



SUGARfx

World Cup Studio User Manual

Installation

In order to use SUGARfx with Final Cut Studio or Final Cut Express, you need to download and install the Free FxFactory plug-in from Noise Industries.

FxFactory is the host plug-in that makes SUGARfx available to the applications, so you need to first download FxFactory from the Noise Industries web site.

- FxFactory is a free download and the web site address is:

<http://noiseindustries.com/products/fxfactory/download/index.html>

- Install and follow the prompts during installation.

Installing SUGARfx

You should have received the code and information via email, and downloaded the SUGARfx pack on your computer.

If you successfully installed FxFactory, then the icon of the SUGARfx should look just like a square brown box shown here.

- Double click and it should automatically be moved to its correct place and ready to be used with your applications.

For more information on FxFactory, please read the instructions and/or the help file that came with it, or visit their support page on their web site (www.noiseindustries.com).



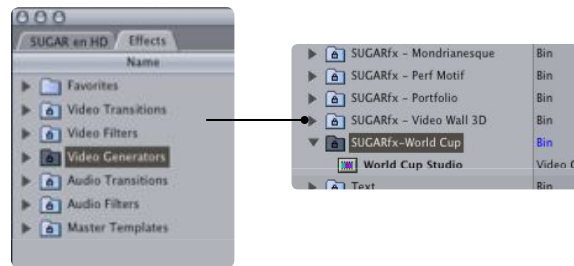
Using World Cup

Open Final Cut Pro or Final Cut Express and browse to the Effects Tab.

The screen shots shown on this manual are from Final Cut Pro but there should be no difference in the functionality of the SUGARfx plug-in even if you use Final Cut Express.

Open Final Cut Pro / Express

The World Cup theme is a Generator, so you should be able to find it in the Effects tab under the Generators folder. Inside here you should look for the folder containing the plug-in with its corresponding name.



- Click and drag the Video Generator to the time line, and then double-click it to be able to see it on the Viewer window.
- Double click on the time code numbers under the Video tab to highlight it, and then type the duration of your element as you want it to be on the time line.



- Next, click on the Controls tab to access the control parameters of the plug-in.

Pay close attention to the SUGARfx logo inside the plug-in interface. It should identify itself if it is an LC or STUDIO version of the plug-in.



Please visit our web site for detailed information and a comparison chart.

Control Parameters

- **Element** : Start by selecting the element that you want to use (see the section **Elements** for more information).
- **Presets** : If you would like to use a Preset, you can do that with the pull down menu, or else skip it and do the setups yourself.

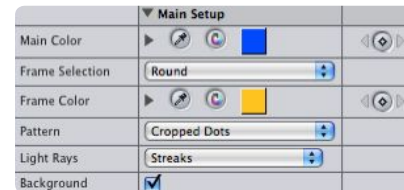
Here is where you can save your own Presets after customizing the look and setups you use the most. - It is a good idea to start selecting a predefined Preset if it resembles the style that you are looking for, instead of starting to tweak it from scratch.

- **Duration** : Set the Duration to the same number you entered in the Video window, so it matches the length of the element in the time line.

The maximum number you can use here is 60



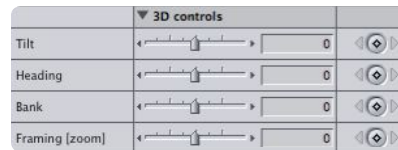
Main Setup



In this section you can change the overall color palette and assets that move around the screen in the background as well as in the foreground.

- **Main Color** : Changes the overall color of the elements in the background.
- **Frame Selection** : Provides several options to frame your video zones.
- **Frame Color** : To change the color of the frame selected.
- **Pattern** : A drop down menu with several assets to change the pattern visible throughout the elements.
- **Light Rays** : These are the elements moving from right to left, and you can select between several interesting options.
- **Background** : This is a toggle switch that disables a color swash that lives in the Background. Keep in mind that this button does not disable the background of the element.

3D Control



Although this theme is already moving in 3d space, it is possible to aggregate your own 3d moves on top of the existing moves by using these parameters, so you can either enhance or reduce the 3d effect. Keep in mind that all of these controls are keyframeable.

- **Tilt** : Control the inclination of the theme towards the front or backwards.
- **Heading** : In 3d terminology, the heading is when you pivot the camera to the left or the right.
- **Bank** : Another 3d term that means tilting sideways.
- **Framing [zoom]** : Moves the camera in 3d space in the Z axis, therefore creating the effect of zooming in or out to obtain a better framing of the view.

Please be aware that some extreme moves may cause some elements to disappear from view or pop up unexpected due to what is known as camera clipping.


If that happens to you, lower the value of the settings causing the clipping.

Center



This allows you to move the center point of the whole theme (from the camera's p.o.v.).

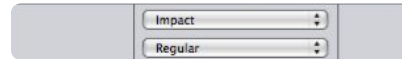
You can either enter the numbers for the X or Y coordinates in the entry boxes provided, or click on the cross hair for an interactive move over the Canvas window.

When the cross hair is selected (), the Canvas window will show a red cross indicating where the center point is located at that moment.

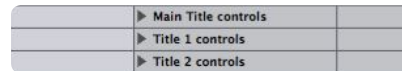


Font

This is a self explanatory control where you can select the overall font and weight for the 3 main titles available in the plug-in.

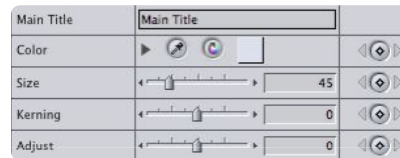


Title Settings

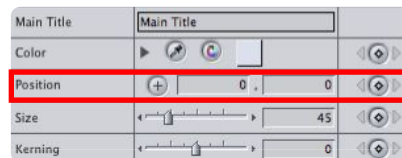


The 3 main titles are encapsulated in their own individual set. All 3 title controls look and behave exactly the same, and obviously, they affect only their corresponding text title.

- Twirl down to access the individual controls of the text title you want to change.



- **Main Title (also Title 1 or Title 2)** : Type the text as you would like it to appear for the corresponding title here.
- **Color** : Change the color of the text (only changes the color of this individual title).
- **Size** : Controls the size of the text on screen.
- **Kerning** : Adjust the distance or separation between the letters.
- **Adjust** : This control moves the position of the whole title depending on the kind of move that the title originally has. In other words, if the title moves in a vertical fashion, the adjustment will move the title in the same direction only. (Keep in mind that this control is for adjustment and not for positioning).
- **Position** : This control is for positioning the title only when the **custom** theme has been selected.



Background Text

Background Text	
Background Text	<input type="text" value="BACKGROUND TEXT"/>
Font	Helvetica
	Regular

This is the text that moves and is part of the background and should be customized. It is recommended that you type the words in capital letters so it looks more uniform.

This is not considered a Text Title because its importance is minimal, but it should have a coherent message related to your video production.

- **Background Text** : Enter the text here and you can make it as long or short as you wish.
- **Font** : The background text enjoys the benefit of having its own Font setup.

Video / Image wells

Video / Image wells	
Video-Image 1	<input type="text" value="123"/>
Adjust	<input type="range" value="0.5"/>
Video-Image 2	<input type="text" value="123"/>
Adjust	<input type="range" value="0.5"/>
Video-Image 3	<input type="text" value="123"/>
Adjust	<input type="range" value="0.5"/>

- **Video-Image 1 (2 and 3)** : Place your video or still images here. The numbers correspond to the numbers of the video placeholders shown on the Canvas window.



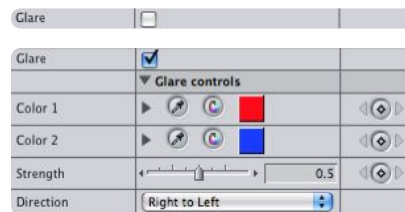
- **Adjust** : This will adjust the position of the image or video inside the video window if there is room to move. The adjustment will only move the image if the proportions of the video differ from the proportions of the placeholder. - In other words, if you place a 16x9 video footage on a 4x3 placeholder, the video will get cropped on the sides, but you will be able to adjust its horizontal position since the 16x9 is a longer proportion than the 4x3.

- **Vertical Adjust** : This control is for positioning the title only when the **custom** theme has been selected.
- **Drifting Speed** : Available only when the **custom** theme has been selected, and serves the purpose to speed up or slow down the drifting movement of the video placeholders. This control does not affect the speed of the video being played inside the placeholders.



Glare :

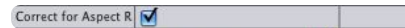
This is a toggle switch that provides a subtle light effect to the overall scene. The controls will display only if the switch is enabled.



- **Color 1 and Color 2** : Allows you to change the colors of the glare effect. Be aware that the lighter the color the strongest the effect,, therefore you can control the color that will be the dominant side by selecting one color light and the other somewhat darker.
- **Strength** : The effect can be controlled with this slider that goes from 0 (zero) which is a completely invisible effect, to a maximum of 1 which is the strongest value.
- **Direction** : You have 4 options to change the direction of the glare. from the Color 1 to Color 2. Choose 4 options here.

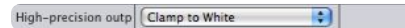
Correct for Aspect Ratio

By having this button enabled you will be sure that the theme will adjust itself to whatever sequence settings or aspect ratios you are working on.



High-precision-output

When you render in high precision color, you make sure that your whites come the way you want them to come.



Although this theme does not have the whites that can benefit directly from this setting, the overall color will get rendered accordingly as if the white reference was present. Leave it at the **Clamp to White** option as this is the most used setting for colorful graphics like SUGARfx themes.

Elements

The SUGARfx themes are well known for the broadcast friendly elements they provide, easily accessible as a point-and-click selection.

You can access the available elements by click and holding the pop-up menu **Elements** in its user interface.



The following are the elements contained in the SUGARfx World Cup theme as of the date and time of the creation of this manual.

Also, the selection of elements may vary depending on the version of the plug-in that you have installed in your system, either the LC or the STUDIO versions.

Open [3 titles] and Open [1 title]



These elements contains the number of titles described after its name, being the last title the Main title. The animation of these two opens are different, so you can use one for the important start of the show and the second one as a long bumper or open for special presentations.

Keep in mind that all of these themes have the Background text which needs to be edited with text of your own.

Bumper 1 and Bumper 2



The purpose of a bumper is to break the production in segments or to provide a short title to move from one section to another. The bumpers are widely used in television shows or news channels when they go from the show to commercials or from commercial into the show.

Bumper [custom]



As its name implies, this is a custom bumper element where you have all the liberty to layout and animate the camera moves to create your own unique element.

There are some restrictions as how far you can rotate or move the camera, but overall you can create your own animated bumper sequences and at the same time retaining the look and feel of the rest of the theme elements.

Lower 3rd



This is probably one of the most used elements in the broadcast television industry, and as its name implies it is usually located in the lower third section of the screen to serve the purpose of identification of what's going on in the scene.

It can also be used as a description bed or score annotation depending on the content of your show.

Background



Many people think of a background as something not important, but in this case this element is extremely useful, specially for those situations when you need to present text information with the style and uniformity of your branded image.

You can always omit the addition of text and you'll end up with a clean background where you can show the sponsor graphics or any other information you need to present.

OTS Right and OTS Left



You have seen this element all the time in many shows, specially on news or sports channels where the anchor is providing the news on one side while the logo or scene is happening on the box to his or her side.

The OTS stands for Over the Shoulder graphic and it is a welcome addition to our collection.

1 Box, 2 Box and 3 Box



As their name implies, each box is a placeholder for video content also used in broadcast television to have several talking heads or related scenes play at the same time.

If you are into sports, you can take full advantage of these elements where you can show the same scene from various points of view, or the 2 contenders on one side and the commentator at the same time on screen. There are many possibilities here.

Presets

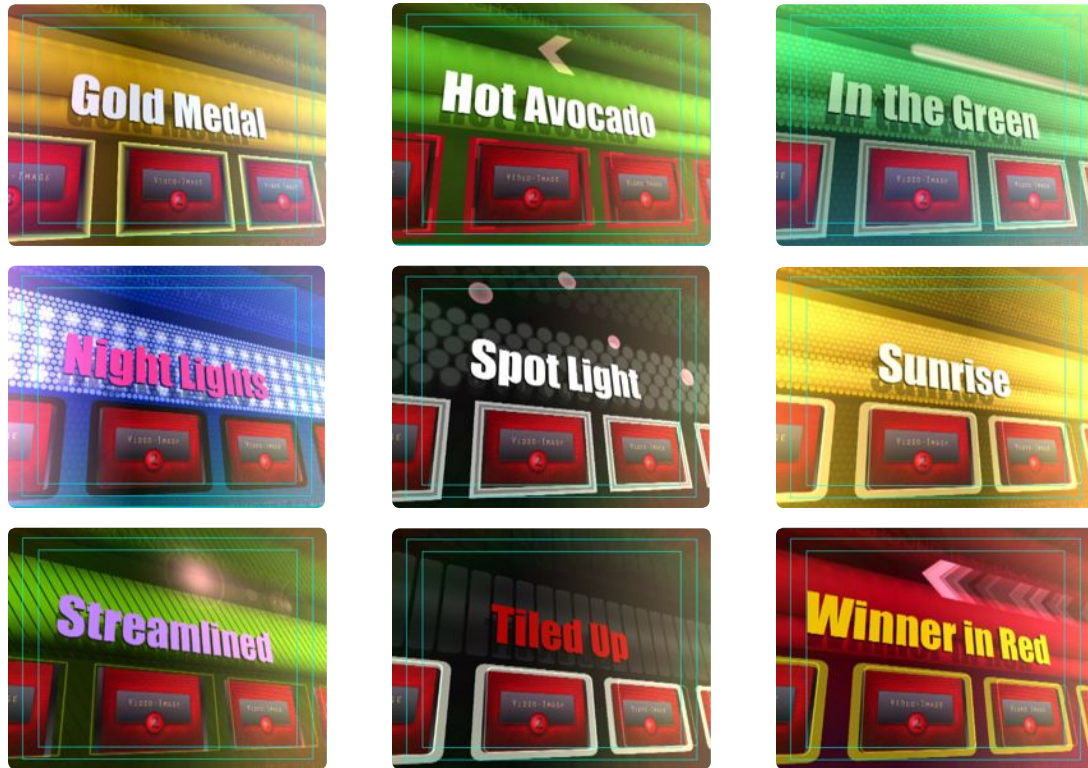
The presets expand your theme even further, specially when you can create your own styles and save them for later use.

The SUGARfx World Cup includes pre-planned presets that can be accessed via the provided pop-up menu.



It is a good idea to begin your own customizing by selecting one of the included presets and use it as a starting point. Here are the color styles of the included presets.





As you can see, there are many possibilities that you can obtain by tweaking the parameters to fit the look and style you are looking for, so have fun and start making your own, and remember that you can share the presets with other users or other computers as long as they have the LC or STUDIO versions installed in their system.

The LC and STUDIO version presets are interchangeable, although some features that are only available in the STUDIO version will not show up in the LC version.

Support

Every SUGARfx theme or plug-in that you purchase comes with free technical support by sending all your questions via email to our Support Team.

Our Technical support team is available to answer your questions via email and should respond within 24 hours or less from the time the email was received.

Things to know before contacting Technical Support

Please visit our web site (<http://www.sugarqc.com>) for possible answers to your technical support issues, or visit our tutorial site (<http://www.ilearnfast.com>) where you may also find a tutorial that will help you find the answer to your question before you contact our Support team.

If you cannot find the answer you need, please send us an email to : support@sugarqc.com with the following information:

- Name and version of the SUGARfx theme.
- The version of the FxFactory.
- Your system configuration (Mac OS X version, RAM and whatever else you may think to be helpful)
- The application name and version with which you are having the problem.
- Screen shots of the problem (whenever possible).
- Details and any other information you may think appropriate to describe the problem.

Feedback

The success of our products depend vastly on customer requests and feedback.

We welcome all kinds of e-mails that provide useful information on how to improve our products, so we encourage you, as a user of these products, to send us your feedback or comments to our support team.