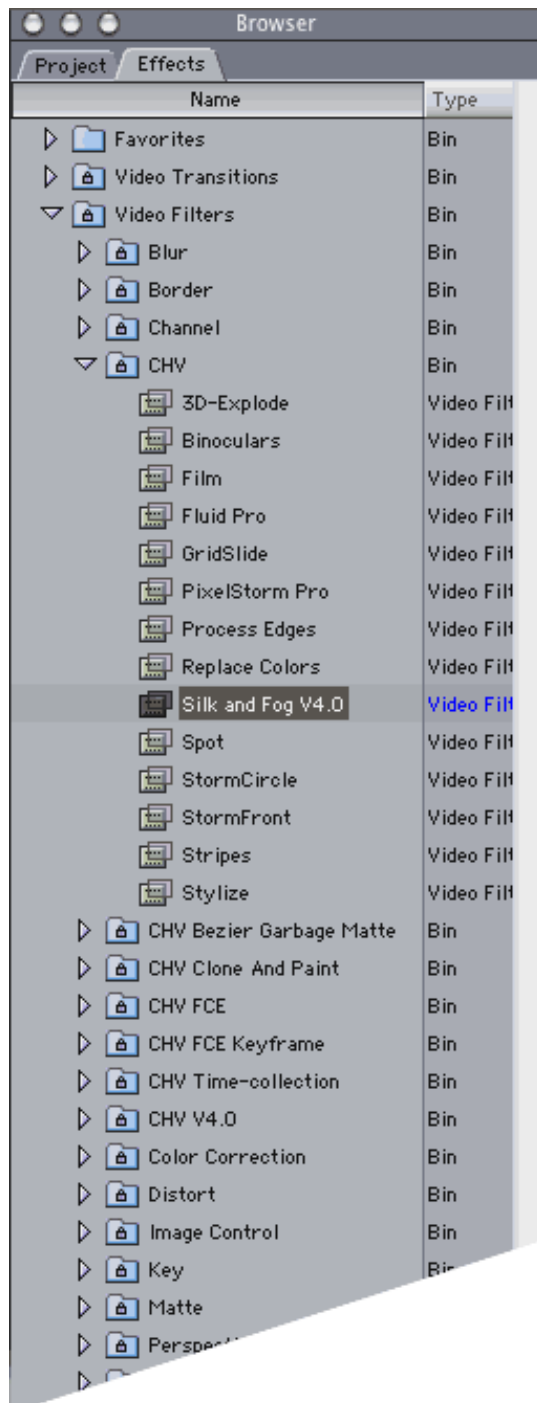


Silk and Fog V4.0

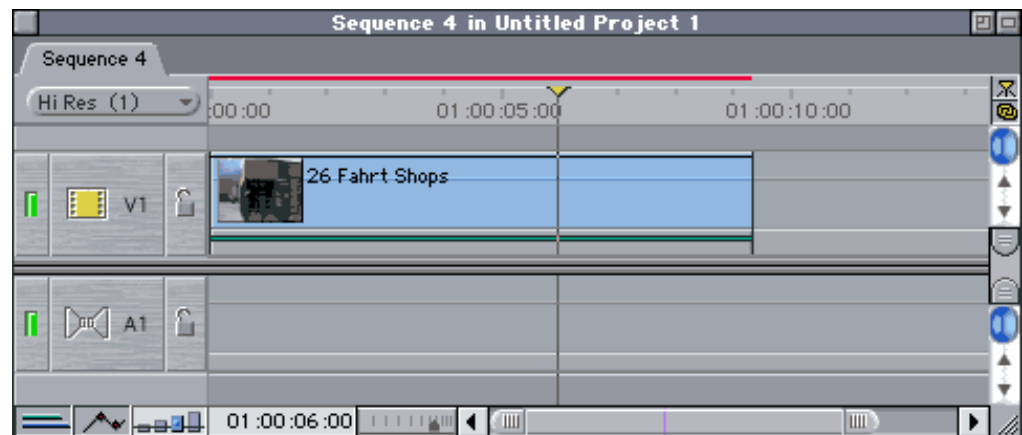
The free Silk-filter for Final Cut Pro and Final Cut Express by CHV-electronics

Browser and Timeline



The plugin **Silk and Fog** is a video-filter. After the installation you should find the filter within the Effects-tab as seen to the left. Depending on which plugins you also have installed, the window to the left might look a little different from yours. The interesting line is the marked line to the left.

A filter applies a 'special effect' to a clip. What it does depends on which filter you have applied. **Silk and Fog V4.0** applies a silky and foggy effect on a video-clip. Just drag and drop **Silk and Fog V4.0** on the desired clip.



If you have turned on the filter-indicator (red arrow) you can see a green line under the clip. This line indicates that you have successfully applied the filter to the clip.

Double-click the clip on the timeline to load it into the viewer. Click on the "Filters"-tab. There you can find the filter **Silk and Fog V4.0**. Now you can make the setup of the filter to your personal needs.

The red line above the filter shows which part is not rendered yet. Select the clip in the timeline once and press Apple-R to render this part.

Silk and Fog V4.0 - for Final Cut Pro

Configuration

This filter has three sections with controls. Make the necessary changes here and don't hesitate to experiment with the controls. Nothing can go wrong. Of course the controls are completely keyframeable.

Configuration window for Silk and Fog V4.0 filter.

(C) 2004 by chv-electronics, The Free stuff

[General Settings]

Mode

- Silk
- Fog
- Shadows
- Borders
- Flatten

Amount: 50

Contrast: 0

Color: 100

Effect Opacity: 100

[Cut Border]

Show used area:

Background: Original

Top: 0

Left: 0

Right: 0

Bottom: 0

[Colorize Border]

Color: [Color Picker]

Weight: 0

Border Opacity: 100

www.chv-plugins.com, Christoph Vorrhein

Silk and Fog V4.0

General Settings

Mode

Here you can select what effect you want to have. There are five effects:

Silk

This effect is mostly used on wedding-videos. It gives the video a silky shine.

Fog

Use this to generate fog.

Shadows

This option generates mystical shadows.

Border

With this setting the video will get darker and a halo will appear around edges.

Flatten

This setting flattens out the contrast and the colors.

Amount

This slider defines the amount of the effect. Depending on the settings of the other controls, the *Amount-slider* sometimes does the same as the *Opacity-slider*.

Contrast

With this slider you can change the contrast of the clip in conjunction with the applied effect.

For example: Use this to make a wedding-dress look even brighter and more shiny.

Opacity

This defines the opacity of the effect.

Cut Border

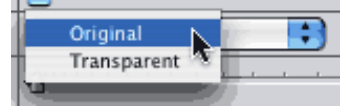
This section is used to define an area where the effect should be applied.

Show used area

Check this checkbox to make the selected area visible in the canvas. A small colored border will appear around the area in the canvas.

Background

With this popup you can select what will be shown in the background when you have cut away something from your clip.



Original

The original unchanged clip will be used for the background with this setting.

Transparent

This setting makes the background transparent. You can put a second clip in another video-track in the timeline and let the clip with the applied effect float on it.

Top

Left

Right

Bottom

Select the area where the effect should be applied with these four sliders.

Colorize Border

With this section you can create a colored border around the area you have defined with the "Cut Border"-section.

Color

Select the color of the border with this control.

Weight

This slider controls the weight of the border.

Border Opacity

Here you can control the opacity of the applied border.

Silk and Fog V4.0 - for Final Cut Express

Configuration

This filter has four sections with controls. Make the necessary changes here and don't hesitate to experiment with the controls. Nothing can go wrong. Of course the controls are keyframeable due to the CHV keyframe-system.

Silk and Fog FCE V4.0 (C) 2004 by chv-electronics, The Free stuff

[Keyframe Creation]

- Create Keyframes:
- Canvas-Mode: Show Timeline with keyframes
- Show: Amount
- Delete current Keyframe!:
- Toggle Smooth/Corner!:
- Zoom Timeline: 50

[General Settings]

Mode




- Silk
- Fog
- Shadows
- Borders
- Flatten

- Amount: 50
- Contrast: 0
- Color: 100
- Effect Opacity: 100

[Cut Border]

- Show used area:
- Background: Original
- Top: 0
- Left: 0
- Right: 0
- Bottom: 0

[Colorize Border]

- Color:   
- Weight: 0
- Border Opacity: 100

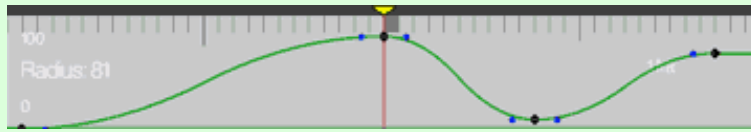
www.chv-plugins.com, Christoph Vonrhein
Silk and Fog FCE V4.0

Keyframe Creation

The first section is used to create keyframes. Read the below section to see how it works.

The Keyframe-system

CHV brings back real (!) keyframes for Final Cut Express!



All plugins of CHV that are equipped with the **Keyframe-system** are providing you with real keyframes.


Keyframes make it possible to make effects change over time. Originally **Final Cut Express** does not support keyframes and therefore all plugins without the Keyframe-system are doomed to be motionless. With the **Keyframe-system** of **CHV** this problem is cleared away and it provides you with the most important difference compared to Final Cut Pro: **Keyframes!**

The whole objective of the Keyframe-system is to provide users of Final Cut Express with the ability to make applied filters change over time. If you want to make an effect get stronger, or you want to move a garbage matte, or you want to make a color change for the duration of your clip, you need to tell the filter when this should happen. This is usually done by creating a keyframe, which stores the selected value of the corresponding control. **Final Cut Pro** does have an internal keyframe functionality, **Final Cut Express** does not support keyframes.

Due to the fact that Final Cut Express itself does not provide keyframes for video filters and generators, all plugins for Final Cut Express must be equipped with the Keyframe-system of **CHV**.

The "missing" keyframe functions had to be rebuilt within the filters itself. A filter equipped with the keyframe-system carries additional controls at the top of each filter-control tab. The only purpose for these controls is to create new keyframes and to modify them afterwards, if needed.

An additional timeline is displayed within the canvas to have full control over the created keyframes.

[Keyframe Creation]	
Create Keyframes	<input checked="" type="checkbox"/>
Canvas-Mode	Show Timeline with keyframes
Show	Alpha
Delete current Keyframe	<input type="checkbox"/>
Toggle Smooth/Corner!	<input type="checkbox"/>
Zoom Timeline	 50

Create Keyframes

Use this checkbox to enable/disable the keyframe-creation.

If this checkbox is enabled, all changes of the controls will create a keyframe. The value of the corresponding control will be stored within the keyframe.

If this checkbox is disabled the controls of the below sections will behave as if there is no keyframe-system applied, but only if no keyframes have been created yet for the specific control. Already created keyframes will still be active.

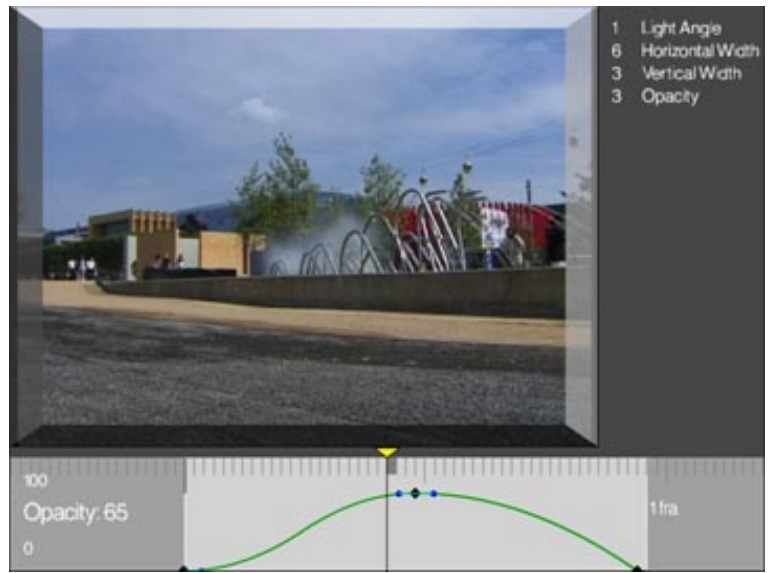
Lets take a look at the canvas:

The clip that actually should be seen in the canvas will be scaled down a little to make room for the additional information.

To the right of the clip a list of keyframed controls can be seen. This list describes how many keyframes have been set for each control. Controls without a keyframe will not be listed.

At the bottom we see the newly created timeline. The timeline consists of the same graphical elements we already know from the original timeline of Final Cut Express.

The yellow arrow and the vertical line represent the playhead on the timeline. Also note that the gray box at the yellow marker always is 1 frame in length.



The green line gives a graphical representation of the value of the currently selected control and how it changes for the duration of the clip. To information to the right within the timeline (here: 1 fra) tell you the timespan between two gray lines.

Within the timeline the currently selected control will be shown, its value and the upper and lower limits.

This is how the timeline within the canvas looks before a keyframe has been created. Before a keyframe is created the green line will go straight from the left to the right within the timeline at the current value of the selected control.



After changing a slider a keyframe will be created instantly. The black diamond represents the keyframed value. When the playhead is positioned right on a keyframe it will change its color to red. In this case, as we have just created a new keyframe and the playhead changes directly to the red color.



Now we move the playhead in the timeline to a later position. The keyframe-playhead in the canvas also changes its position and the just created keyframe moves to the left. Now the playhead is black, because it is not directly on a keyframe anymore.



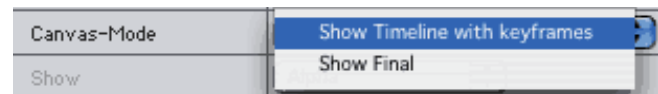
If we change the currently selected control again, the new value will also be keyframed and the playhead changes again to a red color.



If you just want to edit the value of a previously created keyframe, you have to move the playhead in the timeline to the needed keyframe at first. The playhead in the canvas will change to red. Then change the value of the selected control.

Canvas-Mode

Select what you want to see in the canvas.



Show Timeline with keyframes

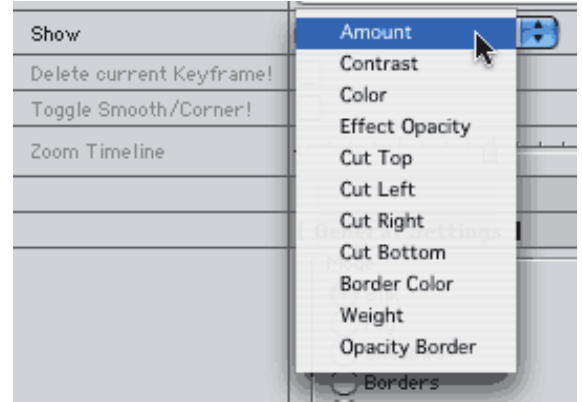
This selection shows the keyframe-timeline within the canvas.

Show Final

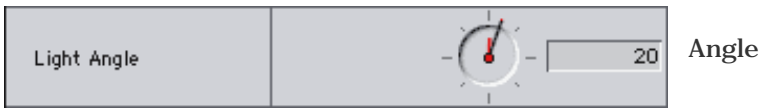
Only the final rendered result will be seen in the canvas. But even though you don't see the keyframes in the canvas anymore, they will still be active and they will be created if you change any parameters.

Show

With this popup you can select the control you want to see and edit. It also shows a list of the controls that can be keyframed.



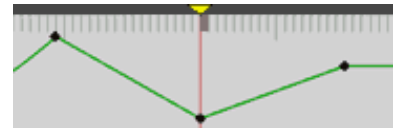
You can create and modify keyframes of the following four control types:



Delete current Keyframe!

With this checkbox you can delete a previous created keyframe.

To do this you have to move your playhead to the keyframe you want to delete. Note that your playhead turns red when you hit a keyframe directly.



Now click the checkbox:



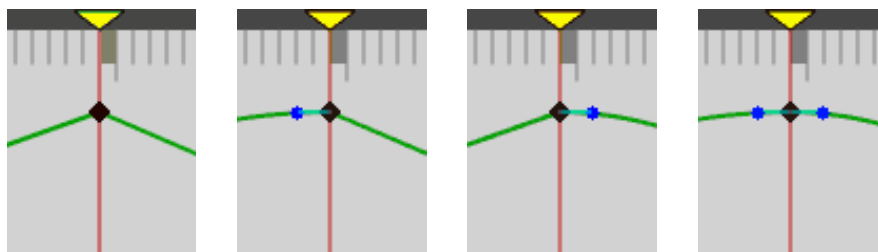
...and the keyframe is gone. Only the currently displayed keyframe will be deleted.



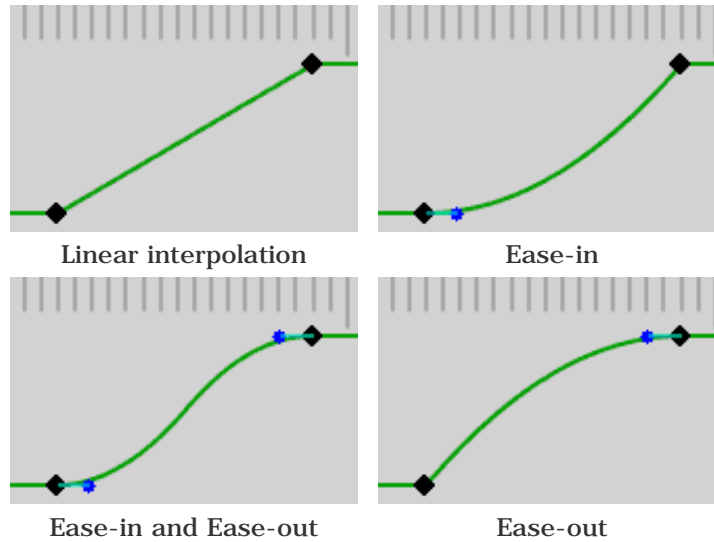
Note: It does not matter if the checkbox was checked or unchecked before deletion. The keyframe-system only looks at the changing status of the checkbox.

Toggle Smooth/Corner!

Use this checkbox to add bezier-handles to the keyframes. As described within the "Delete current Keyframe!" section, you have to move your playhead at first onto the keyframe you want to edit. Each time you click the Toggle-checkbox you can add or delete bezier-handles to the left and/or right side of the keyframe.



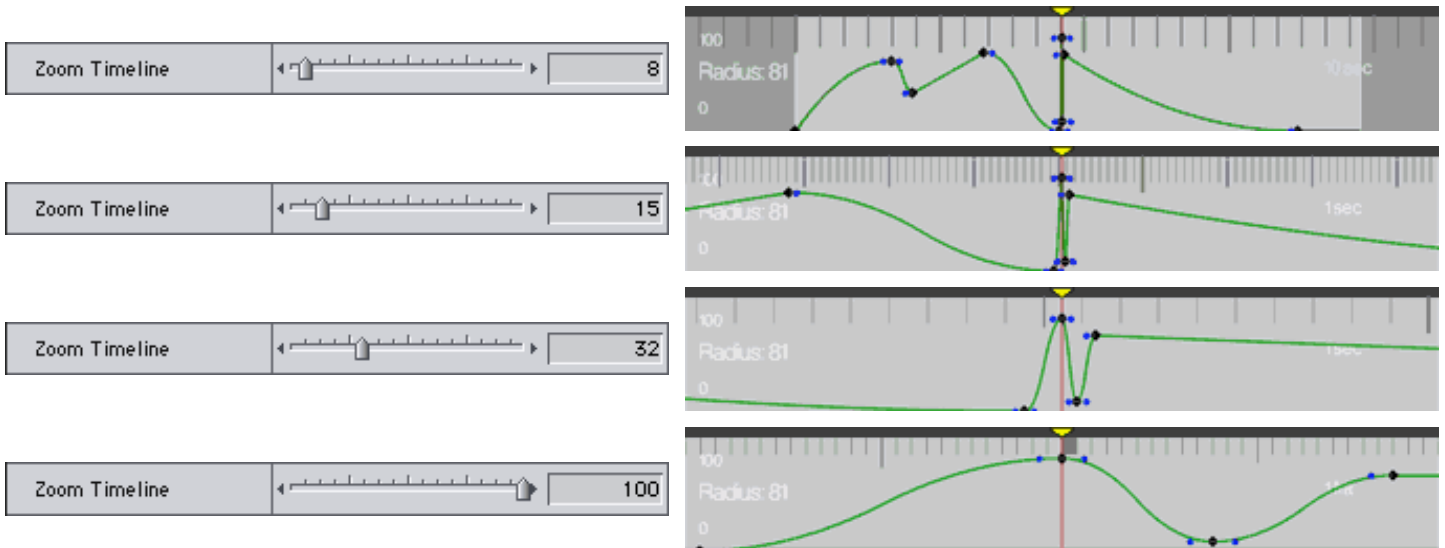
This procedure enables you to create these four interpolation methods:



Use this option to make the movements of the keyframed controls smooth and soft. You can even create bezier-handles for points and color-controls and make the movement of a point and a color change smoothly within you animation. This is also an advantage compared to Final Cut Pro's integrated keyframe routine, because Final Cut Pro itself can not create bezier-handles for keyframed colors.

Zoom Timeline

The last control of the keyframe system consists of a zoom slider. This slider controls the zoom of the keyframe-timeline within the canvas.



The bright area represents the currently selected clip. The playhead in the canvas is always in the center of the keyframe-timeline.

The remaining three sections are the same as described in the *Final Cut Pro* version above.

General Settings

Mode

Here you can select what effect you want to have. There are five effects:

Silk

This effect is mostly used on wedding-videos. It gives the video a silky shine.

Fog

Use this to generate fog.

Shadows

This option generates mystical shadows.

Border

With this setting the video will get darker and a halo will appear around edges.

Flatten

This setting flattens out the contrast and the colors.

Amount

This slider defines the amount of the effect. Depending on the settings of the other controls, the *Amount-slider* sometimes does the same as the *Opacity-slider*.

Contrast

With this slider you can change the contrast of the clip in conjunction with the applied effect.

For example: Use this to make a wedding-dress look even brighter and more shiny.

Opacity

This defines the opacity of the effect.

Cut Border

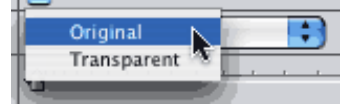
This section is used to define an area where the effect should be applied.

Show used area

Check this checkbox to make the selected area visible in the canvas. A small colored border will appear around the area in the canvas.

Background

With this popup you can select what will be shown in the background when you have cut away something from your clip.



Original

The original unchanged clip will be used for the background with this setting.

Transparent

This setting makes the background transparent. You can put a second clip in another video-track in the timeline and let the clip with the applied effect float on it.

Top

Left

Right

Bottom

Select the area where the effect should be applied with these four sliders.

Colorize Border

With this section you can create a colored border around the area you have defined with the "Cut Border"-section.

Color

Select the color of the border with this control.

Weight

This slider controls the weight of the border.

Border Opacity

Here you can control the opacity of the applied border.