

12

Transition Menu



About Transition Effects

Transition effects provide an artful way to clear a layer and reveal what's beneath. You can use these transitions to clear a layer completely or just partially. In either case, you'll want to set up the lower layer to be revealed.

The Transition menu contains eight Final Effects Complete plug-ins:

- FE Glass Wipe
- FE Grid Wipe
- FE Image Wipe
- FE Jaws
- FE Light Wipe
- FE Radial Scale Wipe

- FE Scale Wipe
- FE Twister



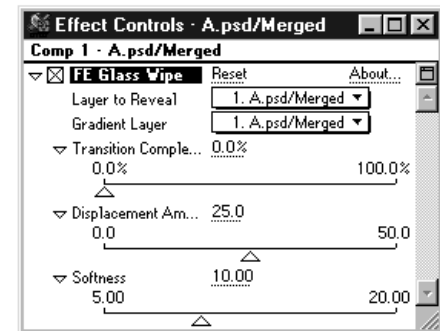
FE Glass Wipe

FE Glass Wipe creates a glassy transition by using the displacement and light values of either the source or destination image. The result is a glassy upper layer melting away to reveal the layer beneath it.



FE Glass Wipe creates a glassy displacement transition.

FE Glass Wipe Controls



Use the Glass Wipe controls to setup the reveal and gradient layers and the displacement amount.

Layer to Reveal

Use this pop-up menu to select the layer that you want to reveal.

Gradient Layer

Use this pop-up menu to select the layer that you wish to use as a displacement map for the FE Glass Wipe effect.

Transition Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Displacement Amount

Displacement Amount controls the height of 3D texture in the glass. The higher the displacement, the more virtual “high” and “low” areas will seem to appear as the FE Glass Wipe effect takes place.

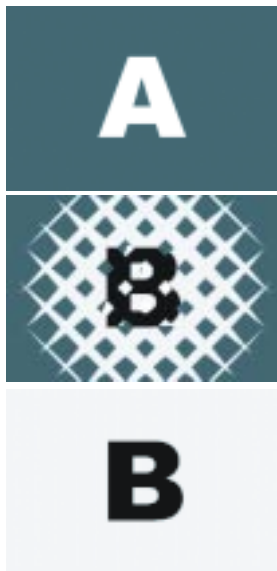
Softness

Softness controls the smoothness of features in the glass.



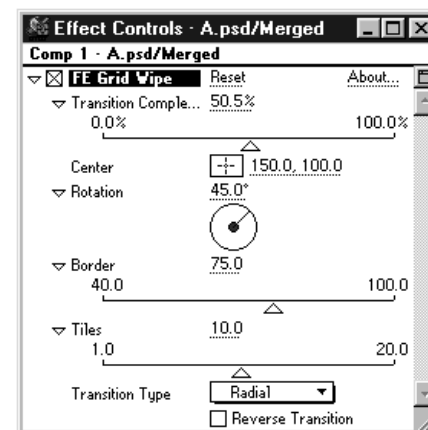
FE Grid Wipe

FE Grid Wipe creates a transition that cuts the source image into squares and wipes them off the screen. The wipe starts from a centerpoint and moves evenly out toward the edge of the source image.



FE Grid Wipe creates a grid-like transition effect.

FE Grid Wipe Controls



Use the Grid Wipe controls to setup the center and rotation properties of the transition effect.

Transition Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Center

Center sets the centerpoint for the transition and the hub of any specified rotation.

Rotation

Rotation sets the rotation of the FE Grid Wipe effect. Note that the entire grid rotates, not individual elements.

Border

Border sets the size of the transition border.

Tiles

Tiles sets the total number of tiles in the grid.

Transition Type

Use this pop-up menu to select from three different transition types:

Doors splits the source image into two parts.

Radial gives the wipe a radial shape.

Rectangle gives the wipe a rectangular shape.

Reverse Transition

Enable this option to change the direction of the transition.



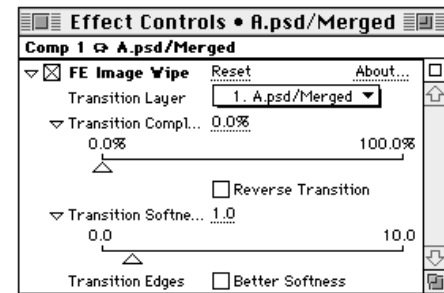
FE Image Wipe

FE Image Wipe uses a layer to control the gradient of the transition.



FE Image Wipe transitions from one image to another

FE Image Wipe Controls



Use the Image Wipe controls to setup the transition layer and the transition feathering.

Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Border Softness

Turn this feature on to give the edges of the transition a softer look. This takes a bit longer to render.

Auto Softness

The Auto Softness option automatically adjusts the border softness to the

Completion speed/rate. This feature has meaning only when Completion is animated.

Softness

Transition Softness controls the feathering of the transition. The Slider values are from 0 to 10. You can also use the dialog box to select values between 0 and 32. The higher the value, the softer the transition.

Gradient Softness

Gradient Softness controls the softness (transitions) of the selected gradient.

Gradient

Use the Gradient pop-up to select the layer with which you want to wipe the current layer.

Base Gradient Upon

Use this pop-up to choose the data set of the gradient to use for controlling the wipe. Choose from Red, Green, Blue, Alpha, Luminance, Lightness, Hue and Saturation.

Inverse Gradient

This option inverts the colors of the gradient.



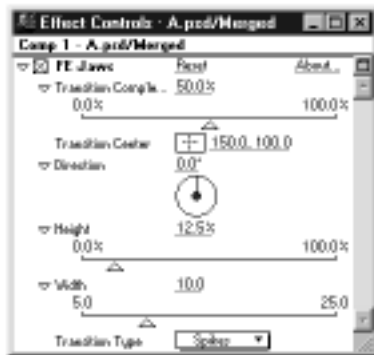
FE Jaws

FE Jaws creates a transition that splits the source image into two parts, with each part having a tooth-shaped border along the splitting edge. Three different tooth shapes are available: Spikes, Robo Jaw and Block.



FE Jaws creates a split-image transition.

FE Jaws Controls



Use the FE Jaws controls to setup the transition center and type.

Transition Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Transition Center

Transition Center sets the centerpoint for the transition and the hub of any specified rotation.

Direction

Direction controls the angle at which the jaws open.

Height and Width

These controls determine the height and width of the teeth. You can change the size and number of teeth.

Transition Type

The Transition Type pop-up lets you select from three different tooth shapes.

Spikes creates triangular teeth for a shark-like bite.

Robo Jaw creates trapezoidal teeth for a mechanical bite, perfect for “Death Star” doorways.

Block creates rectangular teeth for a blocky bite.



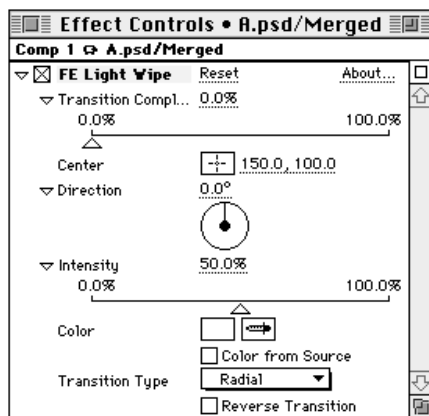
FE Light Wipe

FE Light Wipe creates a transition that uses a light source to wipe away the source layer. This light can either be a solid color or can be sampled from the source image as it is being wiped.



FE Light Wipe light source transition.

FE Light Wipe Controls



Use the FE Light Wipe controls to setup the transition center and light source parameters.

Transition Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Center

Center sets the centerpoint for the transition.

Direction

Direction sets the angle of the light during the transition. Key frame this control to create a rotating shape for your light.

Intensity

Intensity determines the brightness of the light.

Color

Choose a color for the light.

Color from Source

Enable this option to have the FE Light Wipe plug-in sample colors from the source image during the transition.

Transition Type

Use this pop-up to select from three different shapes for your light source.

Doors splits the source image into two parts, with a wall of light wiping each part off the screen.

Radial creates a circle of light which grows or shrinks to wipe the source image off the screen.

Rectangular creates a rectangle of light which grows or shrinks to wipe the source image off the screen.

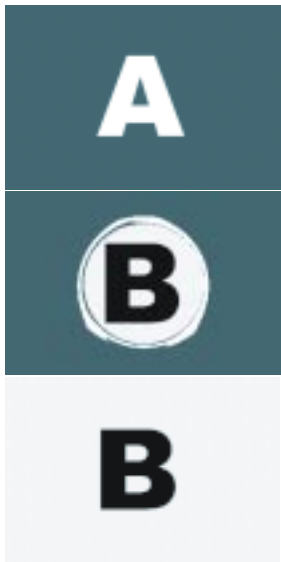
Reverse Transition

Enable this option to reverse the direction of the transition effect.



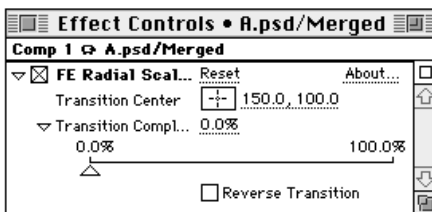
FE Radial Scale Wipe

FE Radial Scale Wipe is radial wipe where edges fold.



The FE Radial Scale Wipe plug-in using regular (top) and reverse mode.

FE Radial Scale Wipe Controls



Use the FE Radial Scale Wipe controls to setup the transition center and completion parameters.

Transition Center

Transition Center identifies the center of the transition.

Transition Completion

Transition Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.

Reverse Transition

With Reverse Transition disabled, the wipe begins from the center and moves outward.

With Reverse Transition enabled, the wipe begins at the periphery and moves towards center.



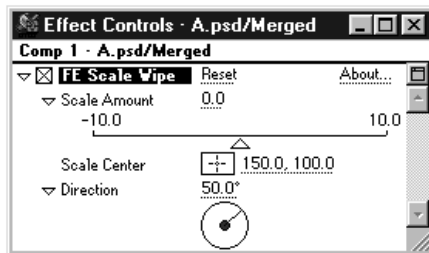
FE Scale Wipe

FE Scale Wipe stretches a layer off the screen (or onto it) by moving the scale center.



The FE Scale Wipe plug-in stretching an image off the screen.

FE Scale Wipe Controls



Use the FE Scale Wipe controls to setup the amount of scale and the center of the transition.

Scale Amount

Scale Amount sets the scaling factor. The slider range is between -10 and 10. You can numerically set values between -50 and 50.

Scale Center

Scale Center identifies the point where the scaling effect begins.

Direction

Direction set the angle in which the image is scaled.



FE Twister

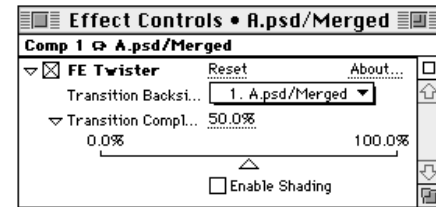
FE Twister twists away one image to reveal another.

By animating the FE Twister offset, you can twist the source into a layer that appears to be the back side of the source.



FE Twister creates a twisting transition effect.

FE Twister Controls



Use the FE Twister controls to setup the twist transition.

Backside

Use the Backside pop-up to select the destination layer to which you want to twist the current image.

If your destination image is the same as the one you're twisting, the image appears to twist into itself and then squirt back out again.

If you select none as your destination, the image appears to twist into nothingness.

Completion

Completion describes the completion percentage of the transition. Key frame this control to set the start and end of the transition.



Shading

Enable the Shading option to add a dimensional lighting effect to the layer.

Center

The Center point sets the location of the Twister vortex.

Axis

Axis sets the angle of twist.