

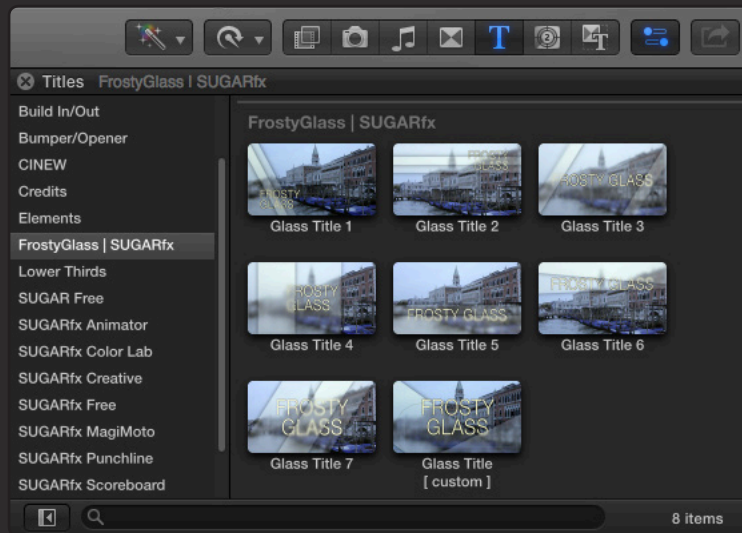


SUGARfx
FrostyGlass

Description

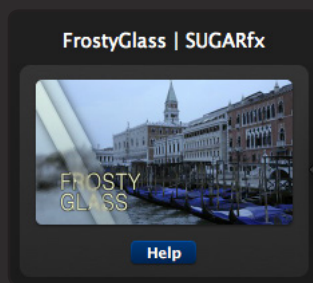
SUGARfx FrostyGlass is a motion graphics theme available for Final Cut Pro X that includes seven customizable title elements and a master element with several textures, modes, frostiness and colors to customize.

Its elements are available in the Title Browser under the FrostyGlass category.



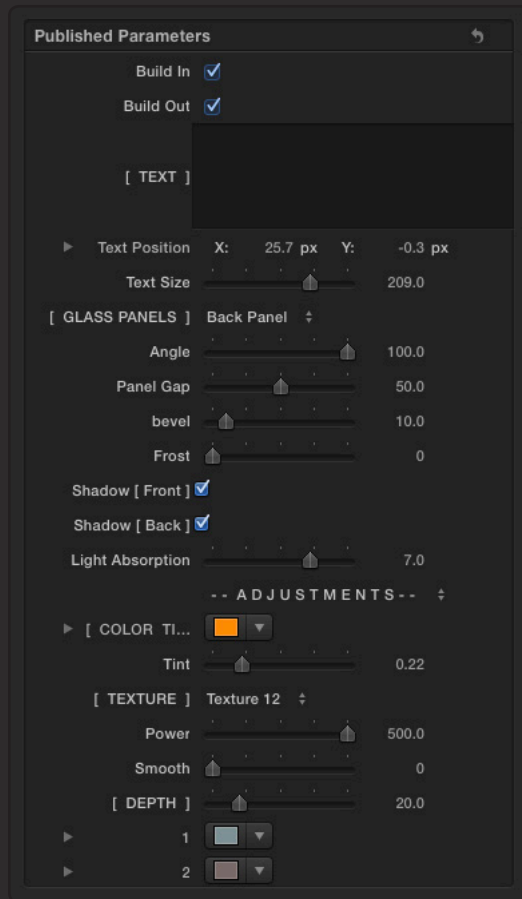
Help

The Help file (or the PDF version of this User Manual) is available when you open the FxFactory application and press on the Help button under the icon of the theme element.



For any additional help or questions regarding the functionality of the plugin, you can contact our technical support team at your earliest convenience at : support@sugarfx.tv

Parameters



Build In : Every title includes and optional build In animation that can be either enabled or disabled in here.

Build Out : Every title includes and optional build Out animation that can be either enabled or disabled in here.

[TEXT] : Enter the Text for the title in here or leave empty if no title is required. Use the built-in title adjustment and parameters of Final Cut Pro X to create new styles or modify your title.

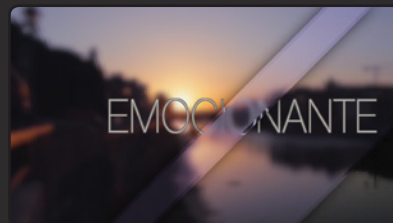
Text Position : Simple to use position coordinates. You can also click on the Preview window and drag the title to a new location.

Text Size : Sets the size of the font. 200 is the limit of the slider but you can go higher numerically.

[GLASS PANELS] : Select from three different options the panel of your choice.

Keep in mind that the Back panel seats behind the text and the Front panel in front of the text.

Angle : Adjust the orientation of the panels whenever this parameter is available.



When using Title elements 5 or 6, the angle parameter provides a way to juxtapose the angles of each panel by sliding the parameter all the way to either side of the extreme values.

Panel Gap : This parameter is only available on selected elements and provides a way to modify the width of the panels and the position relationship between them when used together.

Bevel : To adjust the width of the bevel (or border) of the glass panels.

Frost : Controls the amount of frostiness, or blurriness, applied to the underlying image.

Shadow [Front] : Enables the shadow effect of the Front panel.

Shadow [Back] : Enables the shadow effect of the Back panel.

Light Absorption : An adjustment slider to simulate the effect of light absorption of the glass panels.

-- ADJUSTMENTS --

COLOR TINT : Sets the color to be used when tinting the glass panels.

Tint : This is an intensity slider that controls the amount of tint applied to the glass panels.

[TEXTURE] : A drop-down menu with an option to select a texture for the refraction effect.

Power : The amount of refractive power that consequently shows the effect of the texture selected.

Smooth : A slider to smooth out the texture selected, hence the refraction will smooth out as well.

[DEPTH] : A color gradient applied to the glass panels that simulate depth and contrast.

1 : The top color of the Depth gradient simulation.

2 : The bottom color of the Depth gradient simulation.

Glass Title [custom] Parameters

The custom element provides several parameters not available in the regular animated titles. Here you can control each Panel individually and animate them by hand, therefore all of the parameters related to each panel are included in the parameters' list, as well as the on-screen-controls (OSC).



[GLASS PANELS] : Select from three different options the panel of your choice.

Keep in mind that the Back panel seats behind the text and the Front panel in front of the text.

[BEVEL] : To adjust the width of the bevel (or border) of the glass panels.

[FROST] : Controls the amount of frostiness, or blurriness, applied to the underlying image.

Light Absorption : An adjustment slider to simulate the effect of light absorption of the glass panels.

-- FRONT PANEL --

Position [Front] : Simple to use position coordinates. You can also use the OSC on the Preview window and drag the panel to a new location.

Rotation [Front] : Simple to use rotation adjustment. You can also use the OSC on the Preview window and rotate the handle to a new angle orientation.

Size [Front] : Simple to use size slider. You can also use the OSC on the Preview window and use the outer circle to set the size interactively.

Shadow [Front] : Enables the shadow effect of the Front panel.



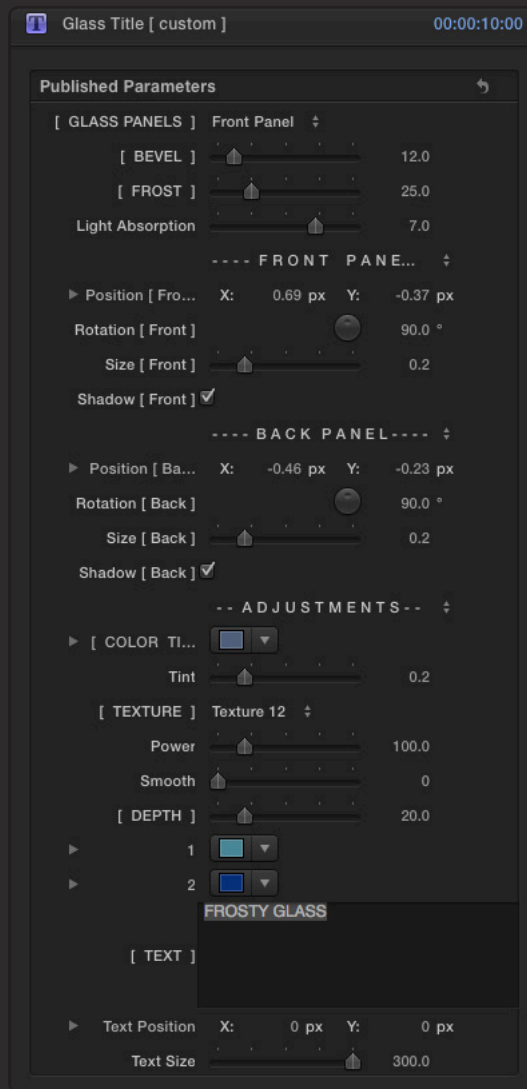
-- BACK PANEL --

Position [Back] : Simple to use position coordinates. You can also use the OSC on the Preview window and drag the panel to a new location.

Rotation [Back] : Simple to use rotation adjustment. You can also use the OSC on the Preview window and rotate the handle to a new angle orientation.

Size [Back] : Simple to use size slider. You can also use the OSC on the Preview window and use the outer circle to set the size interactively.

Shadow [Back] : Enables the shadow effect of the Back panel.



- ADJUSTMENTS - -

[COLOR TINT] : Sets the color to be used when tinting the glass panels.

Tint : This is an intensity slider that controls the amount of tint applied to the glass panels.

[TEXTURE] : A drop-down menu with an option to select a texture for the refraction effect.

Power : The amount of refractive power that consequently shows the effect of the texture selected.

Smooth : A slider to smooth out the texture selected, hence the refraction will smooth out as well.

[DEPTH] : A color gradient applied to the glass panels that simulate depth and contrast.

1 : The top color of the Depth gradient simulation.

2 : The bottom color of the Depth gradient simulation.

[TEXT] : Enter the Text for the title in here or leave empty if no title is required. Use the built-in title adjustment and parameters of Final Cut Pro X to create new styles or modify your title.

Text Position : Simple to use position coordinates. You can also click on the Preview window and drag the title to a new location.

Text Size : Sets the size of the font. 200 is the limit of the slider but you can go higher numerically.

