Text FX V2.0.0

Video generator plugins to create credit rolls, sub titles and animated text

Plugin package for Final Cut Pro X and Motion 5

Content:

Credits FX

Sub Title FX

Bezier Text Pro FX

Highlight Text Pro FX

Letter Emitter FX

Lissajous Text Pro FX

Scaling Text Pro FX

Spiral Text Pro FX

Typewriter FX

System Requirements:

Apple Macintosh computer with Intel CPU qualified to run Final Cut Pro X and Motion 5

Final Cut Pro X and Motion 5

OSX 10.6 (and up)

8/16 bit capable graphics card

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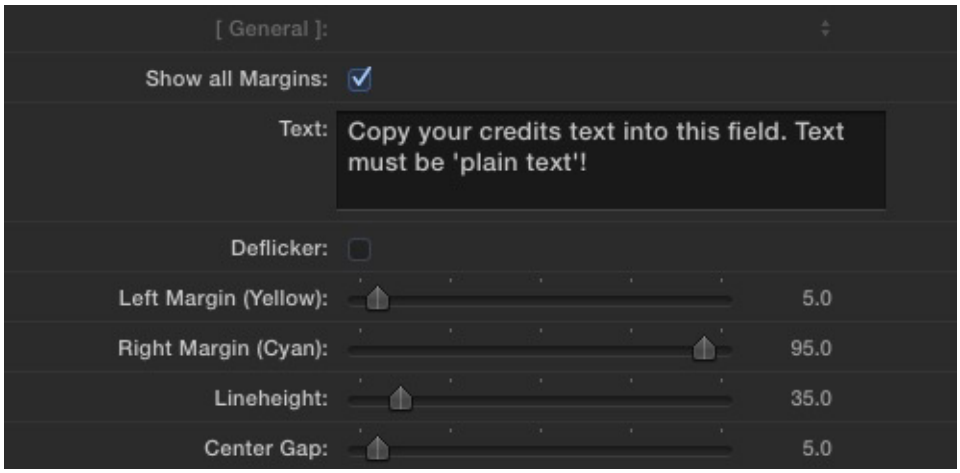
Credits FX

Generate the best credit rolls ever

The Credits- and Title-generator for Final Cut Pro X and Motion 5

With Credits FX you can create perfect credit rolls. Credits FX 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.

General



Text
Enter the text into this text-field. You don't necessarily have to write the text directly 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 also must contain the alignment commands. There are 9 font settings and you can define 9 images. The commands to select a font and an image are:

#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...

With the font-selection commands (#F1, #F2,...) you can define which 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 many font-selection commands and image insertions within the same line of the text as necessary.

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.

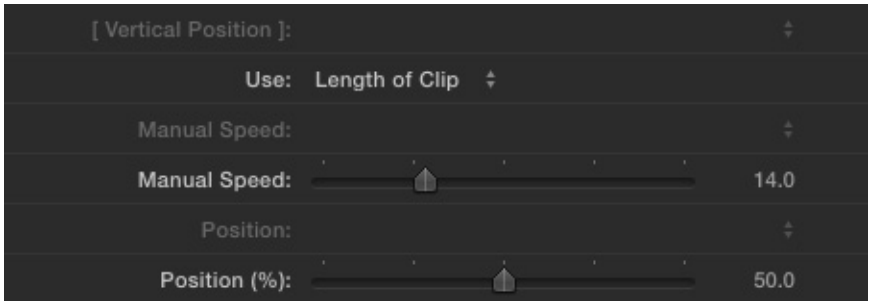
Left Margin (Yellow)
Right Margin (Cyan)
With these two margins you can define the left and right border of the text and affect all alignment-styles.

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.



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.

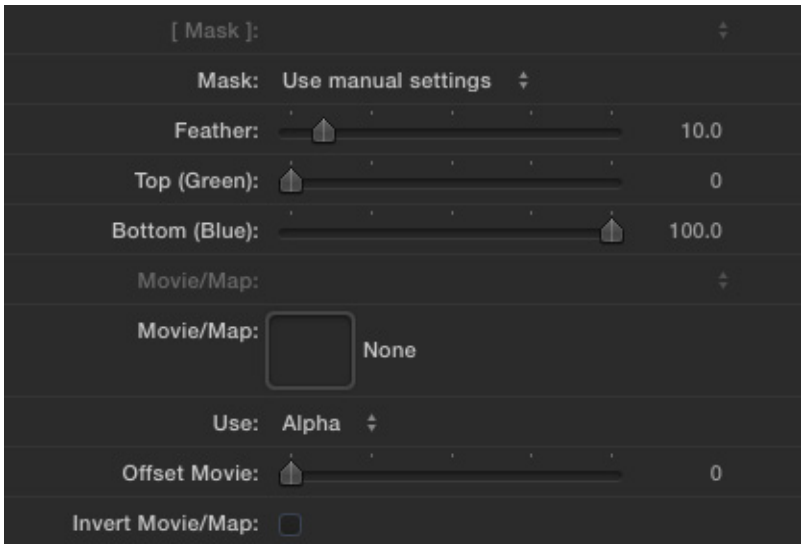
Use Position
Select this to get full control over the vertical position of the credits. The Position-slider will be activated.
If you want to create static text, just set "Use" to "Use Position" and then use the Position-slider to control the desired position of the text.

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
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.

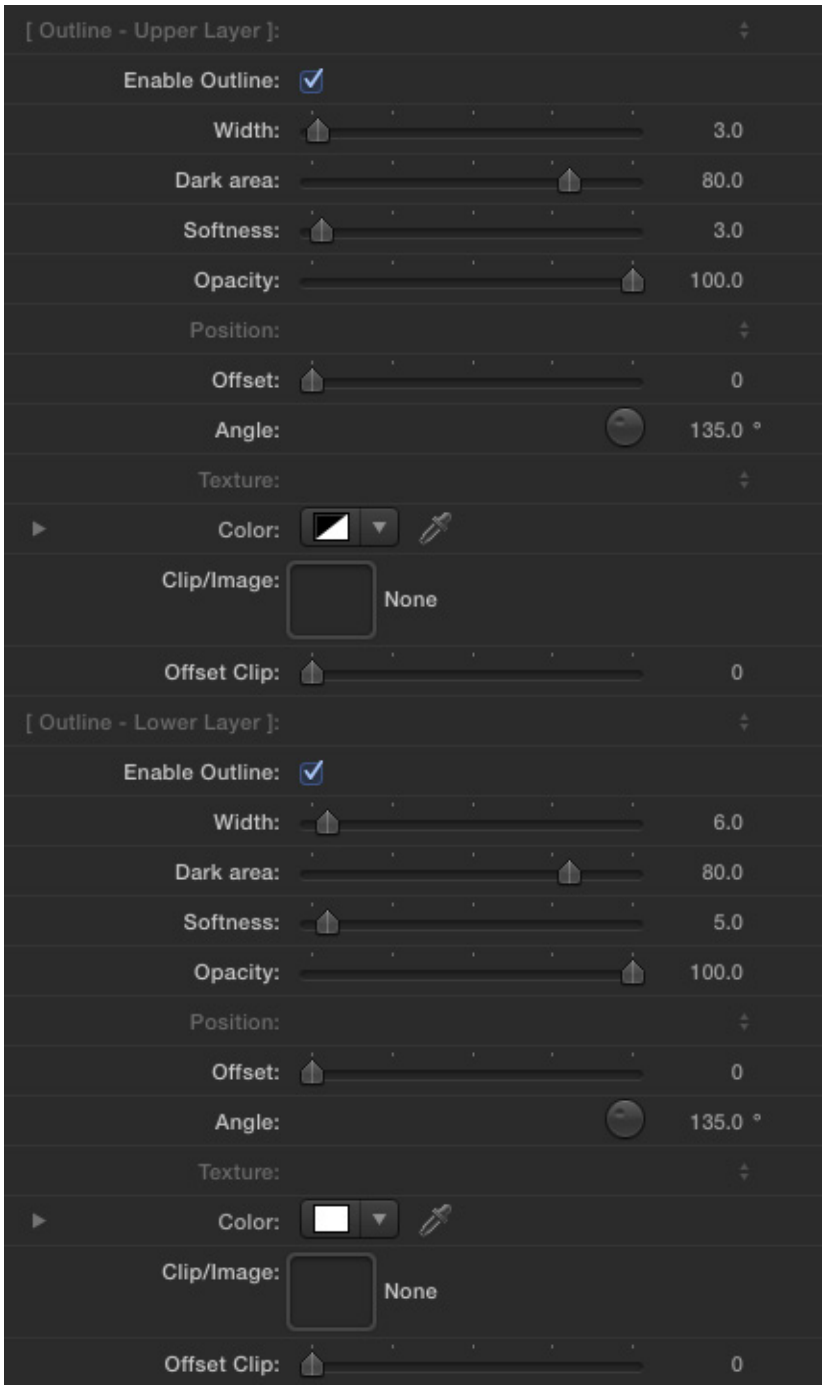
Movie/Map
Put the desired map here. Any image or video-footage Final Cut Pro/Express can handle can be used.

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.

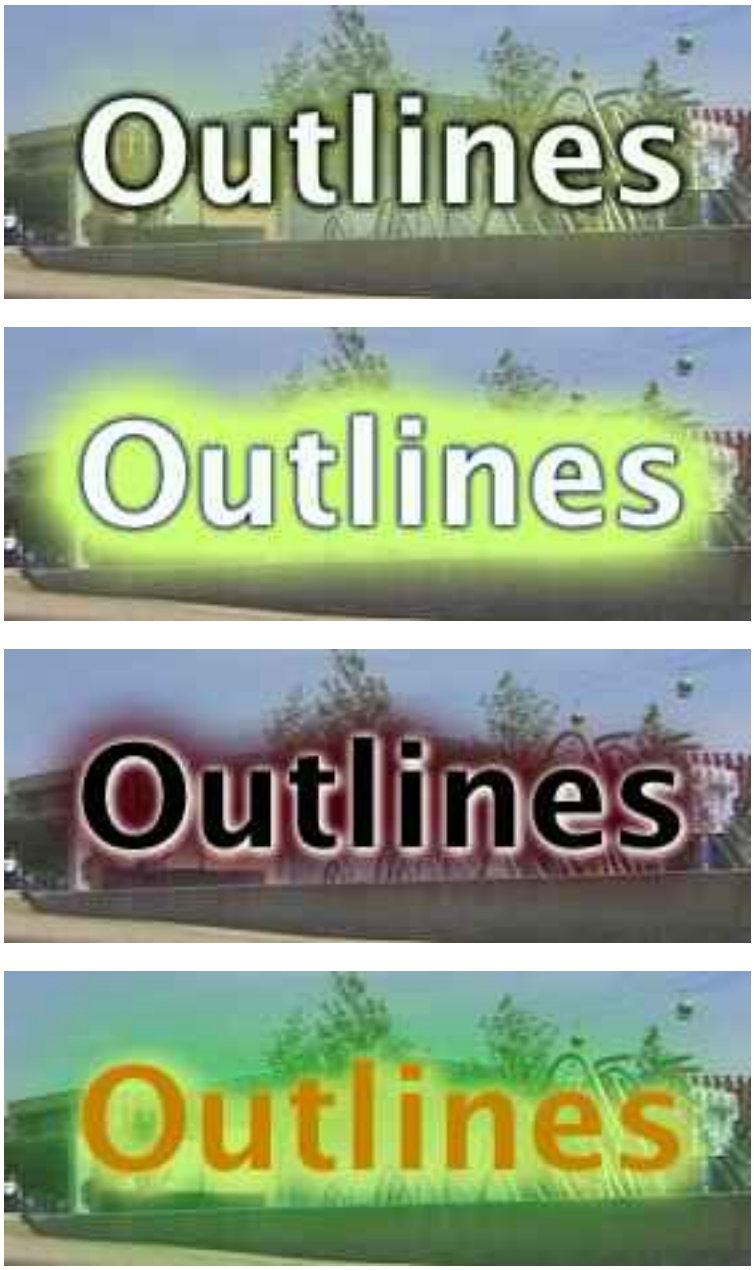
Invert Movie/Map
With this checkbox you can invert the selected footage.

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 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.



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

Width
This slider controls the with 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

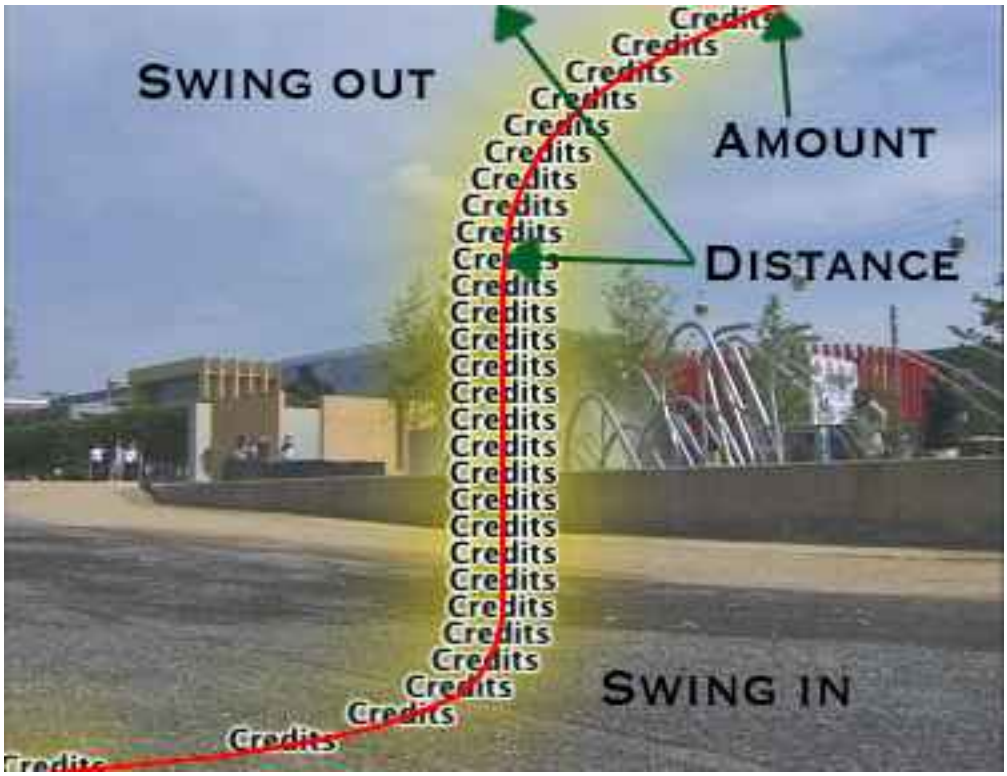
Use this feature if you want to have the credits follow a path as it rolls in its vertical direction. Normally the path is a straight line, but you can add several curves to make the credits roll look fancy.

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.

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
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.

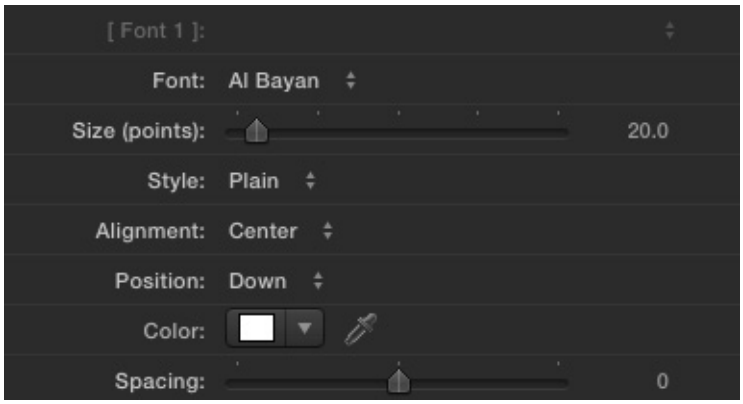
Distance
The Swing in feature creates exactly the same effect, only that this affects the lower part of the path.

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) #I1 (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.

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.

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 FX

Create perfect and beautiful looking Sub-Titles

The Sub-Title-generator for Final Cut Pro X and Motion 5

Sub-Title FX 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 FX.

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.

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.

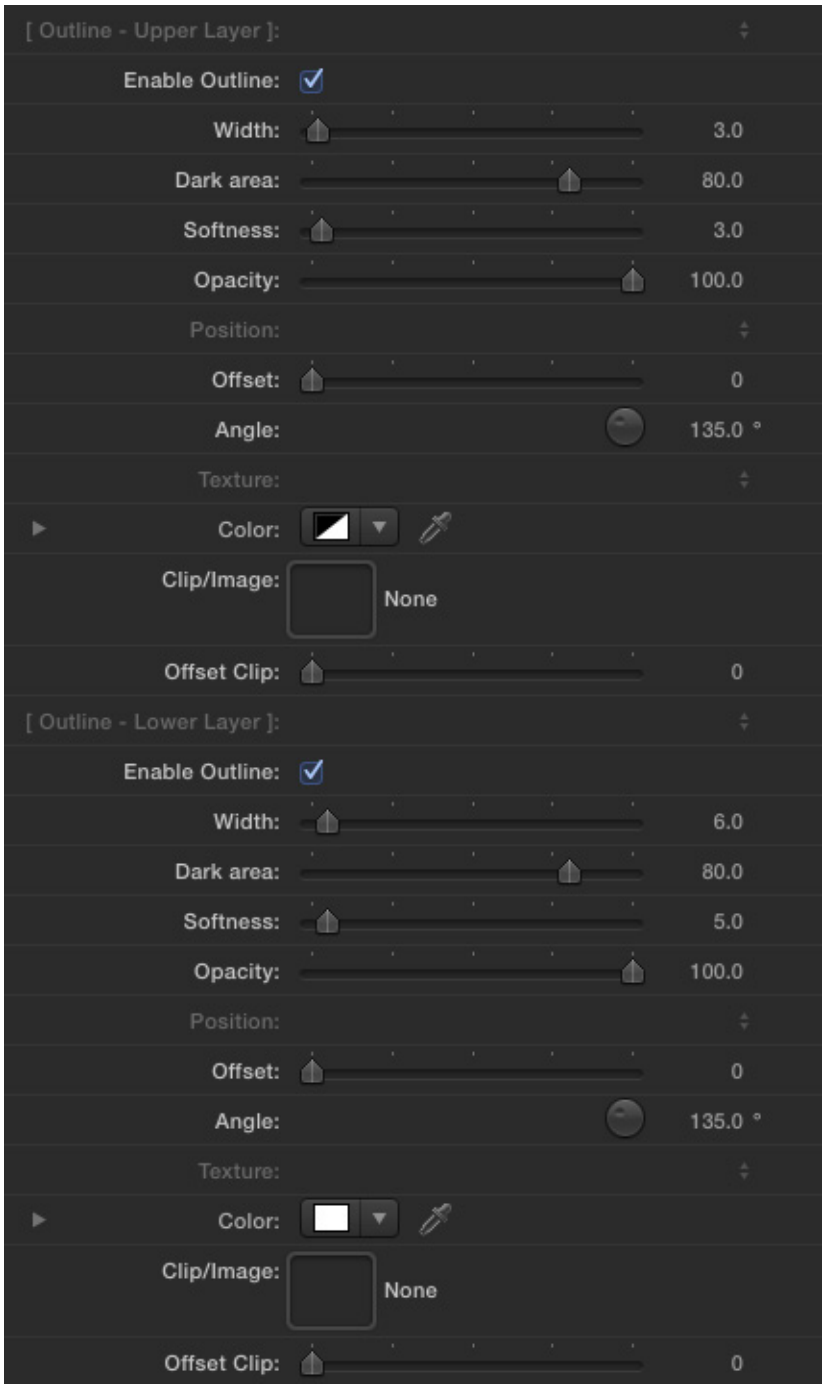
Center
The text will be aligned in the center.

Right
The sub-titles will move to the right.

Global Gap
Defines the gap between each block of text.

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

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 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.

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

Width
This slider controls the with 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

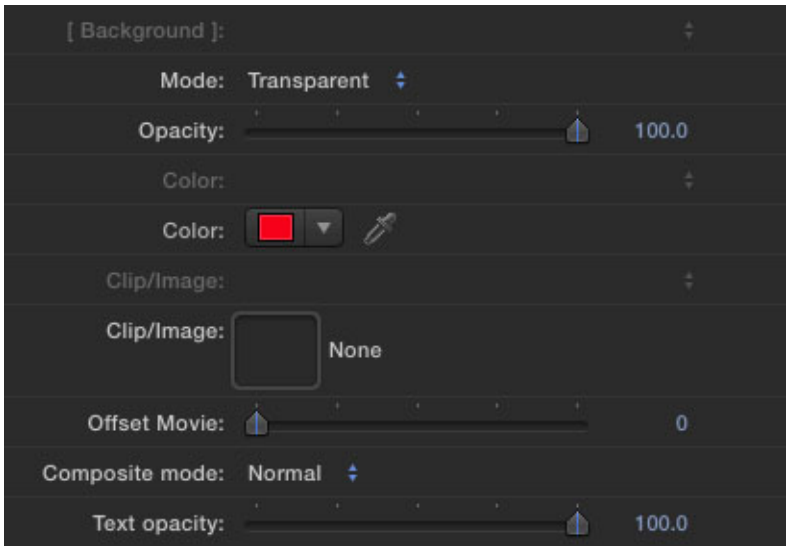
Position
Offset
Angle
If you want to create a 3-dimensional looking outline, you can move the outline by an offset into a specific direction. Use Offset to move the outline. Use Angle to define the direction where the outline should be moved.

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.

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.

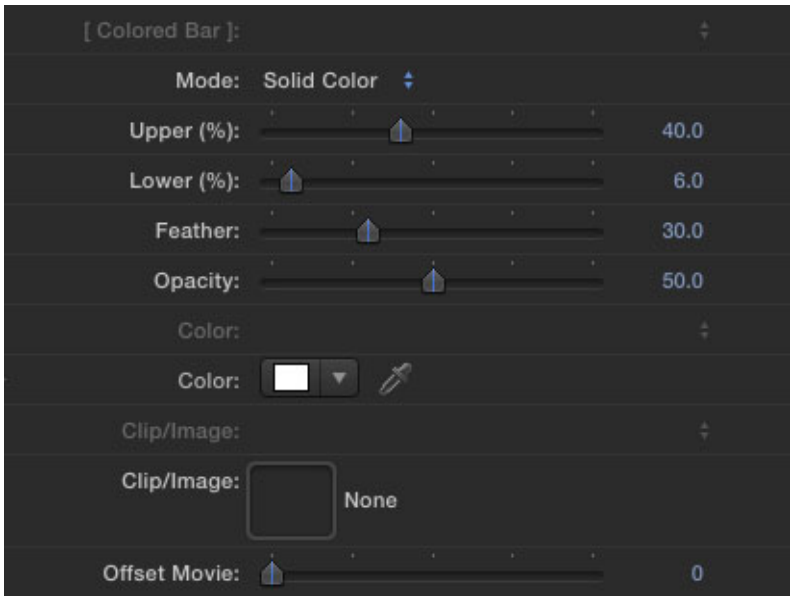
Offset Movie
This defines the offset (frames) that will be added to the clip applied in the above "Clip/Image" field. This slider is deactivated if you have applied an image.

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. You can choose between "Off", "Solid Color" and "Clip/Image".

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 soften the boundaries of the bar.

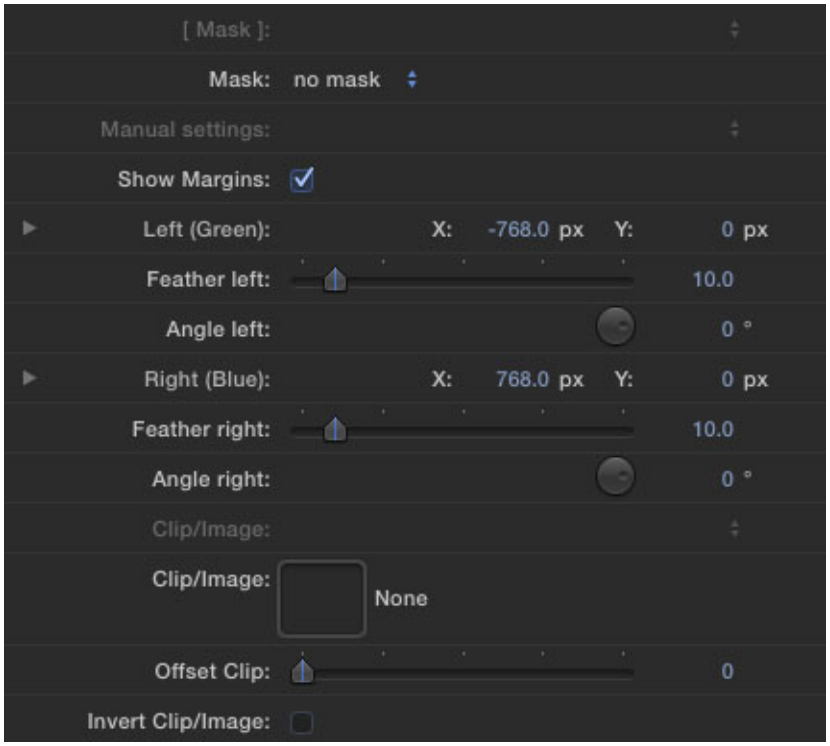
Opacity
Here you can define the opacity of the colored bar.

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. "Mode" must be set to "Clip/Image" to use this function.

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

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.

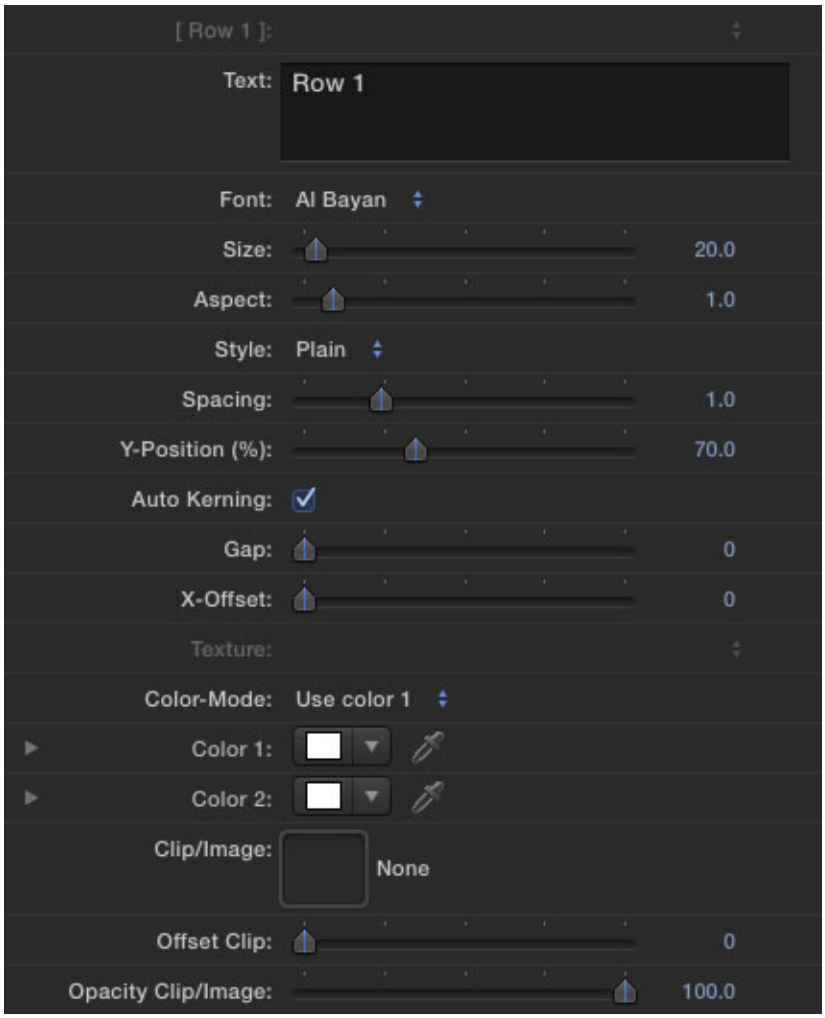
Left (Green)
Feather
Angle left

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.To use this function you must set "Mask" to "Clip/Image".

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 its size in vertical direction.

Style
Choose the style of the text with this popup menu. You can choose between "Plain", "Bold", Italic" and "Bold/Italic".

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 block of text.

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".

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) #I1 (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.

Letter Emitter FX

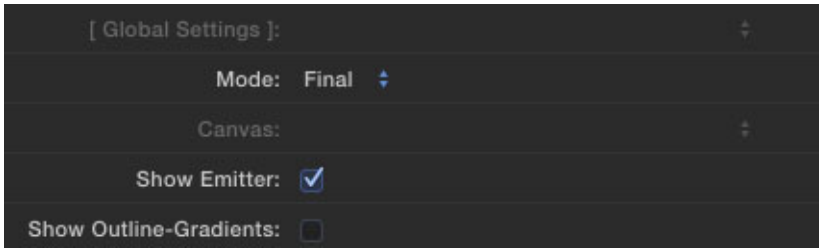
The first particle system for FCP X and Motion 5 using letters and characters as particles

Letter Emitter FX is the first ever **real particle system** for Final Cut Pro X and Motion 5 that uses letters and characters for the animation. Everything can be defined in a very easy way. *Letter Emitter FX* is equipped with real particle animation calculation, gravitational effects, attracting magnets, wind and more. All attributes of the emitted letters are animated automatically over time. The particle movements can be previewed in the canvas for an easy emitter setup.

Letter Emitter FX 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.

Global Settings



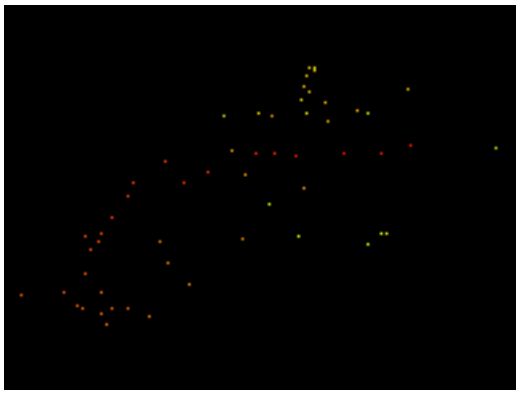
Mode
This popup menu defines the behavior of Letter Emitter FX in the canvas. Rendering will not be affected.

Three modes are available:

Final

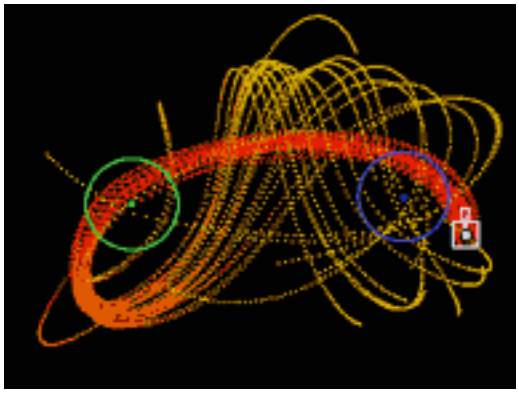
Preview the final result in the canvas. Note that the particle emitter is not bound to the frame you click onto in the timeline. Each time you go forward or backward manually in the timeline the particle emitter will calculate one new frame. This is due to the method of how Final Cut Pro/Express handles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



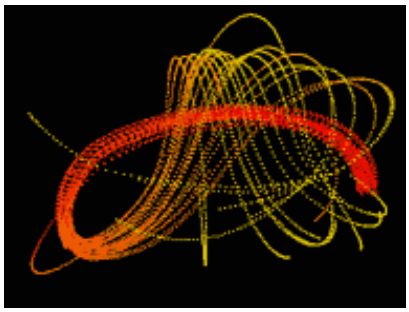
This mode is perfect to create the path of the particles. Each time when a parameter of the particle emitter changes Final Cut has to recalculate the whole path. This makes this mode is not very fast, but you can see the whole movement of the particles without extensive rendering. You can speed up the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

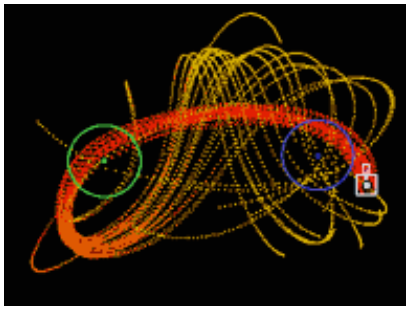
In the example you can see the particle emitter to the right (white) and two magnets (the green and blue circles). The particles are emitted upwards, get caught in the "gravity" of the two magnets and consequently head to the left. The older the particles become the more chaotic the path gets. In this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

Canvas

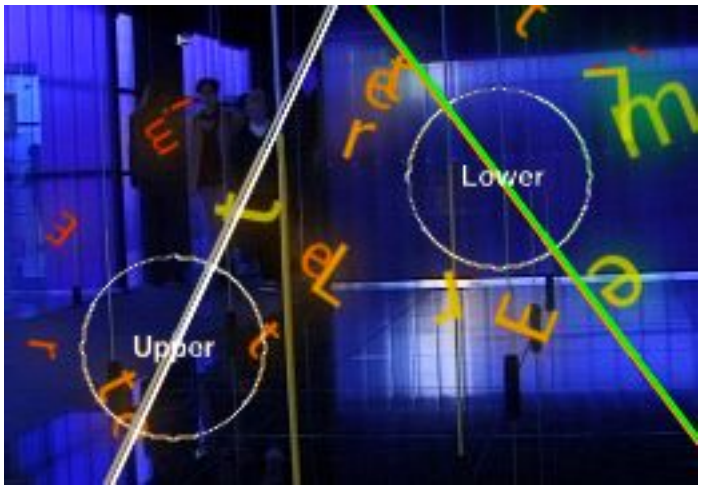
Show Emitter

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

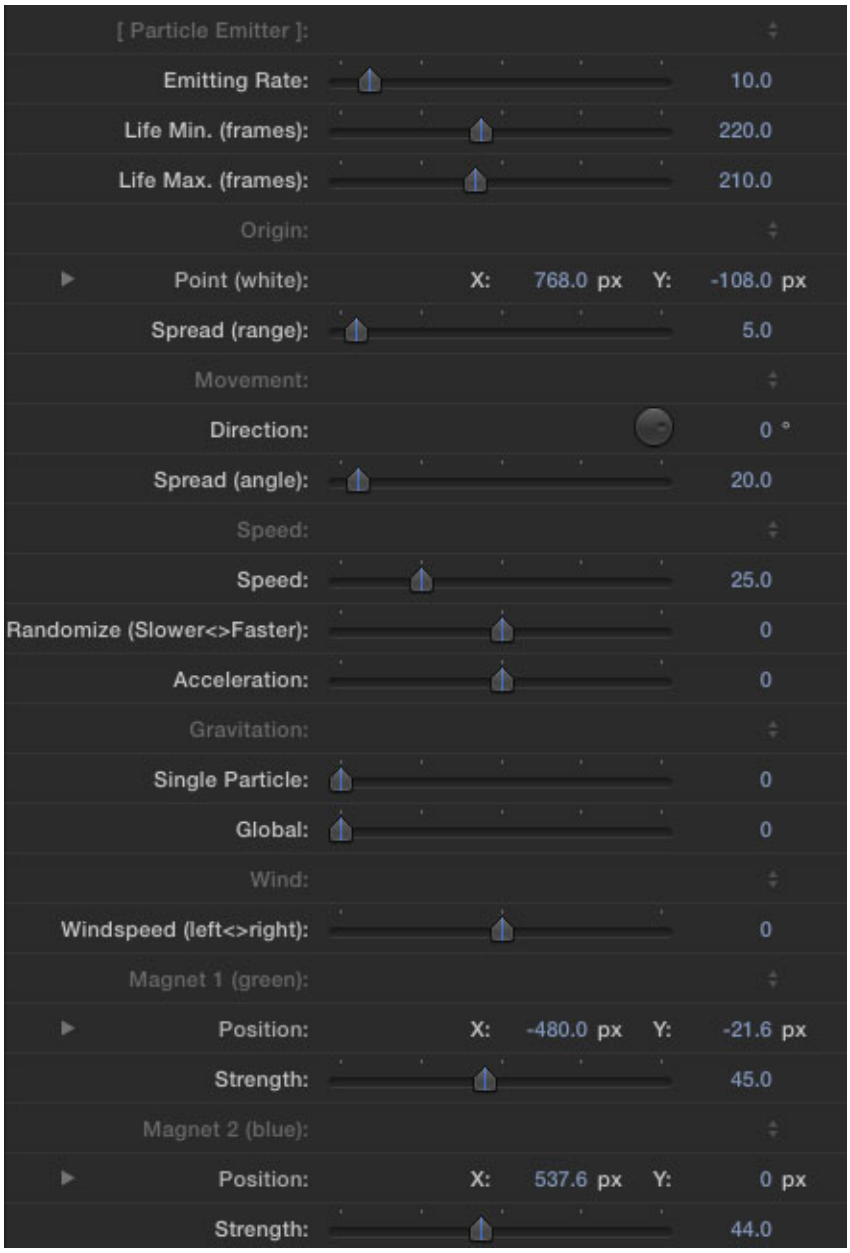




Show Outline-Gradient
Enable this checkbox to see a representation of the two generated outline gradients in the canvas.
Letter Emitter FX carries two gradients used for the two outline layers. The colored lines show the center of the gradients and in which direction the colors go. The circles carry the name to show where they belong to. The size of the circles show the width of each gradient. Bigger circles represent softer gradients.



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 resizable 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 it 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 it's 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 applying keyframes to this parameter. This makes it possible to emit some particles within a certain timeframe and more or less right after it without manipulating already emitted particles.

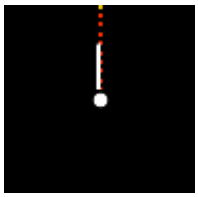
Life Min. (frames)
Life Max. (frames)
These two sliders define the minimum and the maximum lifetime of a particle. The lifetime is calculated in frames. A lifetime of 300 will create a particle of that lives exactly 10 seconds if your sequence settings are set to NTSC with 30 frames/second.

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

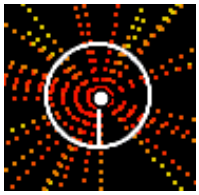
Area Spread > 0

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

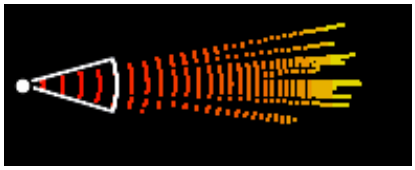
Spread = 200

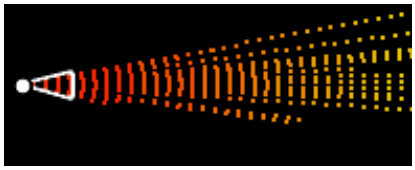

Spread = 360

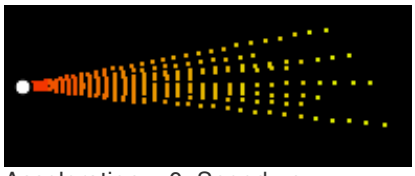
Speed
Speed
Randomize (Slower<>Faster)
Acceleration
Speed, as the name says, defines the speed of the particle when it leaves the emitter. If Speed is set to 0 the particles will emerge and will only gain any speed if gravitation, wind or the magnets affect it.

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

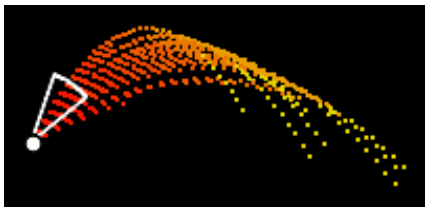
Acceleration speeds up or slows down a particle over its life. This behavior starts with the very first frame and ends with the end of the life of the particle. If for example a particle is set to slow down, it will always behave as if it has a foot on the breaks all the time, even if it gets attracted 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

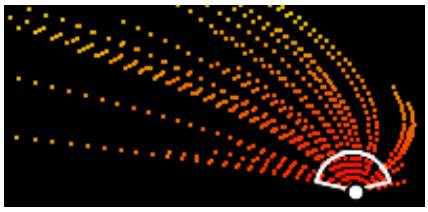
Gravitation
Gravitation performs a pull downwards to the ground (lower part of the screen) to the particles.



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.

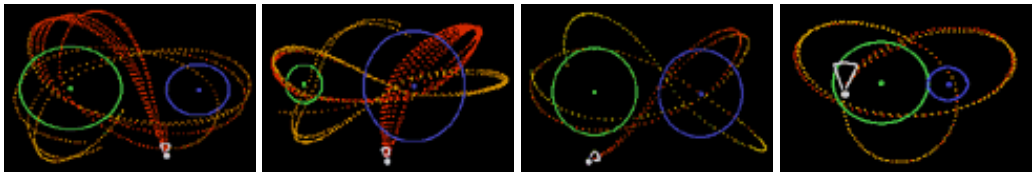
Global
The global gravitation affects all currently existing particles. If this effect changes its value to 0, the gravitation will stop affecting the particles and they will proceed in the direction where they are just heading to right before the global gravitation stopped.

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 a growing circle.

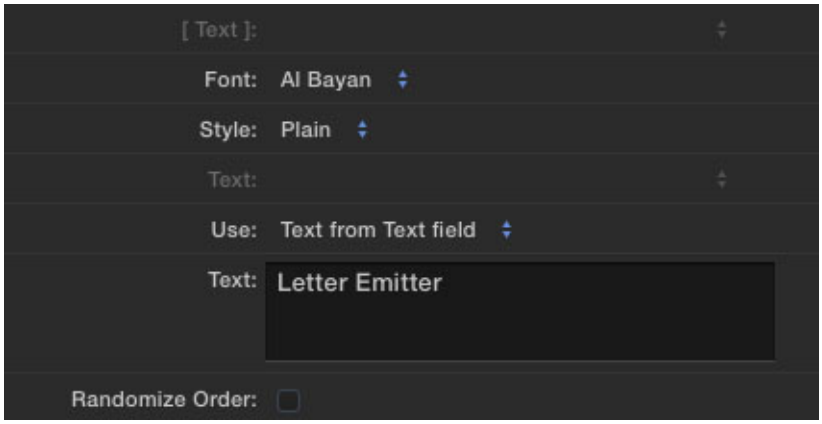
Because of the fact that the used magnets are only points without any dimension, the particles will never be "eaten up" by the magnets. The particles always pass by the magnets, finding themselves in an orbit around them. Multiple magnets result in a chaotic behavior and create quite funny particle movements.



Text

In this section you define how the particles look like 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.

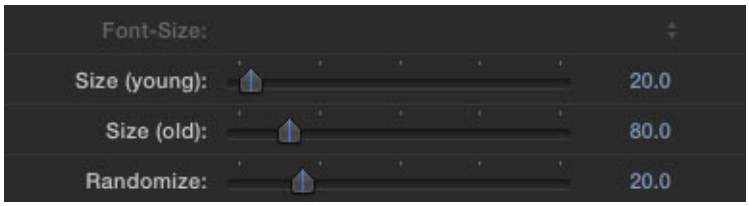
Style
Choose the style of the text here. (Plain, Bold, Italic, Bold/Italic)

Text
Use
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
These is either the text or the letters that are used by the emitters.

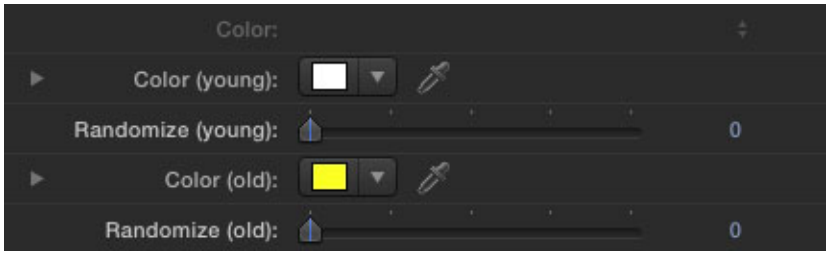
Randomize Order
Check this checkbox to randomize the order of the above selected letters. Uncheck the checkbox and the letters will be used in their consecutive order.

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.
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.

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.

Twist
Twist (young)
Twist (old)
Randomize
This tells the emitted letters how they should twist over their life.

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.

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.

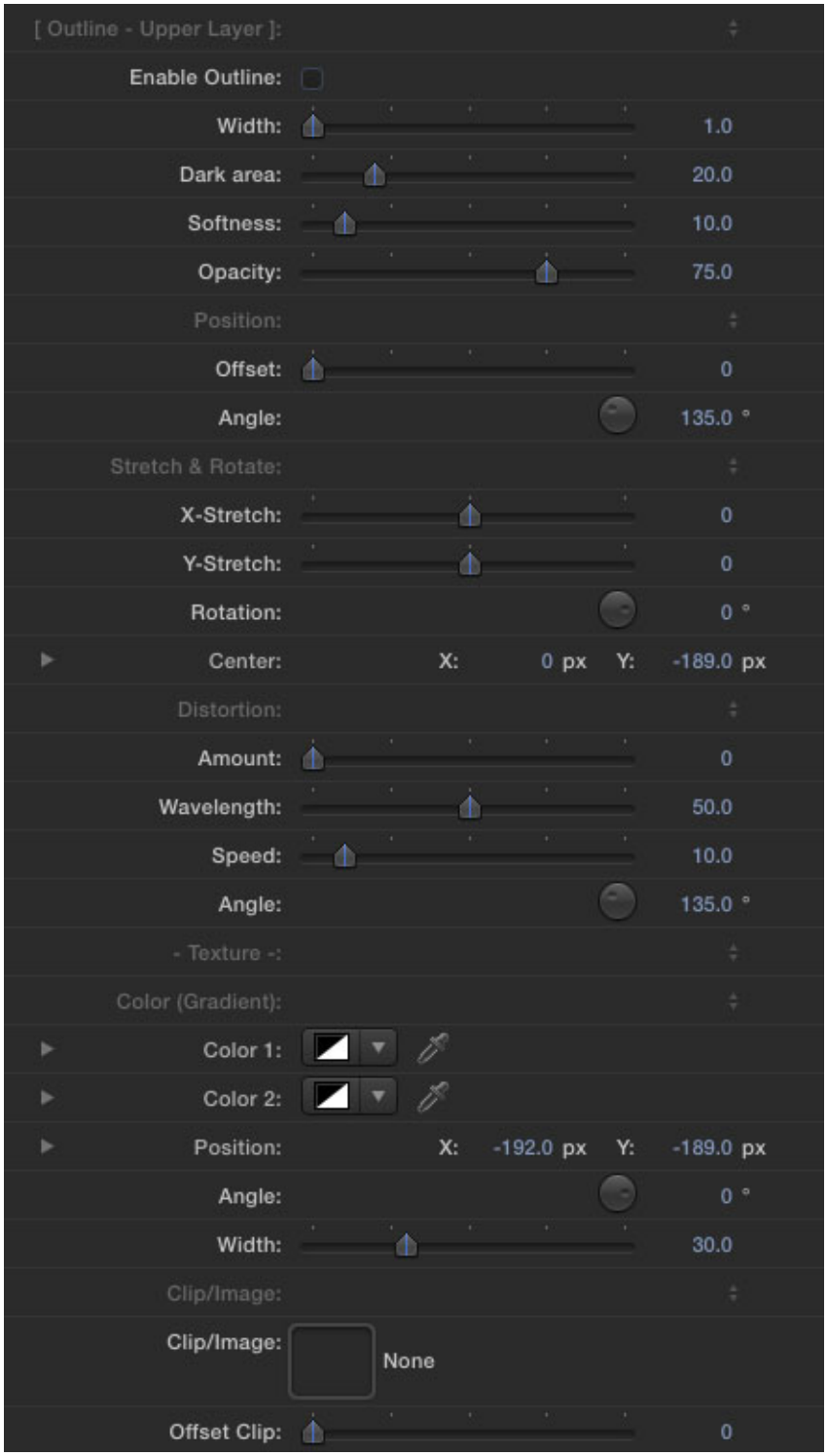
Opacity
Opacity (young)
Opacity (old)
With this option you can make a emitted letter fade in when it begins it's life or fade out when it dies.

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.

Fade out late

Fade out early

Outline - Upper Layer
Outline - Lower Layer



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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 FX

The text creation plugin with Bezier curves

Bezier Text Pro FX gives you the ability to run a text along a bezier spline. A bezier spline is a method to create a highly adjustable curve.

Additionally Bezier Text Pro FX includes the highly sophisticated outline feature from CHV.

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. 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.

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.

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.

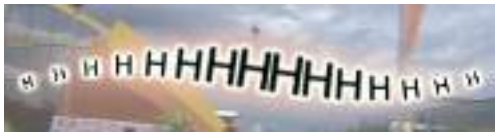
Positioning
Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

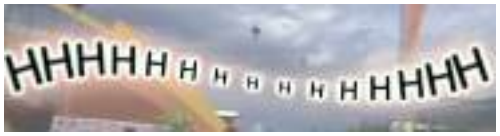
Inner<>Outer

Left<>Right

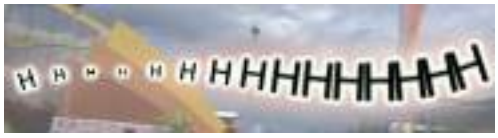
Dynamic Size
This feature controls the size of the text dynamically.

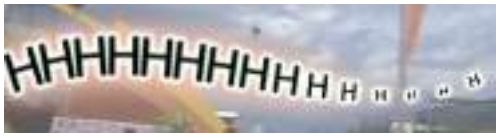
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



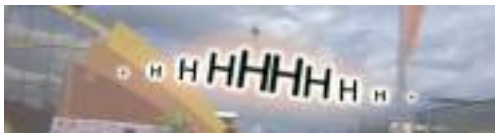


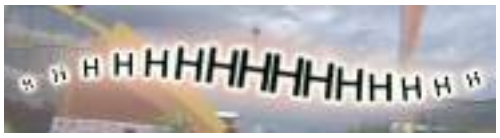
Left<>Right
The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.





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

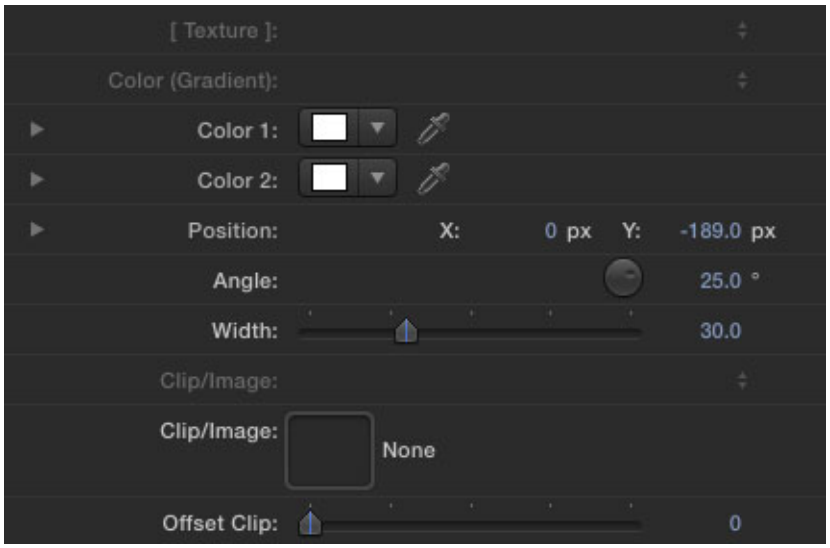
Opacity
Opacity controls the opacity of the emboss effect.

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.

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.

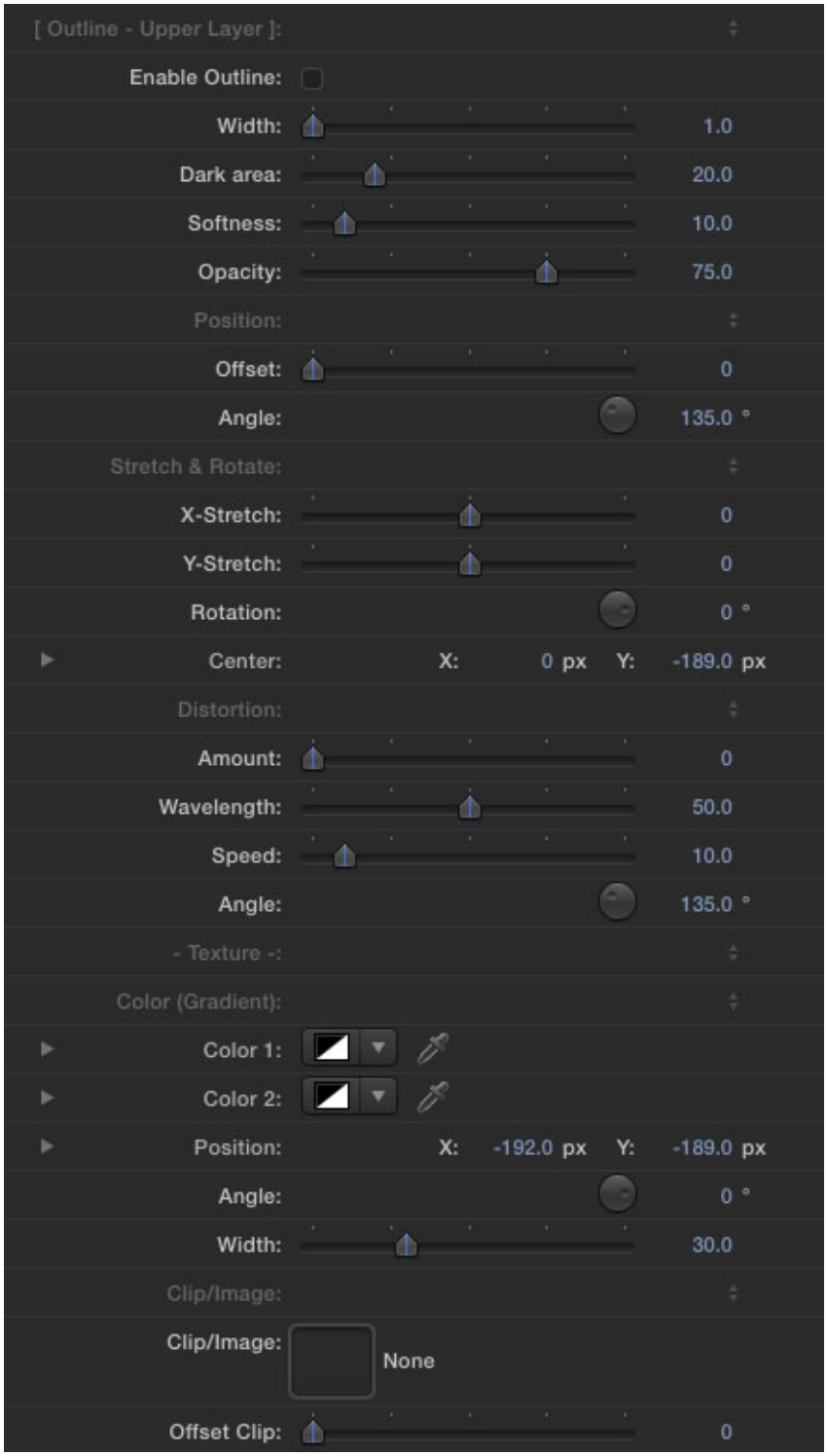
Angle
The gradient is running along a straight line. The angel of the straight line can be defined with this control.

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



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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

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.

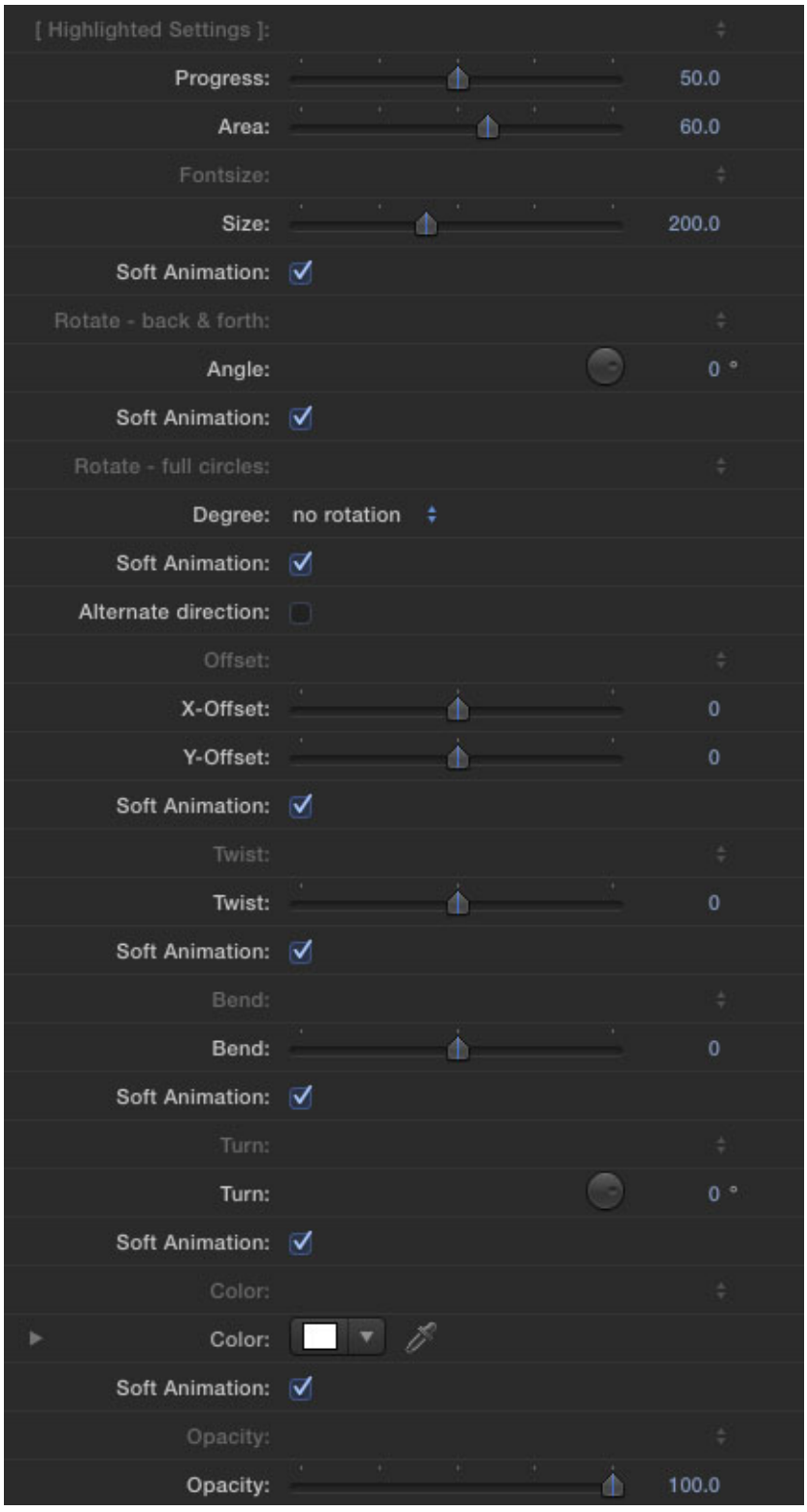
Highlight Text Pro FX

Highlight text in million of different ways

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

Highlight Text Pro FX 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.

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 the 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.

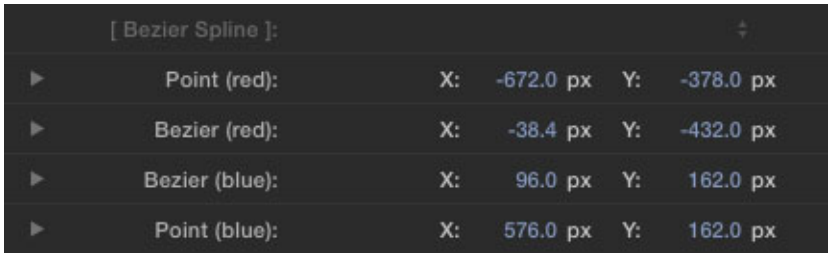
Opacity
Opacity
Even the opacity can be changed for the highlighting effect. This control overrides the opacity slider of the [Text] section while the effect is running.

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.



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.

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.

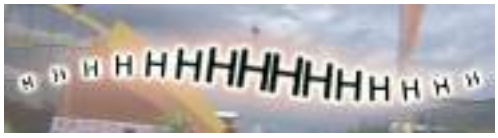
Color
This control defines the normal color of the text. This setting will be overwritten by the above defined color used for the highlighting effect.
Positioning
Sometimes it is useful to move the letters along the bezier spline to adjust the linearity of the spline.

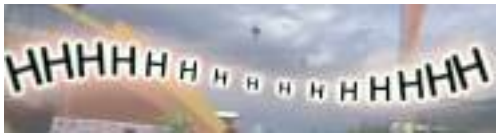
Inner<>Outer

Left<>Right

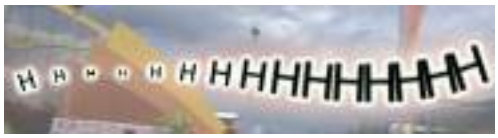
Dynamic Size
This feature controls the size of the text dynamically.

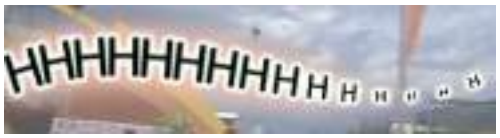
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



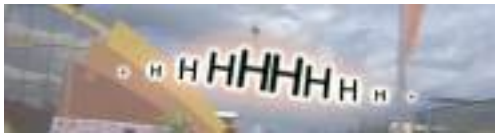


Left<>Right
The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.





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.

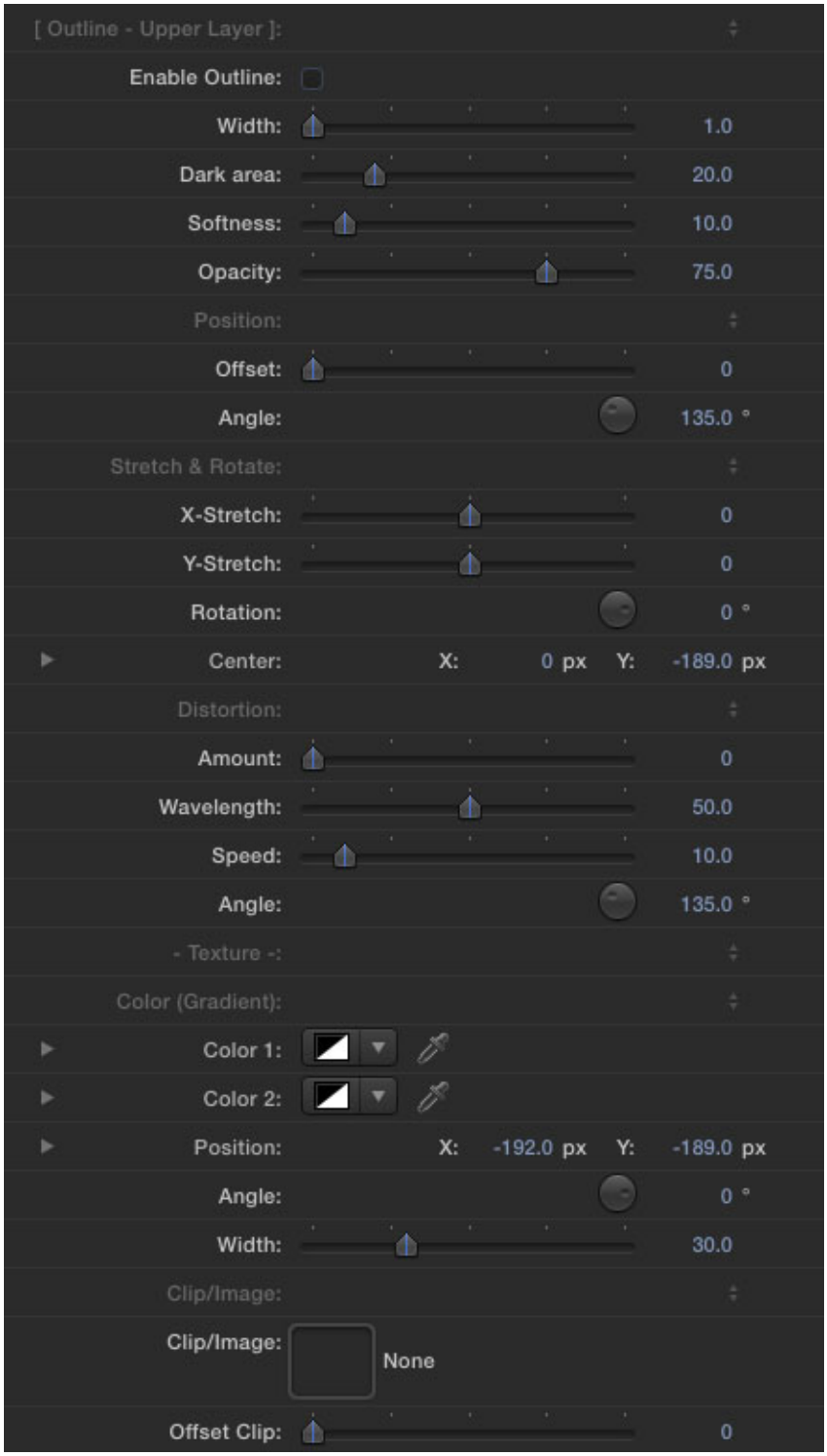
Spread
"Spread" spreads out the letters. A setting of 100 will make the letters head in every direction.

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.

Outline - Upper Layer
Outline - Lower Layer



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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

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

Highlight Text Pro FX 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 FX

The first ever text plugin for FCP X creating Lissajous figures with text

Lissajous Text Pro FX creates the first Lissajous effect plugin with text running along a lissajous figure for Final Cut Pro X. Lissajous Text Pro FX is also equipped with the highly sophisticated outline feature of CHV.

Lissajous Creation

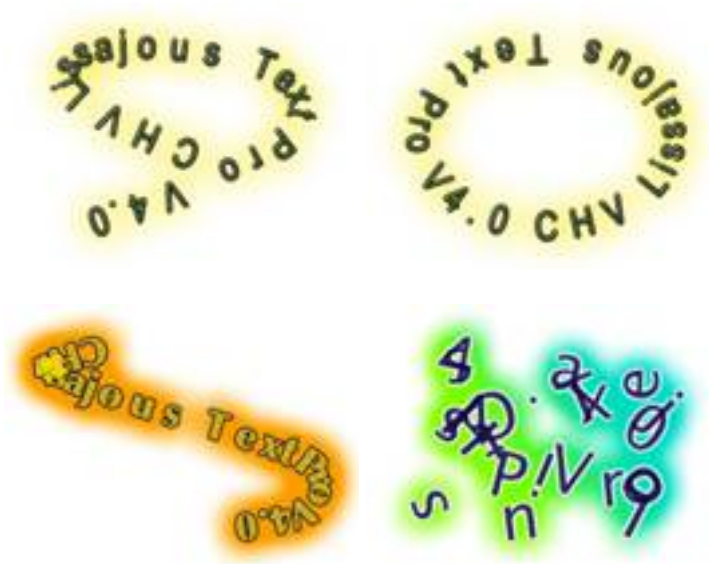
There are two sections for the Lissajous curve creation:

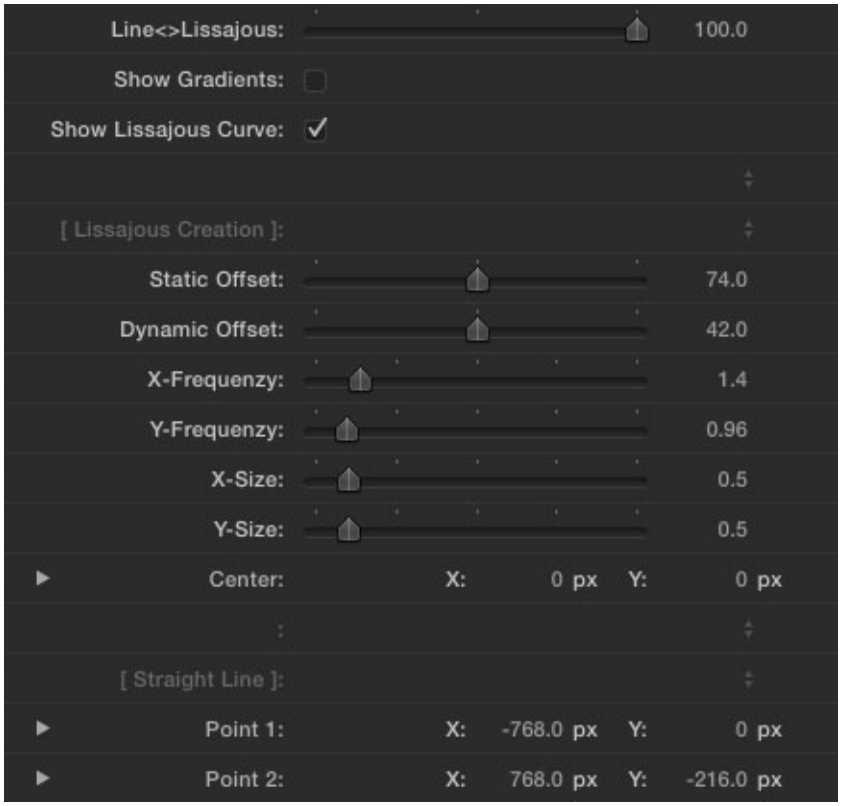
- "Lissajous Creation"

and

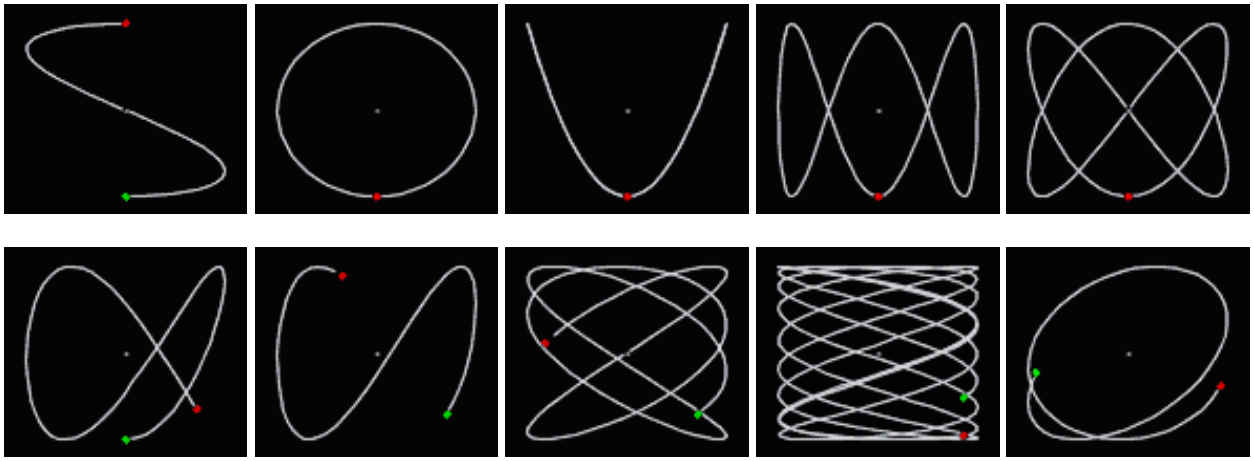
- "Straight Line"

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 FX. 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.



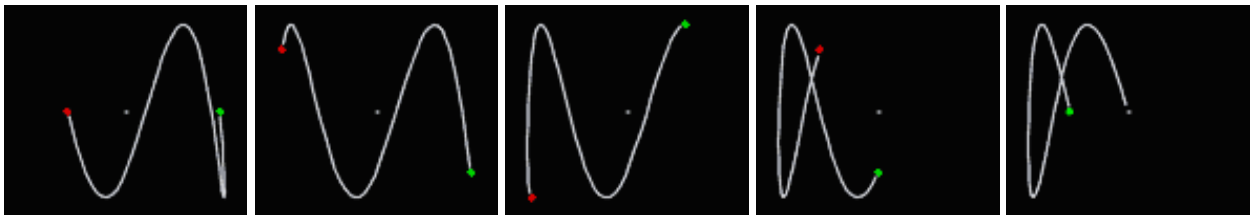


Lissajous Creation
A Lissajous curve is a figure created by overlaying two frequencies. Equal frequencies create a circular shape. Different frequencies create different figures.

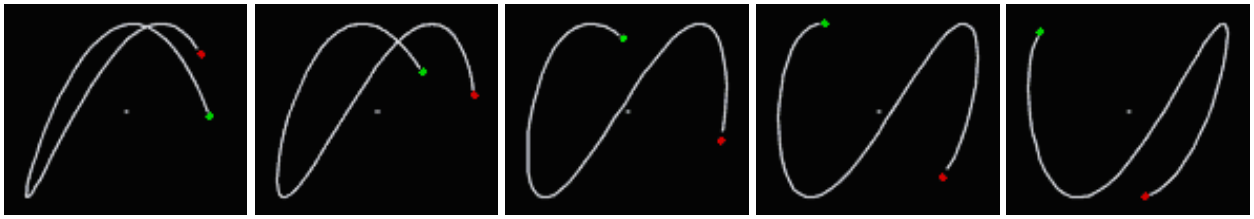


Show Spline
Enable this checkbox to see the created spline in the canvas. The spline will be shown as a white line.

Static Offset
With this slider you can "move" the spline on it's 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 its own path.

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.

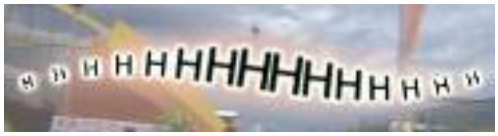
Positioning
Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

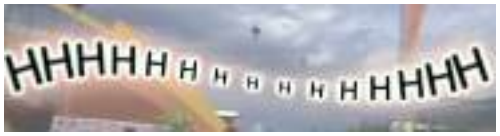
Inner<>Outer

Left<>Right

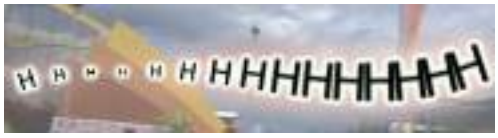
Dynamic Size
This feature controls the size of the text dynamically.

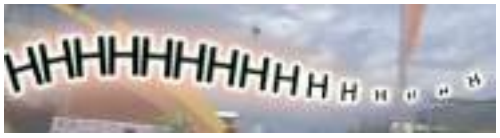
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



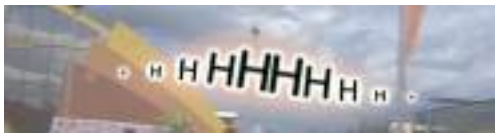


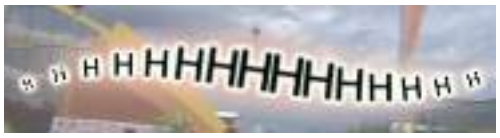
Left<>Right
The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.





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

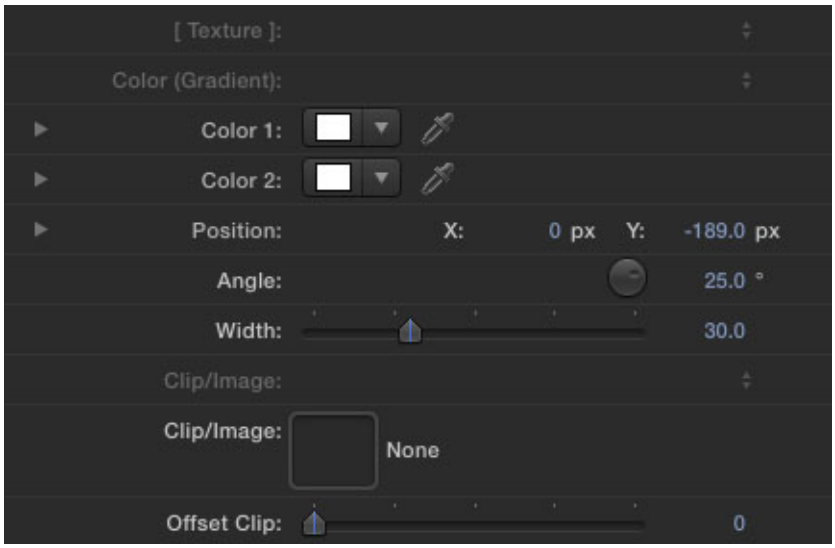
Opacity
Opacity controls the opacity of the emboss effect.

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.

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.

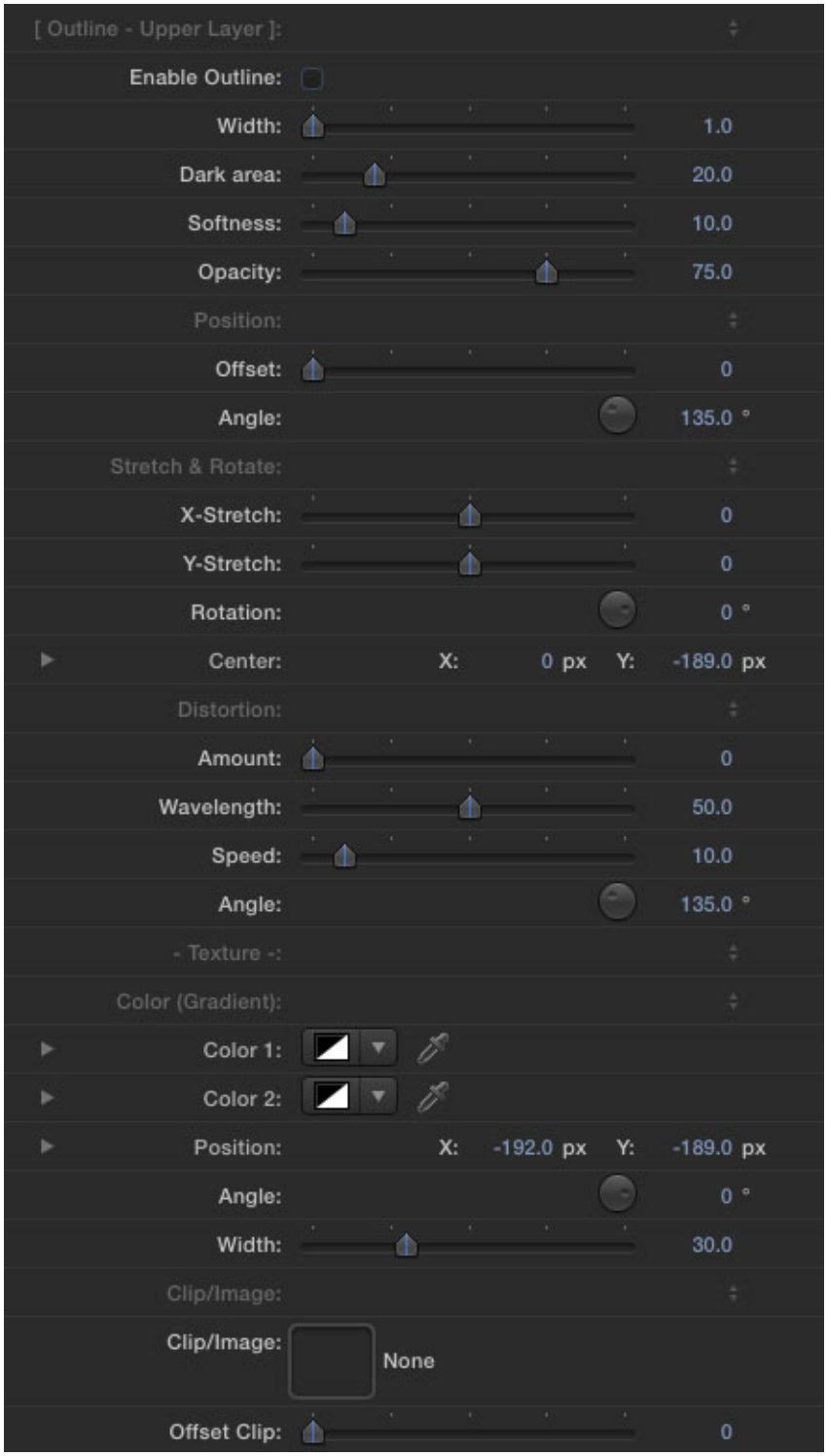
Angle
The gradient is running along a straight line. The angel of the straight line can be defined with this control.

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



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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

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.

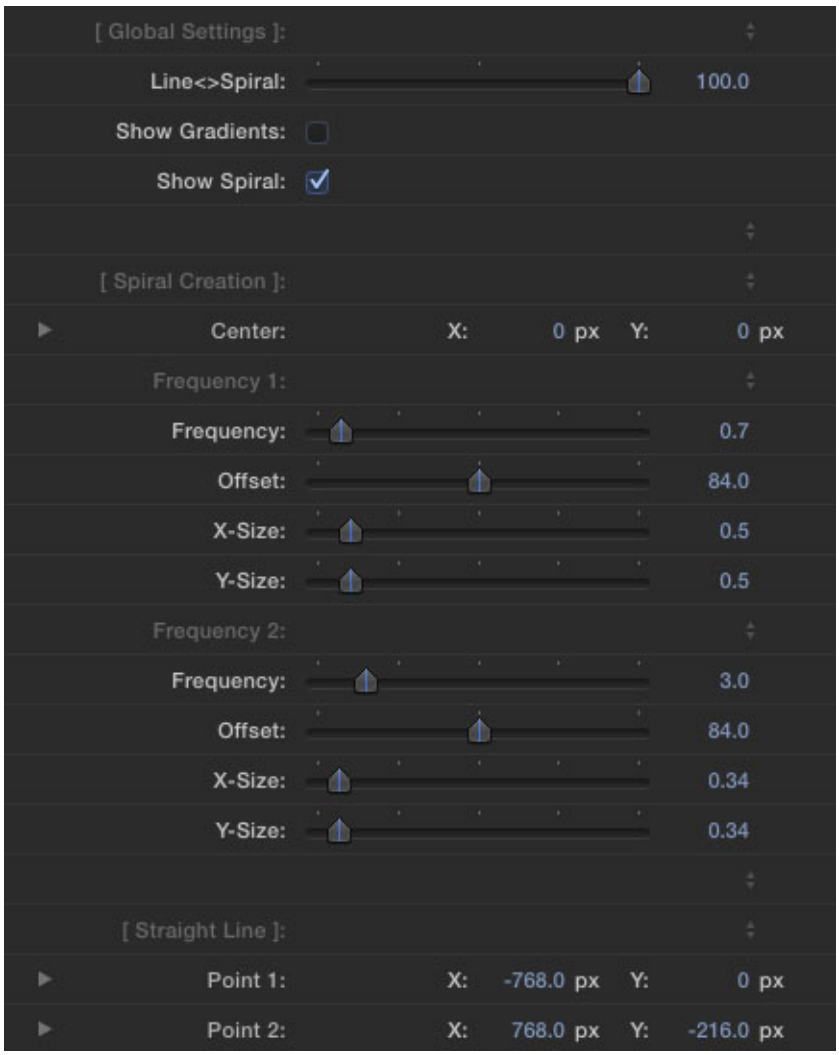
Spiral Text Pro FX

The plugin creating spirals

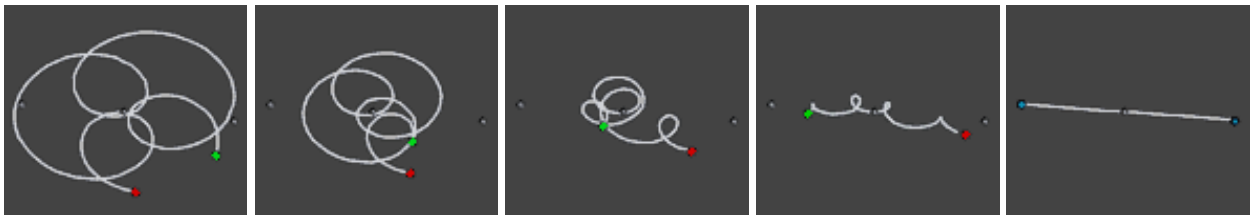
Spiral Text Pro FX creates a spiral with two adjustable frequencies and makes a text run along the created line. The Spiral can be animated in various ways and can even be morphed into a straight line. Spiral Text Pro FX is also equipped with the highly sophisticated outline feature of CHV.

Creating the Spiral

There are two sections for the creation of the Spiral on which the text will run along: "Spiral Creation" and "Straight Line"



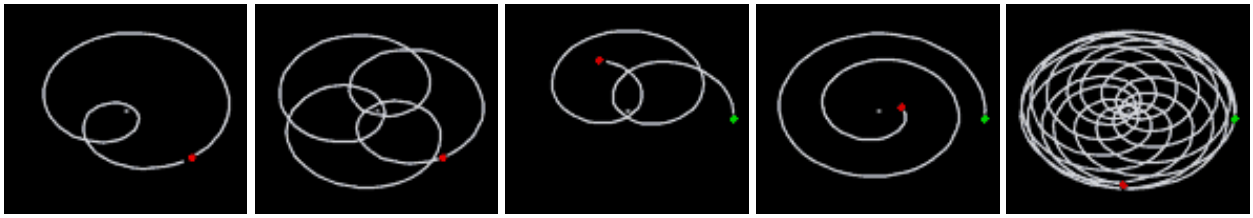
The first section creates the Spiral, the second section simply defines a straight line. The Spiral and the straight line will always be created in the background by the plugin. With the first slider Line<>Spiral you can create an animation from a Spiral to the straight line and backwards.



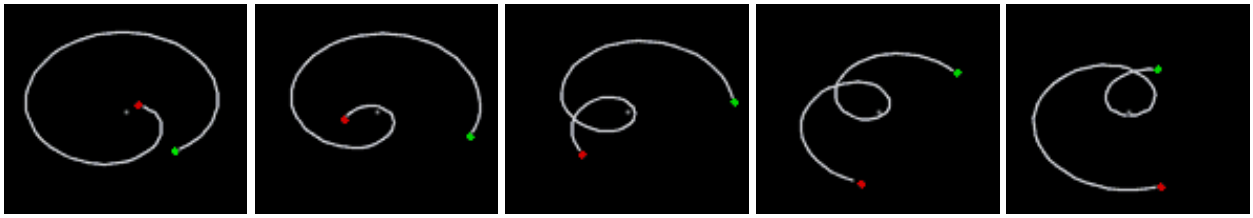
Spiral Creation

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 its own path.

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.

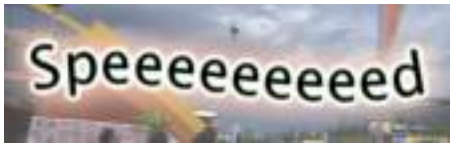
Bend
This bends the letters to the left or right. Each letter will be handled individually.

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.

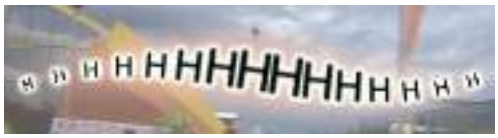
Inner<>Outer

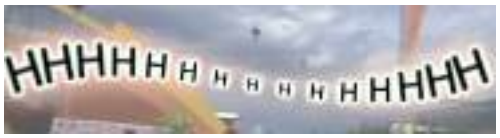
Left<>Right



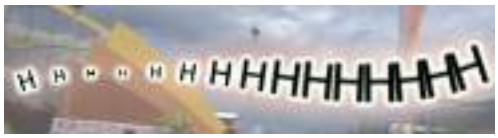
Dynamic Size
This feature controls the size of the text dynamically.

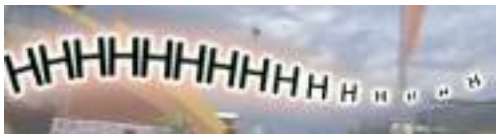
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



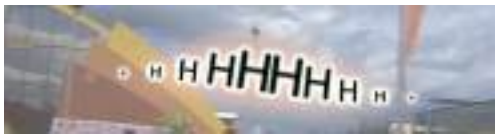


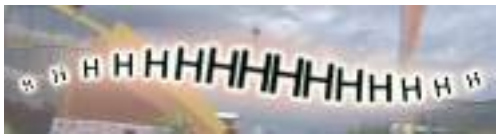
Left<>Right
The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.





Area Width





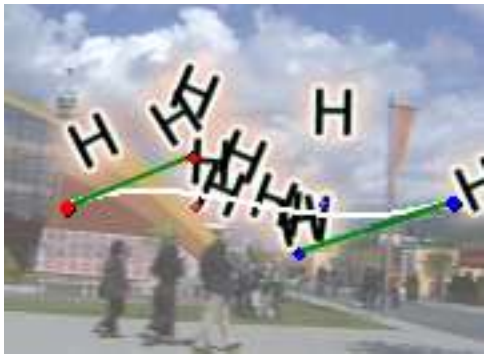
Explode
Amount
The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

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

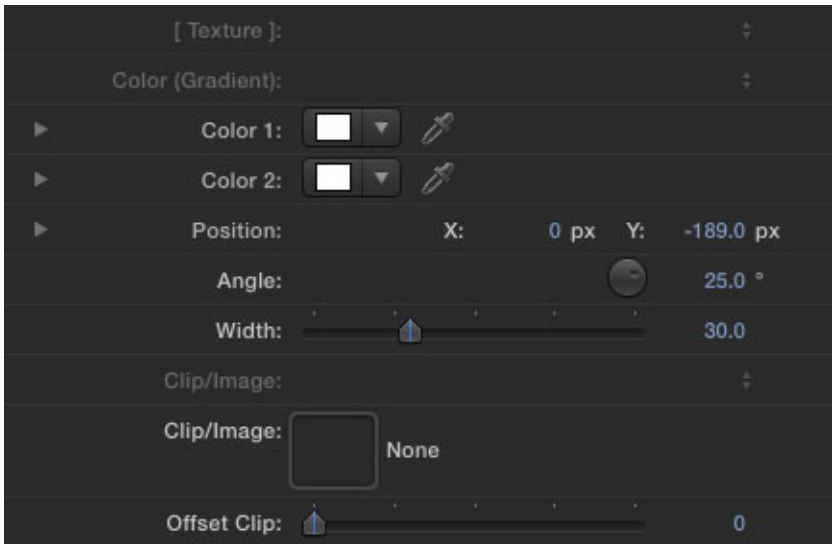
Opacity
Opacity controls the opacity of the emboss effect.

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.

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.

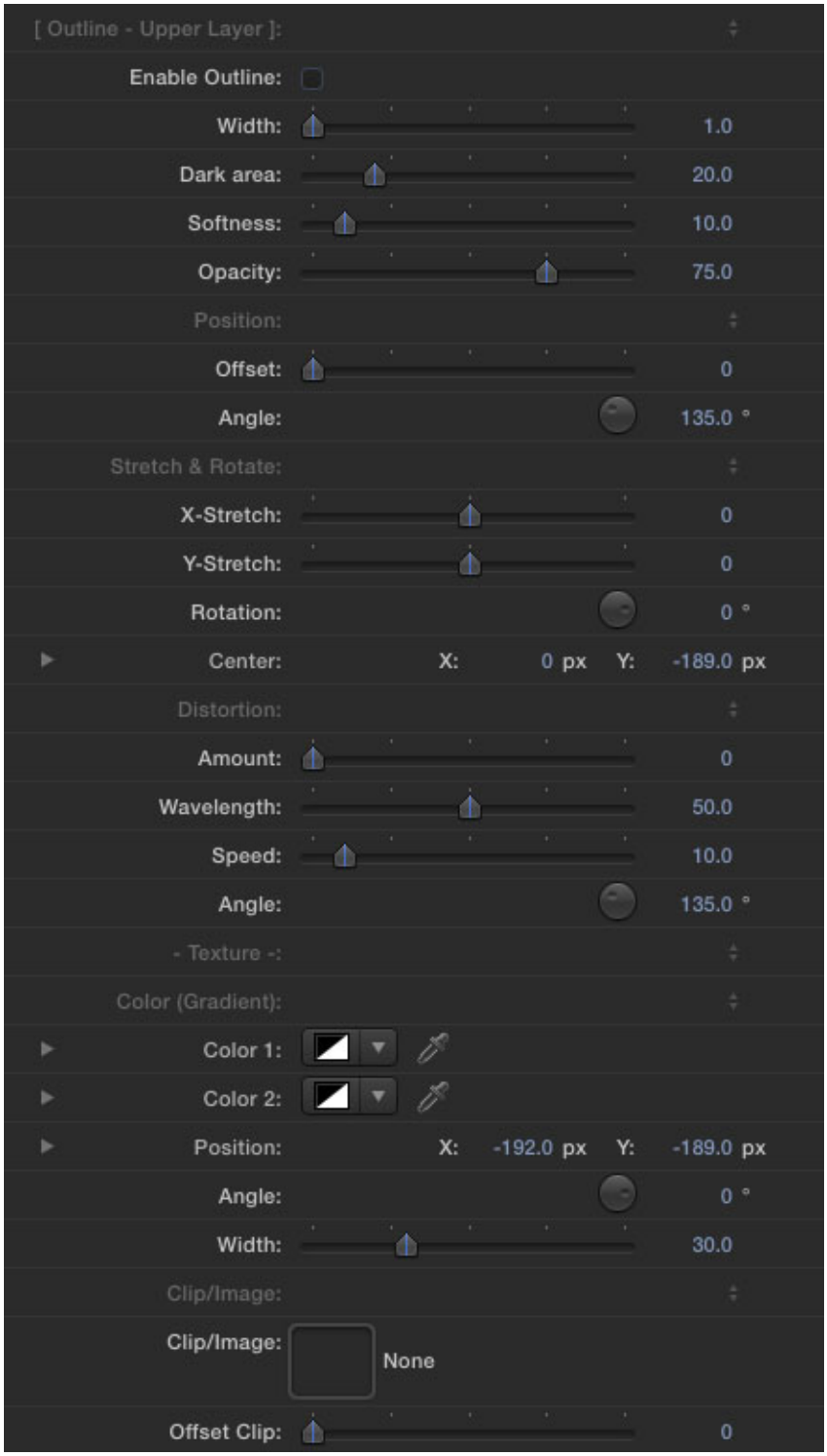
Angle
The gradient is running along a straight line. The angel of the straight line can be defined with this control.

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



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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

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 FX

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

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

Scale

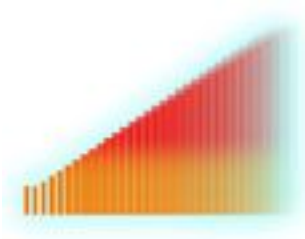
Progress
The scale effect will be set in motion with the simple animation of the Progress slider. Just keyframe this slider to see an effect similar to one seen in the above image sequence.

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.

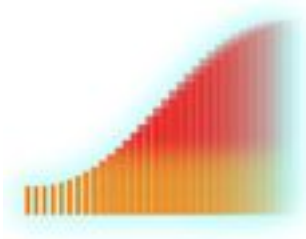
Area
This slider defines the width of the area where the scaling effect takes place. A small area makes the letters appear very quickly, while a wide area lets them appear all at once.

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.

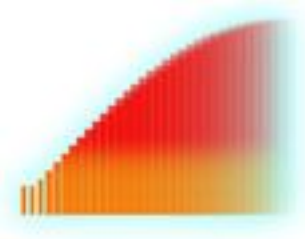
Movement
Here you can define the behavior of the animation. It can be a linear or a soft behavior, it can speed up or slow down and the letters can also bounce up and down as well jump along virtual steps.



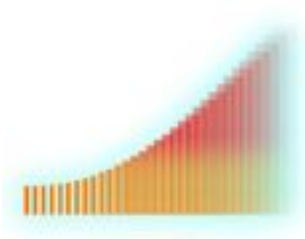
Linear



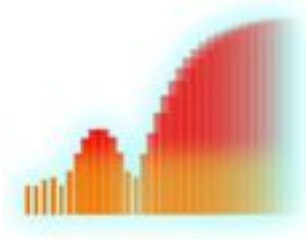
Soft



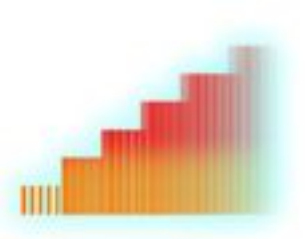
Speed up



Slow down



Bounce



Jump

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.

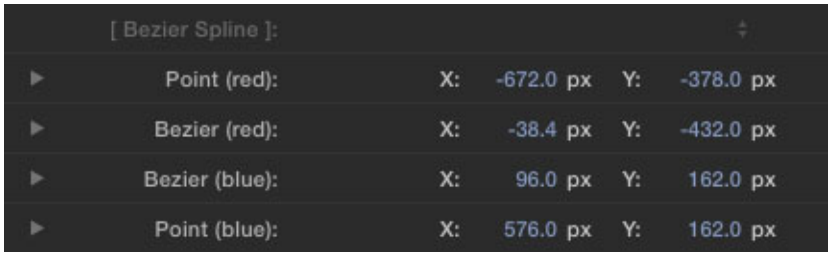
Bounces (%)
This slider only has an effect if Movement is set to Bounce.

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. 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.



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.

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

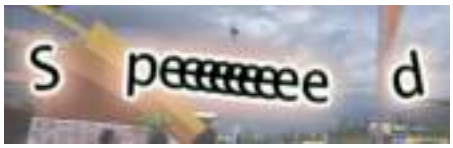
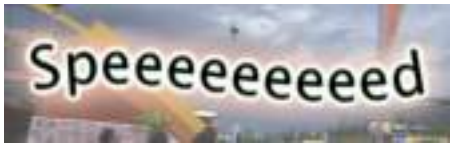
Twist
This function adds a twist effect to each letter.

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.

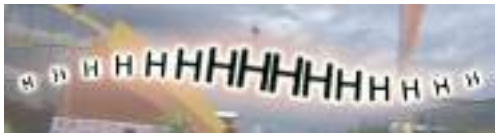
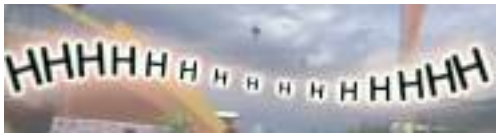
Inner<>Outer

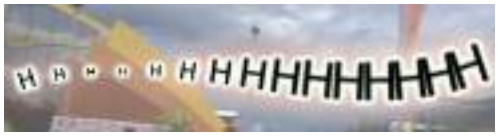
Left<>Right

Dynamic Size
This feature controls the size of the text dynamically.

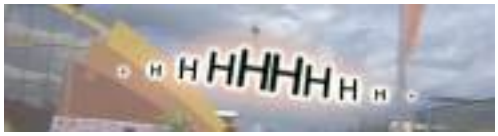
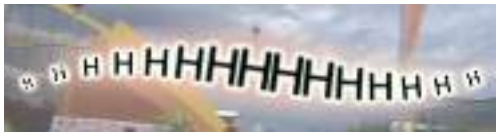
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.

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



Area Width

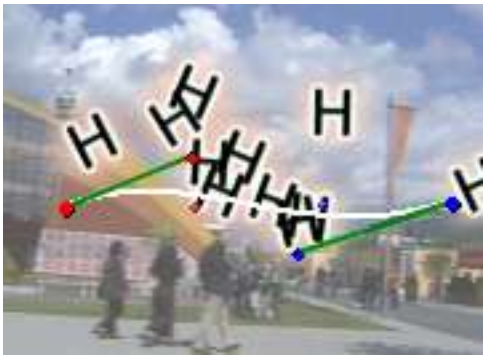



Explode
Amount
The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

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

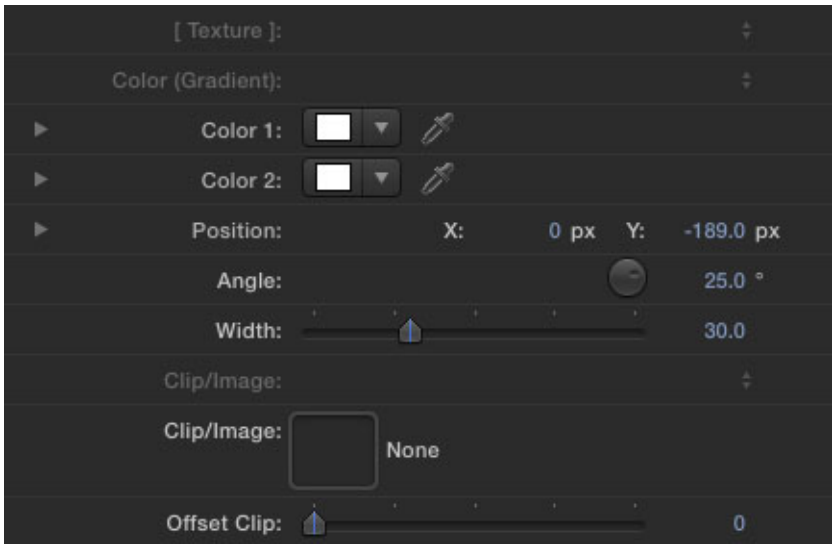
Opacity
Opacity controls the opacity of the emboss effect.

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.

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.

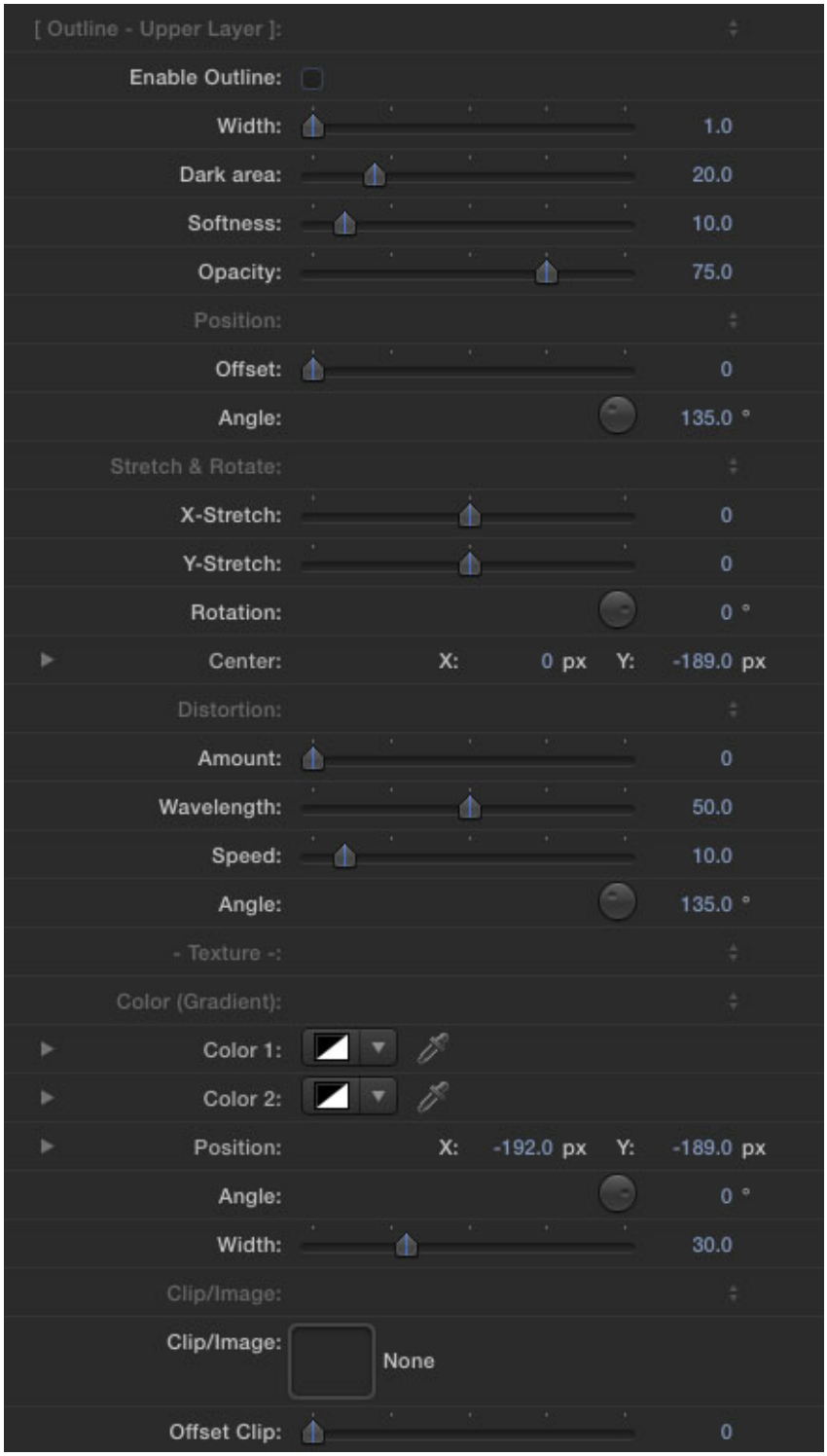
Angle
The gradient is running along a straight line. The angel of the straight line can be defined with this control.

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



A highly adjustable border can be generated around the text with this section. 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.

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

Width
This slider controls the with 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 angel 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 an 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

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 FX

The first typewriter effect on a Bezier curve

Typewriter Pro FX 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 FX a completely new way to create good looking titles is born. Additionally Typewriter Pro FX includes the highly sophisticated outline feature of CHV.

Typewriter Effect

Progress

With this slider you control the typewriter effect itself. Set this slider to 0 and you wont 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.

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

The bezier curve is defined in this section. 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. The bezier spline can also be animated easily with keyframes.

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

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.

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.

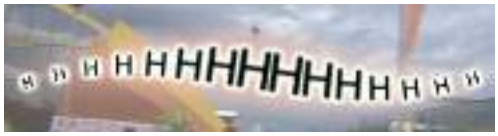
Positioning
Sometimes it might be useful to move the letters along the bezier spline to adjust the linearity of the spline.

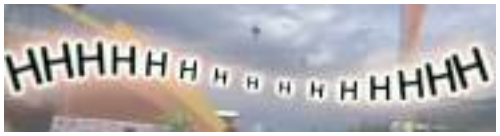
Inner<>Outer

Left<>Right

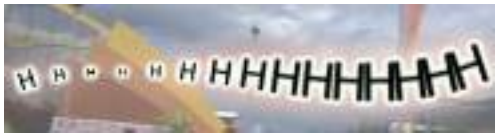
Dynamic Size
This feature controls the size of the text dynamically.

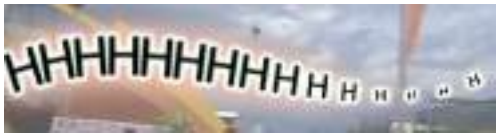
Inner<>Outer
This slider controls the "Dynamic Size" effect. Settings below 0 make the letters at the ends smaller. Settings above 0 make the letters in the center smaller.



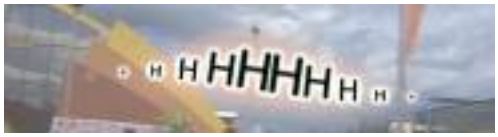


Left<>Right
The center of the "Dynamic Size" effect will be moved to the left and the right with this slider.





Area Width



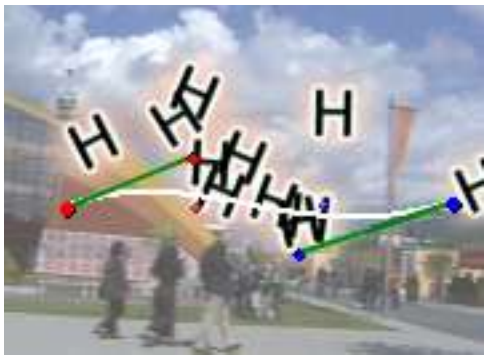
Explode
Amount
The strength of the explode effect. Higher settings will move the letters further off the screen. Keyframe this setting to create an animation.

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

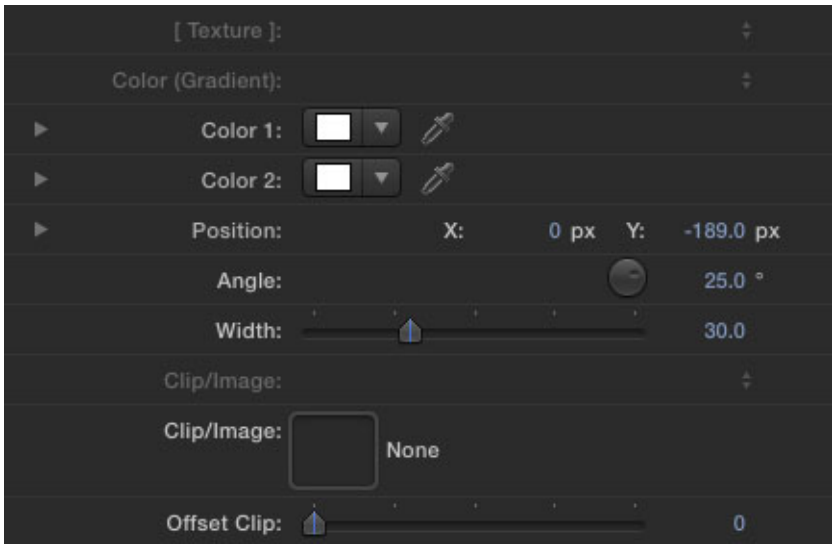
Opacity
Opacity controls the opacity of the emboss effect.

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.

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.

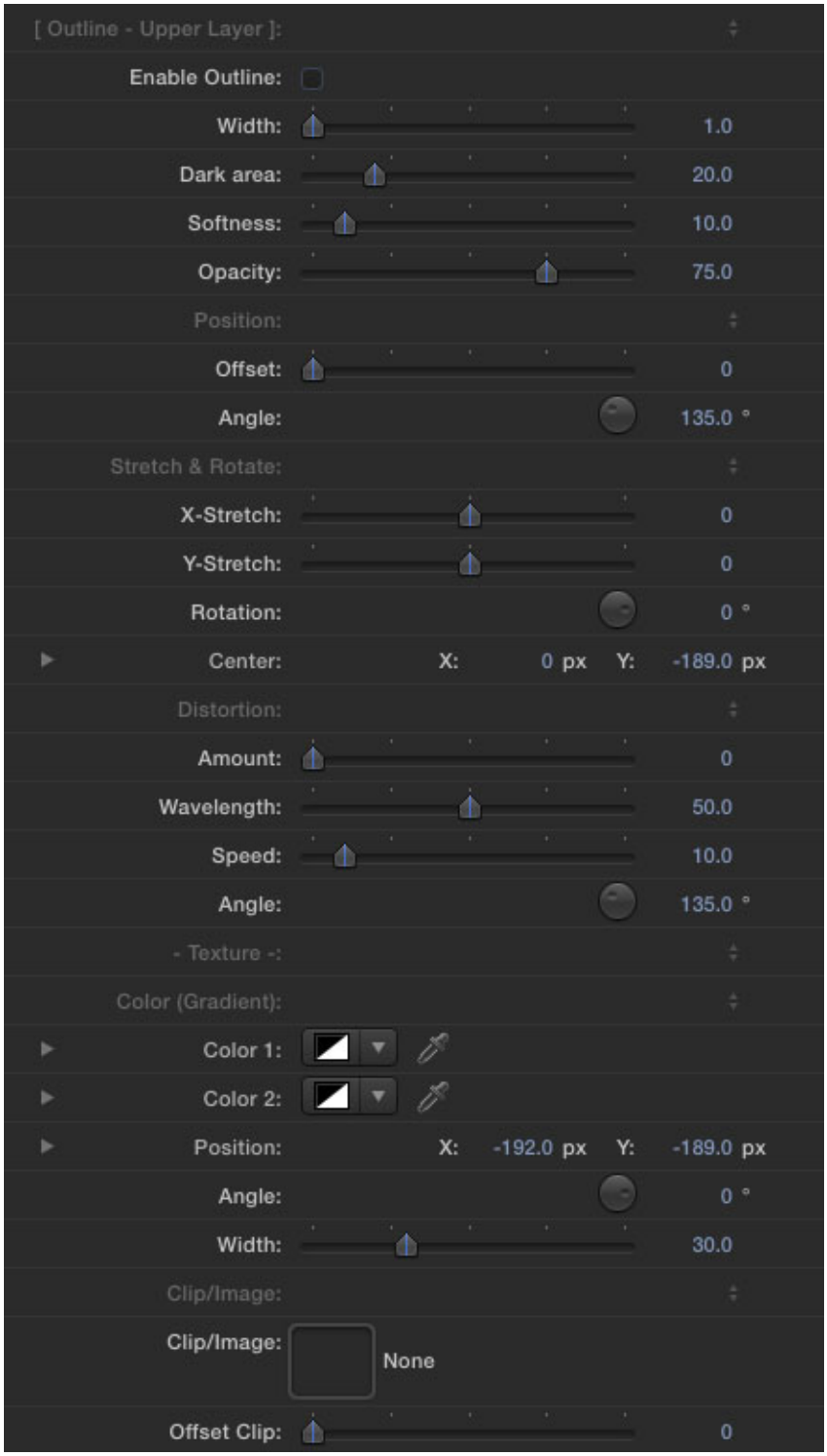
Angle
The gradient is running along a straight line. The angel of the straight line can be defined with this control.

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



A highly adjustable border can be generated around the text with this section. 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.

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

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Small border

Wide border

Dark area
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High setting

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Distortion
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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.

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