



Luca
Visual FX

Grunge Overlays

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Luca's
Plugins

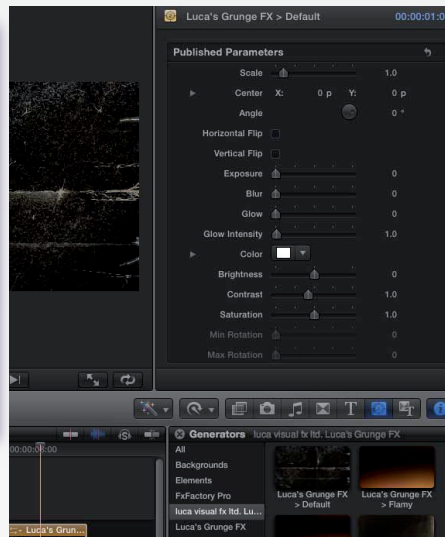
Luca's Grunge Overlays

Grunge Overlays offers a variety of animated textures designed to add a dynamic and striking touch to your footage. A far more powerful solution than the thousands of pretty but boringly static textures available online or as part of a number of commercial applications. The user can customize them at will. Since this is a generator you have both the advantage of using the controls the plugins comes with and any extra effect or additional motion controls desired. This means that the possibilities to create your absolutely unique effect are endless.

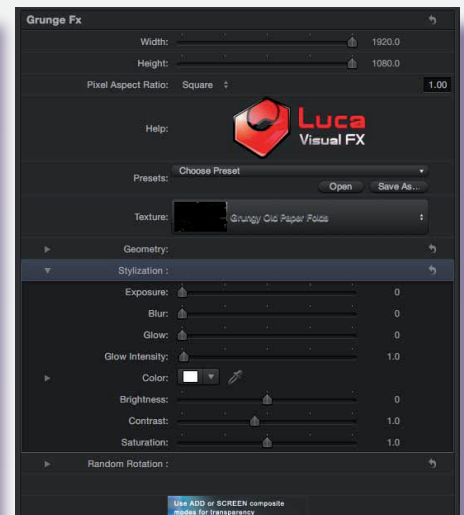
This generator is compatible with Final Cut Pro 6.0 and 7.0, Final Cut Pro X, Final Cut Express 4.0 or later, Apple Motion 3.0 or later, Premiere Pro CS 6 and Adobe After Effects 8.0 or later (Premiere Pro users please see page 7 for further instructions)



Pic 01. Final Cut Pro 7



Pic 02. Final Cut Pro X



Pic 03. Motion 5

Full SPECIFICATIONS & REQUIREMENTS can be found at the bottom of this document.

We strongly recommend exporting via Compressor 4 when working with Motion 5 by choosing Share>Send To Compressor.

Grunge Overlays enable you to change and adjust:
Presets*

Add a ready to use effect to your footage. Every preset can then be customized to your taste. Presets represent a great starting point to further explore the potential of the various Grunge FX.

Texture
Geometry

Add an animated grungy texture as an asset to start with. Adjust the scale, center and angle of the asset as well as select whether to 'horizontal flip' or 'vertical flip' your texture.

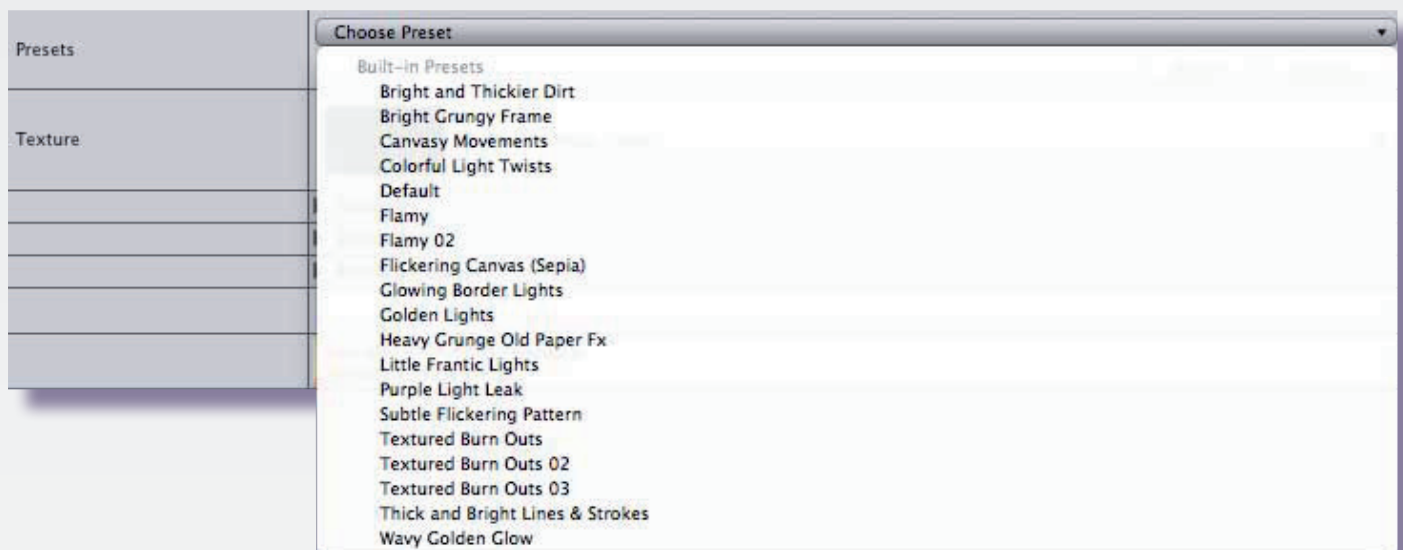
Stylization
Random Rotation

Customize the look of the effect.

Automatically randomize the rotation of the texture.

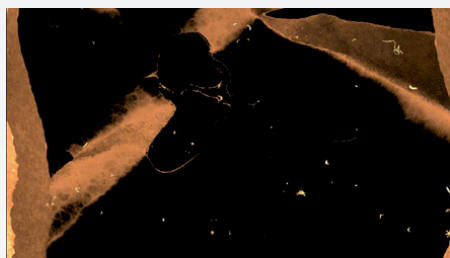
Presets

The Presets menu allows you to choose from a range of pre-worked examples to use as a starting point. You can either apply the preset of your choice to use it as it is or make any desired adjustment such as changing the **Color**, the **Texture Size**, **Exposure**, **Blur** or even apply a filter to the generator in order to create your unique look.



Pic 04.

Presets examples:



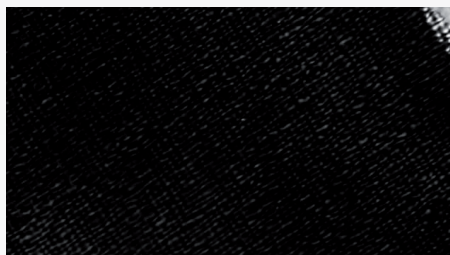
Pic 05. Dirt



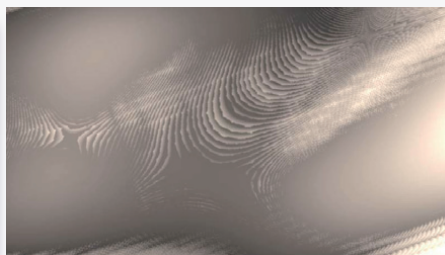
Pic 06. Bright Grungy Frame



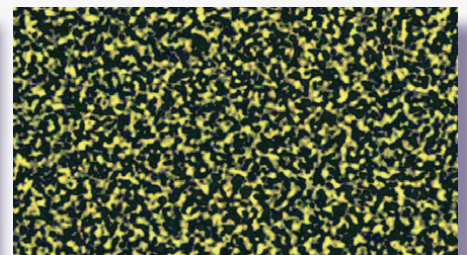
Pic 07. Bright and Thicker Dirt



Pic 08. Canvasy Movements



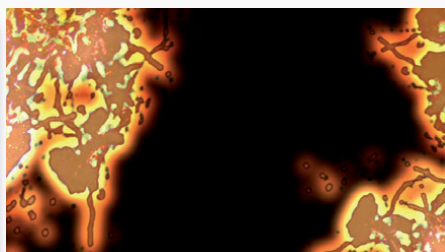
Pic 09. Cool Psychedelic



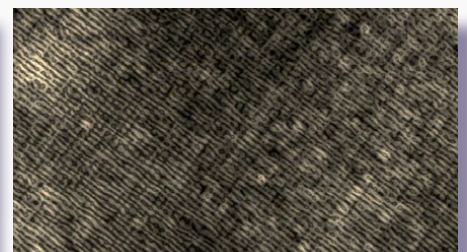
Pic 10. Custom Preset 01



Pic 11. Heavy Grungy Old Paper FX



Pic 12. Custom Preset 02



Pic 13. Custom Preset 03

Note: Due to some limitations of the current version of FCP X, it is not possible to publish custom parameters such as Textures. As a workaround, we provide an individual FCP X template for each asset and preset.

Texture

Choose from a range of pre-built high quality animated textures that can be used as a starting point for the creation of grungy animated patterns. Whether you need an extra touch to recreate the feel of an old movie or simply to add an intriguing mood to your project, **Grunge Overlays** along with **Grunge Transitions** may well be the right tools you were looking for.



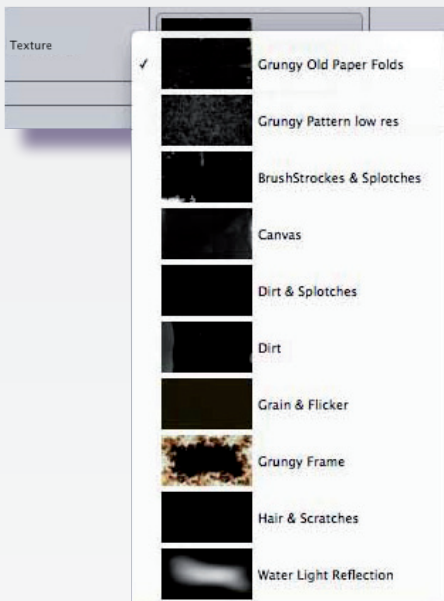
Pic 14. Grungy Old Paper Folds



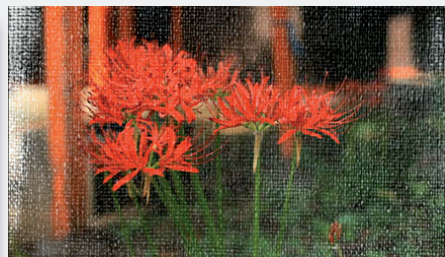
Pic 15. Grungy Pattern



Pic 16. Brush Strokes & Splotches



Pic 19. Texture menu



Pic 17. Canvas



Pic 18. Dirt & Splotches



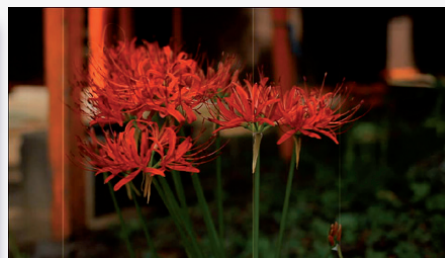
Pic 20. Dirt



Pic 21. Grain & Flicker



Pic 22. Grungy Frame



Pic 23. Hair & Scratches



Pic 24. Water Light Reflection

Geometry

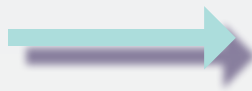
These controls allow the user to modify **Scale**, **Center** and **Angle** of the assets in order to customize the final look. Using these controls together with the **Stylization** controls and even with added filters may indeed contribute to the creation of your very own visuals.



Pic 25.



Pic 26. Original



Pic 27. With scale, angle and center position modified, horizontal flip selected and composite mode set on screen

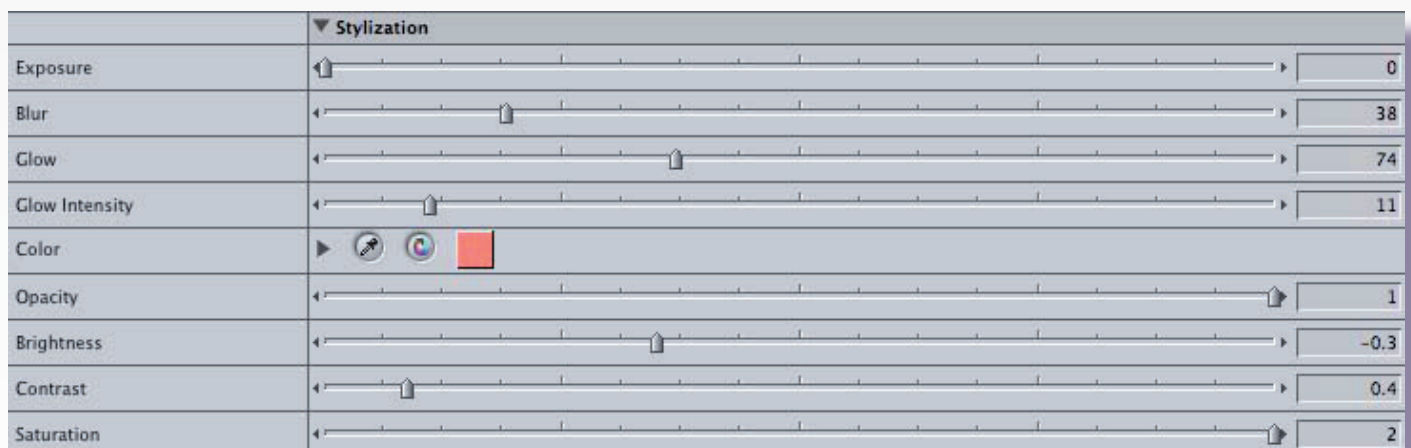
Geometry Controls:

- Scale
- Center
- Angle
- Horizontal Flip
- Vertical Flip

Adjust the scale of the texture.
Set the center point of the texture.
Rotate the angle of the texture.
Flip the texture horizontally.
Flip the texture vertically.

Stylization

These controls allow the user to modify the default look of a given asset (see list of controls below). In addition, using these controls together with the **Geometry** controls and even with added filters may indeed contribute to the creation of very appealing and arresting visuals.



Pic 28.



Pic 29. Original



Pic 30. With exposure and color modified

Stylization Control:

- Exposure

Control the exposure of the texture in order to increase its prominence and intensity.

- Blur

Determine the amount of blur.

- Glow

Add a glow.

- Glow Intensity

Set the glow intensity.

- Color

Change the color of the texture.

- Opacity

Set the opacity.

- Brightness

Adjust the brightness.

- Contrast

Change the contrast.

- Saturation

Control the saturation of the colors.

Random Rotation*

These useful controls allow you to alter even further the look of a given texture. The user is able to easily add a randomized rotation to the asset in order to create more complex textures. This enabling a quick and easy randomization of the texture rotation in the effect.

Note: **Scale** value In **Geometry** must be set to 2.1 or higher to use this parameter.



Pic 31.

Random Rotation Control:

- Min Rotation

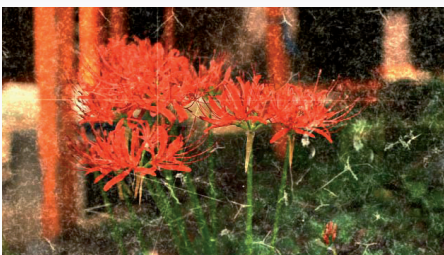
Set the **Min Rotation** value in relation to the **Max**.

- Max Rotation

Set the **Max Rotation** value in relation to the **Min**.

- Seed

Generate Random values between **Min** and **Max**.



Pic 32.



Pic 33.

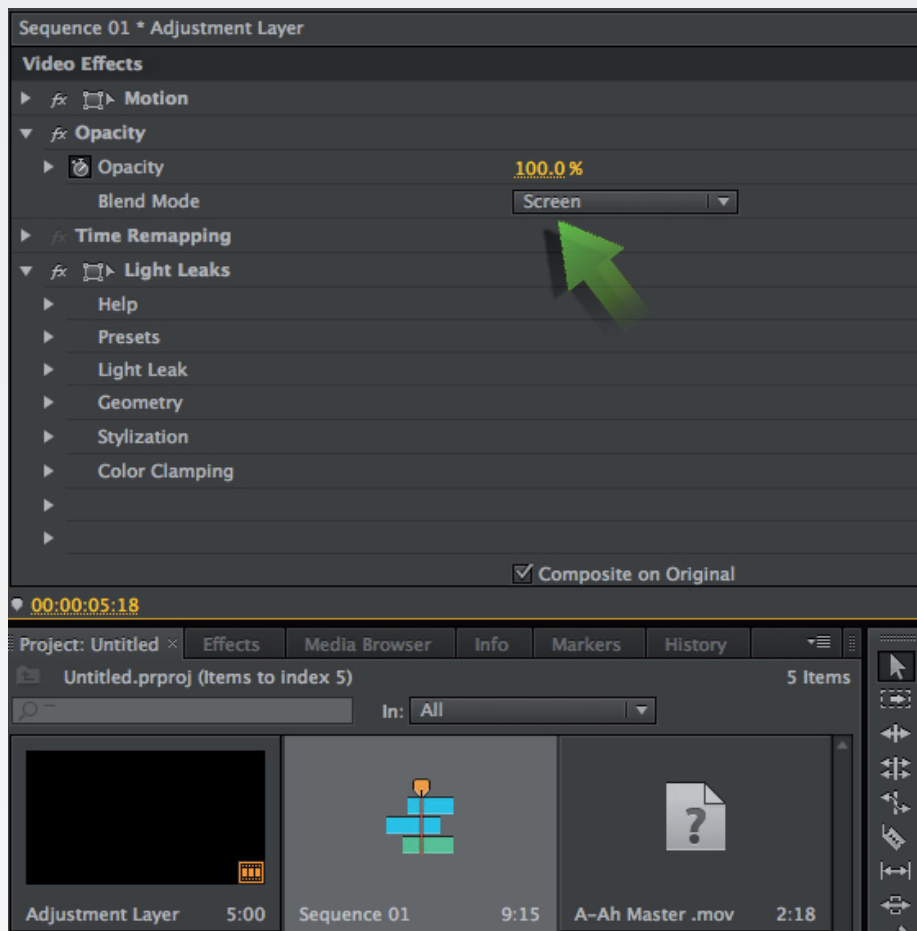


Pic 34.

*Please note, make sure that the asset is scaled up to 2.1 or higher.

Premiere Pro users

When using Grunge Overlays inside Premiere Pro, apply the generator to an adjustment layer placed on top of your video and select/use 'SCREEN' Blend Mode to get rid of the black background.



Pic 21. Premiere Pro CS 6 Blend Mode

Specifications & Requirements



Motion 3.0 or later



Final Cut Pro 6.0 or later



Adobe After Effects 8.0 or later
(CS3, CS4, CS5 and CS6)



Final Cut Express 4.0 or later



Final Cut Pro X



Premiere Pro CS 6.0 or later

Mac OSX Lion version 10.7 or above

ATI, NVIDIA or Intel HD* graphics processor

FxFactory 4.0 (Free Download: <http://www.noiseindustries.com/fxfactory/download>)

Premiere Pro users require:

- **Premiere Pro 6.0 or above**
- **Mac OS X Mountain Lion** version 10.8 or above

* The Intel GMA 950 and X3100 are not supported.



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