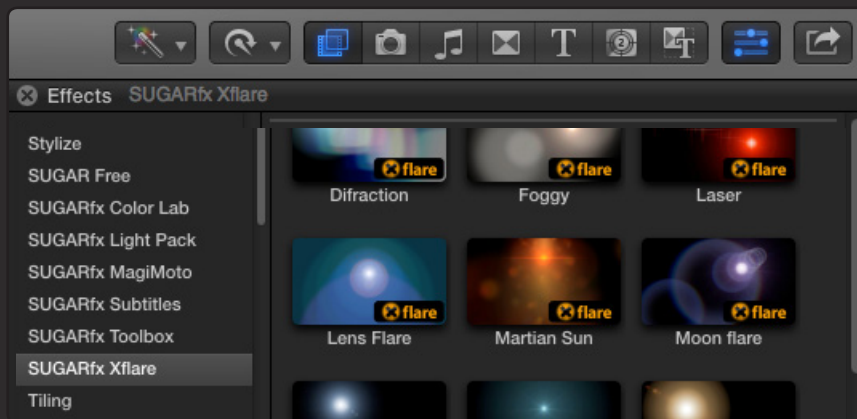# SUGARfx
Xflare

Description

SUGARfx Xflare is available only for Final Cut Pro X and it allows you to simulate the lens flare effect in a friendly and easy to use interface.


Using Xflare

Xflare is available in Final Cut Pro X and can be found by selecting the Filters browser and look for the Xflare collection from SUGARfx.

OSC - On Screen Controls

Xflare offers two distinct OSC handles to control the Position of the center of Xflare and the Color Shift amount and direction that can be manipulated interactively, or if you prefer, you can use the numeric parameters in the Xflare Special Effect section.
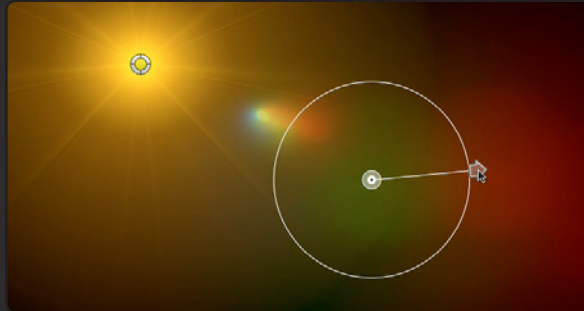
Help

To access the help file, you need to open FxFactory and browse to Xflares to find its information, tutorials and the help file. - You can also access the help file by navigating to the product page in our web site.

Parameters

Main Setup

Compositing Mode : Use this button to enable the Xflare to be premultiplied with black, so that it can be composited on top of another layer using the Screen or Add blending mode.

Camera Lens : A virtual and playful simulation of how a lens would generate the flares.

Center : The numeric interpretation of the location of the center glow on screen. (Use the on screen control for interactive manipulation of this parameter).

Main Color : Use this color to apply an overall cast to the entire Xflare when using the Main Color Mix parameter.

Main Color Mix : Controls the amount of Main Color being applied to the entire Xflare elements.

Glow

[GLOW] : Select the color of the Glow.

Style : A selection of styles that make up the glow image.

Proportion : Use this parameter to change the aspect ratio (or proportions) of the glow style image.

Style Offset : Use this to offset the overlaying glow image (use the Flat or Tall style for easy demonstration of this feature).

Size : Controls the size of the Glow.

Intensity : Controls the opacity of the Glow.

Falloff : Controls the light emission or brightness of the glow.

Compositing Mode	☐		
Camera Lens	12 mm ↕		
▶ Center	X: 0.02 px	Y: 0.26 px	**Main Setup**
▶ Main Color	◼ ▼		
Main Color Mix		0	
▶ [GLOW]	◼ ▼		
Style	Small Glow ↕		**Glow**
Proportion		30.27	
Style Offset	◯	0 °	
Size		34.41	
Intensity		50.54	
Falloff		24.43	
▶ [STREAKS]	◻ ▼		**Streaks**
Intensity		0.36	
Count		11.0	
▶ [RING]	◼ ▼		**Ring**
Radius		0.08	
Thickness		0.5	
[FLARES]		67.5	
Flare A	04 ↕		
User A	⬇ No source		
Flare B	22 ↕		**Flares**
User B	⬇ No source		
Size In		15.33	
Size Out		28.01	
Randomize Size		30.51	
▶ Orientation	◯	0 °	
▶ Random Orie...	◯	0 °	
Flare Separation		15.0	
▶ Color	▮▮▮▮▮		
Random	Generate 171158157		
Color Shift		50.7	**Special Effects**
Angle	◯	4.7 °	
Soften		0	
Bokeh		0	

Streaks

[STREAKS] : The color of the streaks.

Intensity : Controls the intensity of the Streaks.

Count : Provides a control to adjust the multiple streaks coming out from the center of the glow.

[RING] : The color of the ring.

Radius : Controls the radius / size of the ring.

Thickness : Controls the thickness of the ring.

[FLARES] : Controls the number of flares elements used by Xflare.
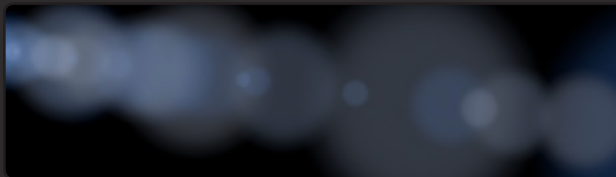
Flare A : Drop down menu selector of Flare image

Flare B : Drop down menu selector of Flare image (optional)

Size In : Set the beginning size of the flare elements.

Size Out : Set the ending size of the flare elements.

Randomize Size : Randomizes the size of the flares taking into consideration the value of the Size In and Size Out parameters.
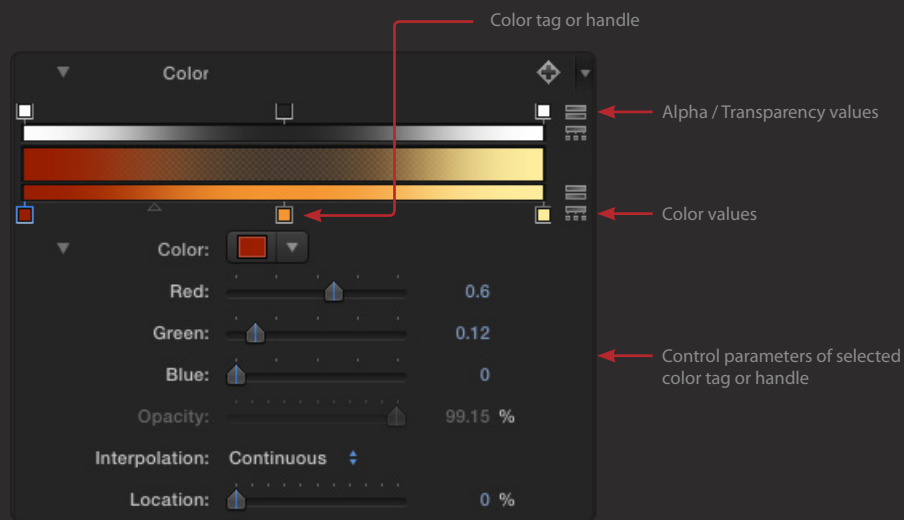

Orientation : The direction or orientation of the flare elements.

Random Orientation : Randomizes the orientation or direction of the flare elements.

Flare Separation : Controls the distance between the flare elements.

Color : This is an expandable parameter to control the color and transparency (opacity) of the gradient. The Xflare elements will pick up a random color from this gradient as well as the opacity value, therefore if a solid color is required, the color tags or handles can be removed or added.

Color tag or handle

Alpha / Transparency values

Color values

Control parameters of selected color tag or handle

Random : A random seed to control the selection of the color for each flare. This parameter works in conjunction with the Color parameter above.

Press the Generate button to use a different random seed number and check the appearance of the Xflare elements in the Preview window.
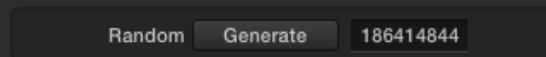
Special Effects

Color Shift : Creates a prismatic effect or lens aberration simulation on the flare elements.

The amount and direction can be controlled interactively using the OSC handles in the Preview window.

Angle : The angle of the Color Shifting effect.

Soften : This parameter softens or blurs the flare elements.

Bokeh : This parameter simulates the bokeh effect caused by the depth of field blurring in optical lenses. The use of this parameter may slow down the performance and responsiveness of Xflares.

Support

Our Technical support team is available to answer your questions via e-mail and should respond as soon as possible. (support@sugarfx.tv)

Please visit our web site (http://www.sugarfx.tv) for possible answers to your technical support issues, or visit our YouTube channel at (http://www.youtube.com/sugarfxtv) where you may also find a tutorial that will help you find the answer to your question.