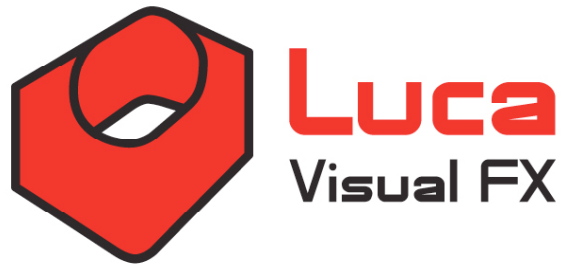


Luca
Visual FX

Luca's Light Transitions

Instructions



Luca's Light Transitions

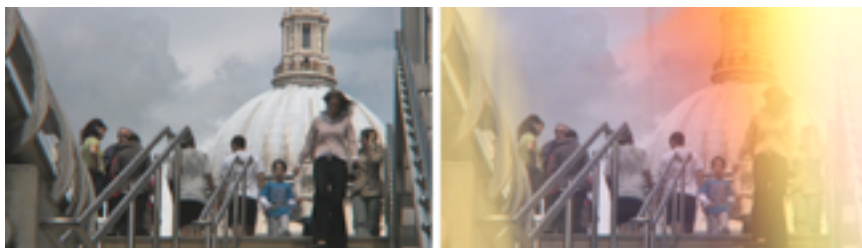
1.0 What are Luca's Light Transitions?

They are light effects such as "camera light leak" and other stylish light effects created from scratch in order to provide editors with useful and affordable drag and drop, short "single clip" light effects to be placed over an edit point (See Pic. 1).

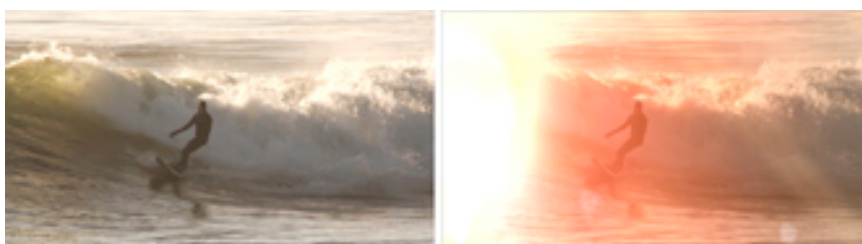


Pic. 01 - Light Transitions dropped on V2

The clips are in Animation codec and come with a handy active alpha channel. This means that using Composite Modes like **Screen** or **Add** is an option that does affect the look of the transition but is not necessarily required.



Pic 2 - Luca's Camera Light Leak 16, Composite Mode: **Normal**



Pic. 3 - Luca's Camera Light Leak 01, Composite Mode: **Add**

1.1 What kind of light effects are they?

Luca's Light Transitions are divided in 2 packs:

1: Film FX Transitions pack, including **30** clips

2: Light Transitions pack, including **33** clips.

All clips are 1920x1080 frame size.

Film Effects transitions pack provides 30 clips reproducing either individually or combined a number of film effects most of which are **camera light leaks**: the effect of light leaking inside a film camera when the negative is, somehow, exposed to light. The effects have been designed bearing in mind that outcomes from such occurrence are innumerable but that certain camera light leak "looks" are generally preferable as a light leak transition effect. Other transitions include old countdown and multilayered old scratched film effects. A good number of these clips have been designed to be used **modularly**.

Light Transitions pack includes a selection of freely interpreted transitions coming in a variety of shape, color and length that offer alternative solutions to standard transition effects.

Whether you need a stylish, quick and simple alternative transition (i.e. light transition 08) or a more colourful and complex one (i.e. light transition 31) you can choose among 33 different effects and modify them in many ways (For more information see paragraph 4.0).

1.2 How to put them into action?

Step1: Download the clips and place them in your preferred drive and folder.

Step2: Within your NLE or compositing application Import the desired clip/s as you would any other clip (Please watch video tutorial).

Step3: From the Browser drag and drop your light transition into the timeline right on top of your selected edit point. For example, if you have your video clips in V1 drop Luca's light transition on V2 right above a cut (See Pic. 01). Then shift/reposition the transition clip to achieve the desired result.

Step4: 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 or more of them by overlapping them and/or putting them in sequence. You can also apply speed change* (For more info see paragraph 3.0).

Note: Despite these clips were designed for use as transitions you can also use some of them as a quick light leak effect over a clip. All clips are less than 2 seconds long.

2.0 What are the OS and Software minimum requirements?

Luca's Light Transitions are delivered to you in Animation codec. Most NLE and compositing applications support Animation codec.

For this reason they are generally compatible with both **Mac** and **Pc** and with software like Adobe Premiere, Final Cut Pro, Avid, After Effects, Motion etc. If you have a significantly old version of a NLE or compositing application download the demo sample to test it first.

For example tests on Adobe Premiere Pro 1.5 were successful. However, really old versions like Adobe Premiere 6.0 are not recommended.

Important: The minimum hard drive space require to store the clips is 2.3 GB.

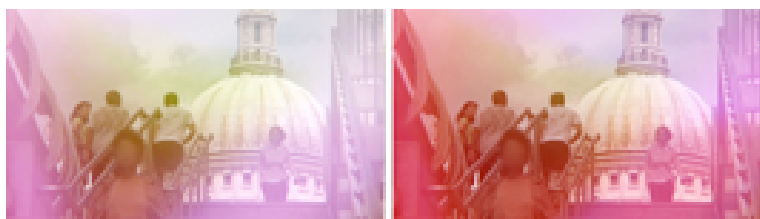
3.0 Can I customize Luca's Transitions?

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

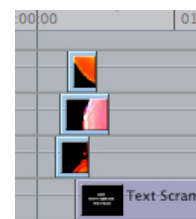
- Apply composite modes like " screen".
- Modify Size, Position, Opacity etc. Using the Motion Tab controls.
- Apply filters to modify color, texture, shape etc. (See example in Pic. 3)
- Apply slight Speed changes to modify the clip's length*.
- Use more than one clip to produce a more complex effects (See Pic. 04). This is particularly recommended with Luca's Camera Light Leak Transitions.

One of the advantages of using the clips as 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 light leak fx.

Important note: Some of the light leak 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 light leak fx.



Pic. 3 - Light Leak 11. Colors modified with 3 Way Color Corrector filter.



Pic. 4

* Camera Light Leak Transitions support both constant and variable speed. Most Light Transitions work with Constant speed ONLY.

** 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

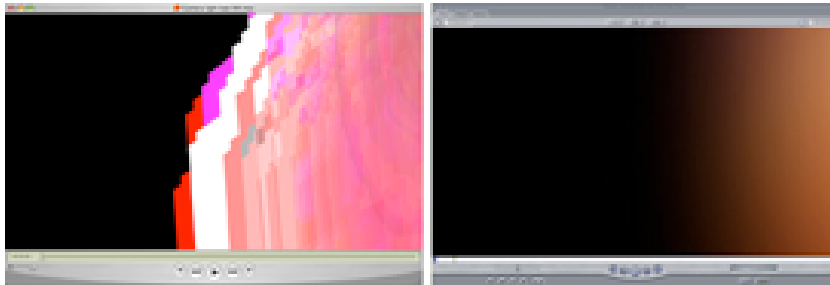
4.0 Do I need to render the clips once they are in the timeline?

Yes, however, tests have been showing that rendering takes very little time (usually a few seconds in both Mac and PC environment). Speed obviously depends on many factors such as machine specs, RAM, number of applications running at the same time, hard drive configuration etc.

5.0 Why the clips look completely different when played in QuickTime or other players?

Don't worry, that is absolutely normal!

These clips have been created exclusively for use inside an editing or compositing application. As the images in pic. 5 demonstrate, the apparent “mess” that you see in QuickTime or any other player disappears inside an host application like Premiere Pro, FCP or any other.



Pic. 5 – On the left a frame from Light Leak 04 as it appears in QuickTime. On the right as it looks once inside the host application, in this case Final Cut Pro.