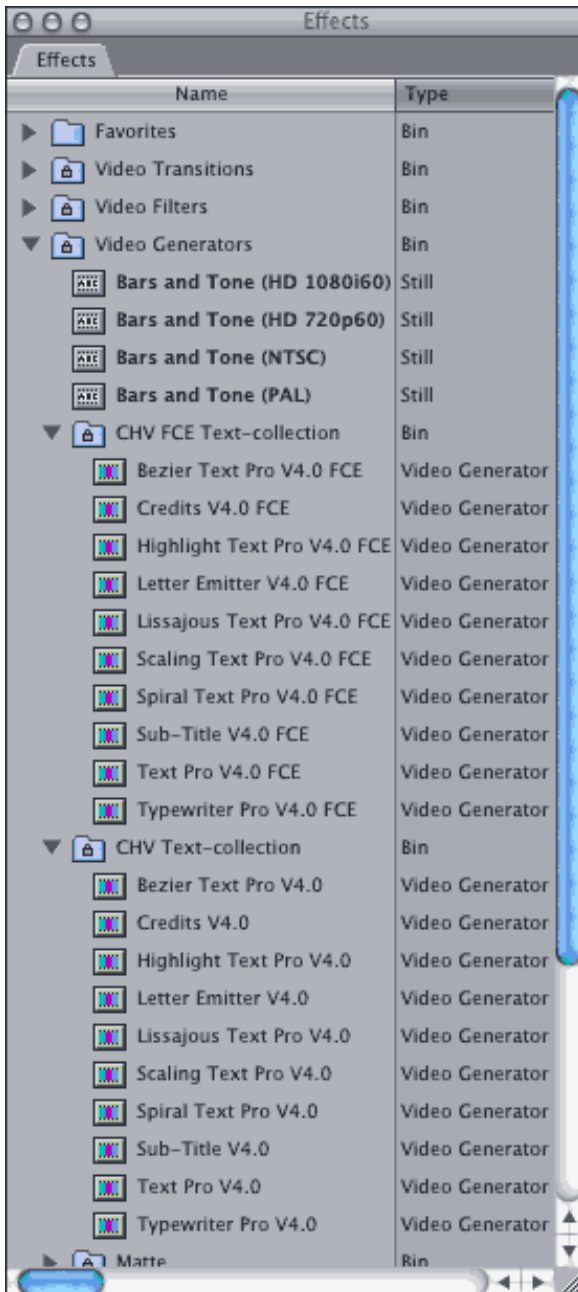


## The Text-collection V4.0

A set of 10 plugins for Final Cut Pro and 10 keyframeable plugins for Final Cut Express

### Browser and Timeline



After installing the plugins of the Text-collection V4.0, you can find the plugins in the effects-tab of the browser-window. Open the folders "Video Generators". There you will see either the folder "CHV Text-collection" or the folder "CHV FCE Text-collection", depending on if you have installed the **Final Cut Pro** plugins or the **Final Cut Express** plugins. Open the appropriate folder as well.

**Video-Generator:** In order to use a Text-collection generator, you just have to drag the wanted generator from the Effects-folder and drop it onto the timeline to a appropriate place. A generator can be treated like any other clip. You can change it's duration, opacity, position and so on. You can even apply filters to it. Now double-click the generator in the timeline to load it into the viewer. Then go to the viewer and click on "Controls". Now you can make the necessary changes.

The **Final Cut Express** versions are equipped with the **CHV Keyframe-system**. This enables these plugins to be keyframeable when you use Final Cut Express. Please read the enclosed Keyframe-manual for more information about how the **CHV Keyframe-system** works.

# Credits V4.0

Generate the best credit rolls ever

The Credits- and Title-generator for Final Cut Pro and Final Cut Express

## General Info

With *Credits V4.0* you can create perfect credit rolls. *Credits V4.0* provides you with a great variety of features. You can roll you text up and down with a fully adjustable speed, create colorful borders, align the text with 7 different alignment-styles, insert clips and images, create great looking outlines and much more.



## Configuration

### General

#### Bugfix (vertical jump) ?

The first checkbox takes care of a small bug of Final Cut Pro 4/HD and Final Cut Express. In some cases it is possible that a slowly rolling text "jumps" up and down by 1 pixel. If this happens in your project, simply check this checkbox and the text wont jump again. This bug is bound to the resolution and the aspect-ration of your project. If you use the same resolution and aspect-ratio in another project, this FCP/FCE bug will also appear there and you have to check this checkbox in the new project too.

#### Text

Enter the text into this text-field. You don't necessarily have to write the text in this text field, you can also write the text within a comfortable text editor and copy and paste it into this text field.

The text must also contain the alignment commands. There are 9 font-settings and 9 different images you can define. These commands look like this:

#F1 selects *font-setting* no.1  
#F2 selects *font-setting* no.2  
#F3 selects *font-setting* no.3  
and so on...

#I1 places *image* no.1 in the current line  
#I2 places *image* no.2 in the current line  
#I3 places *image* no.3 in the current line  
and so on...

	(C) 2005 by chv-electronics, The
Bugfix (vertical jump) ?	<input type="checkbox"/>
	[ General ]
Text	Open the controls and enter your text
Deflicker	<input checked="" type="checkbox"/>
Show all Margins	<input checked="" type="checkbox"/>
Left Margin (Yellow)	<input type="text" value="5"/>
Right Margin (Cyan)	<input type="text" value="95"/>
Lineheight	<input type="text" value="35"/>
Center Gap	<input type="text" value="5"/>

With the font-selection commands (#F1, #F2,...) you can tell the following text which below defined font-setting should used. Please note that the alignment style is defined by the font settings and not by the order of the text within the text-field. For example: If the alignment of font-setting 1 is set to "Right" and the alignment of font-setting 2 is set to "Left" and you enter this text:

#F1Director#F2Steven Playground

...the word "Director" will appear on the right side and not, as it looks like in the text-field, on the left side.

To insert an image you only have to define the wanted image in the below image settings section and add #I1, #I2,... to the text.

You can use as much font-selection commands and image-insertions within the same line of the text as you like.

### Deflicker

Check this checkbox for a higher vertical movement quality.

### Show all Margins

This option helps to create a better placement of the text. Check this checkbox to see all margins in the canvas. The margins will be shown in different colors. The used colors are shown in brackets.

### Left Margin (Yellow)

### Right Margin (Cyan)

With these two margins you can define the left and right border of the text and affect all alignment-styles.

### Lineheight

All text entered in the text-field will placed in lines. The height of each line has always the same size. With this slider you can define the height of each line. It should be greater than the smallest *font-size*. If you use fonts taller than the *lineheight* you should insert empty lines to prevent overlapping text.




### Center Gap

This defines the gap in the center when you use the alignment-styles "Left of center" and "Right of center". If you have checked the "Show all Margins" checkbox, you can see two gray lines in the canvas. These two lines show you the used gap.

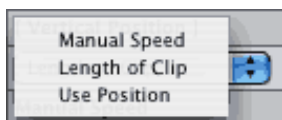
---

## Vertical Position

Use these controls to define how the credits should roll.

[ Vertical Position ]	
Use	Length of Clip 
<b>Manual Speed</b>	
Manual Speed	 14
Show Duration-Info	<input type="checkbox"/>
<b>Position</b>	
Position (%)	 50

### Use



### Manual Speed

The manual speed-setting below will be used.

### Length of clip

The vertical-speed of the credits will be calculated automatically by the length of the clip in the timeline and how much text you have entered in the text-field. The longer the text, the faster the text will roll. The longer the clip in the timeline, the slower the text will roll.

### Use Position

Select this to get full control over the vertical position of the credits. The Position-slider will be activated.

If you want to create static text, just set "Use" to "Use Position" and then use the Position-slider to control the desired position of the text.

### **Manual Speed**

This slider is only active if you have set "Use" to "Manual Speed". Use it to control the speed of the text.

### **Show Duration-Info**

Check this checkbox to see how long the credits will roll, if you use *manual speed*. The information will displayed in the canvas.

### **Position (%)**

Defines the position of the credits. If you animate this slider in the timeline, you can speed up or slow down the rolling text and even go backwards.

---

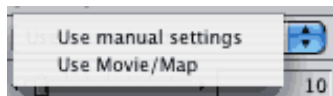
## Mask

Use this feature if the credits should fade in and out at the top and the bottom of the screen. With the *manual* settings you can create a border on the *top* and the *bottom*. With the *movie/map*-feature you can use your own mask.



[ Mask ]	
Mask	Use manual settings
Feather	10
Manual settings (Top: Gren - Bott	
Top	0
Bottom	100
Movie/Map	
Movie/Map	
Use	Alpha
Offset Movie	0
Invert Movie/Map	<input type="checkbox"/>

### Mask



### Use manual settings

Select this to use the *manual settings*.

### Use Movie/Map

Select this to use a below defined *movie* or *map*.

### **Feather**

With this option you can soften the border of the mask.

### **Top**

### **Bottom**

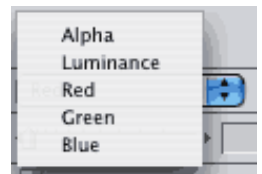
With these two sliders you can define the top and bottom margins of the mask.

### **Movie/Map**

Put the desired map here. Any image or video-footage Final Cut Pro/Express can handle can be used.

## Use

Choose which channel of the applied map should be used as a mask. You can choose between: Alpha, Luminance, Red, Green and Blue.



## Offset Movie

This defines the offset (frames) that will be added to the movie. This setting has no effect if you use a static image.

## Invert Movie/Map

With this checkbox you can invert the selected footage.

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you won't see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Texture	
Color	<input type="text" value="Black"/>
Clip/Image	<input type="text" value="Image"/>
Offset Clip	<input type="text" value="0"/>
[ Outline - Lower Layer ]	
Enable Outline	<input type="checkbox"/>
Width	<input type="text" value="6"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="5"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Texture	
Color	<input type="text" value="Yellow"/>
Clip/Image	<input type="text" value="Image"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

## Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

## Position

### Offset

### Angle

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



## Texture

### Color

Here you can define the color of the outline.

## Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

## Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Title on Path

Use this feature if you want to have the credits follow a path as it rolls in its vertical direction. Normally the path is a straight line, but you can add several curves to make the credits roll look fancy.

### Show offset (in canvas)

Check this checkbox to see the path in the canvas (shown as a red line).

### Straight line

Check this checkbox to enable the below *Top* and *Bottom* features.

### Top

### Bottom

Here you can define the horizontal top and bottom position of the path.

	[ Title on Path ]
	X-Offset
Show Offset (in Canvas)	<input type="checkbox"/>
Straight Line	<input type="checkbox"/>
Top	<input type="range" value="0"/>
Bottom	<input type="range" value="0"/>
Swing out	<input type="checkbox"/>
Amount	<input type="range" value="50"/>
Distance	<input type="range" value="2"/>
Swing in	<input type="checkbox"/>
Amount	<input type="range" value="-50"/>
Distance	<input type="range" value="20"/>
Sine	<input type="checkbox"/>
Amount	<input type="range" value="20"/>
Frequency	<input type="range" value="20"/>
Offset	<input type="range" value="0"/>

### Swing out

Check this checkbox to enable the *Swing out* feature.

### Amount

With the Amount slider you can define the direction and how far the path should swing to the side. Settings below 0 move the path to the left, settings above 0 to the right.

### Distance

Here you can define the area from the top how far the *Swing out* feature affects the path.

### Swing in

### Amount

### Distance

The Swing in feature creates exactly the same effect, only that this affects the lower part of the path.

### Sine

Check this checkbox to enable the *Sine* feature.

### Amount

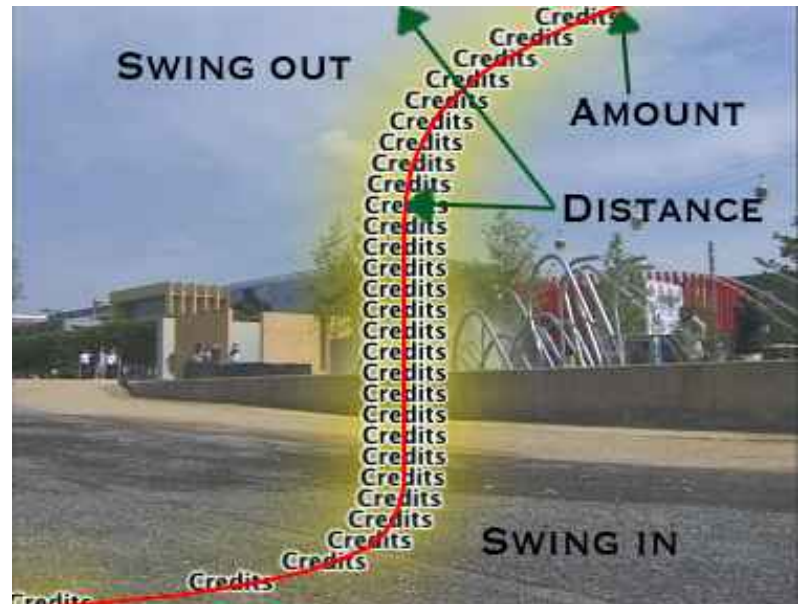
Amount controls the amplitude of the sine wave.

### Frequency

Frequency controls the frequency of the sine wave.

### Offset

With offset you can move the sine wave in a vertical direction.



## Font 1 - 9

Here you can define up to 9 font-settings. All 9 sets of configurations carry the same controls. To select a font just add (for example) #F1 (for font no.1) prior to the text in the text-field. (The **F** must be a capital letter.)

### Font

Select the desired font with this popup menu.

### Size (points)

This selects the size of the font. If the size is greater than the lineheight, consecutive lines will overlap. Add empty lines to prevent this.

### Style

Choose the style of the text with this popup menu.

### Alignment

Choose the alignment of the text. There are 7 different settings:

#### Left

The text will be aligned to the left *margin*.

#### Centered on left side

The text will be aligned in the center of the left side of the screen.

#### Left of center

The text will be aligned from the center to the left side of the screen. *Center Gap* (General settings) defines the distance to the center.

#### Center

The text will be aligned in the center of the screen.

#### Right of center

The text will be aligned from the center to the right side of the screen. *Center Gap* (General settings) defines the distance to the center.

#### Centered on right side

The text will be aligned in the center of the right side of the screen.

#### Right

The text will be aligned to the right *margin*.

### Position

With this feature you can align the text within the current line. The height of the line is defined by *lineheight*.

#### Down

The text will be placed on the bottom of the current lines.

#### Center

The text will be placed in the center of the current line.

#### Up

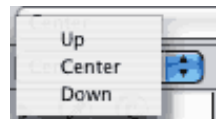
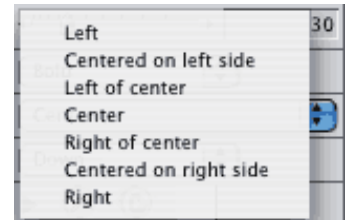
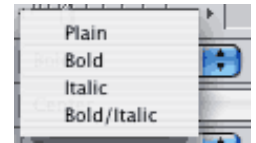
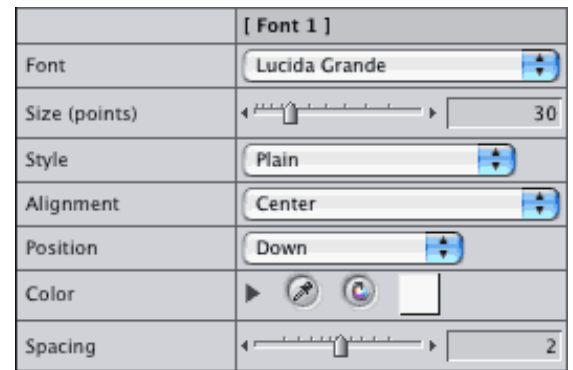
The text will be placed on top of the current line.

### Color

Defines the color of the text.

### Spacing

This defines the spacing between the letters of the text.



## Clip/Image 1 - 9

Here you can define up to 9 image-settings. All 9 sets of configurations carry the same controls. To select an image just add (for example) #11 (for image no.1). (The **I** must be a capital letter.)

### Clip/Image

Place the desired image or clip here.

### Offset

This defines the offset (frames) that will be added to the clip, if you use a clip. This setting has no effect if you use an image.

### X-Size (%)

### Y-Size(%)

These two sliders define the size of the image. The clips will be scaled to this size.

### Constrain Proportions

Check this checkbox if the image should keep it's proportions. In this case only *Y-Size* will be used.

[ Clip/Image 1 ]	
Clip/Image	
Offset	<input type="text" value="0"/>
X-Size (%)	<input type="text" value="10"/>
Y-Size (%)	<input type="text" value="34"/>
Constrain Proportions	<input checked="" type="checkbox"/>
Alignment	Center
X-Position	<input type="text" value="0"/>
Y-Position	Down
Rotation	<input type="text" value="0"/>
Opacity	<input type="text" value="100"/>
<b>Cut border</b>	
Top	<input type="text" value="0"/>
Left	<input type="text" value="0"/>
Right	<input type="text" value="0"/>
Bottom	<input type="text" value="0"/>

### Alignment

Choose the alignment of the text. There are 7 different settings:

#### Left

The text will be aligned to the left *margin*.

#### Centered on left side

The text will be aligned in the center of the left side of the screen.

#### Left of center

The text will be aligned from the center to the left side of the screen. *Center Gap* (General settings) defines the distance to the center.

#### Center

The text will be aligned in the center of the screen.

#### Right of center

The text will be aligned from the center to the right side of the screen. *Center Gap* (General settings) defines the distance to the center.

#### Centered on right side

The text will be aligned in the center of the right side of the screen.

#### Right

The text will be aligned to the left *margin*.

Left	<input type="text" value="30"/>
Centered on left side	
Left of center	
Center	
Right of center	
Centered on right side	
Right	

### X-Position

Defines the horizontal position of the applied image. In order to use this slider you have to set the Alignment-control to "Use X-Position".

## Y-Position

With this feature you can align the image within the current line. The height of the line is defined by *lineheight*.

### Down

The image will be placed on the bottom of the current lines.

### Center

The image will be placed in the center of the current line.

### Up

The image will be placed on top of the current line.

## Rotation

Here you can control the angle of the image.

## Opacity

This defines the opacity of the image.

## Cut Border

Most video-clips have black borders. With the *Cut-border-controls* you can cut off these unwanted borders.

### Top

### Left

### Right

### Bottom

Each side can be cut individually.

## Hint:

If you use for example the following text:

```
#F2Cast  
#F3Name1  
Name2  
Name3  
Name4
```

everything works perfectly as long as "Name1" is still on the screen. When it has left the screen, *Credits* "forgets" that the lines without #F3 should also use F3 (font-setting 3), so these lines will suddenly use another font-setting and they will change their appearance on the top of the screen. This is because *Credits* parses the text line by line. Lines that are not on the screen will not be parsed. This is done to keep render-times short.

To avoid this, just add to each line the Font-setting command:

```
#F2Cast  
#F3Name1  
#F3Name2  
#F3Name3  
#F3Name4
```

# Sub-Title V4.0

Create perfect and beautiful looking Sub-Titles

The Sub-Title-generator for Final Cut Pro and Final Cut Express

## General Info

*Sub-Title V4.0* provides you with lots of specifically designed functions, all optimized to create smooth scrolling sub-titles. One of the most prominent features is the block building feature. This feature makes it easy to group up text blocks that belong together. Additionally it is very easy to create wonderful glowing borders around the text. Read the below manual for a full list of all features of *Sub-Title V4.0*.

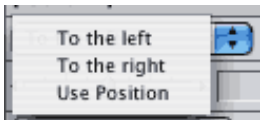


## Configuration

### General

#### Direction

Here you can define the direction of the *sub-titles*.



#### To the left

The sub-titles will move to the left.

#### To the right

The sub-titles will move to the right.

#### Use position

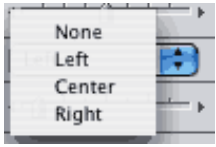
If this setting is chosen, the control-field *position* will be activated.

#### Position

If "Use position" is selected in the above "Direction"-popup menu, this slider will define the position of the sub-titles will be shown. This can be used (for example) to move the sub-titles softly from one position to another using keyframes.

	[ General ]
Direction	To the left
Position	50
Alignment	Left
Global gap	10
Soften text	0
Global Text Opacity	100
Fade-in (%)	0
Fade-out (%)	100

## Alignment



### None

The text in all three rows will not be aligned and therefor will not be upon each other.

### Left

The text will be aligned to the left.

### Center

The text will be aligned in the center.

### Right

The *sub-titles* will move to the right.

## **Global Gap**

Defines the gap between each textblock.

## **Soften Text**

This softens the borders of the text. High settings will blur the text in a dramatic way.

## **Global Text Opacity**

This slider affects the opacity of all three text-lines.

## **Fade-in (%)**

## **Fade-out (%)**

These two sliders defines how long it takes until all three text-rows will be completely visible. It depends on the length of the Sub-Title generator in the timeline how long it actually will take. A setting of 10 for the "Fade-in" slider means that after 10 percent of the length of the generator the text will be completely visible.

---

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input type="checkbox"/>
Width	<input type="range" value="3"/>
Dark area	<input type="range" value="80"/>
Softness	<input type="range" value="3"/>
Opacity	<input type="range" value="100"/>
Position	
Offset	<input type="range" value="0"/>
Angle	<input type="range" value="135"/>
Texture	
Color	<input type="color" value="black"/>
Clip/Image	<input type="button" value="??"/>
Offset Clip	<input type="range" value="0"/>
[ Outline - Lower Layer ]	
Enable Outline	<input type="checkbox"/>
Width	<input type="range" value="6"/>
Dark area	<input type="range" value="80"/>
Softness	<input type="range" value="5"/>
Opacity	<input type="range" value="100"/>
Position	
Offset	<input type="range" value="0"/>
Angle	<input type="range" value="135"/>
Texture	
Color	<input type="color" value="yellow"/>
Clip/Image	<input type="button" value="??"/>
Offset Clip	<input type="range" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

## Position

### **Offset**

### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



## Texture

### **Color**

Here you can define the color of the outline.

### **Clip/Image**

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### **Offset Clip**

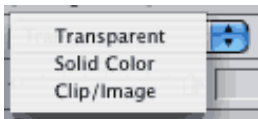
This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Background

### **Mode**

Use this popup to select the background mode.



### Transparent

Select this if the background should be transparent.

### Solid Color

Select this to fill the background with a color that can be defined with the below setting.

### Clip/Image

Select this to place a clip or an image in the background.

[ Background ]	
Mode	Transparent
Opacity	100
Color	
Color	[Color Picker]
Clip/Image	
Clip/Image	[Image Icon]
Offset Movie	0
Composite mode	Normal
Text opacity	100

## Opacity

This slider controls the opacity of the background if "Solid Color" or "Clip/Image" is selected with the above "Mode" popup menu.

## Color

This slider defines the color of the background if "Mode" is set to "Solid Color".

## Clip/Image

Drop the desired clip or image here. Any image or clip Final Cut Pro/Express can handle can be used.

## Offset Movie

This defines the offset (frames) that will be added to the clip applied in the above "Clip/Image" field. This slider is deactivated if you have applied an image.

## Composite Mode

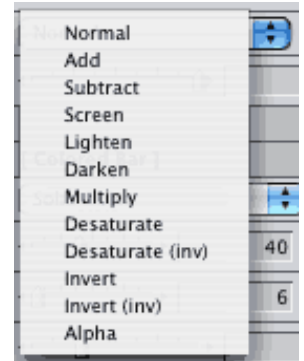
This defines the composite-mode of the text over the background.

There are 12 modes:

Normal, Add, Subtract, Screen, Lighten, Darken, Multiply, Desaturate, Desaturate (inverted), Invert, Invert (inverted), Alpha

## Text Opacity

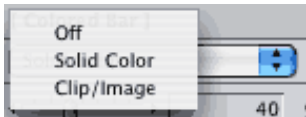
This controls the opacity of the text. This slider is only active if "Solid Color" or "Clip/Image" is selected with the above "Mode" popup menu.



## Colored Bar

### Mode

Use this popup to add a bar behind the Sub-Titles.



### Upper

### Lower

These two sliders define the vertical position of the upper and the lower boundary of the colored bar. It is no problem to move the upper boundary below the lower boundary. In this case the upper boundary automatically will be handled as the lower one.

### Feather

Use this slider to feather the boundaries of the bar.

### Opacity

Here you can define the opacity of the colored bar.

### Color

This defines the color of the colored bar. You must set "Mode" to "Solid Color" to use this function.

### Clip/Image

If you want to use your own pattern instead of a solid color, you have to put the desired clip or image here. Any image Final Cut Pro/Express can handle can be used. "Mode" must be set to "Clip/Image" to use this function.

### Offset Movie

This defines the offset (frames) added to the movie.

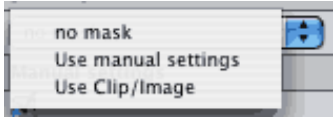
[ Colored Bar ]	
Mode	Solid Color
Upper	40 %
Lower	6 %
Feather	30
Opacity	50
Color	
Color	[Color Picker]
Clip/Image	
Clip/Image	[Image Placeholder]
Offset Movie	0



# Mask

## Mask

Use this feature if the sub-titles should fade in or out on the left and right border. The manual settings generate a border on the left and the right side of the screen. With the clip/image-feature you can use your own mask taken from the applied clip or image.



### no mask

The mask is turned of.

### Use manual settings

Select this to use the *manual settings*.

### Use Movie/Map

Select this to use a *movie* or *map* defined below.

## **Manual settings**

### **Show Margins**

Turn this feature on to see the borders of the generated mask in the canvas.

### **Left (Green)**

**Feather**  
**Angle left**

### **Right (Blue)**

**Feather**  
**Angle right**

With these controls you can define the position, the softness and the angle of the left and right borders.

### **Clip/Image**

### **Clip/Image**

If you want to use your own pattern used as a mask, you have to put the desired clip or image here. Any image Final Cut Pro/Express can handle can be used. To use this function you must set "Mask" to "Clip/Image".

[ Mask ]	
Mask	no mask
<b>Manual settings</b>	
Show Margins	<input checked="" type="checkbox"/>
Left (Green)	+ -288 0
Feather left	← 10 →
Angle left	0
Right (Blue)	+ 288 0
Feather right	← 10 →
Angle right	0
<b>Clip/Image</b>	
Clip/Image	
Offset Clip	← 0 →
Invert Clip/Image	<input type="checkbox"/>



## Row 1 - 3

### Text

Place the text in this field. Each row of this text-field will be above or below the corresponding row of the other two text-fields if you have chosen any other alignment than none.

### Font

Select the desired font with this popup menu.

### Size

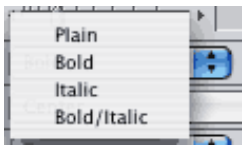
This selects the size of the font.

### Aspect

This defines the aspect ratio of the text. The text will only change it's size in vertical direction.

### Style

Choose the style of the text with this popup menu.



### Spacing

This defines the spacing between the letters of the text.

### Y-Position (%)

This defines the vertical position of the row.

### Auto Kerning

Check this checkbox to enable auto-kerning.

### Gap

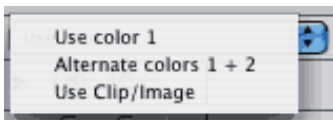
Defines the size of the gap between each textblock.

### X-Offset

This defines a horizontal offset of the row.

### Texture

#### Color-Mode



#### Use color 1

Only color 1 will be used.

#### Alternate colors 1 + 2

The colors 1 and 2 will alternate from textline to textline (block), beginning with color 1.

#### Use Clip/Image

A below defined *image* or *movie* will be used as a texture instead of a *color*.

#### Color 1

#### Color 2

This defines the colors 1 and 2.

#### Clip/Image

If you want to use your own texture, you have to put the desired clip or image here. Any image Final Cut Pro/Express can handle can be used. To use this function you must set "Color-Mode" to "Use Clip/Image".

[ Row 1 ]	
Text:	Row 1
Font	Lucida Grande
Size	20
Aspect	1
Style	Plain
Spacing	1
Y-Position (%)	70
Auto Kerning	<input checked="" type="checkbox"/>
Gap	0
X-Offset	0
<b>Texture</b>	
Color-Mode	Use color 1
Color 1	
Color 2	
Clip/Image	
Offset Clip	0
Opacity Clip/Image	100

### Offset Clip

This defines the offset (frames) that will be added to the clip.

### Opacity Clip/Image

Here you control the opacity of the applied clip.

---

## Clip/Image 1 - 9

Here you can define up to 9 image-settings. All 9 sets of configurations carry the same controls. To select an image just place (for example) #11 (for image no.1) in a line. The line may not contain any other text.

### Clip/Image

Drop the desired clip or image into this field.

### Offset

This defines the offset (frames) that will be added to the beginning of the clip. This setting has no effect if you use an image.

### Size (%)

This defines the size of the clip.

### Y-Offset

Defines a vertical offset. Lower settings will move the clip or image upwards on the screen.

### Rotation

With this option you can rotate the clip or image.

### Opacity

Define the opacity of the image.

### Cut Border

#### Top

#### Left

#### Right

#### Bottom

Most video-clips have black borders. With the cut-border-controls you can cut off these unwanted borders. You can cut each side individually.

[ Clip/Image 1 ]	
Clip/Image	<input type="text" value=""/>
Offset	<input type="range" value="0"/>
Size (%)	<input type="range" value="10"/>
Y-Offset	<input type="range" value="0"/>
Rotation	<input type="range" value="0"/>
Opacity	<input type="range" value="100"/>
<b>Cut border</b>	
Top	<input type="range" value="0"/>
Left	<input type="range" value="0"/>
Right	<input type="range" value="0"/>
Bottom	<input type="range" value="0"/>

# Letter Emitter V4.0

The first ever **particle system** for Final Cut Pro/Express using letters and characters as particles

## General Info

*Letter Emitter V4.0* is the first ever **real particle system** for Final Cut Pro and Final Cut Express that uses letters and characters for the animation. Everything can be defined in a very easy way. *Letter Emitter V4.0* is equipped with real particle animation calculation, gravitational effects, attracting magnets, wind and more. All attributes of the emitted letters change automatically over time (even color!). The particle movements can be previewed in the canvas for an easy emitter setup.



*Letter Emitter V4.0* is divided into 3 sections:

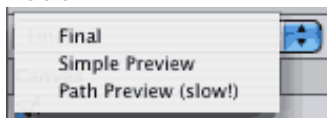
- The emitter setup: This section defines the behavior of the particle emitter itself.
- The particle setup: This section defines the particles and what they will do over their life span.
- CHV's highly sophisticated outline feature.



## Configuration

### Global Settings

#### Mode



This popup menu defines the behavior of *Letter Emitter V4.0* in the canvas. Rendering will not be affected.

[ Global Settings ]	
Mode	Final
Canvas	
Show Emitter	<input checked="" type="checkbox"/>
Show Outline-Gradient	<input type="checkbox"/>
Opacity	
Global Letter Opacity	100

Three modes are available:

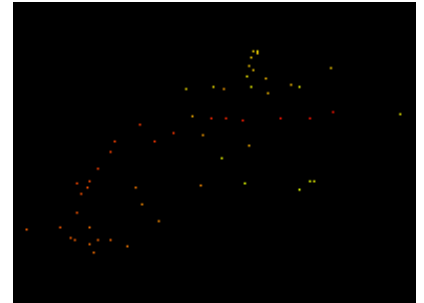
### Final

Preview the final result in the canvas. Note that the particle emitter is not bound to the frame you click onto in the timeline. Each time you go forward or backward manually in the timeline the particle emitter will calculate one new frame. This is due to the method of how Final Cut Pro/Express handles plugins. If you render the particle emitter you will always receive the proper result.



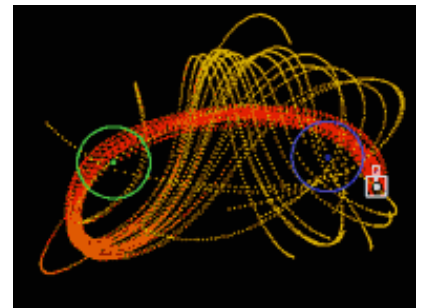
### Simple preview

This mode is similar to **Final** with the difference that no letters and no outlines will be drawn. The real color (over life) of the letters however will be used. This mode is made to see a quick preview of the current position of the particles.



### Path Preview (slow!)

This mode is perfect to create the path of the particles. Each time when a parameter of the particle emitter changes Final Cut has to recalculate the whole path. This makes this mode is not very fast, but you can see the whole movement of the particles without extensive rendering. You can speed up the process if you use lower emitter rates with this mode.

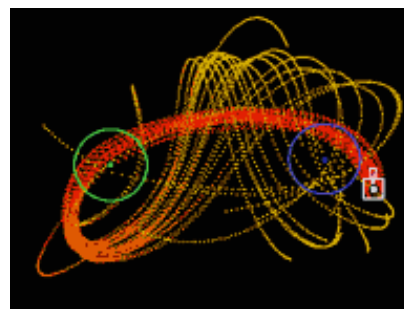
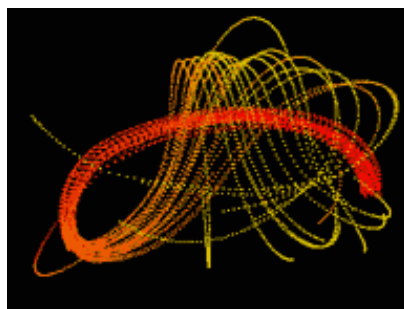


In the example to the right you can see the particle emitter to the right (white) and two magnets (the green and blue circles). The particles are emitted upwards, get caught in the "gravity" of the two magnets and consequently head to the left. The older the particles become the more chaotic the path gets. In this example the particles change their color from red to yellow as they get older.

### Canvas

#### **Show Emitter**

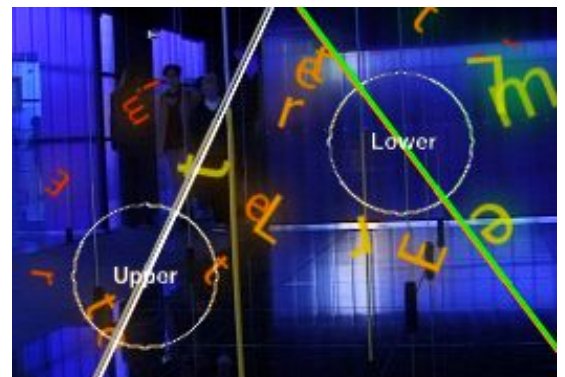
With this checkbox the emitter and the magnets will be shown in the canvas.



#### **Show Outline-Gradient**

Enable this checkbox to see a representation of the two generated outline gradients in the canvas.

*Letter Emitter V4.0* carries two gradients used for the two outline layers. The colored lines show the center of the gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



## Opacity

### Global Letter Opacity

This controls only the global opacity of all visible particles/letters. The parameters of the particle emitter itself will not be affected, as well as the parameters of the visible particles and those that will be generated in the future.

## Particle Emitter

This section holds all controls of the particle emitter. The particles will be emitted from a single emitter that can be moved around by using keyframes and it can emit the particles into any direction. The emitting area exists as a single point as well as a resizeable adjustable area that can cover even the whole screen. This makes it possible to emit particles from virtually everywhere at the same time.

An emitted particle receives its parameters for its life only at the exact moment when it is emitted. The parameters of an emitted particle do not change over the life of the particle even if the emitter changes its parameters constantly.

### Emitting Rate

Here you can define the rate how many particles will be emitted. A setting of 100 will emit one particle every frame. A setting of 1 emits an average of one particle every 100 frames. The rate is randomized for settings below 100. You can change the emitting rate freely by keyframing this slider. This makes it possible to emit some particles within a certain timeframe and more or less right after it without manipulating already emitted particles.

### Life Min. (frames)

### Life Max. (frames)

These two sliders define the minimum and the maximum lifetime of a particle. The lifetime is calculated in frames. A lifetime of 300 will create a particle of that lives exactly 10 seconds if your sequence settings are set to NTSC with 30 frames/second.

### Origin

#### Point (white)

#### Spread (range)

Origin is the place where the particles emit from. Usually the emitter is a just a point, but with *Spread* you can define a wider area around the emitter, where the particles emit randomly from. The area will be shown in the canvas as a white rectangle.



Point  
Spread=0



Area  
Spread>0

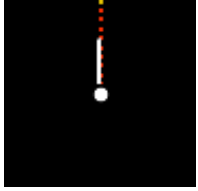
[ Particle Emitter ]	
Emitting Rate	<input type="range"/> 10
Life Min. (frames)	<input type="range"/> 220
Life Max. (frames)	<input type="range"/> 210
<b>Origin</b>	
Point (white)	<input type="button" value="+"/> <input type="text" value="288"/> , <input type="text" value="57.6"/>
Spread (range)	<input type="range"/> 5
<b>Movement</b>	
Direction	<input type="range"/> 0
Spread (angle)	<input type="range"/> 20
<b>Speed</b>	
Speed	<input type="range"/> 25
Randomize (Slower<>)	<input type="range"/> 0
Acceleration	<input type="range"/> 0
<b>Gravitation</b>	
Single Particle	<input type="range"/> 0
Global	<input type="range"/> 0
<b>Wind</b>	
Windspeed (left<>right)	<input type="range"/> 0
<b>Magnet 1 (green)</b>	
Position	<input type="button" value="+"/> <input type="text" value="-180"/> , <input type="text" value="11.52"/>
Strength	<input type="range"/> 45
<b>Magnet 2 (blue)</b>	
Position	<input type="button" value="+"/> <input type="text" value="201.6"/> , <input type="text" value="0"/>
Strength	<input type="range"/> 44

## Movement

### **Direction**

#### **Spread (angle)**

*Direction* tells the particles where they have to head. *Spread* spreads out the particle in an angle. If *Spread* is set to 0 the particles will all go into the same direction; set to 360 means that the particles head to any direction.



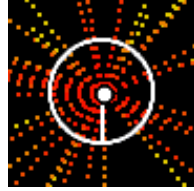
Spread=0



Spread=90



Spread=200



Spread=360

### Speed

#### **Speed**

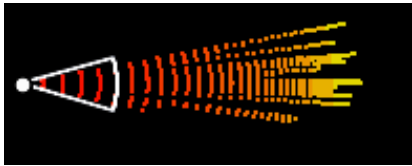
#### **Randomize (Slower<>Faster)**

#### **Acceleration**

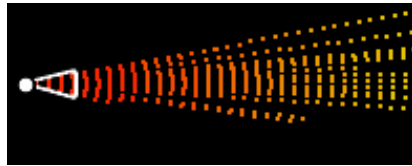
*Speed*, as the name says, defines the speed of the particle when it leaves the emitter. If *Speed* is set to 0 the particles will emerge and will only gain any speed if gravitation, wind or the magnets affect it.

*Randomize* simply randomizes the starting speed. If this is set to 0 all particles will begin their life with exactly the same speed.

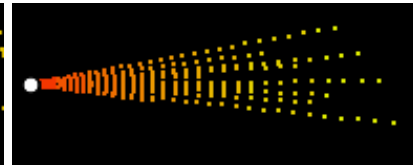
*Acceleration* speeds up or slows down a particle over it's life. This behavior starts with the very first frame and ends with the end of the life of the particle. If for example a particle is set to slow down, it will always behave as if it has a foot on the breaks all the time, even if it gets attracted by all the other effects (gravitation, wind, magnets). Of course the additional effects (gravitation, wind and the magnets) will still have an effect on the particle with the foot on its breaks.



Acceleration<0  
Slow down



Acceleration=0  
No acceleration



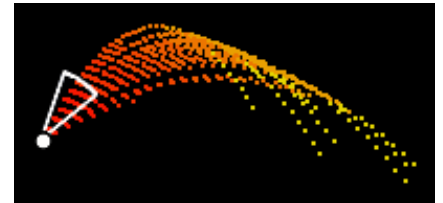
Acceleration>0  
Speed up

### Gravitation

*Gravitation* performs a pull downwards to the ground (lower part of the screen) to the particles.

#### **Single Particle**

This option adds the gravitation effect to the single particles as they are emitted. The gravitation will still keep it's effect for the "living" particles even when this option is turned down to 0 using keyframes.



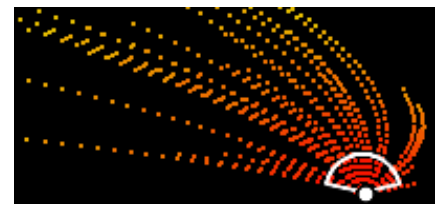
#### **Global**

The global gravitation affects all currently existing particles. If this effect changes it's value to 0, the gravitation will stop affecting the particles and they will proceed in the direction where they are just heading to right before the global gravitation stopped.

### Wind

#### **Windspeed (left<>right)**

Wind blows the particles to the left or the right. This parameter will not be added to the single particles, instead it will affect all particles simultaneously.

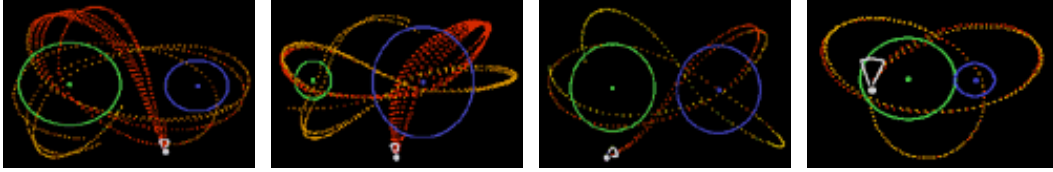


## Magnet 1+2

### Position Strength

There are two magnets that can be placed at any *Position*. The *Strength* of the magnets will be shown in the canvas as a growing circle.

Because of the fact that the used magnets are only points without any dimension, the particles will never be "eaten up" by the magnets. The particles always pass by the magnets, finding themselves in an orbit around them. Multiple magnets result in a chaotic behavior and create quite funny particle movements.



## Text

Within this section you define how the particles look and what they will do over their life span. An emitted particle receives all parameters from this section at the very moment when the particle is emitted and begins its life. These parameters cannot be changed over the life of the particles. This makes all particles completely independent from each other. The movement of the particle will not be affected by the settings if the [ **Text** ] section. The movement completely depends on the setup of the above described particle emitter.

Most parameters of the [ **Text** ] section are divided into a "young" and an "old" setting. These two values will be interpolated during the life of the particle. A particle that lives for example for 100 frames will be considered as "young" right when it is emitted and "old" when it is 100 frames old. It will look you have told it with the "young" parameters when it is emitted and look like the "old" setup when it about to die. Over its life the particle will interpolate the "young" and "old" parameters by using its own age. This makes it possible to create flying letters that can grow over their life, slowly fade in or out, change their color or change their shape over their life.

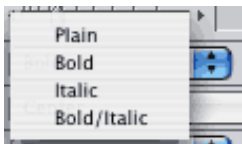
### Font

Select the desired font used for the emitted letters with this popup menu.

[ Text ]	
Font	Lucida Grande
Style	Plain

### Style

Choose the style of the text here.

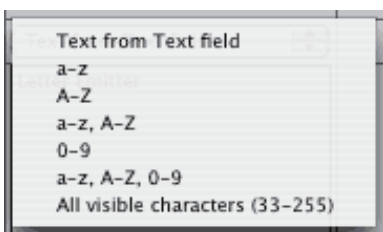


### Text

#### Use

#### Text

Select which letters will be used by the particle emitter. With the first option the text from the text field will be used. The last option (All visible characters 33-255) takes the ASCII-characters 33-255.



Text	
Use	Text from Text field
Text	Letter Emitter
Randomize Order	<input type="checkbox"/>

## Randomize Order

Check this checkbox to randomize the order of the above selected letters. Uncheck the checkbox and the letters will be used in their consecutive order.

## Font-Size

Size (young)

Size (old)

Randomize

*Font-Size* defines the size of the font used for the emitted letters. There are two parameters, one for the particle when it is young and one when it is old. The size that will be used for the emitted letter depends on the age of the letter.

	Font-Size
Size (young)	<input type="text" value="20"/>
Size (old)	<input type="text" value="80"/>
Randomize	<input type="text" value="20"/>

*Randomize* randomizes the size-parameters within the boundaries of the "young" and "old" values. If *Randomize* is set to 100 the used sizes for the young and the old letters will be completely random within the boundaries of the given "young" and "old" parameters.



## Color

Color (young)

Randomize (young)

Color (old)

Randomize (old)

This defines the colors for the young and the old letters. The *Randomize* values make it possible to create random colored letters.

	Color
Color (young)	<input type="text" value="Blue"/>
Randomize (young)	<input type="text" value="0"/>
Color (old)	<input type="text" value="Red"/>
Randomize (old)	<input type="text" value="0"/>



Young: Blue  
Old: Red



Young: Random  
Old: Red



Young: Blue  
Old: Random

## Rotation

Angle (young)

Randomize (young)

Angle (old)

Randomize (old)

Here you can control the angle of the emitted letters depending on the age.

## Follow Path <> Use manual parameters

With this slider you can control if the emitted letters should use the path where they are moving to or is the manual Angle-parameters should be used. You can keyframe this control to create soft animations.

	Rotation
Follow Path <> Use manual parameters	<input type="text" value="0"/>
Angle (young)	<input type="text" value="0"/>
Randomize (young)	<input type="text" value="0"/>
Angle (old)	<input type="text" value="0"/>
Randomize (old)	<input type="text" value="0"/>

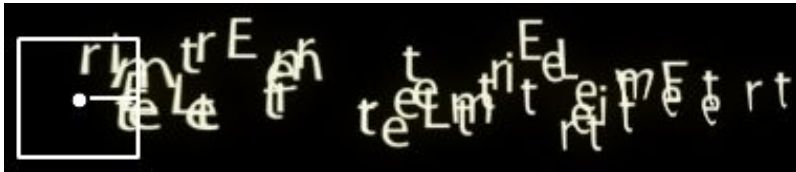
### Twist

Twist (young)

Twist (old)

Randomize

This tells the emitted letters how they should twist over their life.



Twist	
Twist (young)	<input type="range" value="0"/>
Twist (old)	<input type="range" value="0"/>
Randomize	<input type="range" value="0"/>

### Bend

Bend (young)

Bend (old)

Randomize

This tells the emitted letters how they should bend over their life. The "bend" feature is different from a rotation. Look closely! The top and bottom line of the letters will not be rotated.



Bend	
Bend (young)	<input type="range" value="0"/>
Bend (old)	<input type="range" value="0"/>
Randomize	<input type="range" value="0"/>

### Turn

Turn (young)

Turn (old)

Randomize

This turns the emitted letters around a vertical axis within the 3D-space. High values make the letters swirl around.



Turn	
Turn (young)	<input type="range" value="0"/>
Turn (old)	<input type="range" value="0"/>
Randomize	<input type="range" value="0"/>

### Opacity

Opacity (young)

Opacity (old)

With this option you can make a emitted letter fade in when it begins it's life or fade out when it dies.

### Fade (Early<>Late)

This slider controls when the fade effect should take place. You can make the letters start to fade in or out very early, you can also make them fade in or out in the very last moment.

Opacity	
Opacity (young)	<input type="range" value="100"/>
Opacity (old)	<input type="range" value="0"/>
Fade (Early<>Late)	<input type="range" value="50"/>



Fade out late



Fade out early

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
<b>Position</b>	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
<b>Stretch &amp; Rotate</b>	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
<b>Distortion</b>	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
<b>- Texture -</b>	
<b>Color (Gradient)</b>	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
<b>Clip/Image</b>	
Clip/Image	<input type="text" value="Image"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## **Texture**

### **Color 1**

### **Color 2**

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### **Position**

The gradient has a center point which can be defined by this control.

### **Angle**

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### **Width**

Here you can define the width of the gradient.

### **Clip/Image**

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### **Offset Clip**

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

# Bezier Text Pro V4.0

The text creation plugin with Bezier curves

## General Info

*Bezier Text Pro V4.0* gives you the ability to run a text along a bezier spline. A bezier spline is a method to create a highly adjustable curve. With the Text-collection V4.0 and the included plugin *Bezier Text Pro V4.0* a completely new way to create good looking titles is born.

Additionally *Bezier Text Pro V4.0* includes the highly sophisticated outline feature of CHV.



## Configuration

### Bezier Spline

Within this section the actual bezier spline is defined. A bezier spline is defined by 4 points: One start point, one end point and two bezier handles. The bezier spline runs between the start and the end point and this is what the text also does. A great variety of different looking curves can be created this way.

Most important: The bezier spline can be animated in any way using keyframes.

Use the 4 points of this section to adjust the bezier spline. The created bezier spline will be shown in the canvas if the "Show Spline" checkbox is activated.

	[ Bezier Spline ]
Show Spline	<input checked="" type="checkbox"/>
Point (red)	<input type="text" value="⊕"/> <input type="text" value="-273.75"/> , <input type="text" value="110"/>
Bezier (red)	<input type="text" value="⊕"/> <input type="text" value="-73.12"/> , <input type="text" value="224"/>
Bezier (blue)	<input type="text" value="⊕"/> <input type="text" value="78.75"/> , <input type="text" value="-108"/>
Point (blue)	<input type="text" value="⊕"/> <input type="text" value="288"/> , <input type="text" value="115.2"/>

# Text

## Text

Enter the text into this text-field.

## Font

Select the desired font with this popup menu.

## Proportional Font

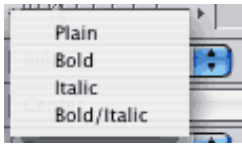
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow it's own path.

[ Text ]	
Text	The Text-collection V4.0
Font	Helvetica
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	105
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Emboss</b>	
Opacity	50
Softness	50
Direction	135
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

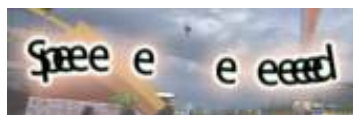
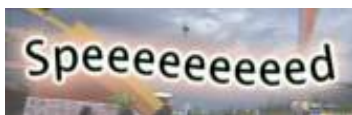
This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



### Positioning

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### Inner<>Outer



## Left<>Right



## Dynamic Size

This feature controls the size of the text dynamically.

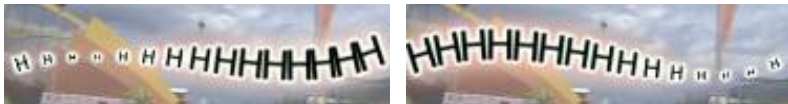
## Inner<>Outer

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



## Left<>Right

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



## Area Width



## Explode

### Amount

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

### Direction

"Direction" defines the main direction where the letters are heading.

### Spread

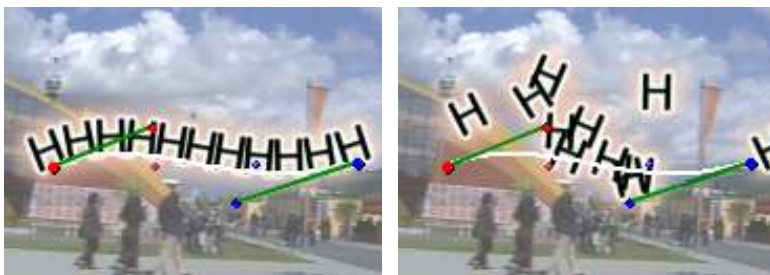
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

### Rotate

This adds a rotation to the animation. Higher settings will make the letters rotate more.

## Fade-Out Chars

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



## **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

## **Opacity**

Opacity controls the opacity of the emboss effect.

## **Softness**

With this slider you can soften the 3-dimensional effect.

## **Direction**

Here you can define the direction where the virtual light comes from.

## **Opacity**

### **Single Char Opacity**

This controls the opacity of each letter. This makes it possible to create superimposed letters.



### **Global Char Opacity**

Here you can control the global opacity of the text. No additional superimpose effect will be created.



# Texture

With this section you can colorize the text. You can use one solid color, a gradient with two colors or an applied clip or image. If you have enabled "Show Gradients" (at the very bottom of the controls) you can see a preview of the gradient in the canvas.



[ Texture ]	
<b>Color (Gradient)</b>	
Color 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Color 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Position	<input type="checkbox"/> <input type="text" value="30.9"/> <input type="checkbox"/> <input type="text" value="108.62"/>
Angle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="text" value="54"/>
Width	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="text" value="14"/>
<b>Clip/Image</b>	
Clip/Image	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Offset Clip	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="text" value="0"/>

## Color 1

## Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

## Position

The gradient has a center point which can be defined by this control.

## Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

## Width

Here you can define the width of the gradient.

## Clip/Image

## Clip/Image

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

## Offset Clip

This defines the offset (frames) that will be added to the clip.

---

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you won't see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
<b>Position</b>	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
<b>Stretch &amp; Rotate</b>	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
<b>Distortion</b>	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
<b>- Texture -</b>	
<b>Color (Gradient)</b>	
Color 1	<input type="text" value="Color 1"/>
Color 2	<input type="text" value="Color 2"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
<b>Clip/Image</b>	
Clip/Image	<input type="text" value="Clip/Image"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

## **Position**

### **Offset**

### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



## **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

### **X-Stretch**

### **Y-Stretch**

Use these two sliders to stretch an outline.



## **Rotation**

### **Center**

Here you can rotate the outline around a center-point.



## **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

### **Wavelength**

The wavelength of the distortion.

### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

## Position

The gradient has a center point which can be defined by this control.

## Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

## Width

Here you can define the width of the gradient.

## Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

## Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Highlight Text Pro V4.0

Highlight text in million of different ways

## General Info

With *Highlight Text Pro V4.0* you can create a great variety of animations where precisely defineable parts of the given text will be highlighted. The highlighted part can change its shape, color and even it's opacity. The text itself of course runs along a bezier line, which makes this plugin even more versatile.

*Highlight Text Pro V4.0* is also equipped with the highly sophisticated outline feature of CHV.



## Highlighted Settings

### Progress

The highlighting effect will be set in motion with a simple animation of the Progress slider. Keyframe this slider to see an effect like the one seen in the above image sequence.

### Area

This slider defines the width of the area where the highlighting effect takes place.



[ Highlighted Settings ]	
Progress	<input type="range" value="50"/> 50
Area	<input type="range" value="60"/> 60
<b>Fontsize</b>	
Size	<input type="range" value="200"/> 200
Soft Animation	<input checked="" type="checkbox"/>
<b>Rotate - back &amp; forth</b>	
Angle	<input type="range" value="0"/> 0
Soft Animation	<input checked="" type="checkbox"/>
<b>Rotate - full circles</b>	
Degree	no rotation
Soft Animation	<input checked="" type="checkbox"/>
Alternate direction	<input type="checkbox"/>
<b>Offset</b>	
X-Offset	<input type="range" value="0"/> 0
Y-Offset	<input type="range" value="0"/> 0
Soft Animation	<input checked="" type="checkbox"/>
<b>Twist</b>	
Twist	<input type="range" value="0"/> 0
Soft Animation	<input checked="" type="checkbox"/>
<b>Bend</b>	
Bend	<input type="range" value="0"/> 0
Soft Animation	<input checked="" type="checkbox"/>
<b>Turn</b>	
Turn	<input type="range" value="0"/> 0
Soft Animation	<input checked="" type="checkbox"/>
<b>Color</b>	
Color	<input type="color" value="yellow"/>
Soft Animation	<input checked="" type="checkbox"/>
<b>Opacity</b>	
Opacity	<input type="range" value="100"/> 100

The following controls of this section define how the highlighted text looks in it's highlighted state. The settings of the controls from the further below described section [ **Text** ] will either be overwritten or modify settings of the [ **Highlighted Settings** ] section. This behavior will be described with each effect within this section.

### Fontsize

#### Size

#### Soft Animation

This control overrides the **Size** setting of the section [ **Text** ] and defines the size of the font in it's highlighted state. If wanted, the size of the highlighted text can also be smaller than the normal text size. The additional **Soft Animation** checkbox lets the font animate softly.



### Rotate - back & forth

#### Angle

#### Soft Animation

This control makes the letters rotate to the defined **Angle** in the highlighted state. It will be added to the setting of the **Char Rotation** control of the [ **Text** ] section. The additional **Soft Animation** checkbox makes the animation of the rotation softly.



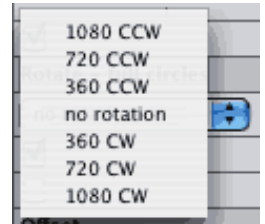
### Rotate - full circles

#### Degree

#### Soft Animation

#### Alternate direction

With this popup you can add multiple full 360 degree rotations to the highlighting animation. A rotation can go forward and backward. This setting will be added to the **Char Rotation** setting of the [ **Text** ] section. You can make the animation of the additional rotation ease in and out with the **Soft Animation** checkbox. The **Alternate direction** checkbox defines if the direction of the rotation of every second letter will be turned around or not.



### Offset

#### X-Offset

#### Y-Offset

#### Soft Animation

Here you can move the highlighted letters to any direction. The offset will always be added to the real angle of the single letters. If a letter is rotated by 90 degrees clockwise, an X-Offset will move the letter down. Of course there is an additional **Soft Animation** checkbox to make the animation ease in and out.



### Twist

### Bend

### Turn

#### Soft Animation

These three controls are working all in the same manner. The values of these controls will be added to the same controls in the [ **Text** ] section for the highlighted area. The **Soft Animation** checkbox makes the animation of these three effects ease in and out.



### Color

#### Color

#### Soft Animation

This control define the highlighted color. The usually used color defined in the [ **Text** ] section will be replaced by the highlight color within the highlighted area. The **Soft Animation** checkbox makes the animation of the color fade in and out softly.



### Opacity

#### Opacity

Even the opacity can be changed for the highlighting effect. This control overrides the opacity slider of the [ **Text** ] section while the effect is running.



# Bezier Spline

Within this section the actual bezier spline where the text is running on is defined. A bezier spline is defined by 4 points: One start point, one end point and two bezier handles. The bezier spline runs between the start and the end point and this is what the text also does. A great variety of different looking curves can be created this way.

Most important: The bezier spline can be animated in any way using keyframes.

Use the 4 points of this section to adjust the bezier spline. The created bezier spline will be shown in the canvas if the "Show Spline" checkbox is activated.

[ Bezier Spline ]	
Show Spline	<input checked="" type="checkbox"/>
Point (red)	<input type="text" value="+"/> <input type="text" value="-273.75"/> , <input type="text" value="110"/>
Bezier (red)	<input type="text" value="+"/> <input type="text" value="-73.12"/> , <input type="text" value="224"/>
Bezier (blue)	<input type="text" value="+"/> <input type="text" value="78.75"/> , <input type="text" value="-108"/>
Point (blue)	<input type="text" value="+"/> <input type="text" value="288"/> , <input type="text" value="115.2"/>

# Text

## Text

Enter the text into this text-field.

## Font

Select the desired font with this popup menu.

## Proportional Font

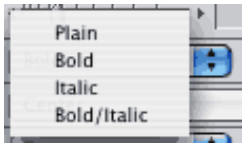
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow it's own path.

[ Text ]	
Text	Highlight Text Pro
Font	Lucida Grande
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	80
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
Color	
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



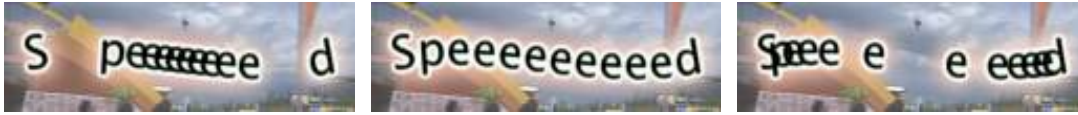
### Color

This control defines the normal color of the text. This setting will be overwritten by the above defined color used for the highlighting effect.

### **Positioning**

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### **Inner<>Outer**



### **Left<>Right**



### **Dynamic Size**

This feature controls the size of the text dynamically.

### **Inner<>Outer**

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

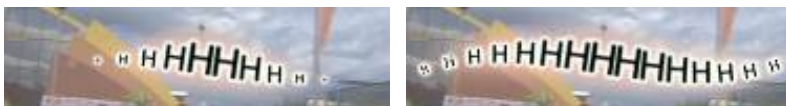


### **Left<>Right**

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



### **Area Width**



### **Explode**

#### **Amount**

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

#### **Direction**

"Direction" defines the main direction where the letters are heading.

#### **Spread**

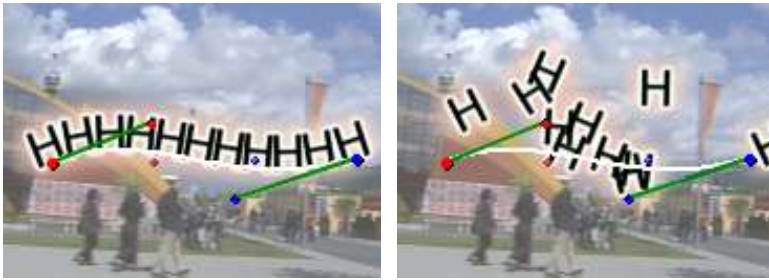
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

#### **Rotate**

This adds a rotation to the animation. Higher settings will make the letters rotate more.

#### **Fade-Out Chars**

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



### **Opacity**

#### **Single Char Opacity**

This controls the opacity of each letter. This makes it possible to create superimposed letters.



#### **Global Char Opacity**

Here you can control the global opacity of the text. No additional superimpose effect will be created.



## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
<b>Position</b>	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
<b>Stretch &amp; Rotate</b>	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
<b>Distortion</b>	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
<b>- Texture -</b>	
<b>Color (Gradient)</b>	
Color 1	<input type="text" value="Color 1"/>
Color 2	<input type="text" value="Color 2"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
<b>Clip/Image</b>	
Clip/Image	<input type="text" value="Clip/Image"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of the two outline gradients in the canvas.

*Highlight Text Pro V4.0* carries two gradients used for the two outline layers. The colored lines show the center of the gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Lissajous Text Pro V4.0

The first ever text plugin for FCP and FCE creating Lissajous figures

## General Info

*Lissajous Text Pro V4.0* creates the first ever Lissajous effect with text running along the created line for Final Cut Pro and Final Cut Express.

*Lissajous Text Pro V4.0* is also equipped with the highly sophisticated outline feature of CHV.



## Configuration

### Lissajous Creation

There are two sections for the Lissajous curve creation:

- "Lissajous Creation"
- and
- "Straight Line"

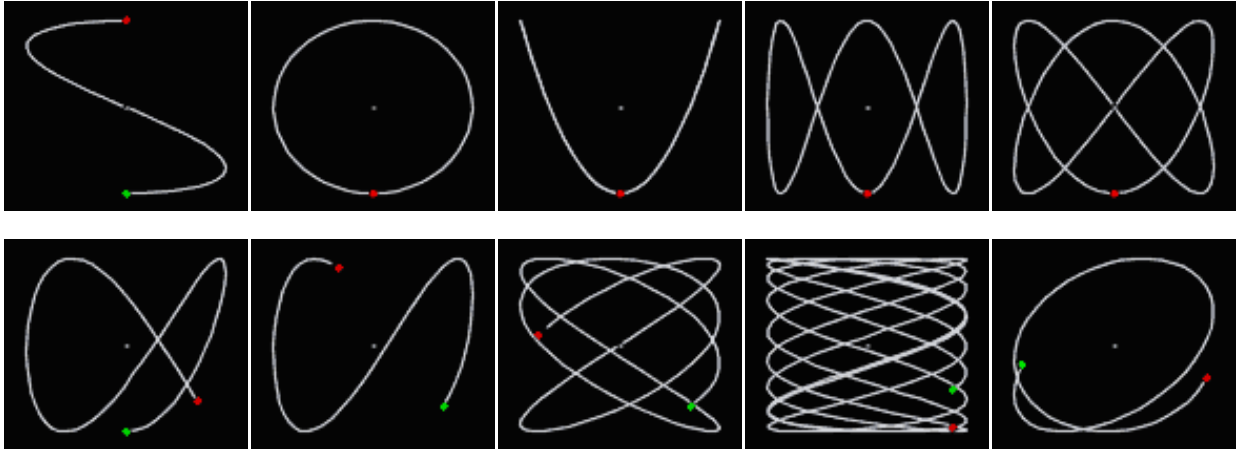
The first section creates the Lissajous figure, the second section simply defines a straight line. The Lissajous figure and the straight line will always be created in the background by *Lissajous Text Pro V4.0*. With the first slider **Line<>Lissajous** you can create an animation from a Lissajous figure to the straight line and backwards opening endless ways for nice text animations.

Line <> Lissajous	<input type="range" value="100"/>	100
<b>[ Lissajous Creation ]</b>		
Show Spline	<input checked="" type="checkbox"/>	
Static Offset	<input type="range" value="74"/>	74
Dynamic Offset	<input type="range" value="42"/>	42
X-Frequency	<input type="range" value="1.4"/>	1.4
Y-Frequency	<input type="range" value="0.96"/>	0.96
X-Size	<input type="range" value="0.5"/>	0.5
Y-Size	<input type="range" value="0.5"/>	0.5
Center	<input type="text" value="0"/> , <input type="text" value="0"/>	
<b>[ Straight Line ]</b>		
Point 1	<input type="text" value="-288"/> , <input type="text" value="0"/>	
Point 2	<input type="text" value="288"/> , <input type="text" value="115.2"/>	



## Lissajous Creation

A Lissajous curve is a figure created by overlaying two frequencies. Equal frequencies create a circular shape. Different frequencies create different figures.

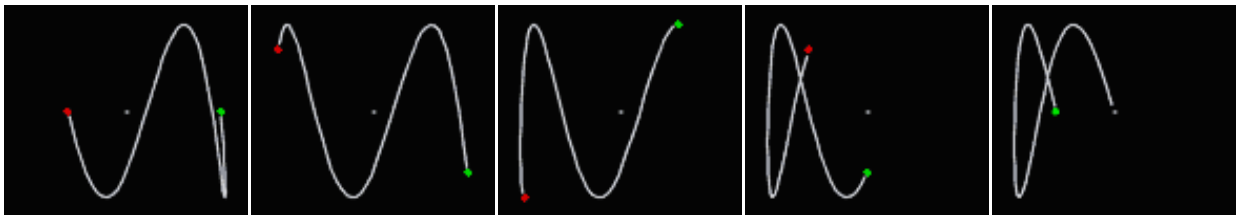


### **Show Spline**

Enable this checkbox to see the created spline in the canvas. The spline will be shown as a white line.

### **Static Offset**

With this slider you can "move" the spline on its path. The shape of the spline will not change. Only the start and end points will move.



### **Dynamic Offset**

With this slider the spline will be animated in its shape. The frequencies of the spline will not change.



### **X-Frequency**

### **Y-Frequency**

Here you can define the frequencies for the X- and the Y-direction.

### **X-Size**

### **Y-Size**

These two sliders define size of the created Lissajous figure.

### **Center**

Define the center of the Lissajous figure with this control.

### **Straight Line**

#### **Point 1**

#### **Point 2**

The straight line simply consists of two points, which will be defined by these two controls.

# Text

## Text

Enter the text into this text-field.

## Font

Select the desired font with this popup menu.

## Proportional Font

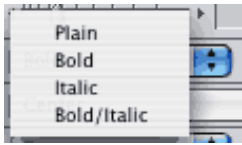
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow it's own path.

[ Text ]	
Text	The Text-collection V4.0
Font	Helvetica
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	105
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Emboss</b>	
Opacity	50
Softness	50
Direction	135
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



### **Positioning**

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### **Inner<>Outer**



### **Left<>Right**



### **Dynamic Size**

This feature controls the size of the text dynamically.

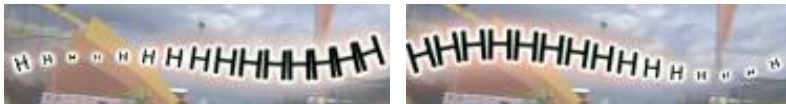
### **Inner<>Outer**

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

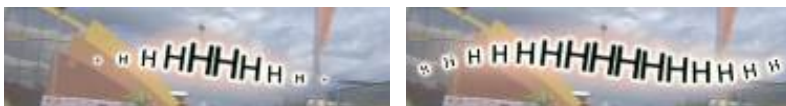


### **Left<>Right**

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



### **Area Width**



### **Explode**

#### **Amount**

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

#### **Direction**

"Direction" defines the main direction where the letters are heading.

#### **Spread**

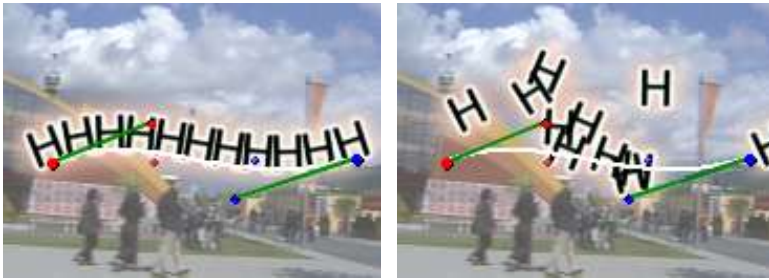
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

#### **Rotate**

This adds a rotation to the animation. Higher settings will make the letters rotate more.

#### **Fade-Out Chars**

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



### **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

### **Opacity**

Opacity controls the opacity of the emboss effect.

### **Softness**

With this slider you can soften the 3-dimensional effect.

### **Direction**

Here you can define the direction where the virtual light comes from.



### Clip/Image

### Clip/Image

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

### Offset Clip

This defines the offset (frames) that will be added to the clip.

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Stretch & Rotate	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
Distortion	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
- Texture -	
Color (Gradient)	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
Clip/Image	
Clip/Image	<input type="text" value="??"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Spiral Text Pro V4.0

The plugin creating spirals with FCP and FCE

## General Info

*Spiral Text Pro V4.0* creates a spiral with two adjustable frequencies and makes a text run along the created line. The Spiral can be animated in various ways and can even be morphed into a straight line.

*Spiral Text Pro V4.0* is also equipped with the highly sophisticated outline feature of CHV.



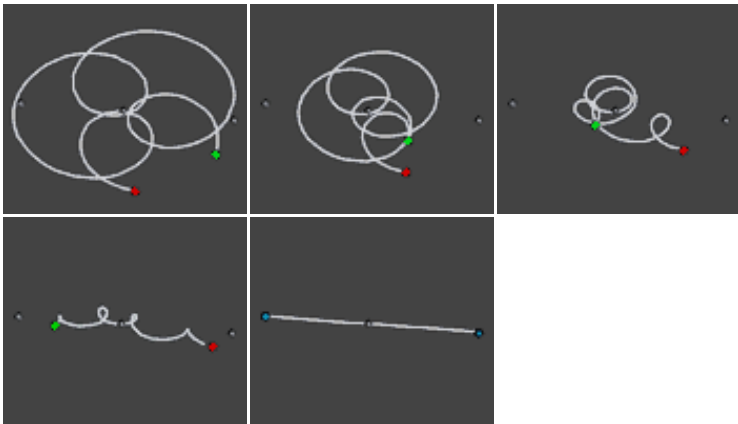
## Configuration

### Spiral Creation

There are two sections for the Spiral curve creation:

- "Spiral Creation"
- "Straight Line"

The first section creates the Spiral, the second section simply defines a straight line. The Spiral and the straight line will always be created in the background by the plugin. With the first slider **Line<>Spiral** you can create an animation from a Spiral to the straight line and backwards.



Line <> Spiral	<input type="range" value="100"/>	100
<b>[ Spiral Creation ]</b>		
Show Spline	<input type="checkbox"/>	
Center	<input type="text" value="0"/> , <input type="text" value="0"/>	
<b>Frequency 1</b>		
Frequency	<input type="range" value="1.35"/>	1.35
Offset	<input type="range" value="78"/>	78
X-Size	<input type="range" value="0.44"/>	0.44
Y-Size	<input type="range" value="0.3"/>	0.3
<b>Frequency 2</b>		
Frequency	<input type="range" value="2"/>	2
Offset	<input type="range" value="378"/>	378
X-Size	<input type="range" value="0.35"/>	0.35
Y-Size	<input type="range" value="0.34"/>	0.34
<b>[ Straight Line ]</b>		
Point 1	<input type="text" value="-288"/> , <input type="text" value="0"/>	
Point 2	<input type="text" value="288"/> , <input type="text" value="115.2"/>	

## Spiral Creation

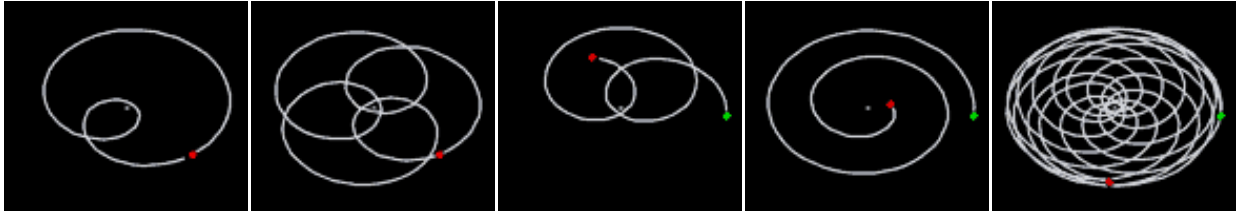
The spiral used for running the text along is created by adding two adjustable spirals. Both spirals carry the same controls.

### Frequency 1

### Frequency 2

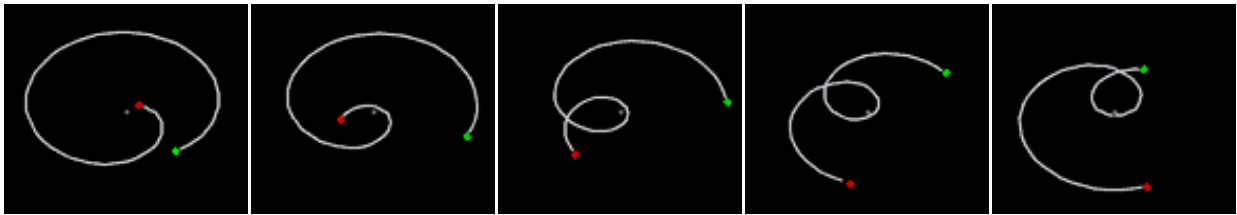
### Frequency

This slider defines the frequency. Higher frequencies create more movement.



### Offset

Offset is used to make the text run along the Spiral. Animate this slider slowly using keyframes for great results.



### X-Size

### Y-Size

These two sliders define size of each Spiral.

### Center

Define the center of the Spiral with this control.

### Straight Line

#### Point 1

#### Point 2

The straight line simply consists of two points, which will be defined by these two controls.

---

# Text

## Text

Enter the text into this text-field.

## Font

Select the desired font with this popup menu.

## Proportional Font

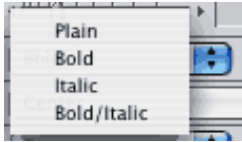
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow it's own path.

[ Text ]	
Text	The Text-collection V4.0
Font	Helvetica
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	105
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Emboss</b>	
Opacity	50
Softness	50
Direction	135
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

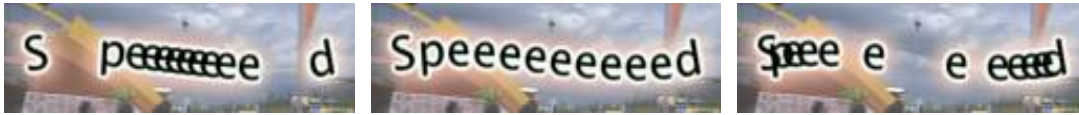
This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



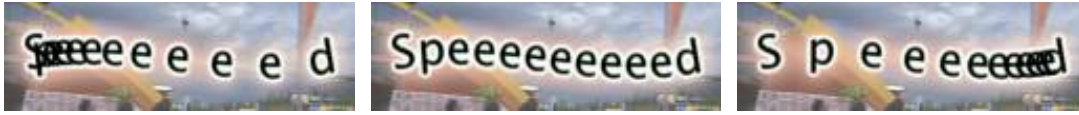
### Positioning

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### **Inner<>Outer**



### **Left<>Right**



### Dynamic Size

This feature controls the size of the text dynamically.

### **Inner<>Outer**

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

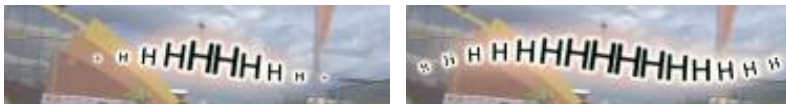


### **Left<>Right**

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



### **Area Width**



### **Explode**

#### **Amount**

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

#### **Direction**

"Direction" defines the main direction where the letters are heading.

#### **Spread**

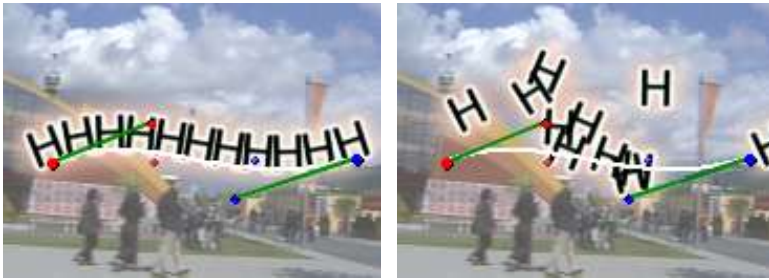
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

#### **Rotate**

This adds a rotation to the animation. Higher settings will make the letters rotate more.

#### **Fade-Out Chars**

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



### **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

#### **Opacity**

Opacity controls the opacity of the emboss effect.

#### **Softness**

With this slider you can soften the 3-dimensional effect.

#### **Direction**

Here you can define the direction where the virtual light comes from.



### Clip/Image

### Clip/Image

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

### Offset Clip

This defines the offset (frames) that will be added to the clip.

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Stretch & Rotate	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
Distortion	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
- Texture -	
Color (Gradient)	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
Clip/Image	
Clip/Image	<input type="text" value="??"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Scaling Text Pro V4.0

Scale and animate a text line in and out on a bezier spline

## General Info

*Scaling Text Pro V4.0* creates a pretty way to fade in and out text that runs along a bezier spline. Each letter of the text scales down from a very big size and simultaneously fades in. In addition the appearing letters can perform a variety of additional movements.

*Scaling Text Pro V4.0* also is equipped with the highly sophisticated outline feature made by CHV.



## Configuration

### Scale

#### Progress

The scale effect will be set in motion with the simple animation of the Progress slider. Just keyframe this slider to see an effect similar to one seen in the above image sequence.

If *Progress* is set to 0 no letters will be visible. Set to 100 all letters are visible at their final position on the bezier spline.

[ Scale ]	
Progress	<input type="range" value="50"/> 50
Area	<input type="range" value="50"/> 50
Direction	Left > Right
Movement	Linear
Bounces (%)	<input type="range" value="30"/> 30
Jumps	<input type="range" value="5"/> 5
<b>Origin</b>	
Origin	Stationary
Location	+ 0 , 0
<b>Additional Rotation</b>	
Max. Angle	<input type="range" value="0"/> 0
Randomize Angle	<input type="checkbox"/>
Movement	Linear
Bounces (%)	<input type="range" value="30"/> 30
Jumps	<input type="range" value="5"/> 5

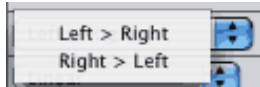
## Area

This slider defines the width of the area where the scaling effect takes place. A small area makes the letters appear very quickly, while a wide area lets them appear all at once.



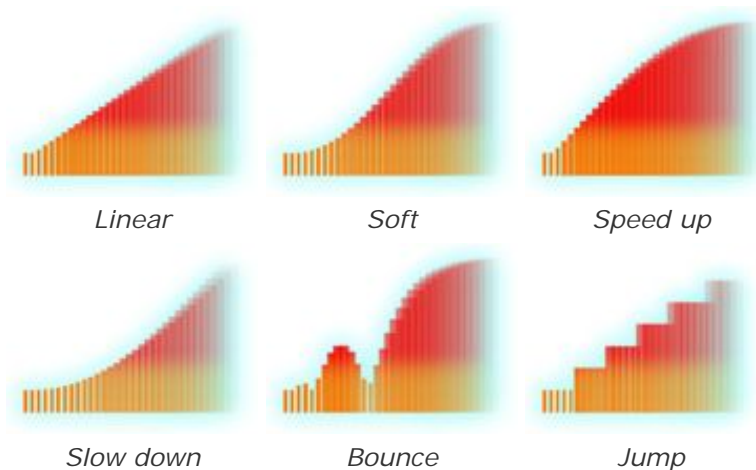
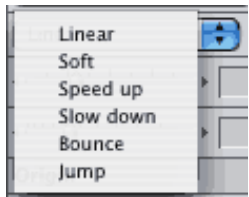
## Direction

The scaling effect either starts at the left or the right side. With this popup menu you can select the direction of the effect.



## Movement

Here you can define the behavior of the animation. It can be a linear or a soft behavior, it can speed up or slow down and the letters can also bounce up and down as well jump along virtual steps.



## Bounces (%)

This slider only has an effect if *Movement* is set to *Bounce*. You can define here how often the letters bounce.

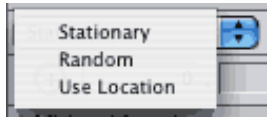
## Jumps

This slider only has an effect if *Movement* is set to *Jumps*. Define how many steps the letters should take while they scale down.

## Origin

### Origin

As the letter appear, they have to come from some direction or place. With this popup menu you can define where the letters come from. *Stationary* means that the letters are simply appearing right where they will end. Set to *Random* makes the letters appear randomly from any place of the screen. If set to *Use Location* the letters will all come from one single place defined by the below *Location*.



### Location

This control only has an effect if *Origin* is set to *Use Location*.

### Additional Rotation

#### Max. Angle

In addition each letter can do a rotation while it appears. The angle of this rotation is defined by this slider.



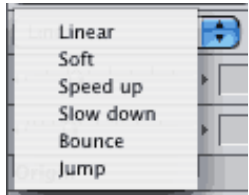
#### Randomize Angle

Randomize the angel of the additional rotation within the boundaries of the above defines *Max. angle*.



### Movement

Here you can define the behavior of the additional rotation.



#### Bounces (%)

This slider only has an effect if *Movement* is set to *Bounce*.

#### Jumps

This slider only has an effect if *Movement* is set to *Jumps*.

---

## Bezier Spline

Within this section the actual bezier spline where the text is running on is defined. A bezier spline is defined by 4 points: One start point, one end point and two bezier handles. The bezier spline runs between the start and the end point and this is what the text also does. A great variety of different looking curves can be created this way.

Most important: The bezier spline can be animated in any way using keyframes.

Use the 4 points of this section to adjust the bezier spline. The created bezier spline will be shown in the canvas if the "Show Spline" checkbox is activated.

	[ Bezier Spline ]
Show Spline	<input checked="" type="checkbox"/>
Point (red)	<input type="text" value="+"/> <input type="text" value="-273.75"/> , <input type="text" value="110"/>
Bezier (red)	<input type="text" value="+"/> <input type="text" value="-73.12"/> , <input type="text" value="224"/>
Bezier (blue)	<input type="text" value="+"/> <input type="text" value="78.75"/> , <input type="text" value="-108"/>
Point (blue)	<input type="text" value="+"/> <input type="text" value="288"/> , <input type="text" value="115.2"/>

# Text

## Text

Enter the text into this text-field. Hint: Do not use a *Carriage Return* or a *Line Feed*.

## Font

Select the desired font with this popup menu.

## Proportional Font

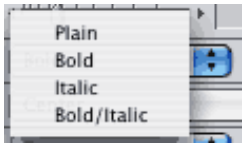
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font used after the scale effect.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow it's own path.

[ Text ]	
Text	The Text-collection V4.0
Font	Helvetica
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	105
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Emboss</b>	
Opacity	50
Softness	50
Direction	135
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

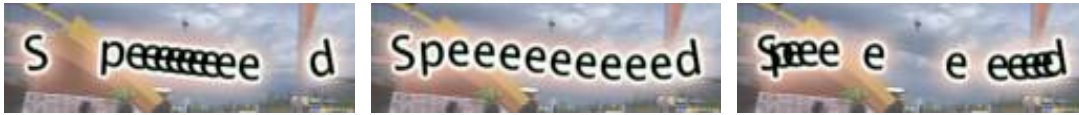
This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



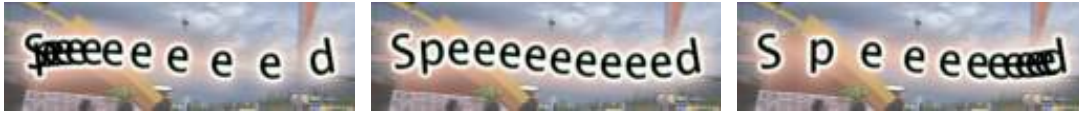
### Positioning

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### **Inner<>Outer**



### **Left<>Right**



### Dynamic Size

This feature controls the size of the text dynamically.

### **Inner<>Outer**

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

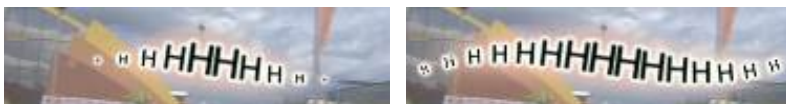


### **Left<>Right**

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



### **Area Width**



### **Explode**

#### **Amount**

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

#### **Direction**

"Direction" defines the main direction where the letters are heading.

#### **Spread**

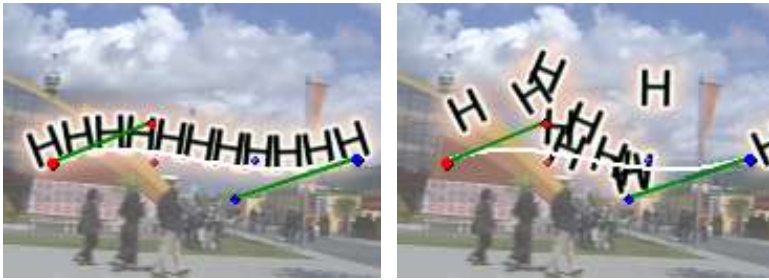
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

#### **Rotate**

This adds a rotation to the animation. Higher settings will make the letters rotate more.

#### **Fade-Out Chars**

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



### **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

### **Opacity**

Opacity controls the opacity of the emboss effect.

### **Softness**

With this slider you can soften the 3-dimensional effect.

### **Direction**

Here you can define the direction where the virtual light comes from.



### Clip/Image

### Clip/Image

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

### Offset Clip

This defines the offset (frames) that will be added to the clip.

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Stretch & Rotate	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
Distortion	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
- Texture -	
Color (Gradient)	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
Clip/Image	
Clip/Image	<input type="text" value="??"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Text Pro V4.0

Create perfect and beautiful looking Sub-Titles

The Text-generator for Final Cut Pro and Final Cut Express

## General Info

*Text Pro V4.0* is an easy way to add wonderful looking text to your video with one single step. *Text Pro V4.0* includes the highly sophisticated outline feature of CHV. This feature makes it possible to make your text look differently each and every time you use *CHV Text Pro V4.0*.



# Configuration

## General

### Bugfix (vertical jump) ?

With the first checkbox you can eliminate a small bug of Final Cut Pro 4/HD and Final Cut Express. In some cases it is possible that a slowly moving text "jumps" up and down by 1 pixel. If this happens in your project, simply check this checkbox and the text wont jump again. This bug is bound to the resolution and the aspect-ratio of your project. If you use the same resolution and aspect-ratio in another project, this FCP/FCE bug will also appear there and you have to check this checkbox in the new project too.

### Text

Enter the text into this text-field.

### Position

This defines the position of the text. Depending on the below defines Alignment the text will use this position as the left or right boundary or the center of the text.

### Font

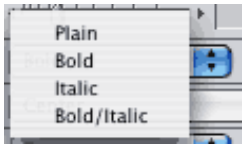
Select the desired font with this popup menu.

### Size (points)

This selects the size of the font.

### Style

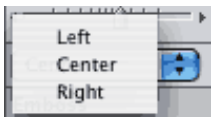
Choose the style of the text with this popup menu.



### Spacing

This defines the spacing between the letters of the text.

### Alignment



Left

Center

Right

The text will be aligned to the left, right or to the center to the above defined position.

Bugfix (vertical jump) ?	<input type="checkbox"/>
[ Text ]	
Text	CHV Text Pro A perfect text-tool
Position	+ 0 , 126.72
Font	Lucida Grande
Size (points)	68
Style	Plain
Spacing	2
Alignment	Center
Emboss	
Opacity	50
Softness	50
Direction	135
Text Opacity	100

## **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

## **Opacity**

Opacity controls the opacity of the emboss effect.

## **Softness**

With this slider you can soften the 3-dimensional effect.

## **Direction**

Here you can define the direction where the virtual light comes from.

## **Text Opacity**

Text Opacity controls the global opacity of the text. The below described outlines will not be affected by this slider.

## Texture

With this section you can colorize the text. You can use one solid color, a gradient with two colors or an applied clip or image. If you have enabled "Show Gradients" (at the very bottom of the controls) you can see a preview of the gradient in the canvas.



### **Color 1**

### **Color 2**

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### **Position**

The gradient has a center point which can be defined by this control.

### **Angle**

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### **Width**

Here you can define the width of the gradient.









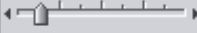


### **Clip/Image**

### **Clip/Image**

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

### **Offset Clip**

This defines the offset (frames) that will be added to the clip.

[ Texture ]	
<b>Color (Gradient)</b>	
Color 1	  
Color 2	  
Position	 30.9 , 108.62
Angle	 54
Width	 14
<b>Clip/Image</b>	
Clip/Image	
Offset Clip	 0

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
<b>Position</b>	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
<b>Stretch &amp; Rotate</b>	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
<b>Distortion</b>	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
<b>- Texture -</b>	
<b>Color (Gradient)</b>	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
<b>Clip/Image</b>	
Clip/Image	<input type="text" value="Image"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



# Typewriter Pro V4.0

The first ever typewriter effect on a Bezier curve

## General Info

*Typewriter Pro V4.0* is the first ever typewriter effect that runs along a bezier spline. A bezier spline is a method to create a highly adjustable curve. With the Text-collection V4.0 a completely new way to create good looking titles is born.

Additionally *Typewriter Pro V4.0* includes the highly sophisticated outline feature of CHV.



## Configuration

### Typewriter Effect

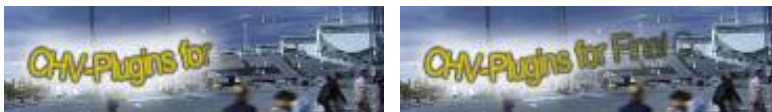
#### Progress

With this slider you control the typewriter effect itself. Set this slider to 0 and you won't see anything, set it to 100 and you see the whole text. By animating this slider you can make the typewriter effect go forward and backward.

[ Typewriter Effect ]	
Progress	<input type="range" value="49"/> 49
Area	<input type="range" value="79"/> 79
Direction	Left > Right <input type="button" value="↕"/>

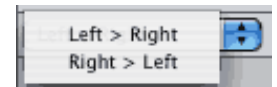
#### Area

Usually the typewriter effect works with a very short area where the letters appear. But *Typewriter Pro* gives you the chance to adjust the area. A wider area lets more letters appear softly.



#### Direction

Select if the typewriter effect should start from the left or the right side.



### Bezier Spline

Within this section the bezier spline is defined. A bezier spline is defined by 4 points: One start point, one end point and two bezier handles. The bezier spline runs between the start and the end point and this is what the text also does. A great variety of different looking curves can be created this way.

Most important: The bezier spline can be animated in any way using keyframes.

Use the 4 points of this section to adjust the bezier spline. The "Show Spline" checkbox enables a visualisation of the bezier spline in the canvas.

[ Bezier Spline ]	
Show Spline	<input checked="" type="checkbox"/>
Point (red)	<input type="text" value="+"/> -273.75 , <input type="text" value="110"/>
Bezier (red)	<input type="text" value="+"/> -73.12 , <input type="text" value="224"/>
Bezier (blue)	<input type="text" value="+"/> 78.75 , <input type="text" value="-108"/>
Point (blue)	<input type="text" value="+"/> 288 , <input type="text" value="115.2"/>

# Text

## Text

Enter the text into this text-field.

## Font

Select the desired font with this popup menu.

## Proportional Font

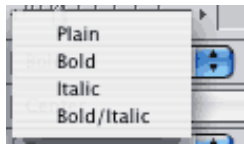
Check this checkbox if the font should be handled as a proportional font.

## Size (points)

This selects the size of the font.

## Style

Choose the style of the text with this popup menu.



## X-Offset

## Y-Offset

With the X- and Y-Offset each letter will be moved in the X- and Y-direction. Each letter will be handled individually and will follow its own path.

[ Text ]	
Text	The Text-collection V4.0
Font	Helvetica
Proportional Font	<input checked="" type="checkbox"/>
Size (points)	105
Style	Plain
X-Offset	0
Y-Offset	0
Follow Bezier	<input checked="" type="checkbox"/>
Char Rotation	0
Twist	0
Bend	0
Turn	0
<b>Positioning</b>	
Inner<>Outer	0
Left<>Right	0
<b>Dynamic Size</b>	
Inner<>Outer	0
Left<>Right	0
Area Width	50
<b>Explode</b>	
Amount	0
Direction	10
Spread	20
Rotate	50
Fade-Out Chars	<input checked="" type="checkbox"/>
<b>Emboss</b>	
Opacity	50
Softness	50
Direction	135
<b>Opacity</b>	
Single Char Opacity	100
Global Text Opacity	100

### Follow Bezier

Check this checkbox to make the single letters of the text follow the bezier spline.



*Follow Bezier*



*Don't follow Bezier*

### Char Rotation

Additionally the letters can be rotated. Each letter will be handled individually.



*Follow Bezier*



*Additional rotation*

### Twist

This function adds a twist effect to each letter.



### Bend

This bends the letters to the left or right. Each letter will be handled individually.



### Turn

This feature turns the letters around their vertical axis and creates additionally a 3-dimensional effect. If "Turn" is set to 180, all letters will appear backwards.



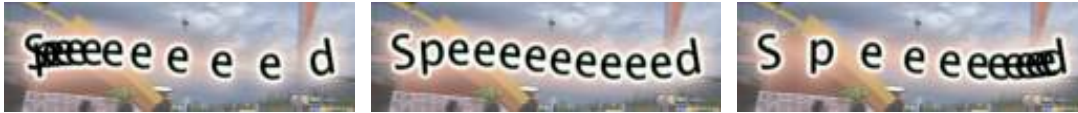
### **Positioning**

Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

### **Inner<>Outer**



### **Left<>Right**



### **Dynamic Size**

This feature controls the size of the text dynamically.

### **Inner<>Outer**

This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

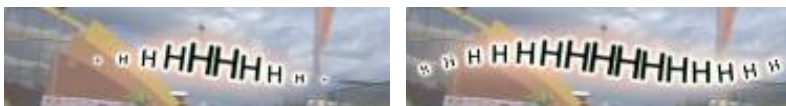


### **Left<>Right**

The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.



### **Area Width**



### **Explode**

#### **Amount**

The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

#### **Direction**

"Direction" defines the main direction where the letters are heading.

#### **Spread**

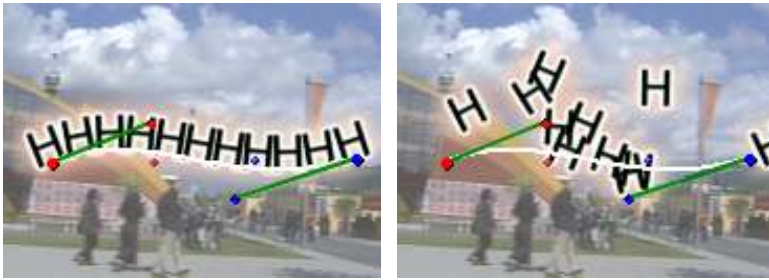
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

#### **Rotate**

This adds a rotation to the animation. Higher settings will make the letters rotate more.

#### **Fade-Out Chars**

Check this checkbox to make the letters fade out at the end of the animation (when Amount is at "100").



### **Emboss**

The emboss feature creates a 3-dimensional look to the text.



without Emboss    with Emboss

### **Opacity**

Opacity controls the opacity of the emboss effect.

### **Softness**

With this slider you can soften the 3-dimensional effect.

### **Direction**

Here you can define the direction where the virtual light comes from.



### Clip/Image

### Clip/Image

If you drop a clip or an image to this image well, the above color gradient will be deactivated and the applied clip or image will be used as a texture.

### Offset Clip

This defines the offset (frames) that will be added to the clip.

## Outline - Upper Layer

## Outline - Lower Layer

With this section a highly adjustable border can be generated around the text. This section is divided in an upper layer and a lower layer. The behavior of both layers are absolutely identical. The only difference is that the upper layer is overlaid onto the lower layer. If the upper layer completely overlaps the lower layer you wont see the lower layer anymore.

A common use of this feature is, when you create a dark border around the text with the upper layer and a colorful shining glowing area with the lower layer.



[ Outline - Upper Layer ]	
Enable Outline	<input checked="" type="checkbox"/>
Width	<input type="text" value="3"/>
Dark area	<input type="text" value="80"/>
Softness	<input type="text" value="3"/>
Opacity	<input type="text" value="100"/>
Position	
Offset	<input type="text" value="0"/>
Angle	<input type="text" value="135"/>
Stretch & Rotate	
X-Stretch	<input type="text" value="0"/>
Y-Stretch	<input type="text" value="0"/>
Rotation	<input type="text" value="0"/>
Center	<input type="text" value="0"/> , <input type="text" value="100.8"/>
Distortion	
Amount	<input type="text" value="0"/>
Wavelength	<input type="text" value="50"/>
Speed	<input type="text" value="10"/>
Angle	<input type="text" value="135"/>
- Texture -	
Color (Gradient)	
Color 1	<input type="text" value="Black"/>
Color 2	<input type="text" value="Black"/>
Position	<input type="text" value="-72"/> , <input type="text" value="100.8"/>
Angle	<input type="text" value="0"/>
Width	<input type="text" value="30"/>
Clip/Image	
Clip/Image	<input type="text" value="??"/>
Offset Clip	<input type="text" value="0"/>

### Enable Outline

With this checkbox you can activate or deactivate the selected layer.

### Width

This slider controls the width of the border. A setting of "1" will create a very small border. Higher settings expand the border.



Small border



Wide border

### Dark area

Here you can control the behavior of the border of the outline. Higher settings will darken the outline more. This feature only affects the border of the outline.



Low setting



High setting

### Softness

This slider softens the outline. This feature is different from the *Dark area* feature. *Softness* blurs the whole outline. *Dark area* only affects the border of the outline.



Low setting



High setting

### Opacity

Here you can control the opacity of the outline. Use this slider to create transparent outlines. This feature only affects the outline itself. The text will not be affected.



Opacity set to 0



Opacity set to 50

### **Position**

#### **Offset**

#### **Angle**

If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use *Offset* to move the outline. Use *Angle* to define the direction where the outline should be moved.



### **Stretch & Rotate**

With this section you can stretch and rotate the outline. This is very useful if you want to create a 3-dimensional look.

#### **X-Stretch**

#### **Y-Stretch**

Use these two sliders to stretch an outline.



### **Rotation**

#### **Center**

Here you can rotate the outline around a center-point.



### **Distortion**

In addition you can distort the generated outline. Therefore you can define waves that will be used to do the job.



#### **Amount**

This controls the strength of the distortion. A setting of 0 will disable the distortion.

#### **Wavelength**

The wavelength of the distortion.

#### **Speed**

With this option you can animate the distortion. A setting of 0 will create a static distortion. Higher settings will increase the speed of the waves.

#### **Angle**

This is the direction where the distortion waves are heading to.

## Texture

### Color 1

### Color 2

With these two colors you can create a gradient from color 1 to color 2. If you only need an even color for the text, simply use the same color for color 1 and 2.

### Position

The gradient has a center point which can be defined by this control.

### Angle

The gradient is running along a straight line. The angle of the straight line can be defined with this control.

### Width

Here you can define the width of the gradient.

### Clip/Image

If you want to use a texture you can apply a image or a video clip here. If you don't apply anything here, the above defined color will be used.

### Offset Clip

This defines the offset (frames) that will be added to the *movie*. This setting has no effect if you use an image.

---

## Canvas

	[ Canvas ]
Show Gradients	<input type="checkbox"/>

### Show Gradients

Enable this checkbox to see a representation of all three gradients in the canvas.

There are three gradients. One for the text itself and two for the two outline layers. The colored lines show the center of the three gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.

