Progress Bars Overlays

28 versatile overlays in the form of different progress bar types which can be used either individually or combined to create unique looks for your project. Compatible on both PCs and MACs.

1.0 What are Luca's Progress Bars Overlays?

These are digitally animated progress bars, loading dials, progress indicators and other motion graphics designed to depict the progression of a given situation. These can be overlaid on the timeline in an editing software to provide editors with a useful and affordable drag and drop solution for a variety of projects.

Pic. 1 - Showing possible ways of applying Alpha Transitions and Overlays

The clips are delivered in ProRes 4444 codec and they all come with a handy embedded alpha channel. This means that each clip can be placed on top of one another on the timeline. Using Composite Modes like Screen or Add is an option which will affect the look of the transition but is not necessarily required.

Each Progress Bars Overlays clip lasts between 20 and 30 seconds and some progress bars come with variations to allow for different looks or purposes. They can be used individually or combined with others to create intriguing mographs and interfaces to be used in many type of videos including documentaries, news, viral videos, YouTube videos, corporate demos, science videos, you name it.

1.1 What kind of effects are they?

Together with our other alpha transitions and overlays, Progress Bars Overlays consists of a variety of animated 'clip ready' mographs and/or effects giving the user more creative options for projects in just a few simple steps. Used independently or combined, they reproduce a number of different effects such as light leaks, grunge fx, dirt and scratches as well as a number of unique modern and contemporary looking mographs (e.g. High Tech Vol 1 and 2). These packs include freely interpreted transitions and overlays in a variety of shapes, colors and lengths which offer alternative solutions to standard transition and effects. They also include loopable animated textures and effects which can be applied throughout a project. All clips are 1920x1080 in frame size.

1.2 How to put them into action?

Step 1: Download the clips and place them in your preferred drive and folder

Step 2: Within your NLE or compositing application, import the desired clip/s as you would any other clip (Please watch the video tutorial via this link).

Step 3: From the Browser drag and drop your alpha transition or overlay into the timeline right on top of your selected edit point. For example, if you have your video clips in V1, drop the Alpha Transition/Hud Element/Overlay on V2 right above a cut (See Pic. 01). Then shift/reposition the overlay to achieve the desired result.

Step 4: Render, preview the transition and customize* it as you wish:

You can resize, rotate, crop, modify opacity of the transitions. Use a composite mode like Screen or Add or compose modularly your desired effect using two of more of them by overlapping them and/or putting them in sequence. You can also apply speed changes. (*For more information see section 2.0 below).

Some of the progress indicators have a percentage value or in general the animation shows the progress. You can tailor the value and progression of the indicator so that it stops at any value you wish. This is done by placing the playhead at the point the progress you wish to stop at, nest the asset so that you can select which part of it is visible. Then export the frame showing the progress stopping point as PNG with transparency and re-import it to edit it right after the nested progress bar. You can then make the reimported image last as much as you wish. It take less time doing it than explaining it.

For a short demo on how to use Progress Bars Overlays, please click on the image on the left which will direct you to our video demonstrating the basics you will need to know.

Note: Although some of the clips in our other packs were designed for use as transitions, you can also use them as a quick effect over a clip.

Avid Media Composer: Editors using Avid Media Composer should import clips at 1:1. Since files are transcoded upon import, the alpha will need to be inverted.

2.0 Can I customize Overlays and Alpha Transitions?

Absolutely, it is entirely up to you how you can modify the final look of the overlay and transition. The most common options are:

- Apply composite modes like "Screen".

- Modify Size, Position, Opacity etc. Using the Motion Tab controls.

- Apply filters to modify color, texture, shape etc. (See example in Pic. 4 below)

- Apply slight Speed changes to modify the clip's length.

- Use more than one clip to produce a more complex effects (See Pic. 5). This is particularly recommended with Luca's Film Fx 1 & 2, Light Transitions, Modern Transitions and High Tech Elements Vol.1 & 2.

One of the advantages of using the clips as a transition is that the affected outgoing and incoming clips do not need extra handles*. By repositioning the clip transition in the timeline you can decide when and how the effect starts and end. By cutting and keeping a few frames of it you can also make the effect look like very rapid effect.

Important note: Some of the clips have richer and more dramatic, complex textures while others are simpler. This is to allow you to use the latter type as possible additional layers in a modularly combined group of transitions.

Pic. 4 - Luca's 10FFX, Colors modified with 3 Way Color Corrector filter   Pic. 5

* If you are not familiar with "handles" please look into your NLE application manual or read the first part of this article: http://www.kenstone.net/fcp_homepage/basic_transitions.html

3.0 Do I need to render the clips once they are in the timeline?

Yes, however, tests have shown that rendering takes very little time (usually a few seconds in both PC and Mac environments). Speed obviously depends on many factors such as machine's specs, RAM, number of applications running at the same time, hard drive configuration etc. (Please see section 5.0 for OS and System Minimum Requirements)

4.0 Why does the clip look completely different when played in QuickTime or other players?

Don't worry, that is absolutely normal! These clips were exported with straight alpha channel to best preserve transparency and have been created exclusively for use inside an editing or compositing application. As the images in 'Pic. 6' demonstrate, the apparent "mess" that you see in QuickTime or any other player disappears inside a host application like Premiere Pro, FCP or any other**.**

Pic. 6 – On the left, a frame as it appears in QuickTime. On the right as it looks once inside the host application, in this case Final Cut Pro.

5.0 What are the OS and Software minimum requirements?

All Alpha Transitions are compatible with both Mac and PC and with software including Adobe Premiere Pro and After Effects, Avid Media Composer, Final Cut Pro, Motion, Resolve

If you have a significantly old version of a NLE or compositing application download the demo samples to test them first. For example, tests on Adobe Premiere Pro 6.0 were successful. However, really old versions like Adobe Premiere 1.5 are not recommended. 3 watermarked demo clips can be downloaded directly here.

In general, Progress Bars Overlays work with most known software that can handle ProRes 4444 codec on PC and Mac.

Important: The minimum hard drive space* required to store each pack are as follows:

Film Fx Transitions Pack 1.0 is 1.5GB (Download size 361.1GB)

Film Fx Transitions Pack 2.0 is 4.1GB (Download size 1.61GB)

Leaders Collection Pack 1.0 is 3.2GB (Download size 1.38GB)

Light Transitions Pack 1.0 is 1.5GB (Download size 430.9MB)

Light Transitions Pack 2.0 is 4.4GB (Download size 3.1GB)

Grunge Monochrome Alpha Transitions 4 GB (Download size 1.2GB)

Grunge Multicolored Alpha Transitions is 5 GB (Download size 1.8GB)

Grunge Alpha Transitions is 9 GB. (download size 3.1GB)

Modern Transitions Vol. 1 is 1.8 GB (download size 1.6 GB)

High Tech Elements Vol. 1 is 3.2 GB (download size 1.7 GB)

Hi-Tech Overlays size varies depending on how much is downloaded

Backgrounds & Overlays is 11.2 GB (download size 11.1 GB)

Hud Elements 4K size varies depending on how much is downloaded

Light Transitions Pack 3.0 (**4K**) is 16.4 GB (download size 9.4 GB)

VJ Textures 4K is 10.5GB (download size 9.8GB)

Glitch Pack 1.0 is 35.6GB (download size 30.2GB)

Progress Bars Overlays is 38GB (download size 28GB)

* These values are approximates.

** Some Alpha Transitions and Overlays are also available as <u>bundles</u>, and <u>individual clips</u> at www.lucavisualfx.com. Please follow the links to find out more.