



Luca
Visual FX



VJ Tools For FCPX

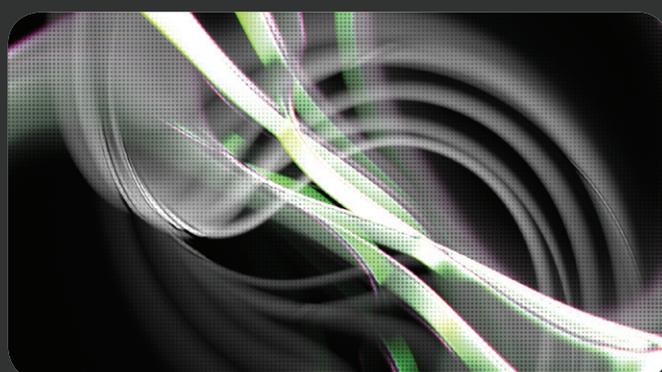
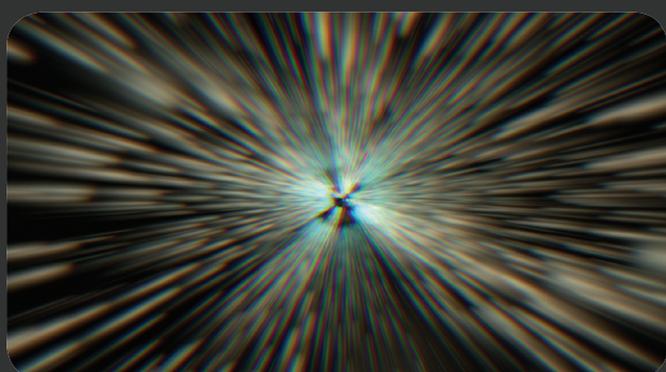
Generators

Found in:

FCP X / Generators / Luca Visual FX VJ Tools

VJ Tools for FCPX is a versatile tool designed to create mesmerizing motion graphics to be used in a variety of projects including vj sets, music videos, presentations, documentaries etc...

With 3 templates to work with; Freestyle Mographs, Text Board Over Mographs and Tunnels all featuring a vast array of parameters, environments and Core Elements to choose from, VJ Tools for FCP will have you well covered.



Freestyle Mographs & Text Board Over Mographs

Global Controls

Core Elements - Select from 22 core elements to start with. Including 'Feathery', 'Flickering Aura', 'Light Travel' and more.

Center - position the 'Core Element' using the 'X' and 'Y' parameter.

Scale - Adjust the scale of the 'Core Element'.
Rotation - rotate the 'Core Element'.

Twist - this distort the 'Core Element' by rotation.

Random Rotation - adjust the randomness of the rotation.

Shear - distort the 'Core Element' diagonally.

Prism Blur - separate the red, green and blue, creating a rainbow effect to the 'Core Element'.

Defocus - use the slider to adjust the focal point.

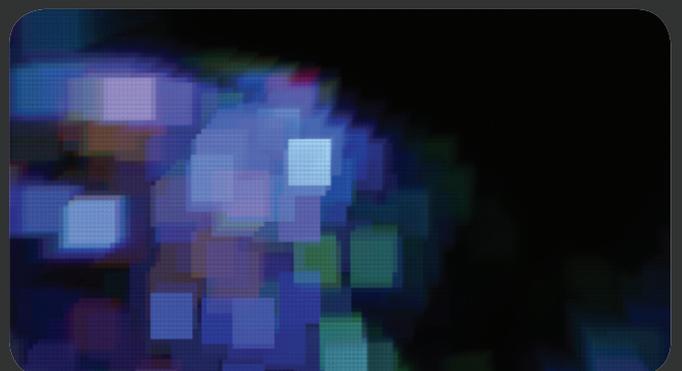
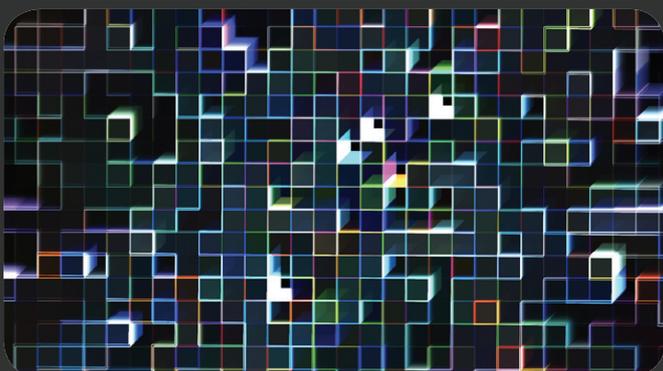
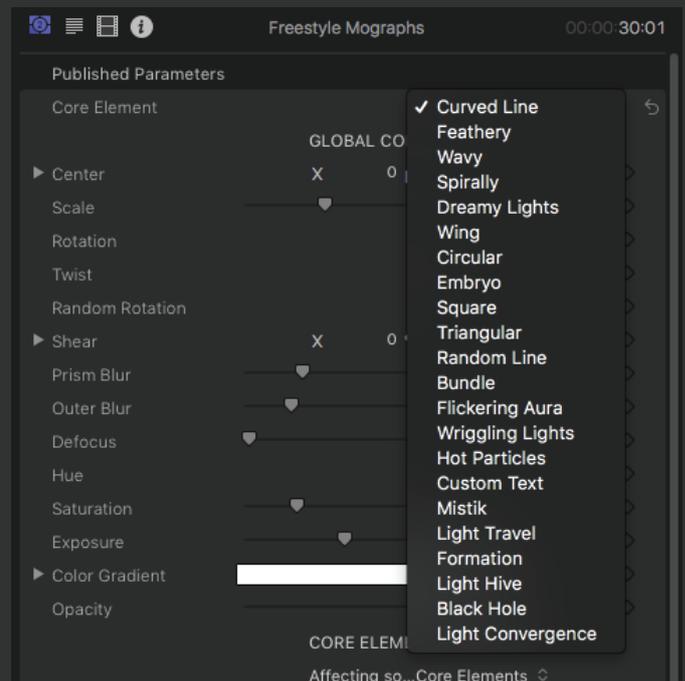
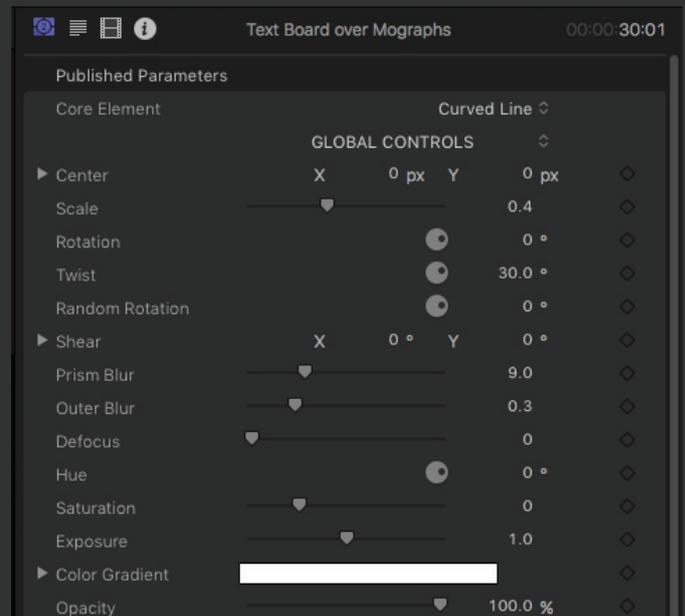
Hue - change the color of the 'Core Element'.

Saturation - set the color intensity.

Exposure - use this parameter to change the brightness of the 'Core Element'.

Color Gradient - customize the color progression of the 'Core Element'.

Opacity - adjust the transparency of the 'Core Element'.



Core Element Controls

These controls affect exclusively the following Core Elements:

Curved Line, Wavy, Spirally, Dreamy Lights, Circular, Square, Triangular, Random Line, Flickering Aura, Wiggling Lights, Hot Particles, Custom Text, Light Travel, Formation, Light Hive, Black Hole, Light Convergence.

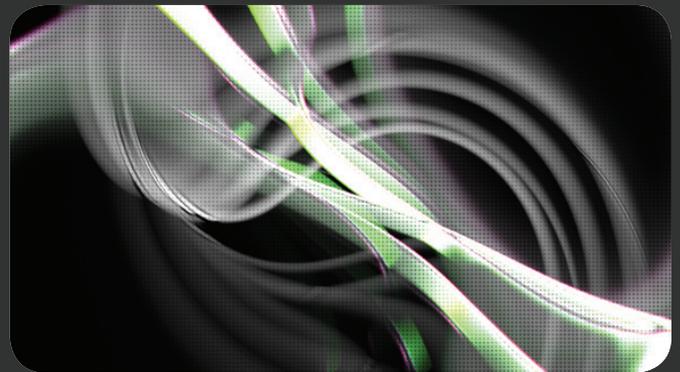
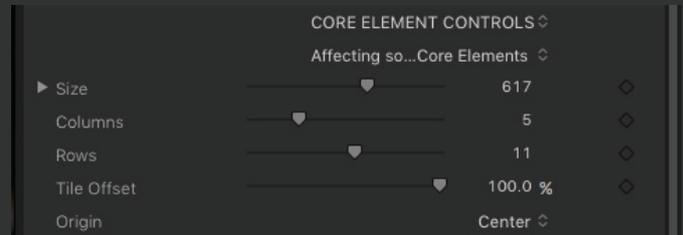
Size - decrease or increase the size of the 'Core Element'.

Columns - add or reduce the number of columns visible on the 'Core Element'.

Rows - add or reduce the number of rows visible on the 'Core Element'.

Tile Offset - reposition the 'Columns' and 'Rows' within the 'Core Element'.

Origin - select the direction where the 'Core Element' flows.



Stylization

Mirror - generate a symmetrical reflection of the 'Core Element'.

Center - position the center of the reflection.

Angle - adjust the angle of reflection.

Twirl and Bulge - use these sliders to distort the 'Core Element'.

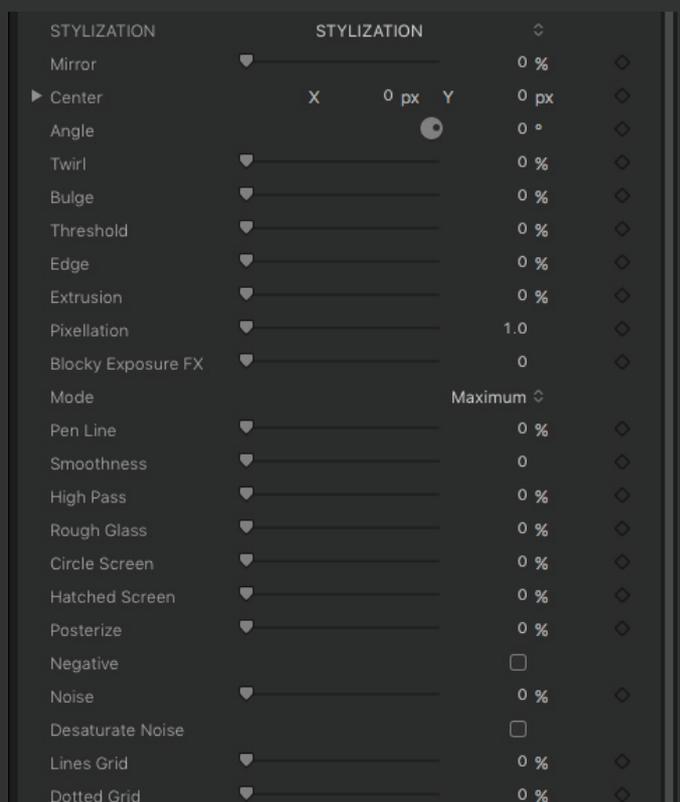
Threshold - decrease the intensity of the dark areas.

Edge - turn the brightest areas into colorful edges.

Extrusion - add depth to the 'Core Element'.

Pixellation - distorts by breaking down the 'Core Element' to its simplest form.

Blocky Exposure FX - transform the bright areas into blocks of light or darkness and select respectively 'Maximum' or 'Minimum' in Mode.



Pen Line - highlight the brightest areas and inverts the 'Core Element' into black and white. Use Smoothness to adjust the look of the line.

Highpass - another tool to stylize highlights, dark tones and colors.

Rough Glass - create the effects of looking at the 'Core Element' through rough glass.

Circle Screen - adds consecutive circles which distort the 'Core Element'.

Hatched Screen - similar to 'Circle Screen' but with diagonal lines.

Posterize - reduce the range of colors creating color patched.

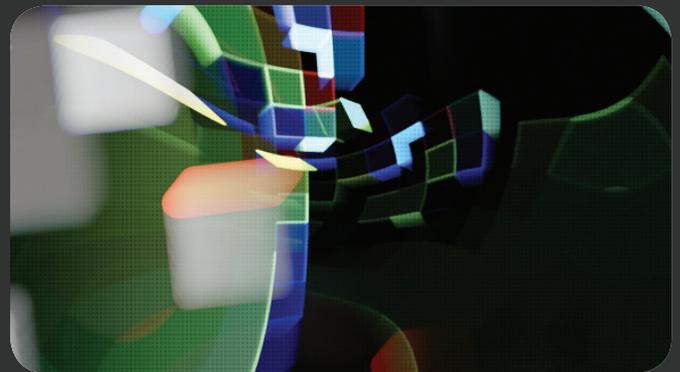
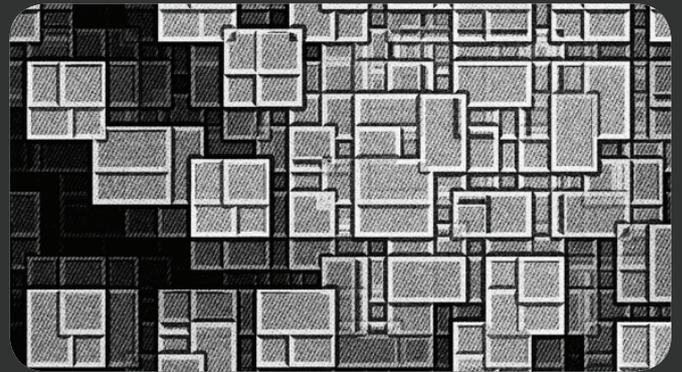
Negative - check this box to invert the colours.

Noise - use this tool to add grain to the 'Core Element'.

Desaturate Noise - check this box to make the noise monochrome.

Line Grid - add horizontal lines to the 'Core Element'.

Dotted Grid - add grid of dots to the 'Core Element'.



Custom Projection

Drop Zone - use the drop zone to add a images or videos to be overlayed on the 'Core Ellement'.

Pan - adjust the 'X' and 'Y' positioning of the asset.

Scale - increase or decrease the size of the asset.

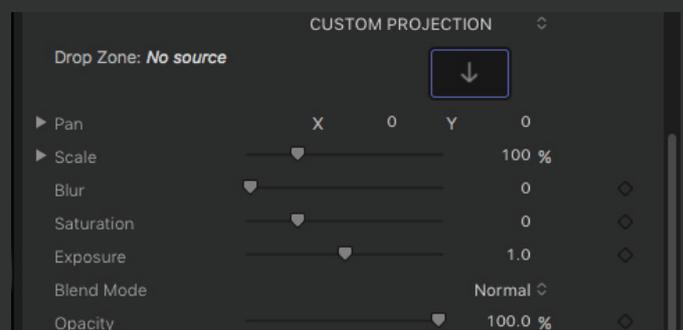
Blur - soften the effect of the asset.

Saturation - adjust the intensity of the asset's colors.

Exposure - change the brightness of the asset.

Blend Mode - select a blend mode to further stylize the projection.

Opacity - adjust the transparency of the asset.



Animation

Direction / Speed - change how the 'Core Element' animates.

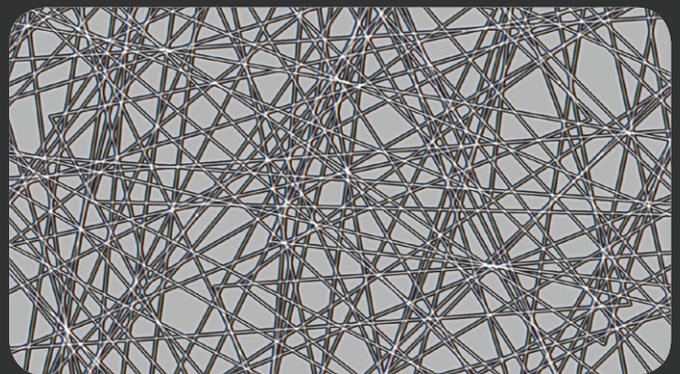
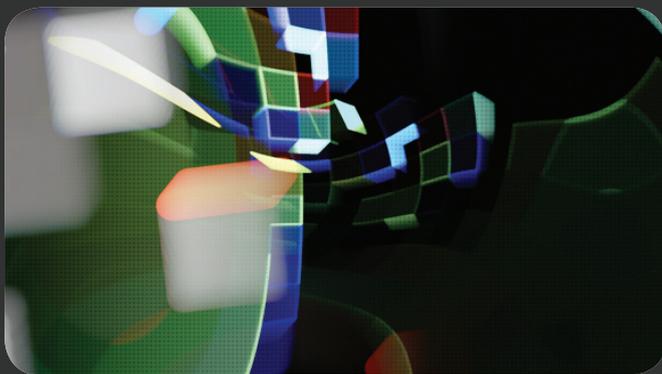
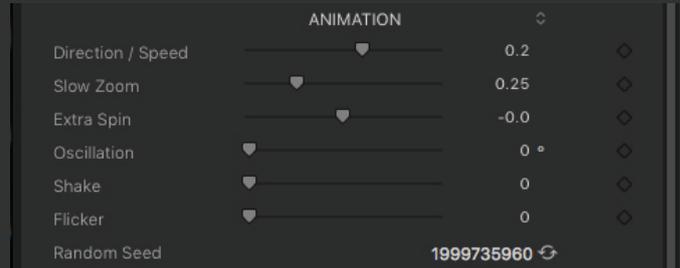
Slow Zoom - add an automatic gradual zoom to the animation.

Extra Spin - add a clockwise or anti-clockwise spin to the 'Core Element'.

Oscillation - use this to add a back and forth spin to the 'Core Element'.

Shake - adjust the amount of jitter applied to the 'Core Element'.

Flicker - this adds a pulsing light effect to the 'Core Element'. Use **Random Seed** to change the variation.



Text Board

Position - determine the position of the text board background.

Scale - adjust the size of the text board background.

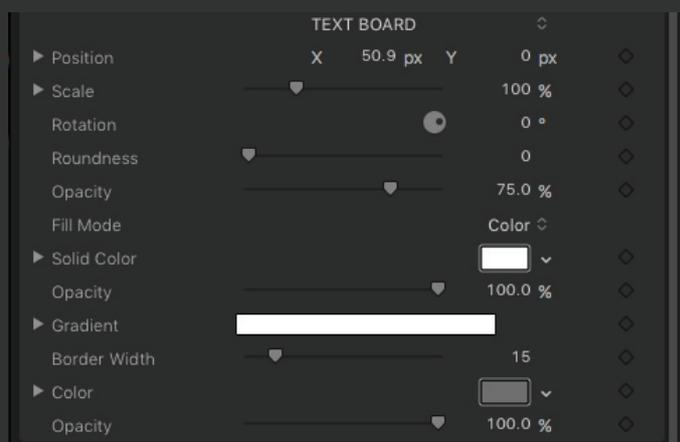
Rotation - rotate the text board background

Roundness - add a curve to the edges of the text board background

Opacity - set the amount of transparency to the text board background.

Fill Mode - select either 'Color' or 'Gradient' and use **Color**, **Opacity** and **Gradient** to customize the text board background.

Border Width - add a border to the text board and use **Color** and **Opacity** to customize it.





Tunnels

It is of paramount importance to understand the importance of the parameters “Rate”, “Speed” and “Life” since their combination greatly affects how long for and how frequently the components of the tunnel occur. For this reason we encourage you to experiment with these parameters in order to achieve the desired look.

Environment - Select from 12 ‘Environments’ to start with. Including ‘Long Corridor’, ‘Hot Tunnel’, ‘Color Field’ and more.

Rate - control the succession at which the ‘Environments’ animates.

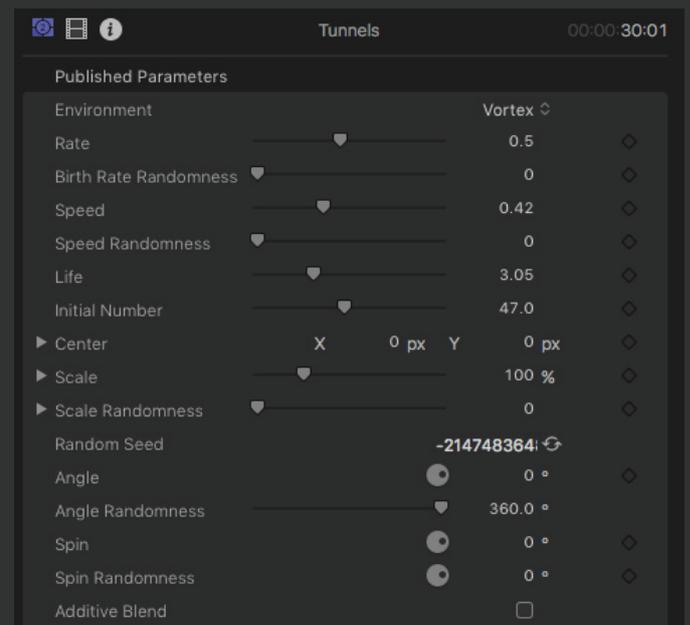
Birth Rate Randomness - adjust the frequency at which the ‘Environment’ arrives.

Speed - multiplies the number of moving elements in the ‘Environment’.

Speed Randomness - adjust the frequency at which the elements in the ‘Environment’ should multiply.

Life - control how long the elements are visible within the ‘Environment’.

Initial Number - set the number of elements to begin with.



Center - control the position of where the tunnel originates.

Scale - adjust the size of the whole 'Environment'.

Scale Randomness and Random Seed - adjust the size of the elements within the 'Environment'.

Angle - use this dial to rotate the angle of the 'Environment'.

Angle Randomness - tweak the rotation of the the 'Environment'.

Spin - rotate the elements within the 'Environment'.

Spin Randomness - tweak the rotation of the elements within the 'Environment'.

Additive Blend - add a luminosity to the brightest areas.



Stylization

Prism Blur - separate the red, green and blue, creating a rainbow effect to the 'Environment'.

Outer Blur - soften the appearance of the 'Environment' around the external area.

Defocus - soften the focus of the 'Environment'.

Hue - change the color of the 'Environment'.

Saturation - set the color intensity.

Exposure - use this parameter to change the brightness of the 'Environment'.

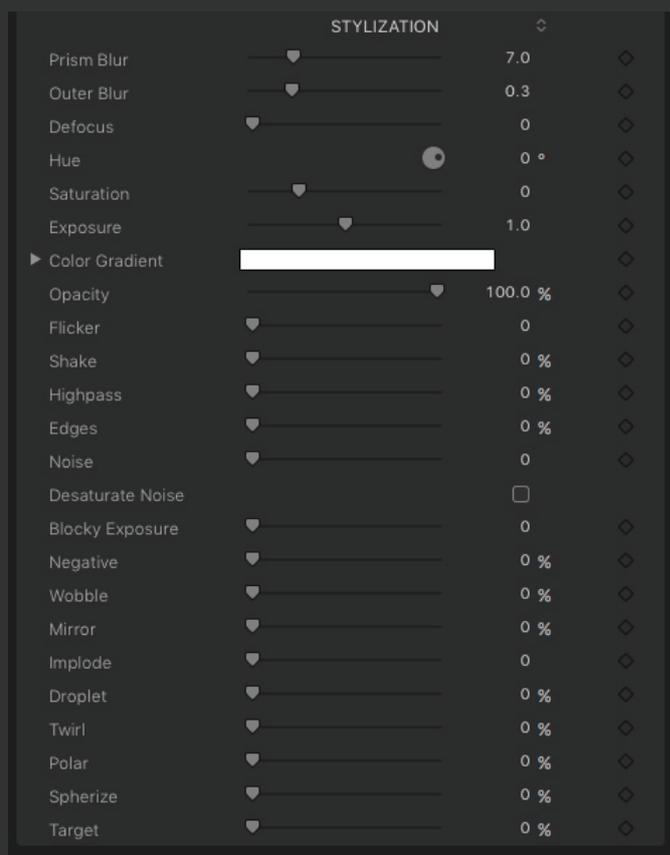
Color Gradient - customize the color progression of the 'Environment'.

Opacity - adjust the transparency of the 'Environment'.

Flicker - this adds a pulsing light effect to the 'Environment'.

Shake - adjust the amount of jitter applied to the 'Environment'.

Highpass - another tool to stylize highlights, dark tones and colors.



Edges - turn the brightest areas into colorful edges.

Noise - use this tool to add grain to the 'Environment'.

Desaturate Noise - check this box to make the noise monochrome.

Blocky Exposure - transform the bright areas into blocks. Negative - use this slider to gradually invert the colours.

Wobble - another tool to distort the movement of the 'Environment'.

Mirror - adjust the intensity of the reflected 'Environment'.

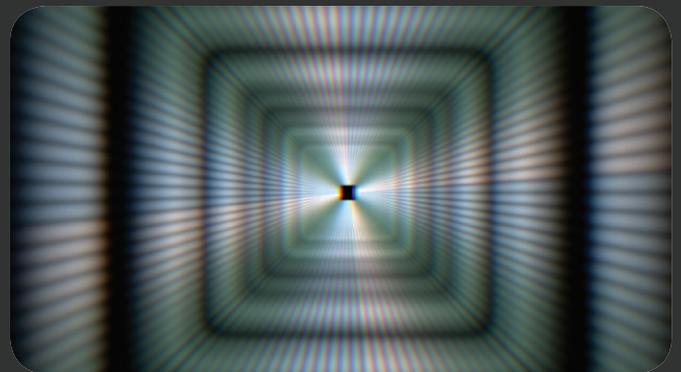
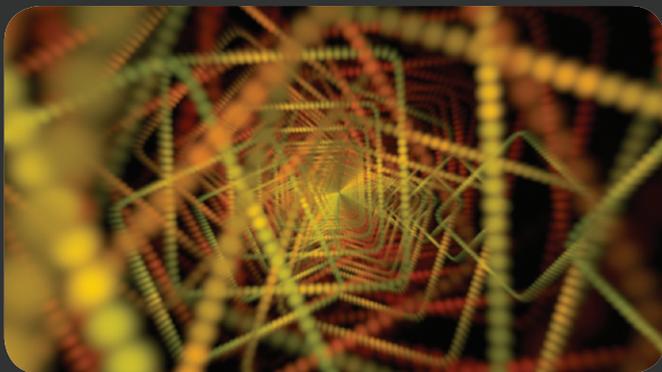
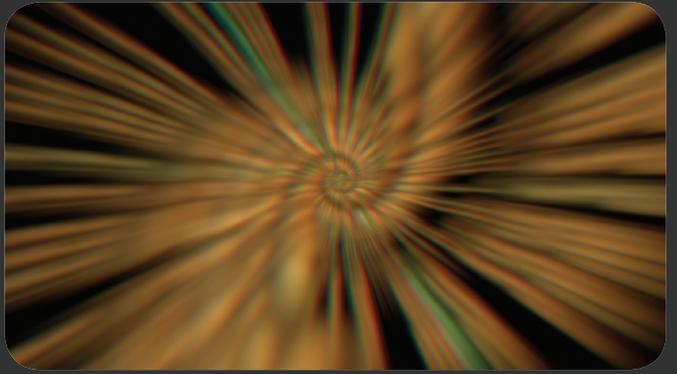
Implode - use this tool to collapse the 'Environment' inwards. Droplet - apply a ripple effect to the 'Environment'.

Twirl - another tool to distort the movement of the 'Environment'.

Polar - change the flow direction of the 'Environment' to the bottom of the frame.

Spherize - limit the movement of the 'Environment' to a sphere.

Target - transform the 'Environment' into a series of concentric circles.



Specifications & Requirements



Final Cut Pro X
10.3 or above

Mac OSX El Capitan and MacOS Sierra version 10.11 and 10.12

ATI, NVIDIA or Intel HD graphics processor of at least 1GB is strongly recommended

FxFactory 6.0 (Free Download: <http://www.noiseindustries.com/fxfactory/download>)