# Luca
Visual FX

Film Leaders 1.0.1

Luca's Film Leaders

Film Leaders is a powerful and versatile plugin that allows the user to seemingly adjust every aspect of the effect. You create its look and you choose what the leader says. Type in your desired text, pick your font, choose text textures, or a plain color, add effects, select a background or have it without, tweak the animation controls to create your own film leader and there you go, your unique and dynamic film leader is ready to use. There are so many useful controls you can even create original animated text going beyond the look of a traditional leader. Furthermore the plugin comes with more than 50 presets you can start from!

This generator is compatible with Final Cut Pro 6.0 and 7.0, Final Cut Pro X, Final Cut Express 4.0 or later, Apple Motion 3.0 or later, Premiere Pro CS 6 and Adobe After Effects 8.0 or later (Premiere Pro users please see page 13 for further instructions). To install simply unzip the downloaded file and double click the icon. Restart the software and you are ready to go.
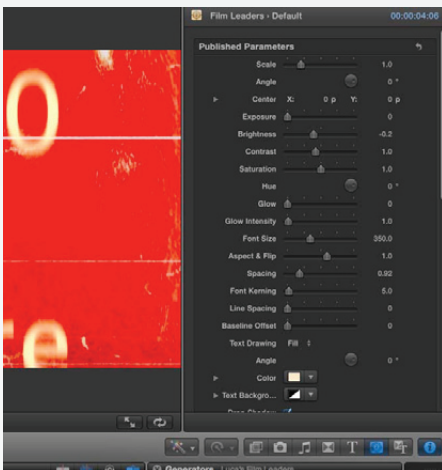
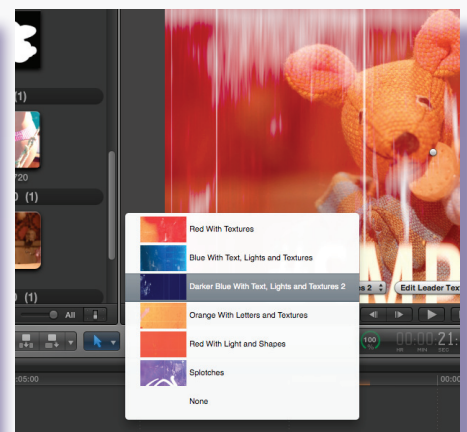**Pic 01. Final Cut Pro X**
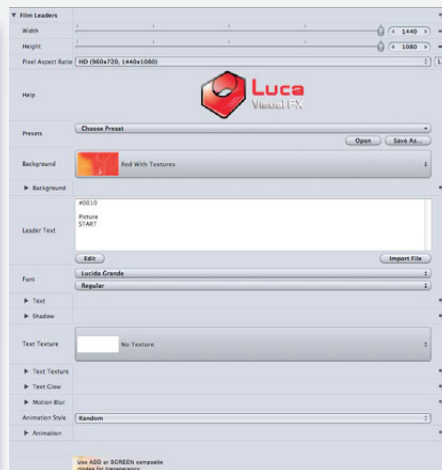
Pic 02. Motion 3
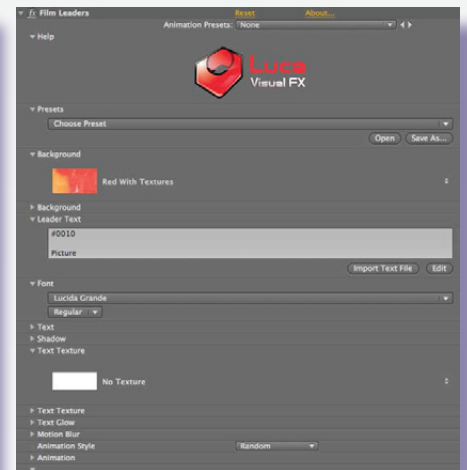
Pic 03. After Effects CS4

Pic 04. OSC Parameters in FCP X

Pic 05. OSC Parameters in FCP X: Edit Leader Text.

Pic 06. OSC Parameters in FCP X: Background.

Full SPECIFICATIONS & REQUIREMENTS can be found at the bottom of this document.

Film Leaders enable you to change and adjust:

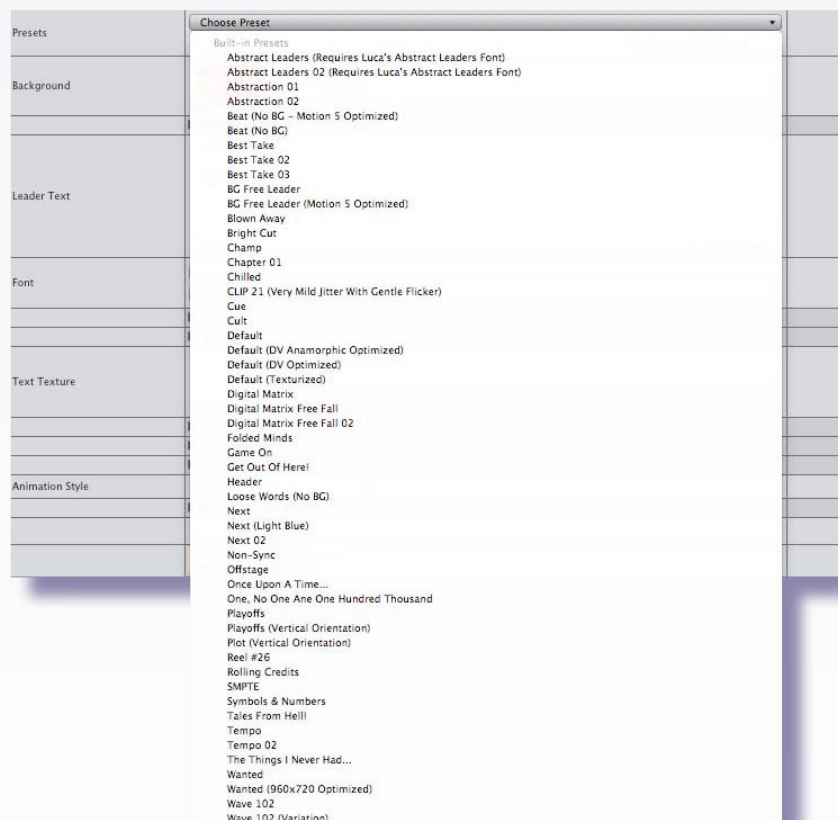|	
Presets	Choose a pre-made leader, to use as a starting point, from a great number of suggested looks shipping with the plugin. These can be customized to your needs and represent a great way to find out the possibilities of Film Leaders.
Background	Fine tune the look of the leader background. Select one of the provided BGs, alternatively use a BG-free leader or edit your own BG.
Text	Select your word, font*, font size, color, text drawing and adjust your line spacing, font kerning, and angle.
Shadow	Add shodow to your type.
Text Texture	Control the texture of your type (Keep the "Plain" option if you wish to have a texture-free text).
Text Glow	Add glow to you text.
Motion Blur	Decide how much motion blur you need.
Animation	Adjust the amount of vertical, horizontal and rotational movement of your leader.

*Please note: Luca Visual FX provides you with one customized abstract font (Luca's Abstract Font) however you can create your own fonts using third party software and place it in your fonts library. We also recommend to download and use free or purchased nice Grungy Fonts.
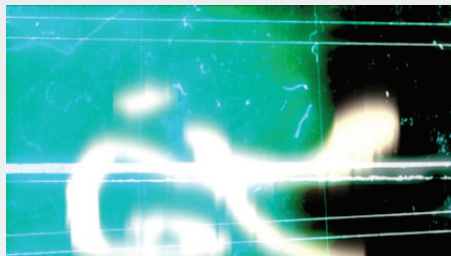
Presets

The Presets menu allows you to apply a stylized film leader to your project without having to fiddle necessarily with the parameters. You can either apply the preset of your choice and use it as it is or make any desired adjustment such as changing the **text, animation style**, **texture exposure**, **motion blur**, **background** etc.
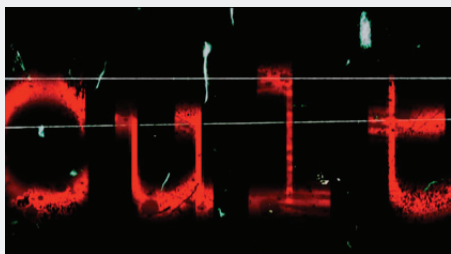
Presets

Background

Leader Text

Font

Text Texture

Animation Style

Choose Preset ▾
Built-in Presets
Abstract Leaders (Requires Luca's Abstract Leaders Font)
Abstract Leaders 02 (Requires Luca's Abstract Leaders Font)
Abstraction 01
Abstraction 02
Beat (No BG – Motion 5 Optimized)
Beat (No BG)
Best Take
Best Take 02
Best Take 03
BG Free Leader
BG Free Leader (Motion 5 Optimized)
Blown Away
Bright Cut
Champ
Chapter 01
Chilled
CLIP 21 (Very Mild Jitter With Gentle Flicker)
Cue
Cult
Default
Default (DV Anamorphic Optimized)
Default (DV Optimized)
Default (Texturized)
Digital Matrix
Digital Matrix Free Fall
Digital Matrix Free Fall 02
Folded Minds
Game On
Get Out Of Here!
Header
Loose Words (No BG)
Next
Next (Light Blue)
Next 02
Non–Sync
Offstage
Once Upon A Time...
One, No One Ane One Hundred Thousand
Playoffs
Playoffs (Vertical Orientation)
Plot (Vertical Orientation)
Reel #26
Rolling Credits
SMPTE
Symbols & Numbers
Tales From Hell!
Tempo
Tempo 02
The Things I Never Had...
Wanted
Wanted (960x720 Optimized)
Wave 102
Wave 102 (Variation)

Pic 07.

Presets examples:

Pic 08. Abstract Laeders

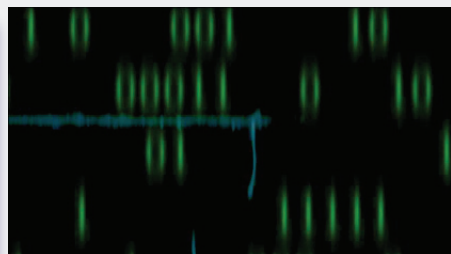**Pic 09. BG Free Leader**

Pic 10. Champ

Pic 11. Cult

Pic 12. Default (Texturized)

Pic 13. Digital Matrix Free Fall 02
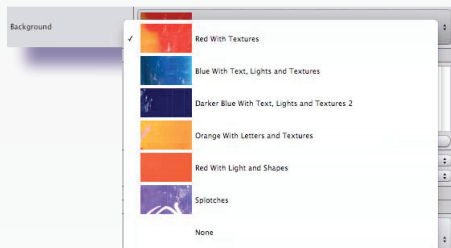

Pic 14. Next

Pic 15. Plot

Pic 16. Symbols & Numbers

Background

Choose from a selection of backgrounds for your leader. Each one different from the next to suit your project's needs. Use the controls provided to radically change its appearance (**Hue** parameter, **Motion Blur** etc.). If desired the user may simply choose not to use one of the BGs provided and underlay her own.

Pic 17. Background Selection

Pic 18. Orange With Letters and Textures

Pic 19. Blue With Text, Light and Textures

Pic 20. Darker Blue

Pic 21. Red With Texture

Pic 22. Red With Light and Shapes

Pic 23. Splotches

Pic 24. None

The controls shown in Pic 25 allow you to fine tune the look of your leader's background so you can create a truly unique look for your project.

	Background		
Scale		1	
Angle		0	
Center		0 . 0	
Exposure		0	
Brightness		−0.2	
Contrast		1	
Saturation		1	
Hue		0	
Glow		0	
Glow Intensity		1	

Pic 25.

Pic 26. Original

Pic 27. With scale, brightness, contrast and saturation modified

Background Controls:

- **Scale** — Modify the background size.
- **Angle** — Rotate the angle of the background.
- **Center** — Set the center point.
- **Exposure** — Change the exposure.
- **Brightness** — Adjust the background brightness.
- **Contrast** — Change the contrast.
- **Saturation** — Control the saturation of the background.
- **Hue** — Customize the color using the hue wheel.
- **Glow** — Add a glow to the background image elements.
- **Glow Intensity** — Adjust the intensity of the glow.

Text

Luca's Film Leaders allows you to change the text within the leader to any word or even sentence and number of lines you need. Not only this, you may also select any font from your font library to use in the leader.

*FCP X Users can now customize Text, Texture, Background etc. thanks to the new OSC (On Screen Controls). FxFactory 3.0.3 required. See Pic 04, 05 & 06.
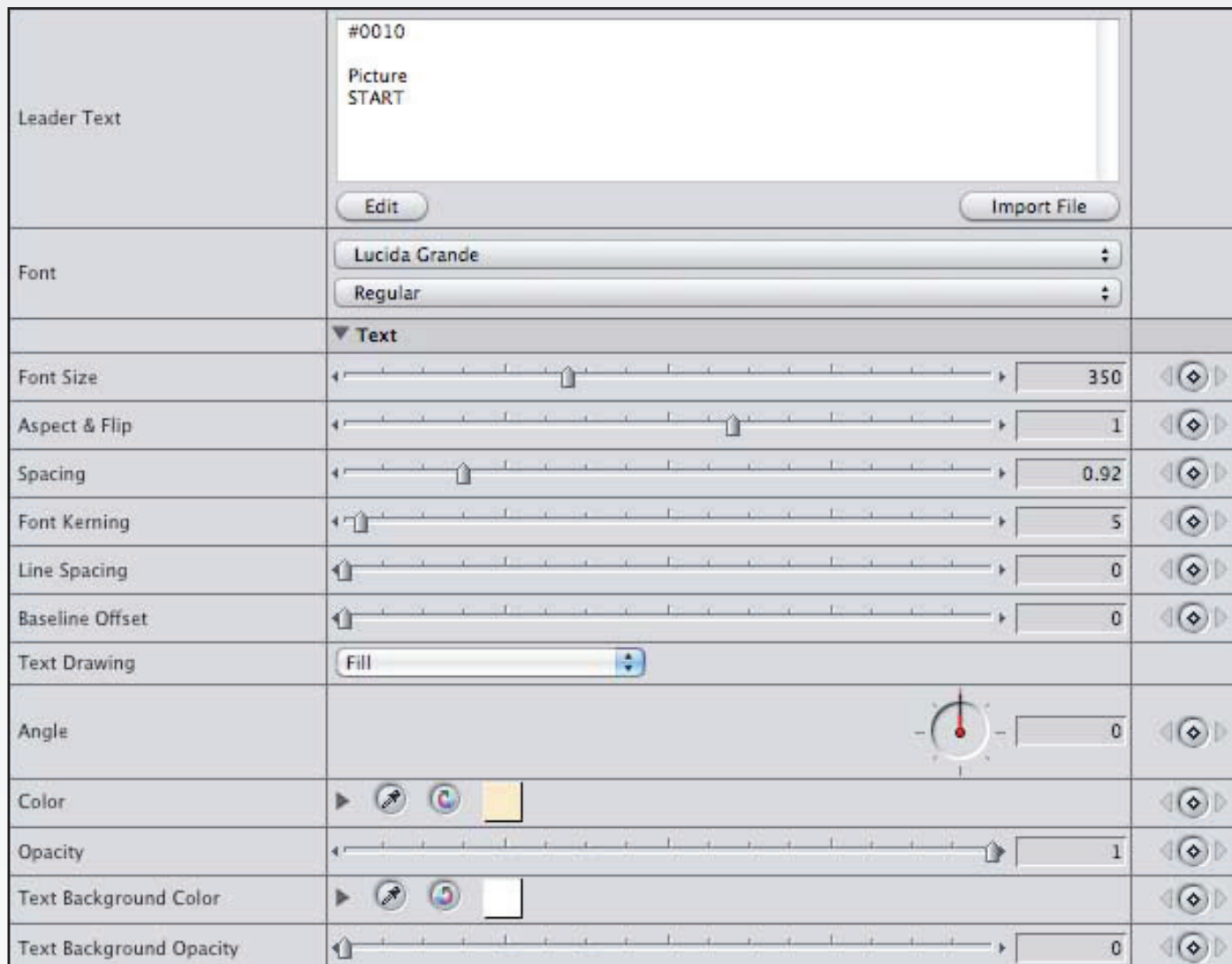
Pic 28.

Text Controls:

|		
•**Leader Text**	Type what you want the leader text to say.	
•**Font**	Select from a variety of fonts from your system.	
•**Font Size**	Set the size of your font.	
•**Aspect & Flip**	Change the aspect ratio of your type. Negative values will allow the text to flip horizontally.	
•**Spacing**	Allows you to distance or overlap text.	
•**Font Kerning**	Set the line kerning of your text.	
•**Line Spacing**	Set the line spacing of your text.	
•**Baseline Offset**	Set the position of the type in relation to the baseline.	
•**Text Drawing**	Select to have the text with fill, stroke or both.	
•**Angle**	Adjust the angle of the type.	
•**Color**	Set the color of your type*.	

•Opacity	Set the opacity of your type.
•Text Background Color	Add a colored background to your type.
•Text Background Opacity	Set the background opacity of the type.

* Please note. A high value of exposure may effect the color you choose

Shadow

Film Leaders Plugin allows the user to add a shadow and change position, color and softness.
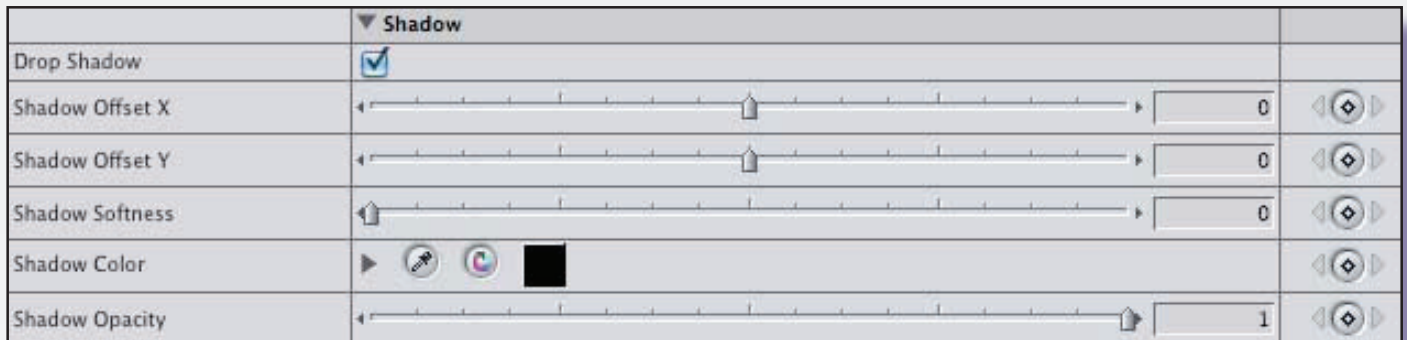
Pic 29.

Pic 30. Original

**Pic 31. With drop shadow selected and Shadow offset X, Y and Opacity modified**

Text Controls:

•Shadow Offset X	Adjust the shadow along the X axis.
•Shadow Offset Y	Adjust the shadow along the Y axis.
•Shadow Softness	Set the shadow softness.
•Shadow Color	Change the color of the shadow.
•Shadow Opacity	Set the shadow opacity.

Text Texture

Add texture to your type by selecting the type of texture, determining the exposure, distorting the texture's X and/or Y axis and adjusting the alpha threshold and/or sharpness.

There are two types of textures provided, some with transparency and others without. Those with transparency may in some circumstances, when selected, give the impression that the text has disappeared. In those circumstances the user should use the distort and threshold controls to adjust the texture within the font (also use invert alpha check box when appropriate).
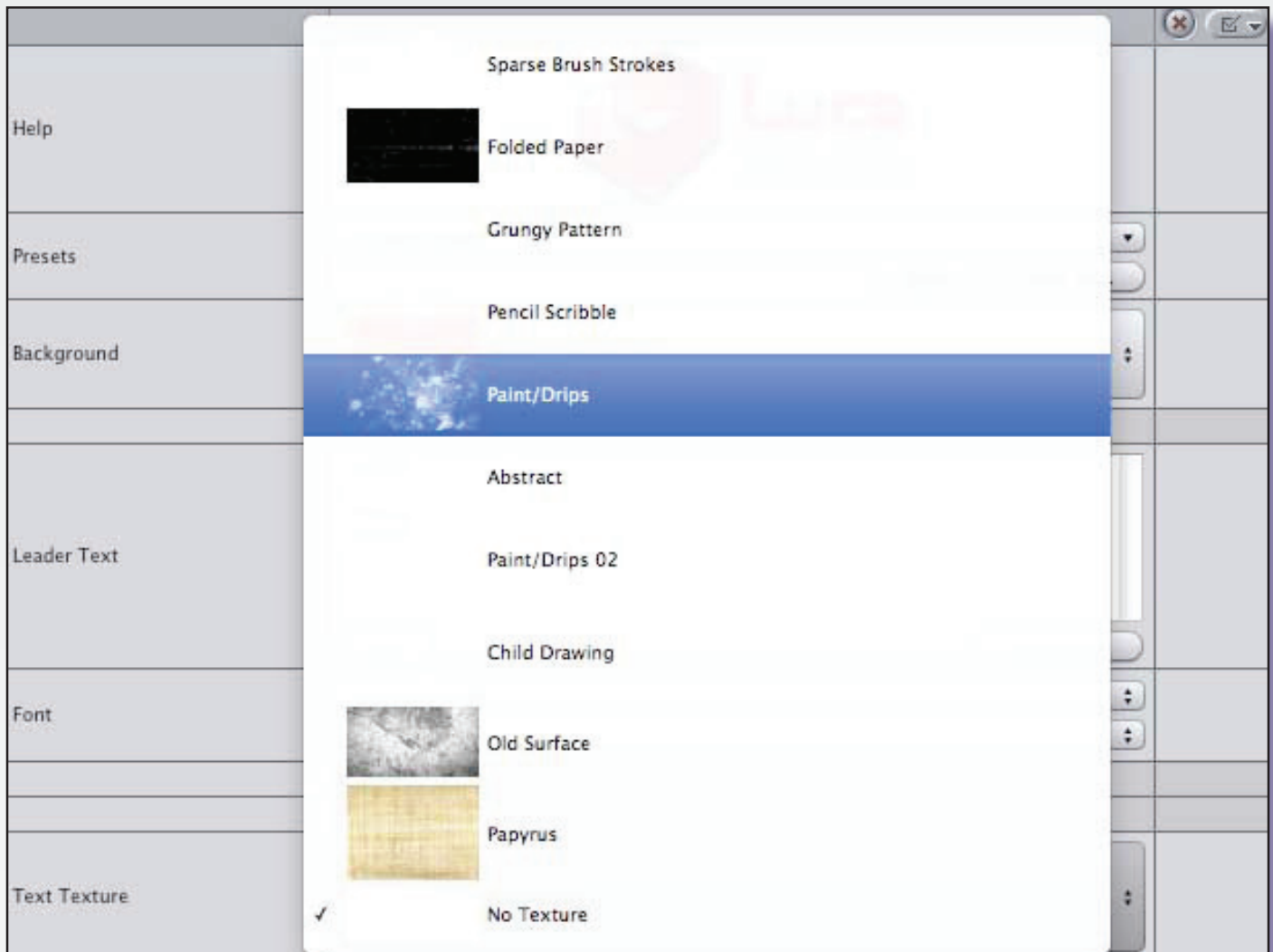
Pic 32.

Pic 33. Papyrus Texture

Pic 34. Old Surface Texture.

Pic 35. Old Surface Texture with X/Y Distortion plus Color and Exposure

Pic 36. Paint/Drips Texture plus Invert Alpha checkbox ticked

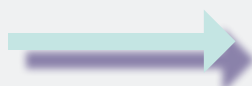**Pic 37. Grungy Pattern Texture with Invert Alpha active**

Pic 38. Folded Paper Texture

	▼ Text Texture		
Exposure	◄――――――――――⬆――――――――►	0.7	◄◉▷
Distort X	◄―⬆――――――――――――――►	1	◄◉▷
Distort Y	◄―⬆――――――――――――――►	1	◄◉▷
Alpha Threshold	◄―――――――――⬆―――――――►	0.6	◄◉▷
Alpha Sharpness	⬆―――――――――――――――►	0	◄◉▷
Invert Alpha	☐		

Pic 39.

Pic 40. Original

Pic 41. With exposure and distort texture modified

Text Texture Controls:

•**Text Texture**	Select the texture to apply on the text.
•**Exposure**	Set the exposure of the texture. This will affect the color of the leader.
•**Distort X**	Distort the X axis.
•**Distort Y**	Distort the Y axis.
•**Alpha Threshold**	Adjust the alpha threshold.
•**Alpha Sharpness**	Adjust the alpha sharpness.
•**Invert Alpha**	Select to invert the alpha channel.

Please note that the **Exposure** parameter may affect the color of your leader. Exposure amount is particularly relevant when using one of the **text textures.**

Text Glow

Adjust the amount of glow of your text.

	▼ Text Glow		
Glow	◄⬆――――――――――――――►	2	◄◉▷
Glow Intensity	◄⬆――――――――――――――►	1	◄◉▷
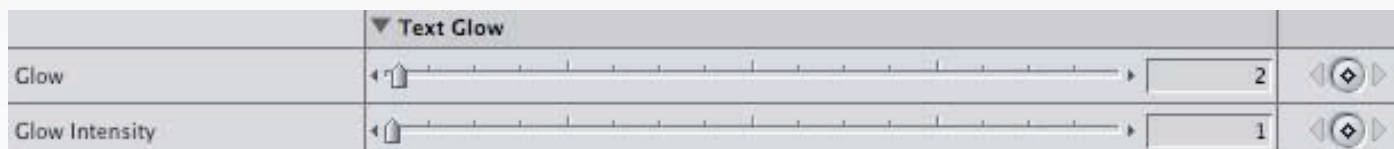
Pic 42.

Pic 43. Original

Pic 44. With glow and glow intensity modified

Text Glow Controls Parameters:

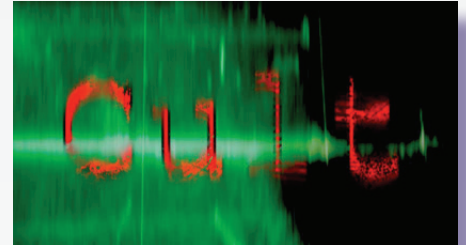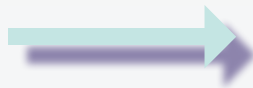|	
·**Glow**	Adjust the amount of glow on the text.
·**Glow Intensity**	Adjust the glow intensity of the text.

Motion Blur

One of the characteristics of a leader is that they occur at different intensities and speed. By taking advantage of the **Motion Blur** controls you can determine the amount of distortion and blurriness that is realistically produced during the effect. You can apply motion blur to **background**, **leader text** and **text texture**. (see Pic 45)
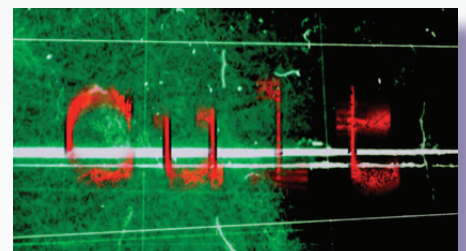

▼ Motion Blur		
Background Motion Blur		2
Background Blur Angle		90
Leader Motion Blur		20
Leader Blur Angle		90
Texture Motion Blur		5
Texture Angle		90
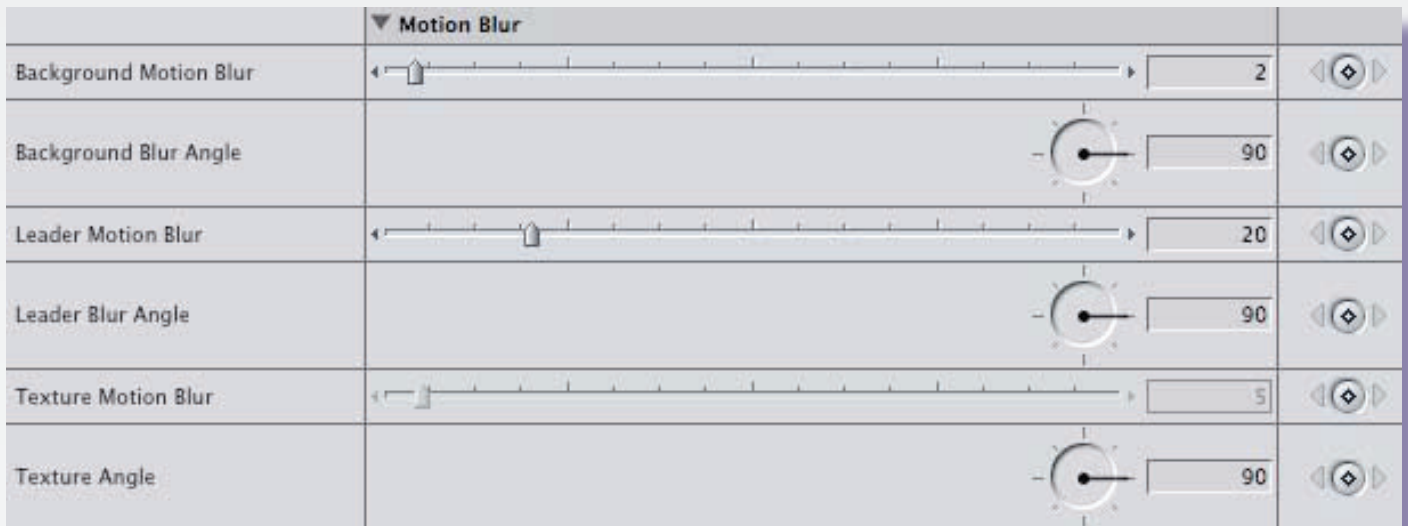
Pic 45.

Pic 46. Original

Pic 47. Background Blur

Pic 48. Original

**Pic 49. Leader Blur**

Pic 50. Original

Pic 51. Texture Blur

Motion Blur Controls:

- **Background Motion Blur**   Adjust the amount of background motion blur.
- **Background Blur Angle**   Set the angle of the background blur.
- **Leader Motion Blur**   Change the motion blur of the leader.
- **Leader Blur Angle**   Set the blur angle for the leader blur.
- **Texture Motion Blur**   Set the motion blur for the texture.
- **Texture Angle**   Set the angle of the texture blur.

Animation

The user can determine the position and animation style of the leader by horizontally and vertically adjusting and twitching it. It is also possible to animate the angle. The plugin comes with several **Animation Styles** and modes, allowing the text to roll up, roll down or move at random.
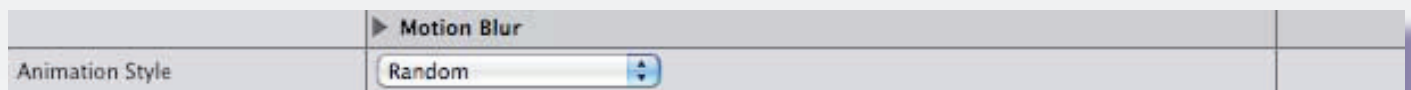
Pic 52.
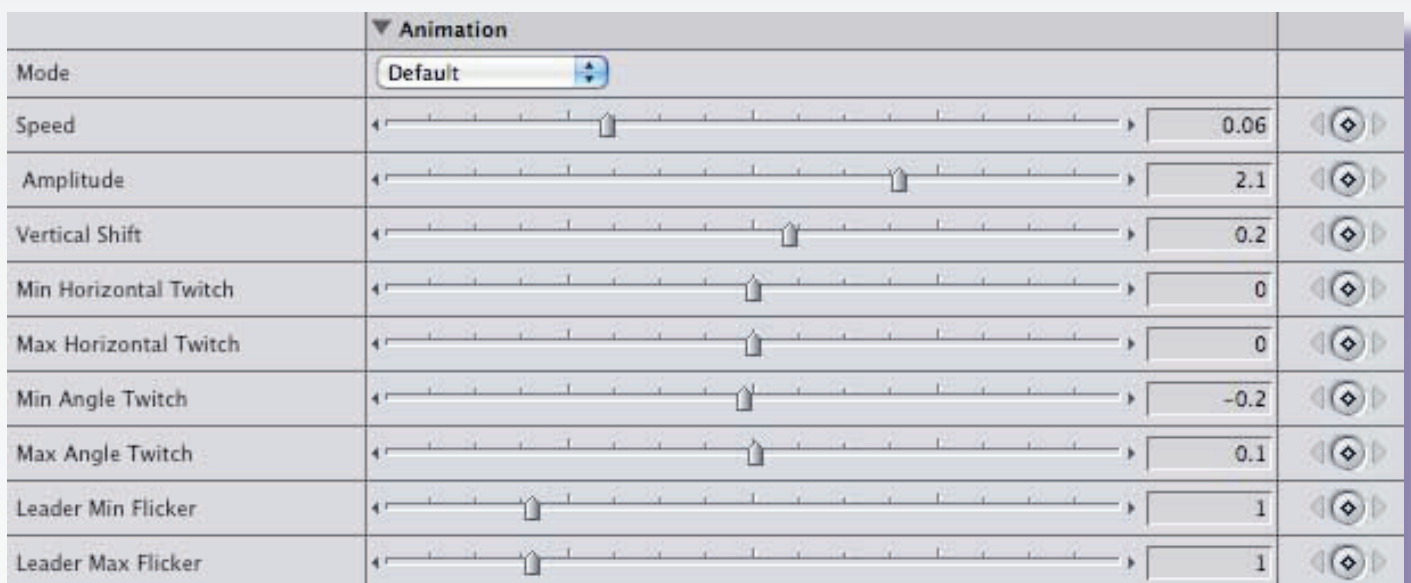
Pic 53.

Pic 51 and 52 show how you can horizontally and vertically reposition your text. **Vertical Shift** slider controls the vertical positioning. Setting **Min Horizontal Twitch** and **Max Horizontal Twitch** to the same value will simply produce a horizontal shift. Any slight or major change in either min or max horizontal twitch will produce a shaky horizontal animation.


Pic 54.

Pic 55.

Leader Animation Controls:

•**Animation Style**	Choose the style of the animation such as random, up up down, down down up, wave and others.
•**Mode**	Set the mode, choose between random twitch or a smoother roll up or roll down
•**Speed**	Control the speed of the animation. The lower the value the faster the animation.
•**Amplitude***	Adjust the amplitude. The higher the value, the greater the vertical distance of the text movement. Set the value to 0 to have a steady text.
•**Vertical Shift****	Allows you to reposition the leader vertically.
•**Min Horizontal Twitch**	Determine the minimum random horizontal amplitude in relation to the Max Horizontal Twitch.
•**Max Horizontal Twitch**	Determine the maximum random horizontal amplitude in relation to the Min Horizontal Twitch.
•**Min Angle Twitch**	Set the minimum randomness of the rotation on the Y axis in relation to the Max Angle Twitch.
•**Max Angle Twitch**	Set the maximum randomness of the rotation on the Y axis in relation to the Min Angle Twitch.
•**Min Rotation Twitch**	Set the minimum rotation twitch.
•**Leader Min Flicker**	Make the text flicker. Use the slider to set the on-duration of the flicker effect.
•**Leader Max Flicker**	Make the text flicker. Use the slider to set the off-duration of the flicker effect.

* Important note: The closer the values are to 0 the more subtle the animation becomes, when setting all values to 0 the leader will not move at all.

* ** If you wish to create an effect whereby the leader appears in frame, stays for a few instants then disappears out of frame use keyframes for **Amplitude** and **Vertical Shift** parameters.

Premiere Pro users

When using Film Leaders inside Premiere Pro, apply the generator to an adjustment layer placed on top of your video and select/use 'SCREEN' Blend Mode to get rid of the black background.
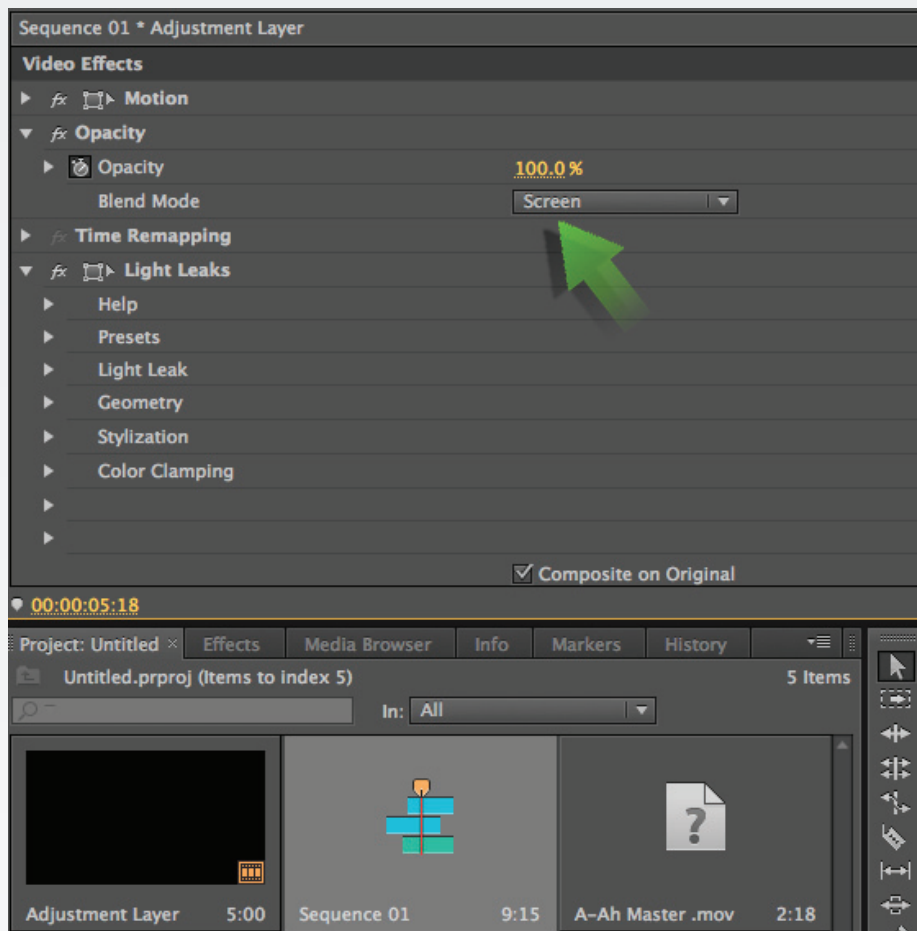
Pic 21. Premiere Pro CS 6 Blend Mode

Specifications & Requirements

Motion 3.0 or later

Final Cut Pro 6.0 or later

Adobe After Effects 8.0 or later
(CS3, CS4, CS5 and CS6)

Final Cut Express 4.0 or later

Final Cut Pro X

Premiere Pro CS 6.0 or later

Mac OSX Lion version 10.7 or above

ATI, NVIDIA or Intel HD* graphics processor

FxFactory 4.0 (Free Download: http://www.noiseindustries.com/fxfactory/download)

Premiere Pro users require:

•**Premiere Pro 6.0 or above**

•**Mac OS X Mountain Lion** version 10.8 or above

* The Intel GMA 950 and X3100 are not supported.

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