

Alpha Wipe V1.0

The most versatile AlphaWipe tool for Final Cut Pro and Final Cut Express by CHV-electronics

General Info

Alpha Wipe V1.0 creates the well known wipe effect as you know it from various different video-editing systems. But this transition plugin from CHV is different: It gives you more options, better animations and great looking effects.

With the **55 included alpha masks** and all the possible combinations and different settings, you can create tens of thousand totally different looking transitions.

Browser and Timeline

The plugin **Alpha Wipe V1.0** is a video-transition. After the installation you should find the filter within the Effects-tab.

A transition, as the name implies, creates a video transition between two clips. Transitions often go on the edit point between the two clips but can also be applied to the beginning and the end of a clip. Gaps between the clips should be avoided.

After you have installed the **Alpha Wipe V1.0**, you will find it in the effects-tab.

Drag and drop **Alpha Wipe V1.0** onto the edit point of the two clips in the timeline. You can adjust the length of the transition on the Timeline by dragging the sides of the transition to the left or right.

Double-click the transition on the timeline and it will open in the Viewer window, Control Tab. Now you can configure the transition to your personal needs.

The red line in the timeline above the transition shows that it needs to be rendered before playback. Click the transition in the timeline once and press Apple-R to render this part.

Configuration

Alpha Wipe V1.0 has four sections of controls.

Preview Mode

Show

You can select with these radio buttons what you want to see in the canvas. There are seven modes:

Source 1

This shows the clip from where the transition will start.

Source 2

This shows the clip where the transition will end.

Final

With this option you can see the final rendered result in the canvas.

Mask 1

This option shows you Mask 1 in the Canvas. If no mask is applied the message "Mask 1 not applied" will be shown.

Mask 2

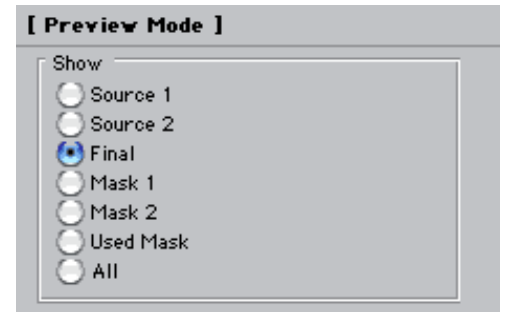
This option shows you Mask 2 in the Canvas. If no mask is applied the message "Mask 2 not applied" will be shown.

Used Mask

This option shows you the actually calculated Mask that will be used for the AlphaWipe in the Canvas. If one or more masks are missing a message will appear.

All

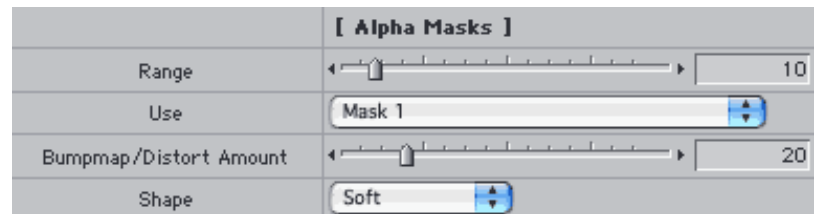
This option shows you all above modes on a single page.



Alpha Masks

Range

Range controls the size of the area between the overlapping clips *Source 1* and *Source 2*. The wider the area, the softer the area appears. Lower settings will create a sharper transition area.



Mask 1

Use

AlphaWipe can create new masks by combining up to two different masks. You can select if you just want to use a single mask or if you want to combine Mask 1 and Mask 2.

Mask 1

Only Mask 1 will be used

Mask 2

Only Mask 2 will be used

Mask 1>2

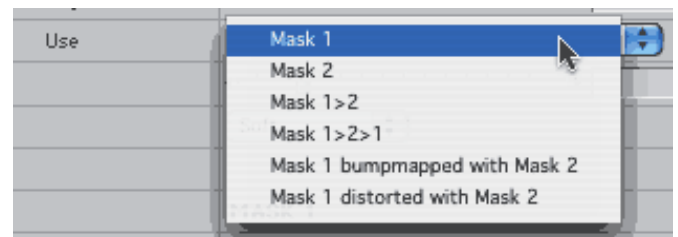
The transition will use Mask 1 at the beginning of the transition and will end by using Mask 2.

Mask 1>2>1

The transition will use Mask 1 at the beginning, Mask 2 in the middle section and again Mask 1 at the end of the transition.

Mask 1 bumpmapped with Mask 2

Generally Mask 1 will be used. Mask 1 will be bumpmapped with Mask 2. This option creates a very organic looking effect, because the mask will be animated during the transition.



Mask 1 distorted with Mask 2

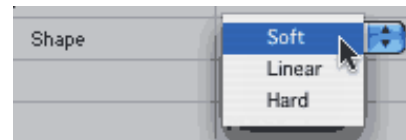
Generally Mask 1 will be used. But Mask 1 will be distorted with Mask 2. This option creates a very organic looking effect, because the mask will be animated during the transition.

Bumpmap/Distort Amount

This slider defines the strength of the effect for the bumpmap- and distort-option.

Shape

The transition area can take three different shapes.



Soft

This creates a very soft border.

Linear

This creates a linear border.

Hard

This option creates a hard border.

MASK 1 and MASK 2

Here you can define the two masks. Both sections carry the same controls and are working absolutely similar.

Mask 1

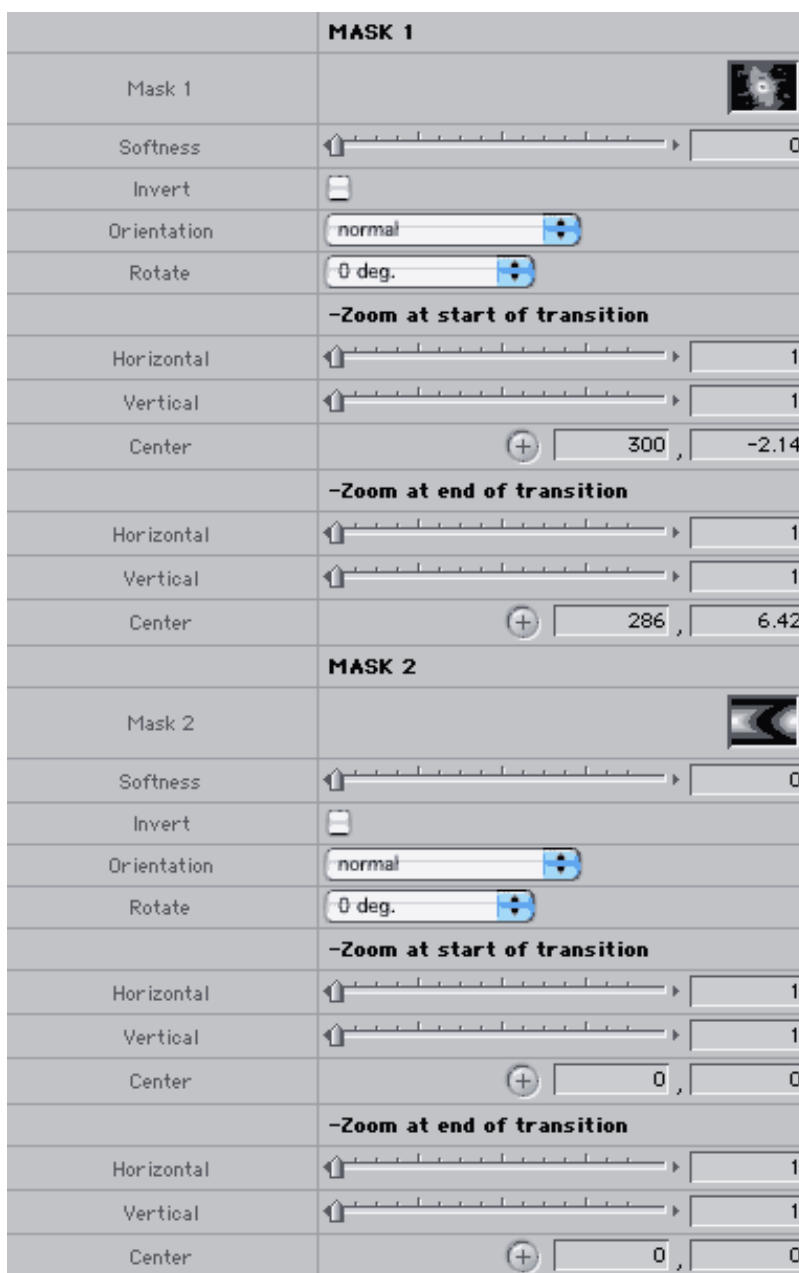
Apply Masks 1 into this image well.

Softness

This slider blurs the the mask.

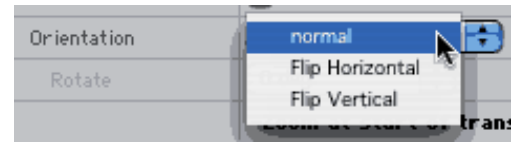
Invert

Activate this checkbox



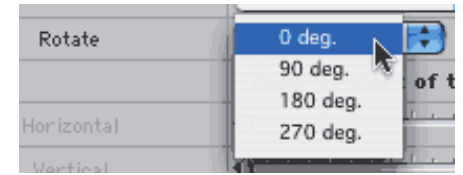
Orientation

With this popup you can flip the mask horizontally or vertically.



Rotate

An additional rotation of the mask can be applied with this popup.

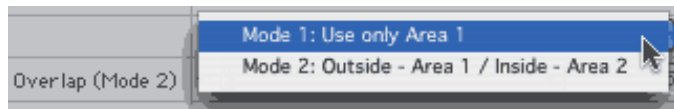


-Zoom at start/end of transition

In this section you can change the horizontal and vertical zoom of the masks for the start of the transition and the end of the transition. The mask will be zoomed from the given center. With different settings in these two sections you can create pretty animations and flights over the mask.

Transition Area

With this section you can create a colorful overlay onto the area between the two clips. Two areas can carry one or two colors. If two colors are used (Mode 2) for the two areas, the transition area will be divided in an outer area and an inner area.



Both areas can also carry an image and/or a clip.

Overlap (Mode2)

As the name says this slider defines the overlapping area between *Area 1* and *Area 2* if *Mode 2* is selected. If this value is set to a higher value than the Range-sliders, the transition area will hold a mix of both areas.

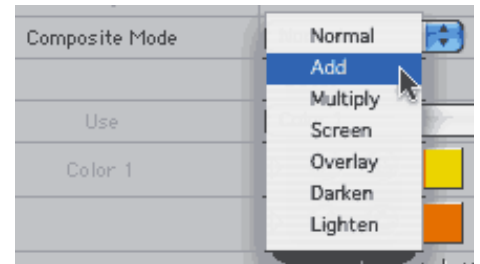
Range

Range controls the size of the area. If *Mode 2* is selected *Area 1* will use the outer side of the transition area and *Area 2* will use the inner side of the transition area.



Composite Mode

Here you can define the composite mode for the overlaid area.

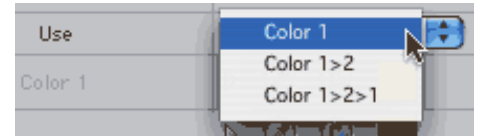


-Color

With this section you can control the color of the area.

Use

This popup defines if you only want to use *Color 1* for the transition area or if the color itself should do a transition from *Color 1* to *Color 2* or should go back and forth during the transition between *Color 1* and *Color 2*.



Opacity

...controls the opacity of the used colors.

-Clip/Image

You can also overlay the transition area with a clip. Simply apply the clip you like to use into the image well.

Opacity

...controls the opacity of the used clips.