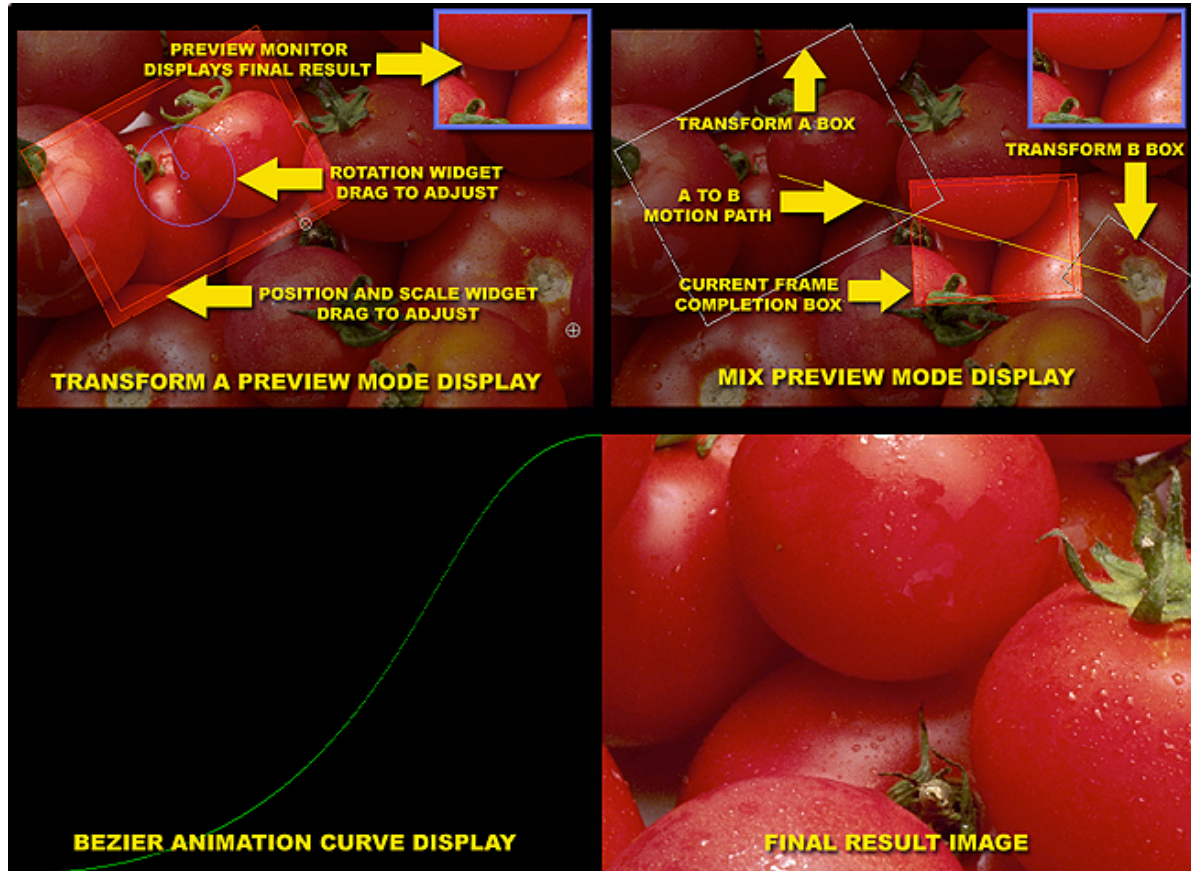


bcc pan and zoom

filter description

the bcc pan and zoom filter was designed to automate the work of documentary style pan and zoom effects, where a large still image file is moved along the x and y axis (pan) and scaled up or down (zoom) in a composite, in effect, adding animation to a still image. the bcc pan and zoom filter includes on-screen HUD widgets (heads-up display) to achieve this end result with precision and ease and also includes state-of-the-art algorithms that generate a razor sharp image result even when the image has been subject to a large transform scale. the filter can be run in full automatic, semi automatic or full manual animation modes, but any way you choose it's easy to use and generates smooth animation and a sharp image result.



workflow

three workflow options are included in the pan and zoom filter - fully automatic, semi automatic or manual.

in fully automatic mode, the user sets the position, rotation and scale for the starting point (Transform A region box) and the ending point (Transform B region box) of the image, using the filters' on-screen widgets. The filter then automatically animates from the A to B region along the duration of the clip in the timeline. there are controls with an on-screen display curve for adjusting the velocity of the ease in and the ease out for the start and end of the animation, and for the amount of frames for which you want the image to hold at the start and end of the effect. the advantage of using the full-automatic mode is that no keyframes are required and the smoothness of the animation velocity at the start and end of the effect can be controlled from within the filter. Since no keyframes need to be set in this workflow, it is easy to save presets that encapsulate a complete pan and zoom move.

in semi-automatic mode the user sets the position, rotation and scale for the starting point (Transform A region box) and the ending point (Transform B region box) of the image, using the filters' on-screen widgets, and then only needs to set keyframes for the completion parameter, which instructs the filter where the animation should be at a given point in time. the advantage to the semi-automatic mode is that the user can directly control exactly the speed and position of the image animation using the completion parameter, however the smoothness at the start and end of the effect must be controlled via host bezier transform handles. In short, semi-automatic mode works just like fully automatic mode except that the animation is based on setting keyframes for the completion slider rather than auto-animation based on clip duration.

in manual mode, the user sets the position, rotation and scale for the Transform A region box at the start of the timeline and manually creates separate keyframes for position, rotation and scale. Then the user sets the current time indicator to the end of the timeline, sets new keyframes for the filter's position, rotation and scale parameters and repositions the Transform A region box. Animation is then generated between the individual Transform A keyframes. the advantage of using full manual mode is that the user retains complete control over every aspect of the animation.

In addition to the HUD (Heads Up Display) widgets, there are controls for sharpness (with many available algorithms), softness (also with many available algorithms), deflicker (with several options) and video safe levels that are available across all modes of operation.

users should take note that the pan and zoom, when in automatic mode, depends upon the length of the clip to which is is applied. if you are using this filter in after effects and the clip is longer than the comp, then you should pre-comp the clip in order to generate the expected result.

fully-automatic mode workflow:

ae

- add project sized clip or solid to comp timeline
- set current time indicator to the start of the layer
- apply pan and zoom filter to new layer
- twirl down source group
- set source pop-up to external file
- beside external file parameter, click on the L button to load still image file
- twirl up source group
- set workflow to AB Auto-Animation mode
- enable preview mode
- set preview target pop-up to setup A
- twirl down the transforms group
- drag the red rectangle to the starting position in the frame
- drag on one of the sides or corners of the red rectangle to set the starting scale
- drag on the rotation dial to set the starting rotation
- set preview target pop-up to setup B
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- set the preview target pop-up to mix
- preview to RAM to preview the result
- twirl down the animation group
- click on the preview ease curve check-box to enable the curve view
- adjust the animation velocity at the start and end of the curve via the ease-in and ease-out parameters
- click on the preview ease curve check-box to disable the curve view
- disable preview mode
- turn off draft quality
- render to disc

avx

- add project sized clip or solid to comp timeline
- set current time indicator to the start of the clip
- apply pan and zoom filter to new clip
- promote the effect to AVX 2
- twirl down source group
- set source pop-up to external file
- click on the external file button to load still image file
- twirl up source group
- set workflow to AB Auto-Animation mode
- enable preview mode
- set preview target pop-up to setup A
- twirl down the transforms group
- drag the red rectangle to the starting position in the frame
- drag on one of the sides or corners of the red rectangle to set the starting scale
- drag on the rotation dial to set the starting rotation
- set preview target pop-up to setup B
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- set the preview target pop-up to mix
- preview the result
- twirl down the animation group
- click on the preview ease curve check-box to enable the curve view
- adjust the animation velocity at the start and end of the curve via the ease-in and ease-out parameters
- click on the preview ease curve check-box to disable the curve view

- disable preview mode
- turn off draft quality
- render to disc

fxplug

- add project sized clip or solid to comp timeline
 - set current time indicator to the start of the clip
 - apply pan and zoom filter to new clip
 - promote the effect to AVX 2
 - unhide source group
 - set source pop-up to external file
 - beside external file parameter, click on the L button to load still image file
 - hide source group
 - set workflow to AB Auto-Animation mode
 - unhide the transforms group
 - set preview mode to floating viewport
 - set preview target pop-up to setup A
 - drag the scale A parameter in the controls window to set the starting scale
 - drag the position A parameter in the controls window to the starting position in the frame
 - drag the the rotation A parameter in the controls window to set the starting rotation
 - set preview target pop-up to setup B
 - drag the scale B parameter in the controls window to set the ending scale
 - drag the position B parameter in the controls window to the ending position in the frame
 - drag the rotation B parameter in the controls window to set the ending rotation
 - set the preview target pop-up to mix
 - preview the result
 - unhide the animation group
 - click on the preview ease curve check-box to enable the curve view
 - adjust the animation velocity at the start and end of the curve via the ease-in and ease-out parameters
 - click on the preview ease curve check-box to disable the curve view
 - set preview mode pop-up to none
 - turn off draft quality
 - render to disc
-

semi-automatic mode workflow:

ae

- add project sized clip or solid to comp timeline
- set current time indicator to the start of the layer
- apply pan and zoom filter to new layer
- twirl down source group
- set source pop-up to external file
- beside external file parameter, click on the L button to load still image file
- twirl up source group
- set workflow to AB Completion mode
- enable preview mode
- set preview target pop-up to setup A
- twirl down the transforms group
- drag the red rectangle to the starting position in the frame
- drag on one of the sides or corners of the red rectangle to set the starting scale
- drag on the rotation dial to set the starting rotation
- set preview target pop-up to setup B
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- set the preview target pop-up to mix
- twirl down the animation group
- at the start of the clip, set a keyframe for the completion parameter
- set the completion amount to 0
- move the current time indicator to the end of the clip
- set a keyframe for the completion parameter
- set the completion amount to 100
- disable preview mode
- turn off draft quality
- render to disc

avx

- add project sized clip or solid to comp timeline

- set current time indicator to the start of the clip
- apply pan and zoom filter to new clip
- promote the effect to AVX 2
- twirl down source group
- set source pop-up to external file
- click on the external file button to load still image file
- twirl up source group
- set workflow to AB Completion mode
- enable preview mode
- set preview target pop-up to setup A
- twirl down the transforms group
- drag the red rectangle to the starting position in the frame
- drag on one of the sides or corners of the red rectangle to set the starting scale
- drag on the rotation dial to set the starting rotation
- set preview target pop-up to setup B
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- set the preview target pop-up to mix
- twirl down the animation group
- at the start of the clip, set a keyframe for the completion parameter
- set the completion amount to 0
- move the current time indicator to the end of the clip
- set a keyframe for the completion parameter
- set the completion amount to 100
- disable preview mode
- turn off draft quality
- render to disc

fxplug

- add project sized clip or solid to comp timeline
- set current time indicator to the start of the clip
- apply pan and zoom filter to new clip
- unhide source group
- set source pop-up to external file
- beside external file parameter, click on the L button to load still image file
- hide source group
- set workflow to AB Completion mode
- unhide the transforms group
- set preview mode to floating viewport
- set preview target pop-up to setup A
- drag the scale A parameter in the controls window to set the starting scale
- drag the position A parameter in the controls window to the starting position in the frame
- drag the the rotation A parameter in the controls window to set the starting rotation
- set preview target pop-up to setup B
- drag the scale B parameter in the controls window to set the ending scale
- drag the position B parameter in the controls window to the ending position in the frame
- drag the rotation B parameter in the controls window to set the ending rotation
- set the preview target pop-up to mix
- unhide the animation group
- at the start of the clip, set a keyframe for the completion parameter
- set the completion amount to 0
- move the current time indicator to the end of the clip
- set a keyframe for the completion parameter
- set the completion amount to 100
- set preview mode pop-up to none
- turn off draft quality
- render to disc

manual workflow:

ae

- add project sized clip or solid to comp timeline as a new layer
- set current time indicator to the start of the layer
- apply pan and zoom filter to new layer
- twirl down source group
- set source pop-up to external file
- beside external file parameter, click on the L button to load still image file
- twirl up source group

- set workflow to transform A mode
- enable preview mode
- twirl down transform A group
- drag the red rectangle to the starting position in the frame
- drag on one of the sides or corners of the red rectangle to set the starting scale
- drag on the rotation dial to set the starting rotation
- set keyframes for position A, scale A and rotation A
- move current time indicator to the end of the layer
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- preview to RAM to preview the result
- disable preview mode
- turn off draft quality
- render to disc

avx

- add project sized clip or solid to comp timeline
- set current time indicator to the start of the clip
- apply pan and zoom filter to new clip
- promote the effect to AVX 2
- twirl down source group
- set source pop-up to external file
- click on the external file button to load still image file
- twirl up source group
- set workflow to transform A mode
- enable preview mode
- twirl down transform A group
- drag the red rectangle to the start position in the frame
- drag on one of the sides or corners of the red rectangle to set the start scale
- drag on the rotation dial to set the starting rotation
- add a keyframe
- move current time indicator to the end of the clip
- add a keyframe
- drag the red rectangle to the ending position in the frame
- drag on one of the sides or corners of the red rectangle to set the ending scale
- drag on the rotation dial to set the ending rotation
- preview the result
- disable preview mode
- turn off draft quality
- render to disc

fxplug

- add project sized clip or slug to comp timeline
- set current time indicator to the start of the clip
- apply pan and zoom filter to new clip
- unhide source group
- set source pop-up to external file
- beside external file parameter, click on the L button to load still image file
- hide source group
- set workflow to transform A mode
- unhide transform a group
- set preview mode to floating viewport
- enter numeric values for scale to set the start scale
- enter numeric values in transform x and y parameter to set the start position in the frame
- enter numeric values for rotation to set the start angle
- set keyframes for anchor, scale and rotation
- move current time indicator to the end of the clip
- set keyframes for anchor, scale and rotation
- enter numeric values for scale to set the ending scale
- enter numeric values in transform x and y parameter to set the ending position
- enter numeric values for rotation to set the ending angle
- preview the result
- set preview mode pop-up to none
- turn off draft quality
- render to disc

parameter control listing

source group

- source pop-up - sets the input image source for the pan and zoom effect
 - host layer - uses a layer already imported into the host
 - external file - uses an image which has not been imported into the host
- external file - load mechanism to import an external image file
- watch folder - forces the filter to always look in this folder for the external image source (useful for finding missing media when the project is opened on a different system to which it was created)
- host layer - pop-up to select a layer from the timeline
- source pixel aspect ratio pop-up - sets the aspect ratio of the image source
 - various standard PAR listing - select appropriate setting for image source
- aspect - manual control of the PAR of the image input
- opaque source - ignores the image alpha channel when checked. When checked this improves render times in some scenarios, particularly when Motion Blur is enabled.

workflow pop-up

- Transform A - sets the filter to run in manual, transform A only mode
- Transform B - sets the filter to run in manual, transform B only mode
- AB Completion - sets the filter to run in semi-automatic completion animation mode
- AB auto-Animation - sets the filter to run in fully automatic mode

animation

- interpolation pop-up
 - straight - straight linear move from point A to point B
 - exponential - soft bezier style move from point A to point B
- completion - keyframe this parameter when in AB completion mode to generate animation
- hold start - sets the amount of frames for which there is no animation at the start of the effect. hold frames are set as a percentage of the clip duration.
- hold end - sets the amount of frames for which there is no animation at the end of the effect. hold frames are set as a percentage of the clip duration.
- ease in - sets the amount of softness at the start of the animation curve
- ease out - sets the amount of softness at the end of the animation curve
- preview ease curve - displays the on-screen graph of the animation curve

preview mode check box - enables or disables the on-screen UI widgets over the input image

preview target pop-up - switches the on-screen UI during set-up mode

- setup A - displays setup A on-screen UI widgets
- setup B - displays setup B on-screen UI widgets
- mix - displays the setup A and B UI widgets as well as a box showing the animation

preview settings group

- preview monitor pop-up - displays the final result in a small on-screen window
 - none - no display
 - top left - display shown in top left of frame
 - top right - display shown in top right of frame
 - bottom left - display shown in bottom left of frame
 - bottom right - display shown in bottom right of frame
- luma shift - reduces or increases the luminosity of the area outside of the setup window
- action safe - displays the action safe zone within the setup box
- rotation control - enables or disables the rotation control on-screen UI widget

transforms group

- adjust scale pop-up - sets the scale of the image in the preview window
 - off
 - fit at 100 percent
 - letterbox at 100 percent
- lock anchor checkbox - locks the anchor position to the center of the input image when enabled
- rotation center pop-up - sets the center for image rotation
 - final viewport - rotates the image around the center of the currently visible frame
 - anchor - rotates the image around the center of the current anchor position
- position A x / y - sets the position of the animation at the start of the effect
- anchor A x / y - sets the anchor for the animation at the start of the effect
- scale A - sets the scale of the image at the start of the effect
- rotation A - sets the rotation angle of the image at the start of the effect
- position B x / y - sets the position of the animation at the end of the effect
- anchor B x / y - sets the anchor for the animation at the end of the effect
- scale B - sets the scale of the image at the end of the effect
- rotation B - sets the rotation angle of the image at the end of the effect

motion blur checkbox

motion blur group

- smoothness pop-up

- rough
- medium
- smooth
- smoothest

shutter angle
adaptive mode

quality group

draft mode checkbox
method pop-up

- fast
- sharp
- standard
- smooth
- magic sharp
- magic smooth

sharpness amount – controls the sharpness for scale settings where the image is zoomed in beyond its native resolution

softness amount – controls the softness for scale settings where the image is being downsampled from higher resolution.

reduce flicker popup

video safe colors checkbox

mix (Fxplug only) - blends the effect with the original image clip to which the filter was applied