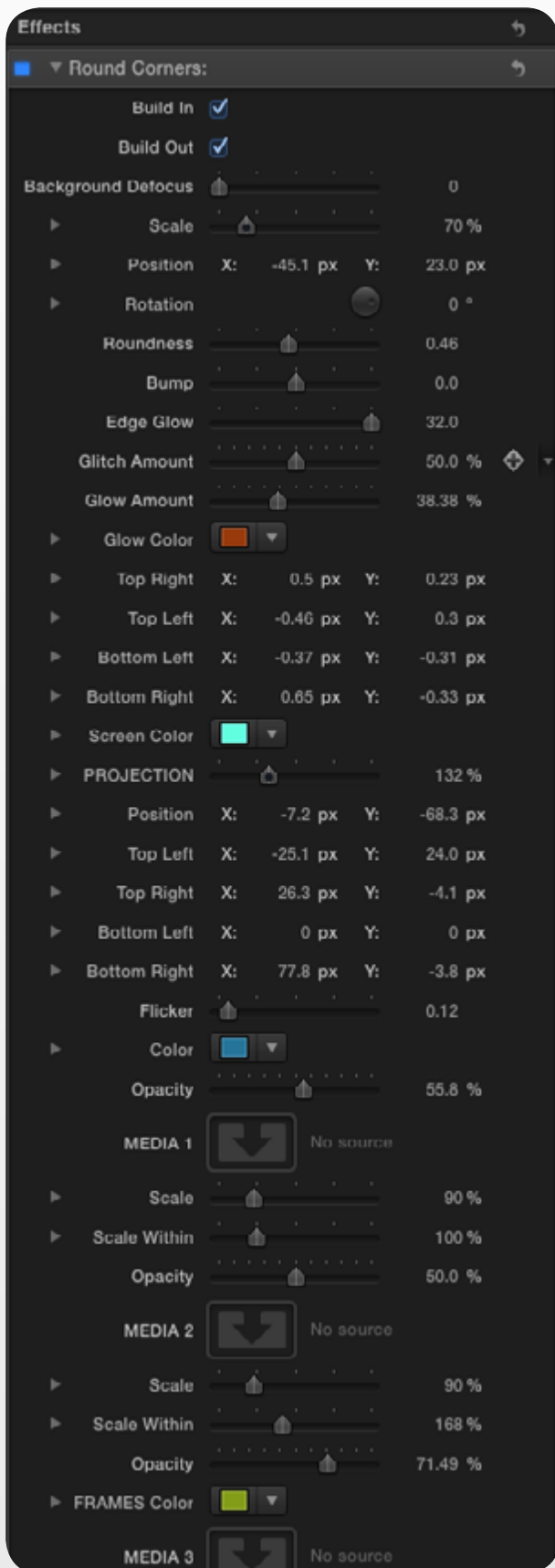
By calibrating and fine-tuning the color and light as well as glow and glitch effect, the user can extend their control.

Effects

Round Corners:

Build In	☑	
Build Out	☑	
Background Defocus		0
Scale		70 %
Position	X: -45.1 px Y:	23.0 px
Rotation		0 °
Roundness		0.46
Bump		0.0
Edge Glow		32.0
Glitch Amount		50.0 %
Glow Amount		38.38 %
Glow Color		
Top Right	X: 0.5 px Y:	0.23 px
Top Left	X: -0.46 px Y:	0.3 px
Bottom Left	X: -0.37 px Y:	-0.31 px
Bottom Right	X: 0.65 px Y:	-0.33 px
Screen Color		
PROJECTION		132 %
Position	X: -7.2 px Y:	-68.3 px
Top Left	X: -25.1 px Y:	24.0 px
Top Right	X: 26.3 px Y:	-4.1 px
Bottom Left	X: 0 px Y:	0 px
Bottom Right	X: 77.8 px Y:	-3.8 px
Flicker		0.12
Color		
Opacity		55.8 %
MEDIA 1		No source
Scale		90 %
Scale Within		100 %
Opacity		50.0 %
MEDIA 2		No source
Scale		90 %
Scale Within		168 %
Opacity		71.49 %
FRAMES Color		
MEDIA 3		No source

These effects may come with tons of parameters but most of them are truly self-explanatory and are provided in order to maximize your creative flair and freedom.
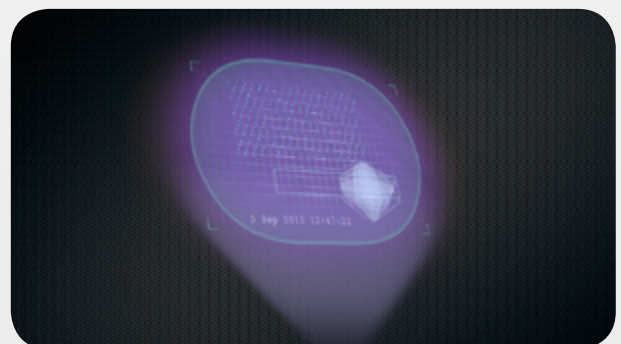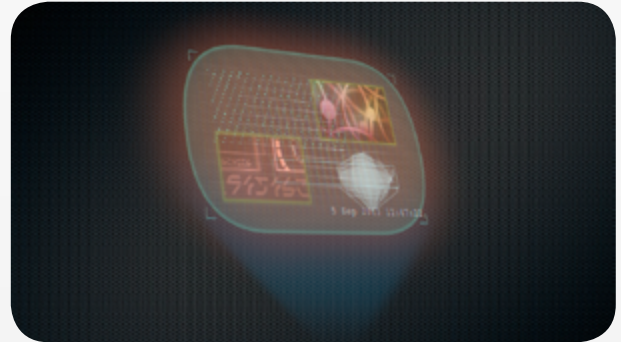
Holograms: Holographic Objects

While all the other hologram offer the possibility to create screen-like effects and represent a good starting point for different types or perspectives, Holographic Objects comes with a unique feature: you can implement your own graphic, picture or clip in order to transform it into your very own holographic object. The template features as many parameters as all the others and even includes a small library of 3D elements that the user can freely implement in their project.
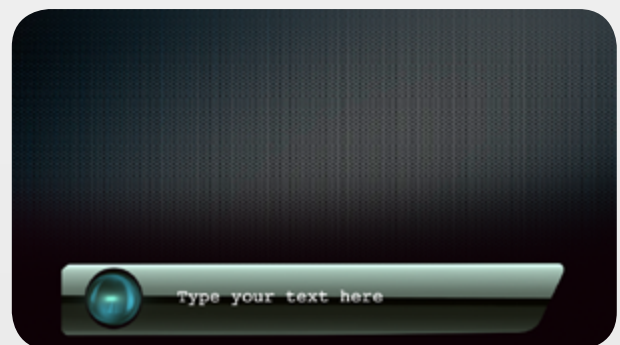
Lower Thirds

5 different stylish hi-tech lower thirds, characterized by a glossy metal/glass default (customizable) texture, featuring a build in/out check box and a variety of options including image wells, a single slider shape variation (Combat) and tons of other controls.

Lower Thirds: Chemical
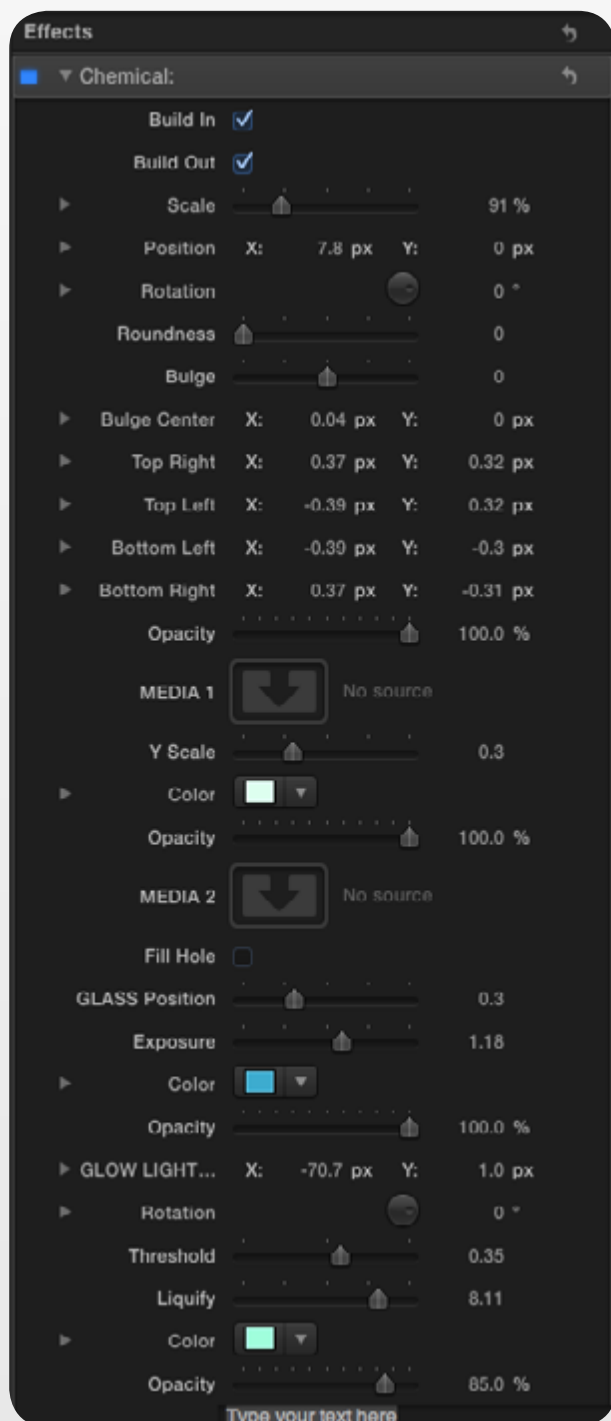
The two main elements of this lower third are the text background bar and the glass ball. Their texture can be replaced as desired thanks to MEDIA 1 and 2 image wells. Once again we have added as many controls as possible to let the user transform and stylize the lower third. Roundness, Shrink, Glass Position and the corner parameters allow some drastic modification.

If every single parameter provided is tweaked the user can potentially reach a result completely different from the default.

Lower Thirds: Combat

This lower third allows the user to radically modify its shape making it suitable for a range of projects including video games, documentaries, news, war scenes, cartoons, promos and corporate videos. The main parameters to use for such purpose are "Shape Variations", "Roundness" and "Bulge". It is also worth noting that the "Gradient" color parameter represent a nice tool to create some more
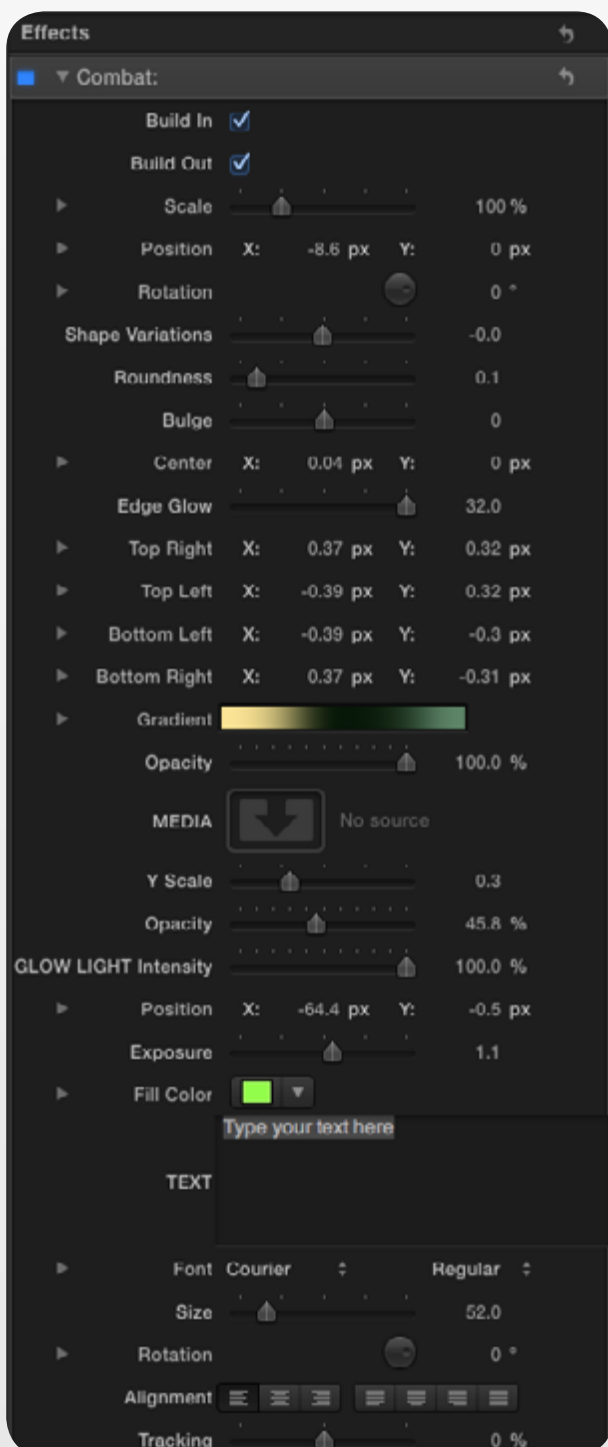
complex color effects. The "Glowing Light" can also be customized to taste, we believe it adds a nice hi-tech, glossy touch to the lower third.
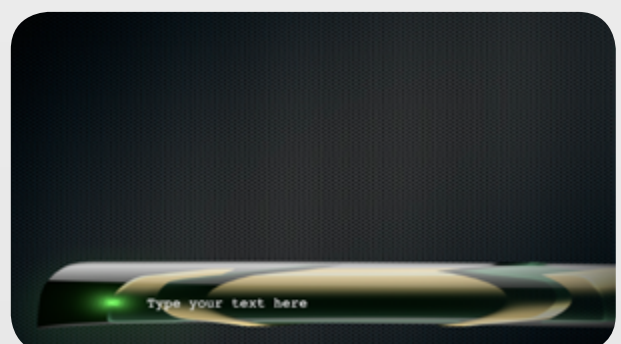
Lower Thirds: Default, Simple and Straight

While several parameters characterizing these 3 lower thirds are similar to the ones described for "Chemical" and "Combat", each one brings a distinctively unique look and different way 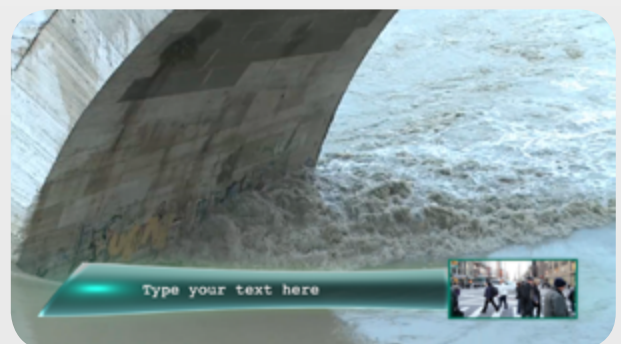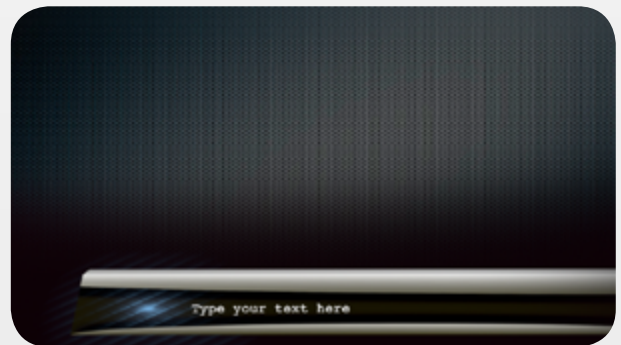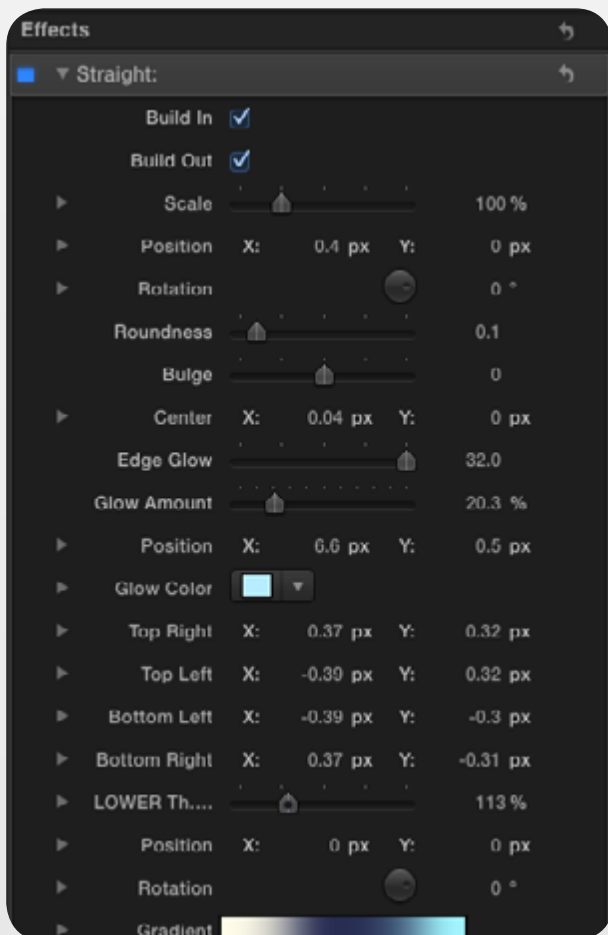of implementing your own media. Once again if all parameters are tweaked, the user can modify the look of each beyond recognition.
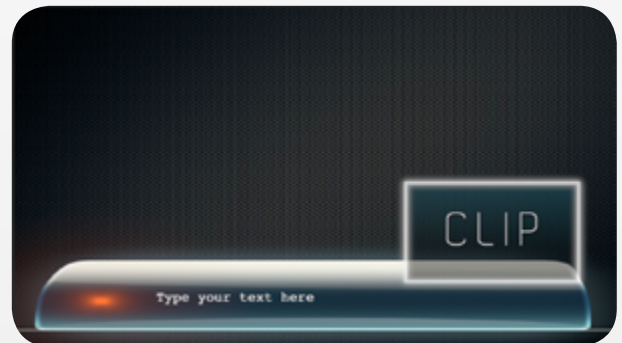
The users can implement their own media with all lower thirds, Simple and Default lower thirds boost a second featurem a small customizable screen on the right hand side.
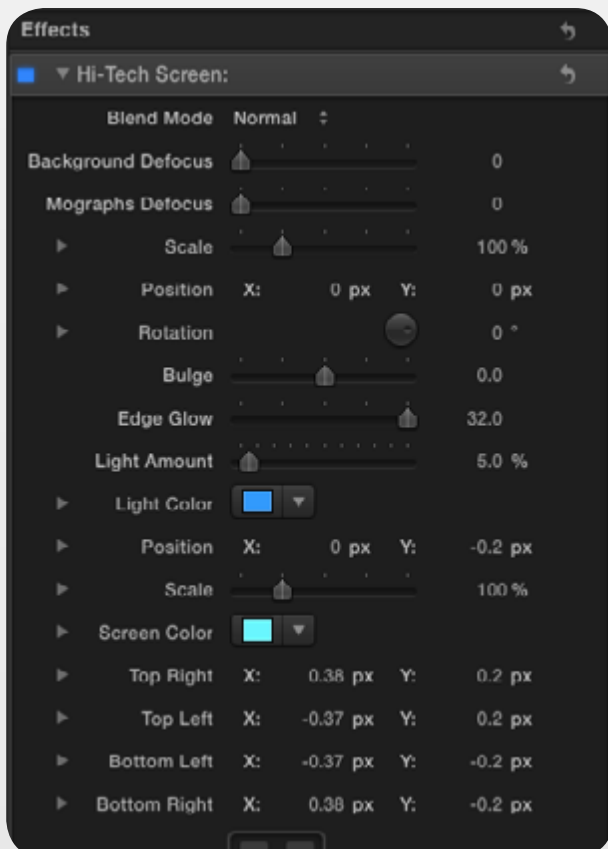
Effects

▼ Simple:

|			
Build In	✓		
Build Out	✓		
Scale			100 %
Position	X: 0 px	Y:	0 px
Rotation			0 °
Roundness			0.1
Bulge			0
Top Right	X: 0.37 px	Y:	0.32 px
Top Left	X: -0.39 px	Y:	0.32 px
Bottom Left	X: -0.39 px	Y:	-0.3 px
Bottom Right	X: 0.37 px	Y:	-0.31 px
Opacity			100.0 %
MEDIA		No source	
Y Scale			0.3
Color			
Opacity			45.8 %
GLOW LIGHT...	X: -64.4 px	Y:	-0.5 px
Pulse			50.0 %
Frequency			38.0
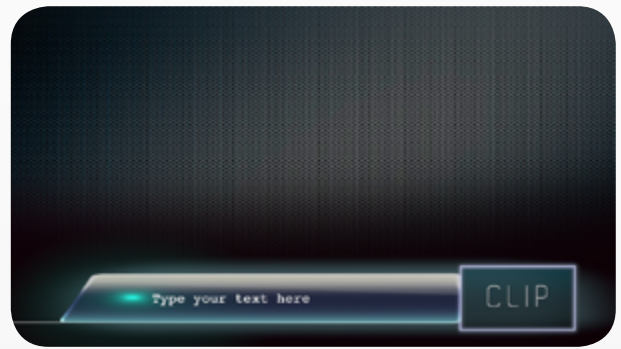
One example: You can replace the glossy reflection default media with a grungy texture or even a clip. We invite the user to experiment with each parameter in order to find out how far one can get with a bit of creativity.

Effects

▼ Straight:

Build In	✓		
Build Out	✓		
Scale			100 %
Position	X: 0.4 px	Y:	0 px
Rotation			0 °
Roundness			0.1
Bulge			0
Center	X: 0.04 px	Y:	0 px
Edge Glow			32.0
Glow Amount			20.3 %
Position	X: 6.6 px	Y:	0.5 px
Glow Color			
Top Right	X: 0.37 px	Y:	0.32 px
Top Left	X: -0.39 px	Y:	0.32 px
Bottom Left	X: -0.39 px	Y:	-0.3 px
Bottom Right	X: 0.37 px	Y:	-0.31 px
LOWER Th....			113 %
Position	X: 0 px	Y:	0 px
Rotation			0 °
Gradient			

Sci-Fi Mographs: Hi-Tech Screen

This template offers a completely different set of combined screen elements for you to play with. An interesting feature can be noticed right at the top of the parameters menu.

Two Defocus sliders (Background Defocus and Mographs Defocus) allow a nice focus pull effect which is certain to add a very intriguing feel to your project. Besides the essential transform and stylization controls, the template features 4 image wells, adding great customisation options. Experiment with dozens of parameters which are provided in order to maximize your own control.
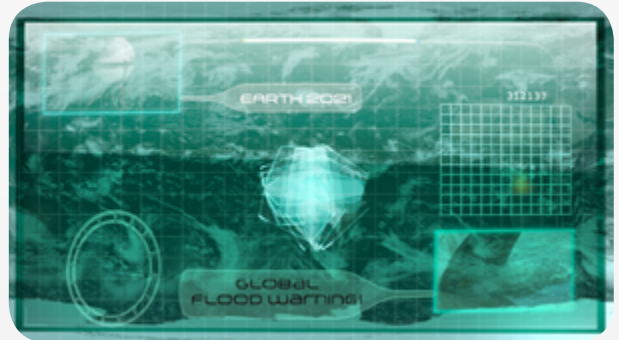
You may not be a motion graphics designer or you do have the skills but not the time, this like many other Hi-Tech templates represent a very convenient starting point and an effect that you can greatly personalize. Note: We decided to leave out the text parameters since you can implement that separately, if you feel we should include it in future updates please email us with your feedback at support@lucavisualfx.com.

Sci-Fi Mographs: Hi-Tech Overlay

Featuring a nice build in/out option, this effect overlays the entire clip allowing the user to manipulate every single element. This means that once the user decides to shift and resize the various components and modify colors, glow effects etc… the final result could be anything but the default from which was started.

Hi-Tech Overlay features different color correction parameters (Luminosity, Blue<>Red Range, Green<>Purple Range) and a built-in text editor. Thanks to the 2 image wells, it is possible to change the theme as well as the look of

the effect in order to adapt it to the sport, action, news, presentations etc it is applied to. Two more parameters offer an interesting customization option: "Ledge" and "Extrude", which may respectively allow more or less complexity and 3D feel.

Sci-Fi Mographs: Hi-Tech Vignette

This vignette is rather different from a conventional one and offers various elements combined for a truly cool effect to add to your music video, promos, TV programme… you name it. Most parameters are frankly quite self-explanatory,

therefore we would like to point out a few of the main features. The first is a very handy drop down menu that allow the user to modify the "Color

Patterns" with just one click. Then use the "Seed" generator to create different shades and shapes of colors around the vignette. We recommend experimenting with the Blend Modes in order to find your perfect blend of colors. The circular highlighters can be modified with the "Width", "Spacing" and "Line Softness". If you want the circles to be a solid line, set Scaling to 0 and uncheck the Random check box. Once again you can personalize the effect by replacing the grid (MEDIA 1) with any image or clip you want. Hi-Tech Vignette is one of our favourite effects, give it a spin and build your own vignette.

## Sci-Fi Mographs: Lower Third Background

Despite it's name this templates can be used for many other purposes, for example as a background for mographs or smaller images/clips composited within the clip or as a frame. Since the user can implement her own media, the looks achievable are countless. The published parameters allow to transform and stylize the effect in many ways. Use several instances of the same effect to create modular graphics or a frame.
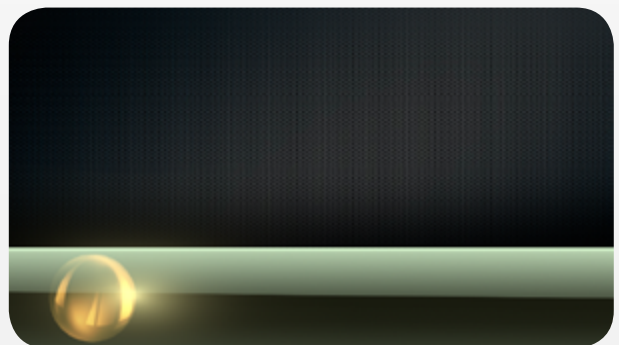
Sci-Fi Mographs: On Screen Motion Graphic

This template offers a generous number of different mographs, which the user can toggle on and off as desired. Animated mesh such as a globe, or different types of scopes, a grid and circular highlighters are all elements that the user can customize at will thanks to the dedicated parameters provided. A very handy templates that could be used on a regular basis in a wide variety of projects.
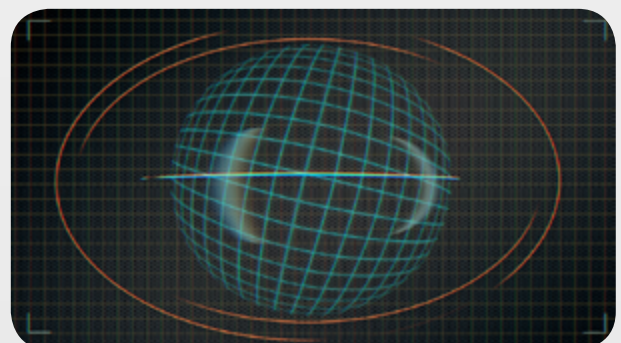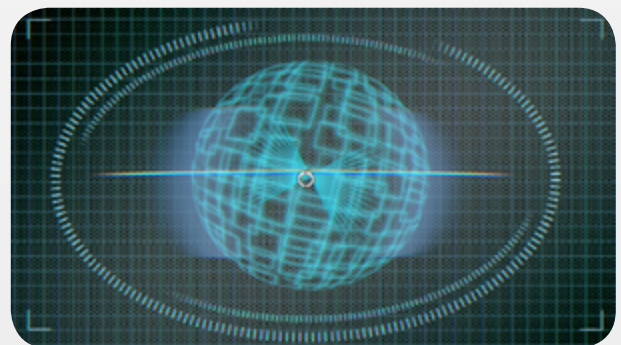
Sci-Fi Mographs: Planet Earth

Designed to provide a quick and easy way to implement a 3D animated rendition of Earth or other planets, this template can also be used to create catchy globe-shaped mographs. Simply use the MEDIA image well to add your own mograph, image or clip and create your very own planet, logo, symbol, circular screen or any other animated and non animated object; the user can in fact decide to "Freeze" the motion altogether.

One important thing to note however, the template provides pre-animated Earth and a Dry Planet (Mars), if you wish to implement your own map, you'll need to pre-animate it in Motion or other compositing software. Do get in touch with us if you need assistance with that (support@lucavisualfx.com).

When selecting "Dry Planet" you may notice a few blue shades that are still present, they can be easily modified with the various color and glow controls provided.

Use the "Map Start Position" parameter to rotate the map and select the area you wish to start or see first. The templates also offers a number of tools to create light effects such as "Side Light Shift" and "Specularity".

Important note about all templates featuring image well scale or position parameter. The current version of FCP X does not allow the keyframing of image well's Scaling and Positioning, we have notified Apple and hope they'll fix this bug soon.

Sci-Fi Mographs: Planetarium
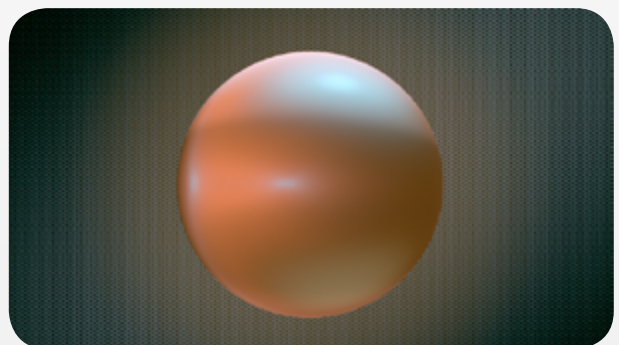
With a more abstract and glossy surface compared to planet earth, this templates represent a quick and easy starting point when a 3D globe is needed, once again the user may

add custom media and transform or stylise at will. Most parameters names are self-explanatory, this template however includes a few more light and shape controls including Rotation, Cloud Movement and Corner Controls.

Sci-Fi Mographs: Through Sci-Fi Visor

This is a very flexible effect that enable the user to simulate the data displayed on an hi-tech glass visor of a spaceman or pilot helmet.

With the ability to "Invert" the effect, the user can either simulate the viewer's POV or the audience's. One great feature that comes with this template is the possibility to create a focus pull between the mographs on the visor and the background beyond the visor (Visor Defocus, Background Defocus parameters). Besides being able to customize at will all elements included in this effect and


fine-tune the stylization, the user can replace default media with their own (with the 4 image wells provided). One other very important set of
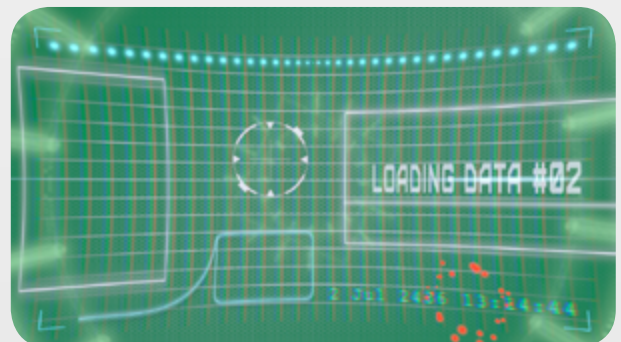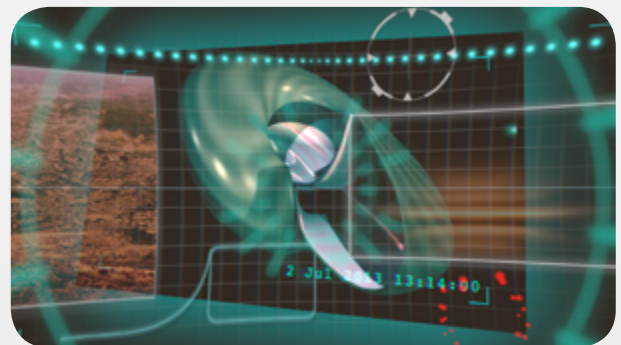
parameters are the ones that control the shade inside the helmet. The user can scale, re-position, adjust the "Penumbra" and color of the shadows around the head, crucial to achieve a realistic result.

Sport: Highlights

A free template designed for sport content but also very useful for TV Programmes & News, Corporate videos and more. All elements: the colored background, the lower third and its head and even the animation style can be customized. The templates boosts a menu for different types of background colors and pattern and one for different types of animation and position in 3D space (Perspective, Front
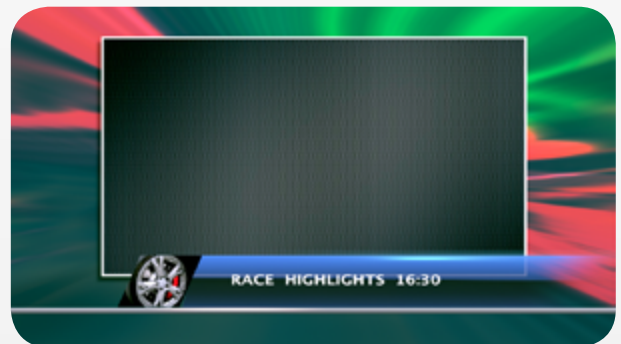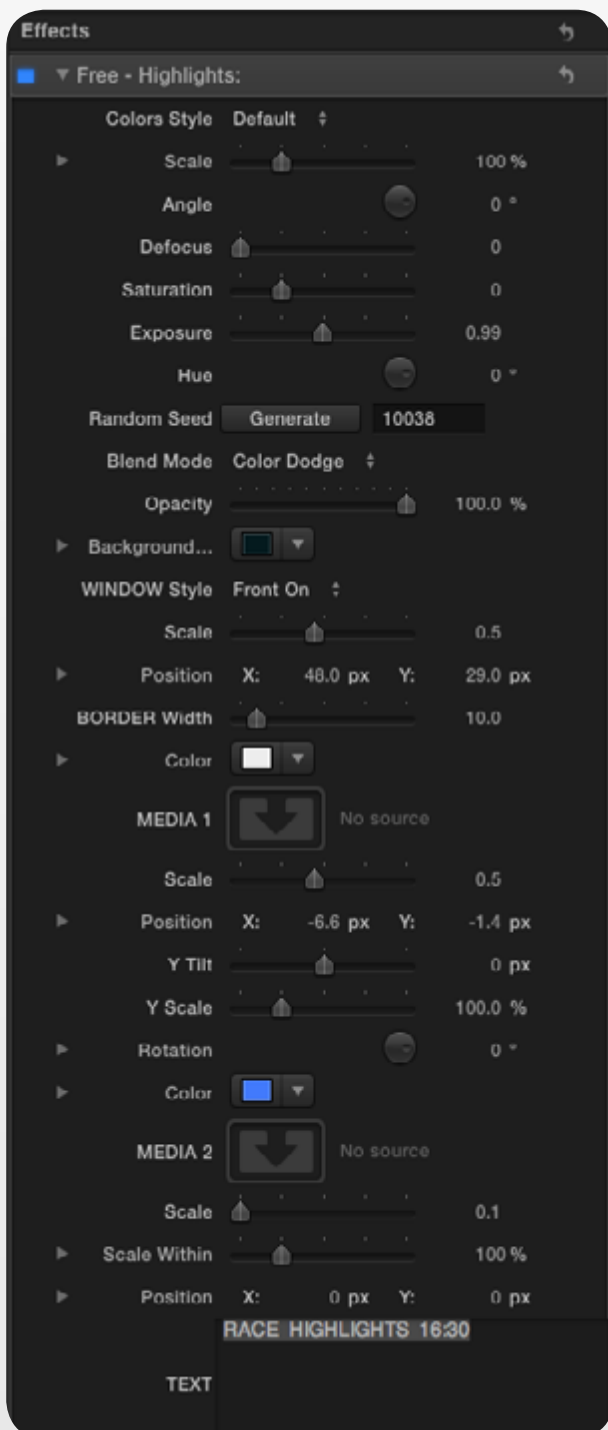
On etc). The user can completely modify the look and theme of the background bar and head by adding a suitable image or clip. Finally the templates features a text editor to add information regarding the clip played within the frame.

Free Sport: Score Board

A highly customizable template that enables the user to nicely frame the action while providing score results, team names, players number and so on. Featuring optional Build in/out checkbox the plugin offers a generous number of parameters to customize every single element, including the optional "Marquee".

The "Update Board" features different background styles and allow the user to modify the text scrolling speed. Media can be implemented for the two independently customizable lower third bars and even for the frame passé-partout area (MEDIA 5). The template includes a nice feature/control called "Center Split", which allows the two lower thirds to move in opposite directions, the option to toggle the frame on/off, a drop down menu to modify the shape/corners of the lower thirds and three separate text editors. This template like many others included in Hi-Tech really offers unprecedented ways to customize motion graphics and create your own theme-based looks.
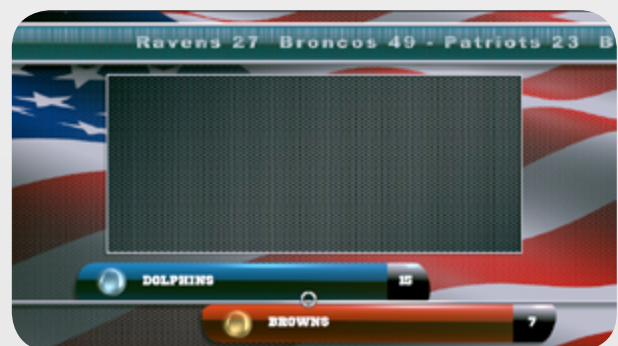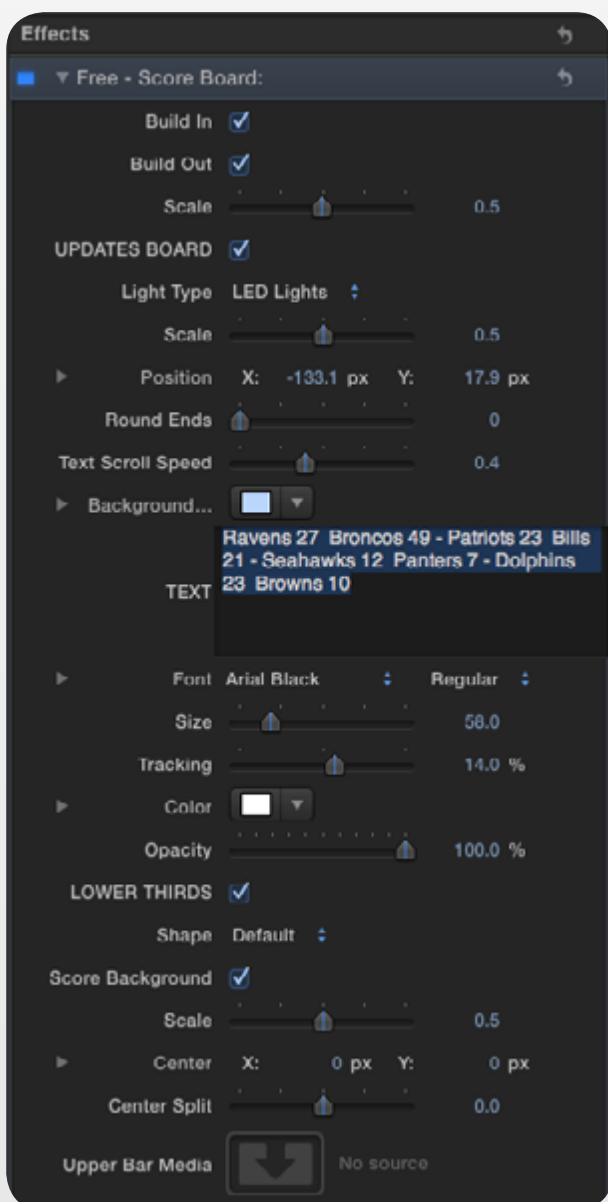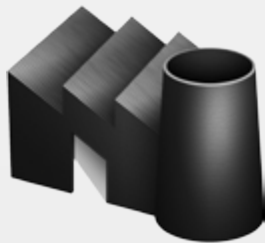
System Specufications and Requirements

FCP X 10.8 or above

Mac OSX 10.7 or above

FxFactory 4.1 or above

A graphics card of at least 1GB is strongly recommended