



**Luca**  
Visual FX

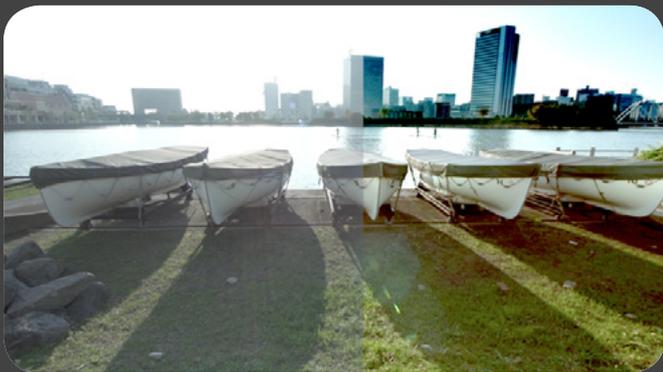


## Light Kit 2.0

### Effects & Transitions

This bundle includes 16 plugins (14 effects, 7 of which are brand new and 2 transitions) most of which reproduce a specific type of light effect such as flickering, regional, zooming, blurring, burn and flashing light. However, some other plugins like Color Bands, Color Boost, Retro Color Shader, Night Time, Multicolor Gradient, Multicolor Vignette, Vivid Touch and Stylizer offer new ways of stylizing images, colors and ambient light. These allow

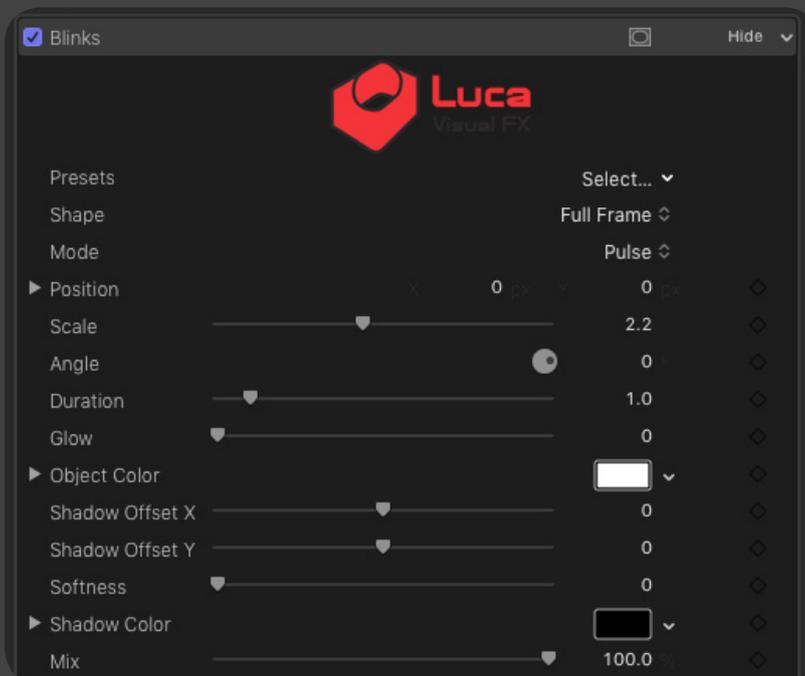
the user to achieve sophisticated and visually appealing effects for many type of productions including music videos, commercials, documentaries, feature & short films, indi movies and so on. All plugins come with handy presets, which may help to understand how parameters were used. Users can create and save their own presets for future use. More information on each plugin below.



## Blinks effect

This utility plugin is designed to overlay a variety of blinking frames or shapes over your footage. Besides being able to select shapes or even load your own custom image, you can also choose among different styles of blinking effects; from pulsing to random or sharp, there are many ways to personalise the look.

This plugin could be useful in many occasions. Use it to create highlighters (and keyframe their position to follow an object in the video), stylised overlays, blinking or flickering, colored frames or simply use them creatively.



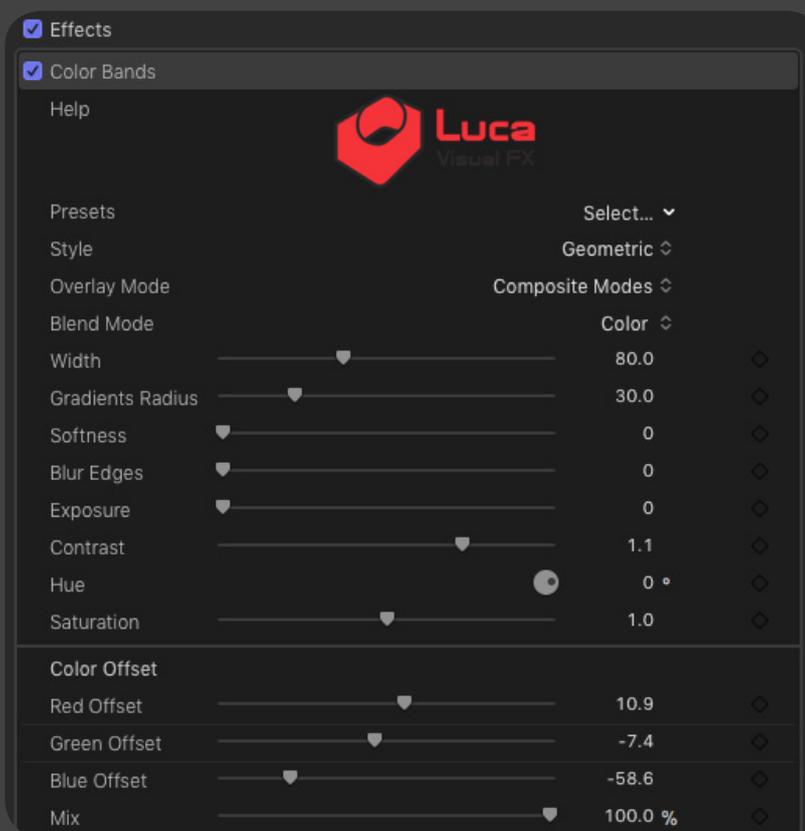
Most parameters are self-explanatory, The **Duration** parameter allows you to decide how fast the blink occurs, the lower the value the quicker the blink occurs.



## Color Bands effect

An effect designed to add stylization to your video, the plugin produces either geometric bands or random waves both vertically orientated.

A very important thing to note is that Color Bands relies heavily on **Blend Modes** when selected in the **Overlay Mode** menu. This means that the effect will dramatically change depending on your footage. The same blend mode can look great with a certain type of image and not so much with others.



If when applying the effect, the result is a range of very strong colors or simply something you don't like, then select different blend modes to find the most suitable to your footage.

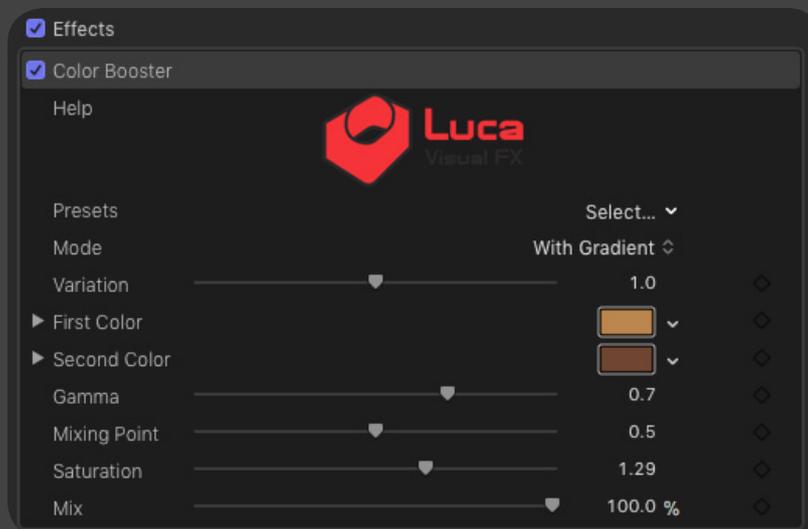
Your options do not end there. Select **Translucency** from the **Overlay Mode** drop down menu to get rid of the blend modes.

With this option, the Translucency and Mix sliders allow you to reduce the opacity while all other parameters help the user to fine tune the look.



## Color Booster effect

This plugin, as the name implies, substantially boosts the intensity of colors adding stylistic tones, which the user can modify. Colors may appear really strong after applying the effect, the quickest way to reduce the intensity is by using the **Mix** slider at the bottom of the parameters.



The Mode menu offers two options. The first one applies a simple gradient (Blueie Purple) which affects the colors and can be made more prominent by using the **Variation** slider.

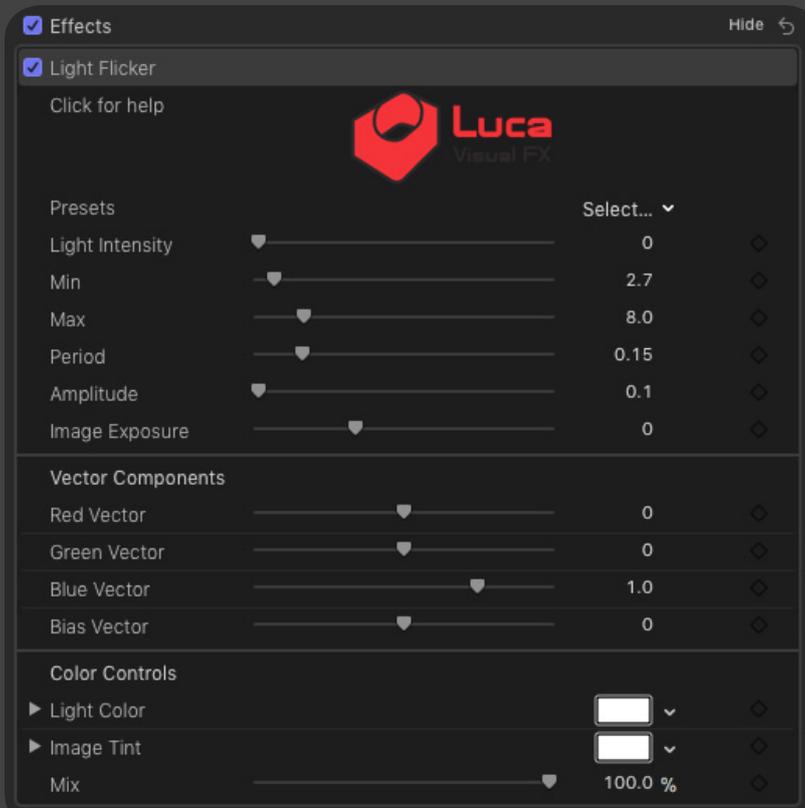
**First** and **Second Colors** (which we call “false” colors) also add a variety of color tones and various degrees of luminosity. These two color parameters are also influenced by the underlying gradient. However, if you switch **mode** from Gradient to **Uniform**, the two color pickers will allow a more prominent color shift applied uniformly to the whole image.

The remaining parameters allow further customization that help make Color Booster a versatile light and color adjustment tool.



## Light Flicker\* effect

Blinks is a versatile plugin that can be used to achieve various light effects including Old Movie/ Projection flickering light and TV Ambient effects just to mention a few. It comes with several options to modify both light and image colors. Light Flicker is much more advanced than my previously released free **Dual Flicker**. Besides offering two ways of controlling image and light color (Vector Components and Tints) the effect can be widely customized using parameters such as **Min/Max**, **Period** and **Amplitude**.

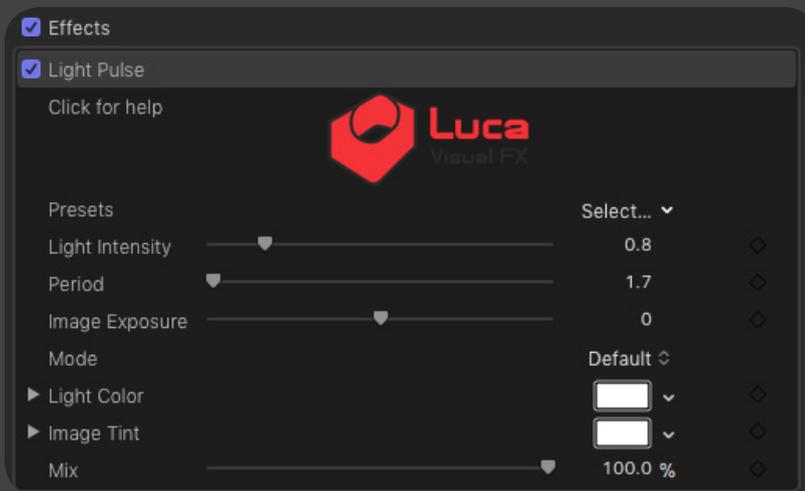


Use **Min/Max**, **Period** and **Amplitude** parameters to respectively modify the randomness, frequency and intensity of the flicker effect. **Vector Components**, **Light Color** and **Image Tint** offer a range of options to customize both image and light color. These allow the user to create a dynamic dual color flicker. The use of the default **Mix** parameter can help in case a gentler flicker is desired. Choose a preset from the presets menu in order to get started. There are three different **TV Ambient** presets. The use of keyframes allows fine-tuning the effect to specific needs. You can save your own presets for future use.



## Light Pulse\* effect

This plugin creates a regular pulsing light effect of any desired intensity, frequency and color. In addition, the user can modify the type of light effect (See **Mode** menu). Whether you are after a sharp, random or smooth light “on and off” effect, there is a good number of options to choose from. A number of presets are available to users to begin with.

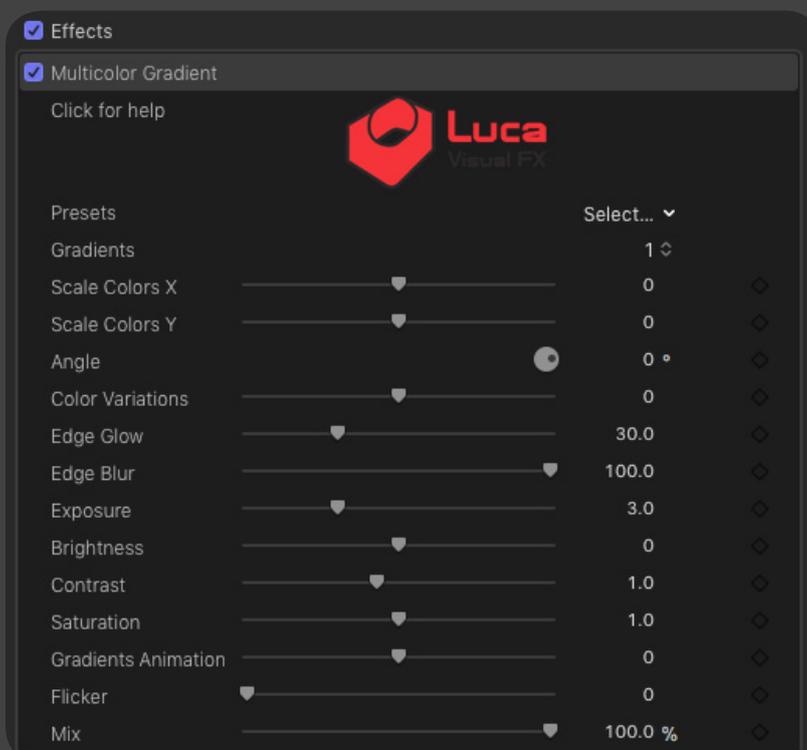


**Light Intensity** parameter controls both the brightest and darkest levels of the pulsing light. **Period** allows the user to set the oscillation speed of the pulse, while **Mode** menu offers 8 different styles of light oscillation. **Light Color** and **Image Tint** controls enable the user to apply a dynamic dual color shift. Pre-built presets provide fully customizable effects like ALARM red light, strobe lights, shifting ambient lights



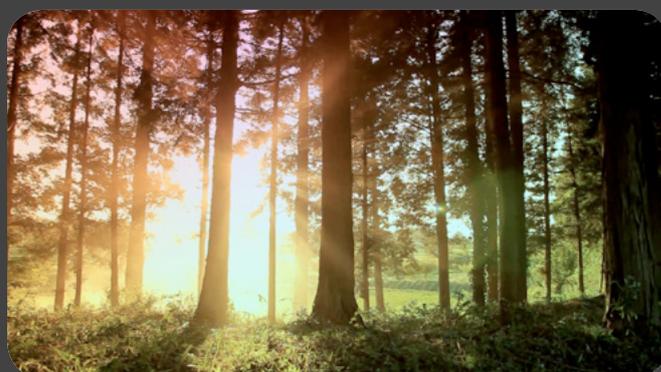
## Multicolor Gradient\* effect

This plugin allows the user to overlay a great variety of color gradients of modifiable tonality, size and intensity over the images. It is a highly customizable plugin with plenty of controls to create unique effects where colorful and even animatable shades (Gradient Flicker Group), light patterns effects are needed. Multicolor Gradient can help to create instant vibrant and colorful grades if applied and adapted very gently over images.



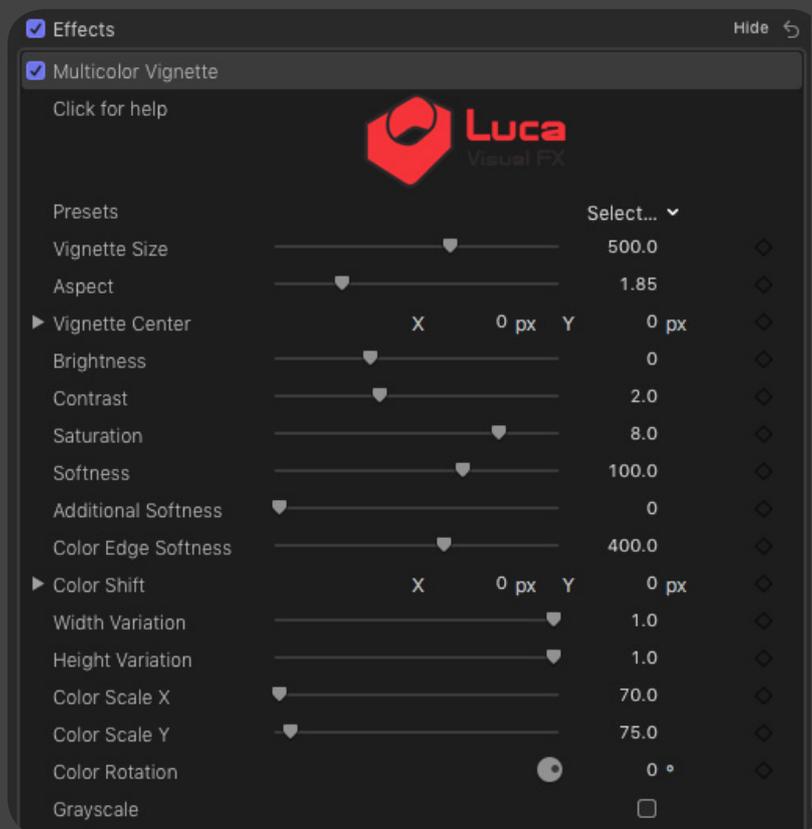
Besides standard, self-explanatory controls like **Brightness**, **Contrast**, **Saturation** and **Hue**, Multiple Gradients comes with a number of parameters that will let the user modify gradient intensity and smoothness (**Edge Radius**, **Edge Intensity**), Size (**Scale Colors X, Y**), Position and Angle (**Color Position**, **Rotation**).

NOTE: For this plugin it is recommended to select and use **High Quality** Playback instead of **Dynamic** within FCP Unlimited RT menu.



## Multicolor Vignette effect

Multicolor Vignette provides the user with something rather unusual that no other vignette can reproduce, which is the ability to apply a smooth, multicolored vignette onto the image in one go. This creates multiple, fully customizable, color gradients, which may be gently arranged to create appealing color grades.



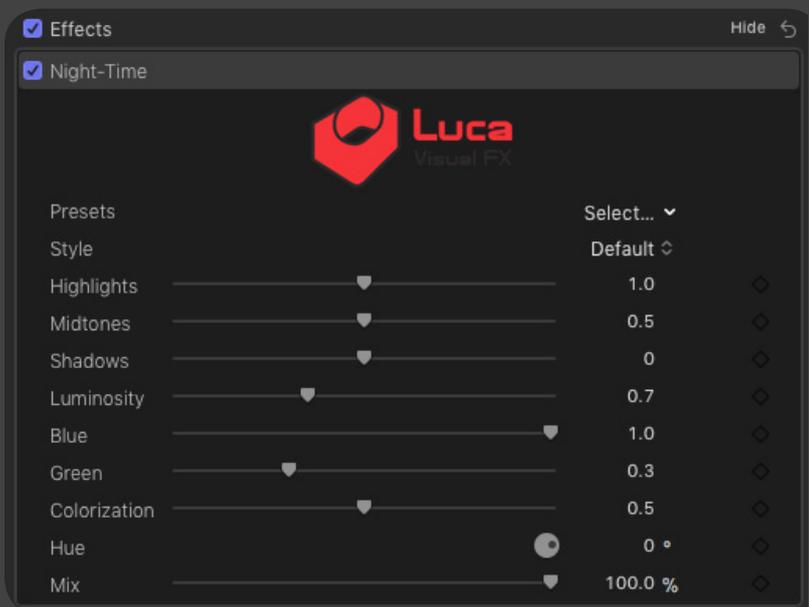
**Vignette Size, Aspect and Position** controls allow to resize, reshape and move the oval shaped vignette. Color tonality and intensity can be modified by using **Brightness, Contrast, Saturation and Base Color. Color Blur and Color Edge Softness** affect the gradient edge intensity and smoothness in between colors. These can be scaled (**Color Scale x, y**), while the field patterns modified (**Width, Height Variations**). All gradients can be shifted (**Color Shift**) and even rotated (**Color Rotation**), without changing the size and aspect ratio of the actual vignette. **Repeat edges** checked ensures that when colors and edges are blurred the margins of the image remain filled with color.

NOTE: For this plugin it is recommended to select and use **High Quality** Playback instead of **Dynamic** within FCP Unlimited RT menu.

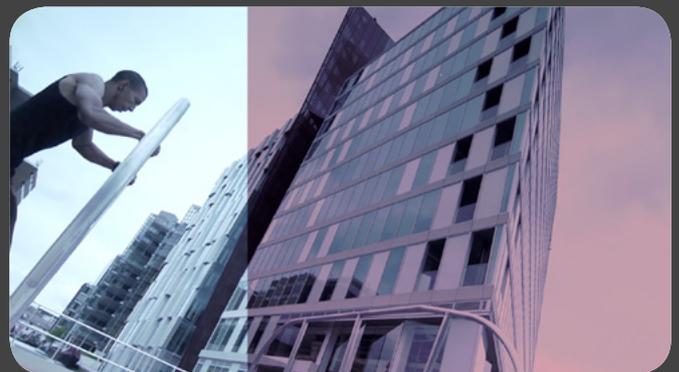


## Night-Time effect

If you are trying to get an evening, dusk/dawn and indeed a night-time atmosphere or effect this plugin might help. It comes with a range of presets which could be used as a starting point.

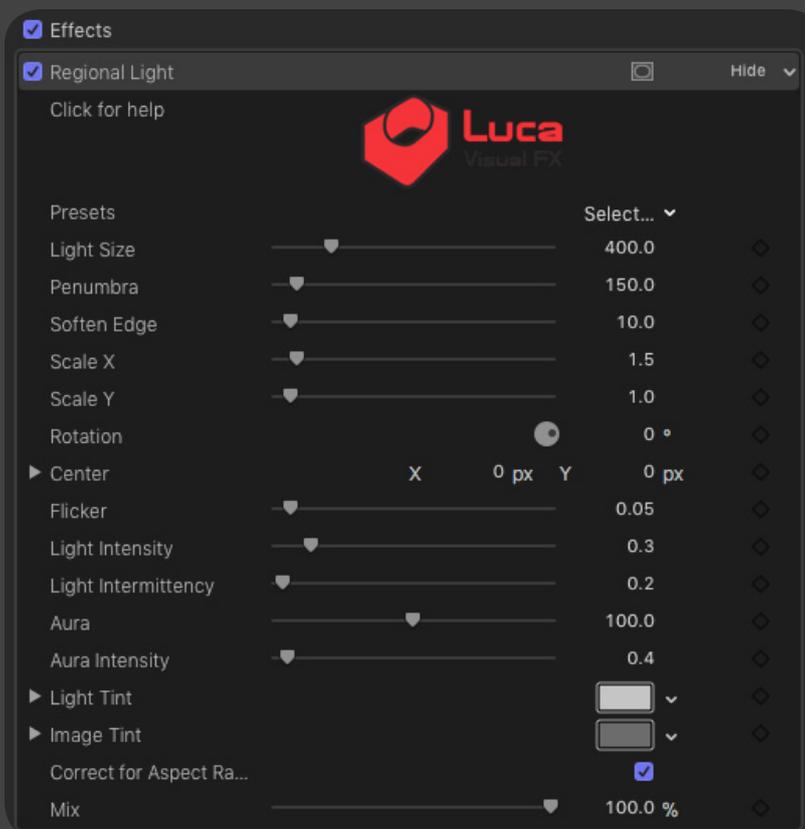


When recreating such effects it is important to be in control of **Highlights, Midtones** and **Shadows** separately. These three sliders let you decide where there is more light and where there is more shadow. **Luminosity** controls the light in the whole image while the remaining parameters let you fine tune those shades of **Blue, Green, Hue** and saturation.



## Regional Light effect

A plugin that creates localised light effects with or without flicker, whose shape, color, position, angle, intensity, softness and so much more can be modified at will, giving the user plenty of room for creative use. Alternatively it can be used to either substantially enhance light exposure of the entire image or be applied to a selectable area where light/exposure needs to be strengthened, modified, colored or re-shaped. Ideal for creating localised light and shadow projections. Use several instances of this effects to create multiple and more complex lighting.

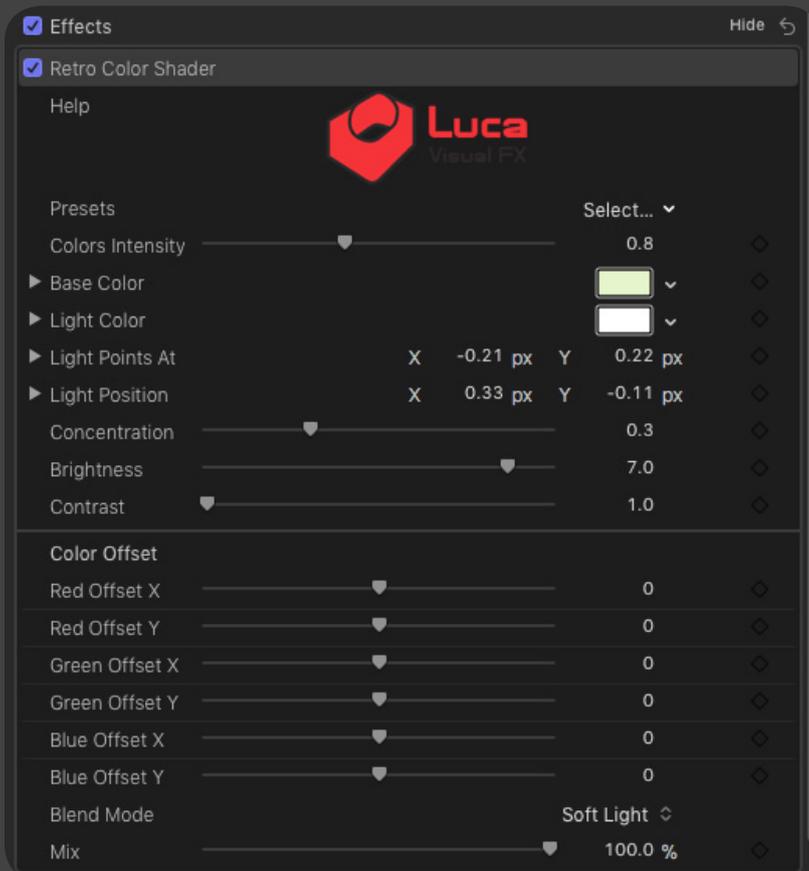


**Light Size** and **Penumbra** are crucially dependent; they determine both the size and edge thickness of the light. If **Penumbra** value exceeds **Light Size** value the effect is inverted. A **Soften Edge** slider is provided in order to further smooth the penumbra edge. The regional light can be scaled (**Scale X, Y**), rotated (**Rotation**), repositioned (**Center**), **Amplitude** can be used to customize a flickering light effect. To work with a continuous, flicker-free light effect, simply set the **Amplitude** parameter to ZERO. It is possible to modify **Light Intensity**, **Intermittency** and thanks to the two **Aura** parameters the user can achieve stunningly smooth light effects. Light and image can be independently tinted. (**Light Tint**, **Image Tint**)



## Retro Color Shader effect

This particular effect is especially (but not exclusively) suitable for landscapes and nature shots, which the user intends to add a vintage or retro feel to.



Unusually Retro Color Shader features a (spot) light that the user can reposition and customize (**Light Point At, Light Position and Concentration**).

Besides self-explanatory parameters such as Brightness and Contrasts the plugin includes **Color Offset** controls to split color channels and add that little extra touch to simulate old footage.

Use the provided presets as a starting point and shift the light with the aid of the On Screen Control (OSC).

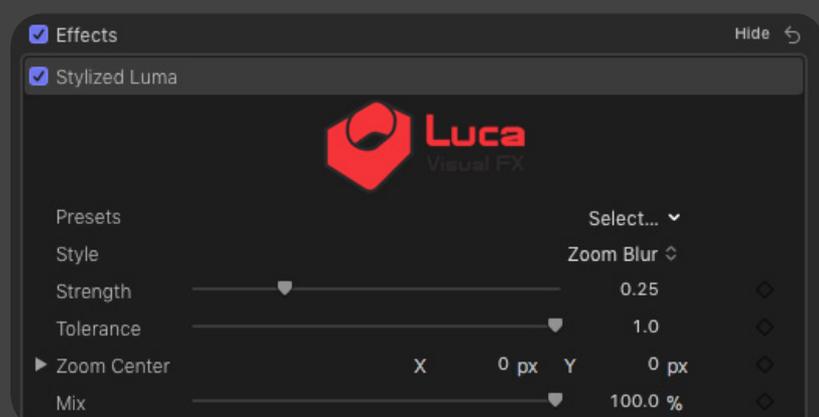


## Stylized Luma effect

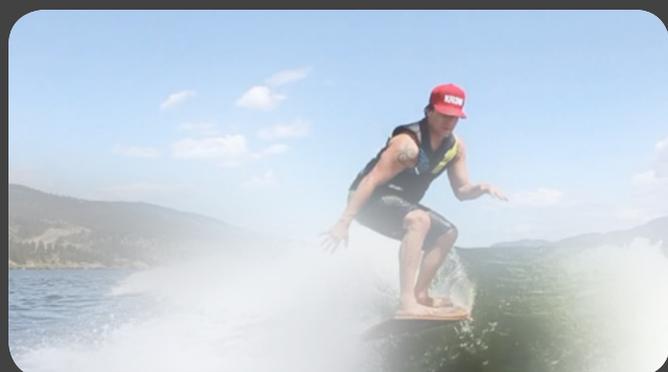
Many editors find themselves in need to modify or stylize just the highlights in an image. This plugin offers a variety of options to do that. While the blurs and the glow are almost exclusively used to stylize images the **Color** option in the **Style** menu can effectively help add and modify a color tint to the overexposed or very bright areas.

We recommend trying this option together with the plugin **Temperature** to turn overexposed or bright areas in your footage into warmer and more appealing shots.

The plugin is very simple to use and offers only the parameters that you need in order to customize the strength and balance of the effect.

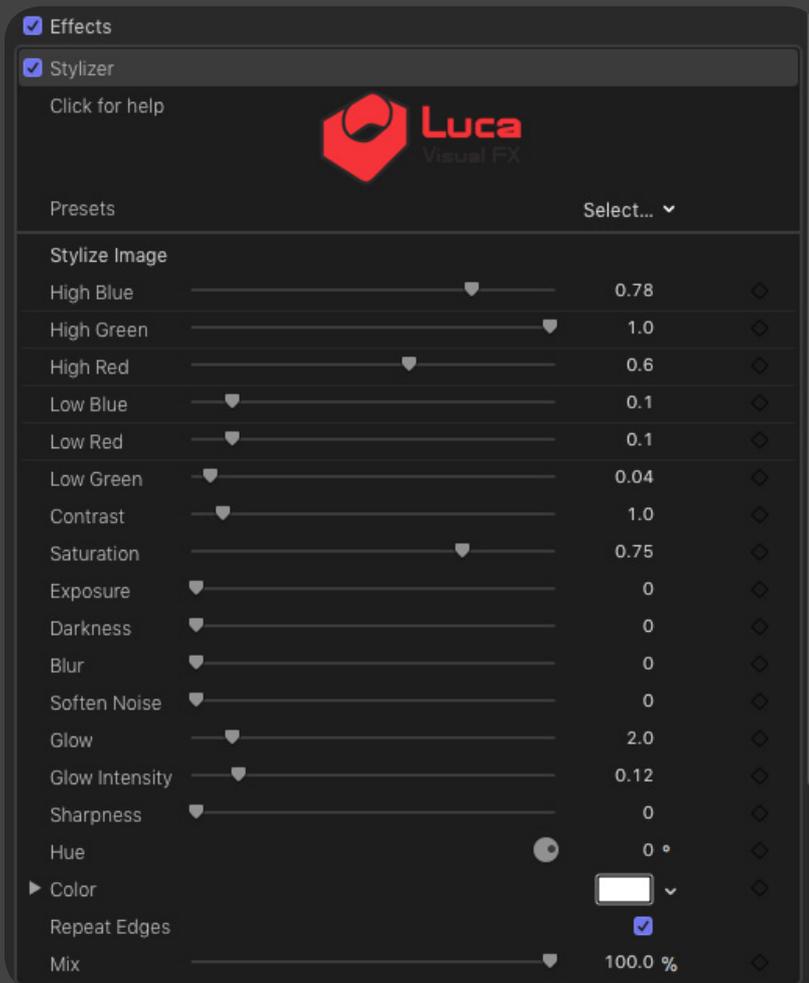


Among the presets you'll find a slightly unusual one, mimicking the effect of condensation inside a camera lens. In case you were wondering how this could be used, we can mention a few: Horror scenes where a camera is being used in extreme situations where humidity, rain or snow gets inside the lens. The effect increases the drama, especially if the video is being shot with an amateur, hand-held style and in low resolution. Another situation could be footage being shot in the sea/lake/river and humid environment. We could mention more but it will be enough to say that there's no limit to the creative use of any given effect.



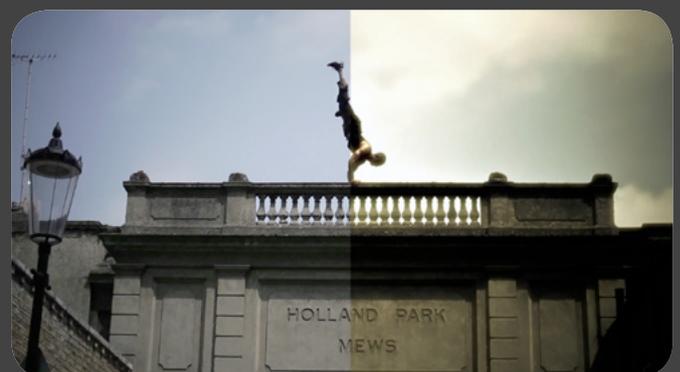
# Stylizer effect

The name says it all. This is a plugin to stylize a video by effecting light, color, shapes and softness/sharpness of the images. A number of presets offer some ideas and suggestions on how parameters can be set and what type of stylization can be achieved. Abstract image manipulation, surreal look, old footage and washed colors images are some of the outcomes achievable with Stylizer.



**Stylize Image** group is the main set of parameters to be used in order to create a distinctive color stylization. The presets show a great variety of outcomes achieved, for example, by gently tweaking the **Highs and Lows Blue, Green and Red**. One preset called “Original look” allows the user to create a colour grading starting from scratch. Other parameters may play an important role in balancing respectively image **Contrasts, Saturation, Exposure, degree of Darkness**.

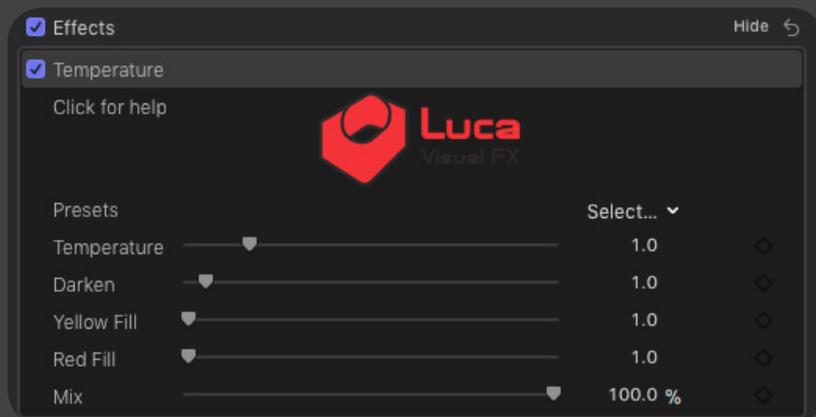
**Blur, Soften Noise and Glow** are crucial in order to create either soft and more surreal looks or, combined with **Sharpness**, more contrasted and dramatic effects. This plugin comes complete with **Hue and Color** controls.



## Temperature effect

Smartphones like the iPhone feature a tool within their picture editing effects called “Cast” or “Temperature”. We were partially inspired by that when we decided to create this useful tool.

This new simple effect added to Light Kit 2.0 includes only 4 parameters, just what you need to make the highs in your video either cooler (when moving “Temperature” slider leftwards) or rather much warmer.



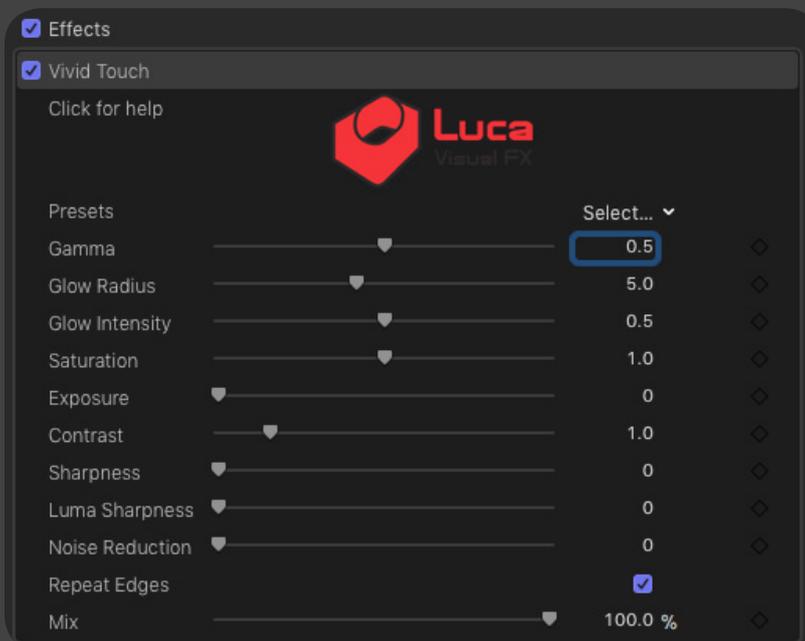
**Temperature, Yellow Fill and Red Fill** parameters combined or used individually may turn the whites into a warmer yellowish area, giving either a vintage atmosphere or simply a warmer or more colorful feel to your video.

**Temperature** should be used very gently, depending on how strong the whites are in your clip. However, the **Darken** parameter helps keeping the brightness under control while adding an interesting tone to the image when the **Temperature** slider is pushed considerably up.



## Vivid Touch effect

Vivid Touch provides the user with a versatile tool to create both mild and extreme stylizations as well as specific types of color corrections. As a number of presets demonstrate, the plugin can be handy to those who wish to combine contrasting effects like **glow** and **sharpness** to achieve either more vivid images or dream-like atmospheres.



The gentle use of **Glow** parameters blended in with **Sharpness**, may well deliver vivid images without compromising quality or adding excessive video noise. In addition **Gamma**, **Saturation**, **Exposure** and **Contrast** parameters are essential to control the way color and ambient light are affected while adding glow and/or increasing sharpness



# Burn Wipe Transition

Burn Wipe transition comes with a great variety of presets offering numerous ways of creating a dynamic light and burnout wipe effects with or without flickering light trails. The wipe can be vertical, horizontal or of any desired rotation degree and unlike any other wipe plugin the movement and rotation of the effect can be variously animated in order to achieve unusual and very effective, dramatic results.



The unique feature of this plugin is that by using **Automated Wipe Fx** and **Random Wipe** parameters users can create their very own rotating burn wipe transitions. In addition the plugin offers parameters to control the outgoing clip's exposure (**Out-Clip Exposure Amplitude**) the intensity and thickness of the burn wipe (**Wipe Burn Intensity**, **Wipe Edge Thickness**), add a flicker (**Clip-Out Light Flicker**) or even have the outgoing clip exposure increased in case of a more stylized wipe effect.



# Flash Transition

A transition that creates various intermittent flash / lightning transition effects inbetween clips. The result and look depend both on the parameter settings and the length of the transition. The two elements complement each other, thus the same settings with different transition lengths may produce different results. This plugin is capable of producing also a single flash effect (see presets).

Flash

Click for help



Presets Select... ▾

**Outgoing Clip**

Exposure	▾	1.0	◇
Intermittency	▾	0.2	◇
Min	▾	2.0	◇
Max	▾	2.5	◇

**Modify Colors**

Bias Vector	▾	0	◇
Red Vector	▾	0	◇
Green Vector	▾	0	◇
Blue Vector	▾	1.0	◇

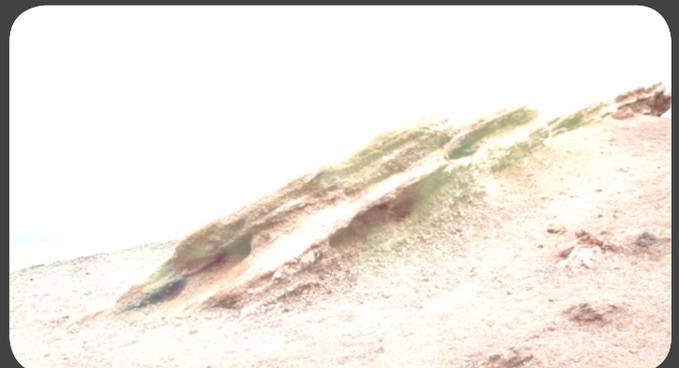
**Incoming Clip**

Exposure	▾	1.0	◇
Inermittency	▾	0.1	◇ ↵
Min	▾	2.0	◇
Max	▾	2.5	◇

**Modify Colors**

Bias Vector	▾	0	◇
Green Vector	▾	0	◇
Blue Vector	▾	1.0	◇
Red Vector	▾	0	◇
Mix	▾	100.0 %	◇

Control **Intermittency** and **Exposure** for both outgoing and incoming clips. **Min** and **Max** affect the randomness of the flash. **Color Vectors** can be used to create a colored flash light.



## Specifications & Requirements



**Motion**  
Version 5.2 or later



**Final Cut Pro**  
Version 10.2 or later



**After Effects CC 2015, CC 2017 and CC 2018**  
Version 13.5 or later



**Premiere Pro CC 2015, CC 2017 and CC 2018**  
Version 10 or later

MacOS Sierra and MacOS High Sierra version 10.12 and 10.13

FxFactory requires AMD, ATI, NVIDIA or Intel HD graphics.

A graphics card with at least 512MB of VRAM is highly recommended.

Mercury Engine GPU acceleration is available through OpenCL and Metal in Premiere Pro version 11.1 or later. FxFactory 7 (Free Download: <http://www.noiseindustries.com/fxfactory/download>)

\* PSE WARNING: Luca Visual FX Light Kit 2.0 includes plugins used to create flashing/flickering lights. Please consult your doctor before using Light Flicker, Light Pulse and Multicolor Gradient plug-ins if you have been diagnosed with epilepsy or have experienced any of the following symptoms whilst using the product; altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and or convulsions. Please consider the risk of Photosensitive epilepsy when using this product to create videos viewed by others. Ofcom.pdf.