



Luca
Visual FX



Introducing IMPACTT Transitions for Final Cut Pro X

Luca Visual Fx is pleased to introduce its first pack of plug-ins for Final Cut Pro X.

With over 30 stylish transitions providing a wide range of dynamic and striking solutions, Impactt will no doubt give a solid and stylish touch to your edit.

Coming with plenty of simple to use parameters these transitions can be used in virtually any type of project. Digital and analogue glitches, split, spin, drawing, tearing, prismatic effects are only some provided by Impactt transitions pack. We suggest to try them out in order to find out how best they can be used in your project.

Many of these transitions can be exploited as effects too, simply create a cut anywhere desired within a given clip and place transitions like Digital Glitch, Frame Jump, Frame Quake, Analogue Glitch and many more. By doing so you will obtain the required effect in the specified point.

We strongly recommend experimenting with keyframing certain parameters of the plug-ins in order to achieve really striking and dynamic looks.

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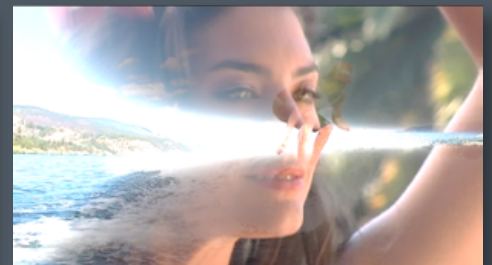
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Abstraction



A transition that allows the user to create an original and unusual wipe by customizing abstract round shapes that gradually reveal the incoming clip.

In order to increase the distortion of the waves try to combine the parameters **Liquify** and **Variations**. For a more accurate control of the effect you can use the On Screen Controls (**OSC**).



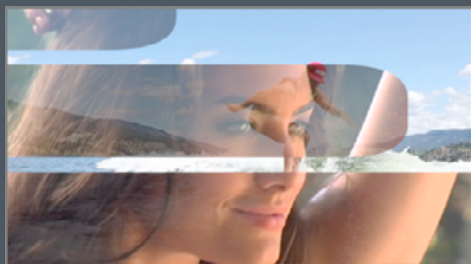
Alpha Spin



A new dynamic and customizable spinning fx to transition from clip A to clip B.

By Increasing the **Speed** and **Saturation** you will get a faster and more energetic transition. If you need instead a soft and wavy look try combining **Blur Amount** and **Waviness**. Best results are generally achieved with the default transition length of 1 second, however, this depends on the type of effect desired.

Bars Wipe

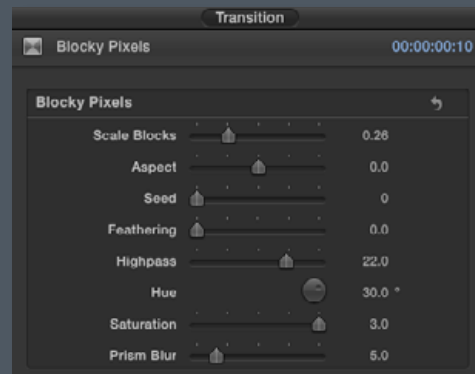


With this transition horizontal bars gradually come together forming the incoming clip. A transition with various customizable controls.

To get a drastic change of the transition try changing **Bars Number** and **Scale**. In order to create different paths and looks check the box **Wavy Shapes** or **Twist** and change **Wave Amplitude**. You can even decide to change the transition direction by checking the box **Flip** and **Flip Direction** drop-down menu. We recommend keyframing parameters like **Scale** and/or others in order to create even more interesting shapes and looks.



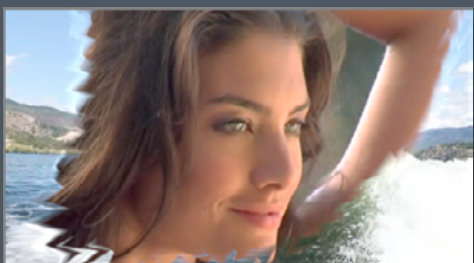
Blocky Pixels



Blocky Pixels offers a stylized way of creating a quick and colorful type of digital glitch.

To apply substantial modifications, customize the parameters **Seed**, **Aspect** or **Scale Blocks**. If you would like to modify shape and colors then you may want to increase **Feathering**, **Prism Blur**, **Saturation** and **Hue**. The **Highpass** parameter gives you control over the color variation and intensity.

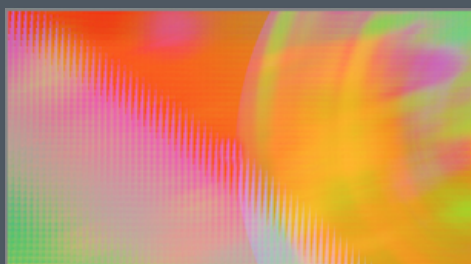
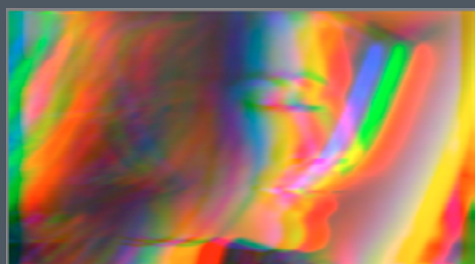
Break Up



This transition breaks the outgoing clip in two parts moving further and further apart, gradually revealing the incoming clip.

The transition can be used to achieve either a simple or a cartoon-like break. In order to have a strong cartoon-like effect increase **Edge Distortion** and **Saturation** with a hint of **Softness**. You can change the path and direction of the transition by using the drop-down menu **Flip**.

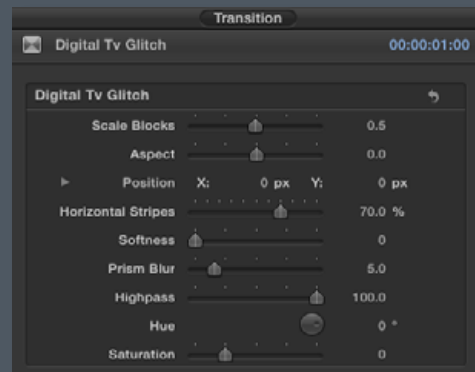
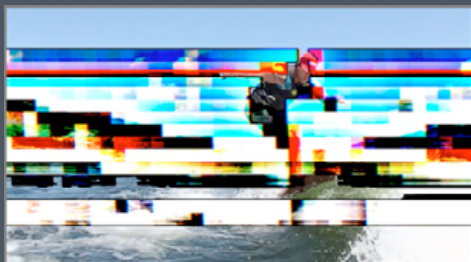
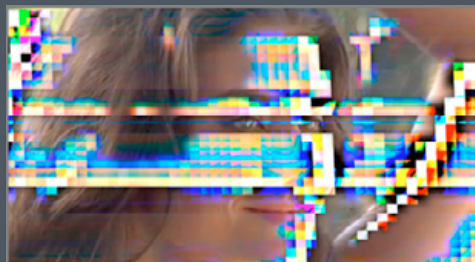
Chroma Spin



Create beautiful spinning chromatic effects and rotating shapes in order to achieve a dramatic impact.

If you would like to have a shiny and glossy look, modify the parameters **Glass Texture Scale** - **Glow** and **Luminance**. In order to change the transition drastically you can increase **Tile Size** and **Saturation**. The **OSC** allow to reposition the tiles. **Mirror** and **Circular Shapes** checkbox add even more stylization options.

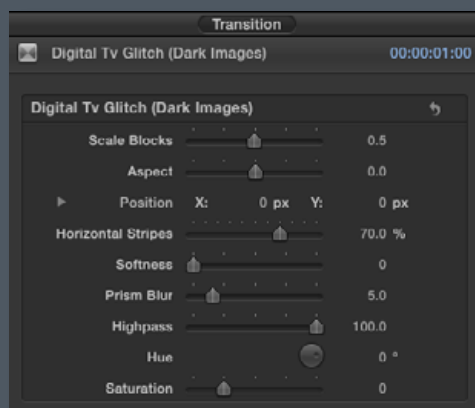
Digital Tv Glitch



This transition emulate the typical digital glitches that occur in modern TV sets when the signal is weak.

By increasing **Scale Blocks** and **Aspect** you will get various degrees of distortion as well as a more prominent appearance of the glitches, which can be further stylized with the addition of **Prism Blur**. If you would like to achieve a completely different transition from the default preset try to increase **Horizontal Stripes** along with **Saturation**. Eventually you can change direction and position of the glitches with the **OSC**.

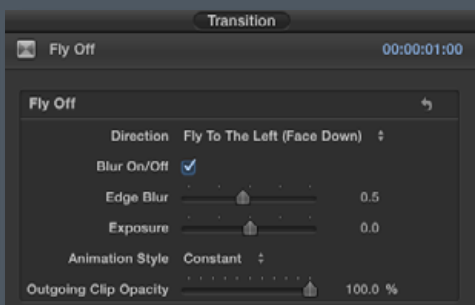
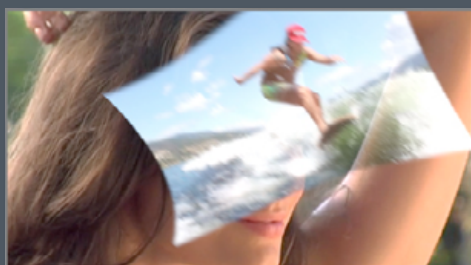
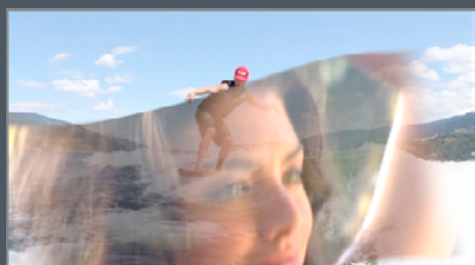
Digital Tv Glitch (Dark Images)



This transition emulate the typical digital glitches that occur in modern TV sets when the signal is weak.

This template has been optimised for dark footage, use it on night time clips or any other dark images. See Digital Tv Glitch above.

Fly Off



Make the outgoing clip literally fly off revealing flag-like undulated borders.

The main characteristic of this transition is the waviness of the frame borders, which add a flag-like appearance to the images when the transition is in progress. Highly recommended for strong impact transition, you can change **Direction** within the drop-down menu. The customization controls include **Edge Blur** to increase the motion effect, ramping **Exposure**, the possibility to modify **Animation Style** and the way the outgoing clip disappears (**Fade Out** Checkbox)

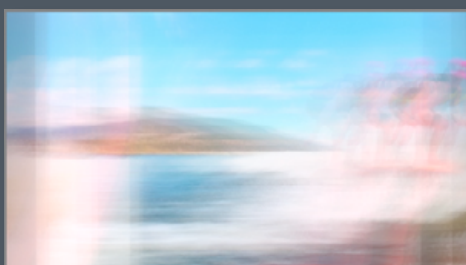
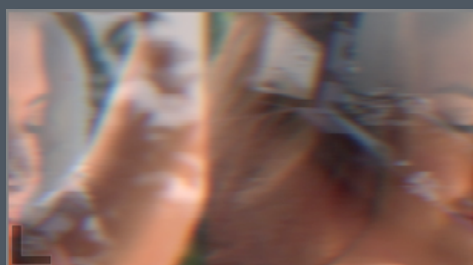
Frame Jump



Another way to create an impact: frames roll randomly in vertical direction, quickly revealing the incoming clip.

Reproduce a random frame jump, which you can modify in several ways. For example change either **Frequency** or **Noisiness** (or both) to get faster or slower jumps. In order to have a softer transition increase **Vertical Blur** adding a hint of **Exposure** and **Saturation**.

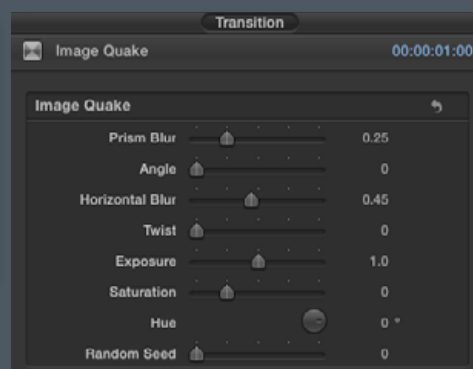
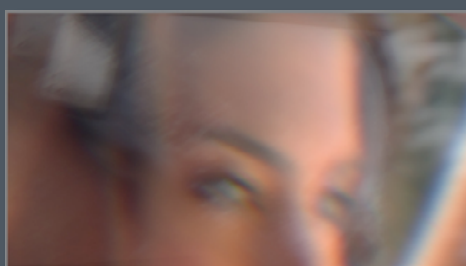
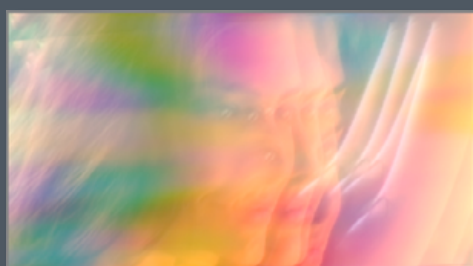
Frame Slip



Create a dramatic horizontal shift of frames. A transition inspired by flip books.

For a fast and flip book-like transition this is a great choice. Check the **Shake** box to add more dramatic movement or customize the **Horizontal Blur** and **Prism Blur** to adjust image visibility to taste. Like many other transitions in this pack, the additional **Exposure**, **Saturation** and **Hue** parameters allow further automated stylization control over the effect of the transition.

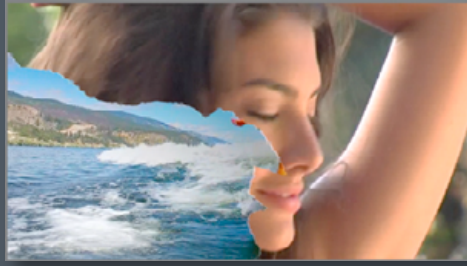
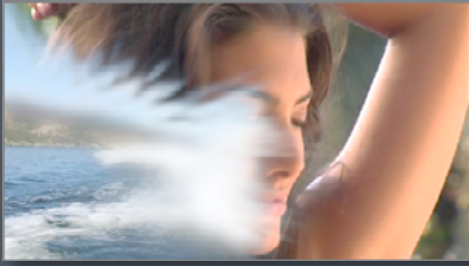
Image Quake



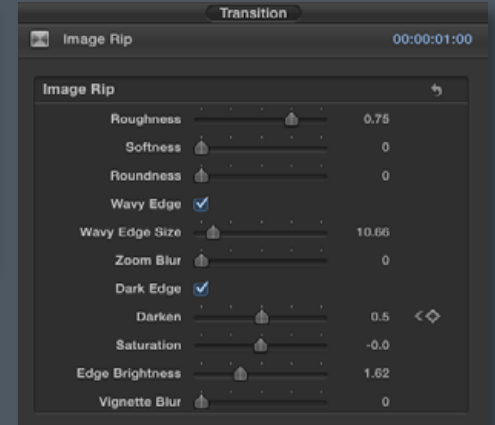
A sudden image shake provides an easy and efficient way to create a dramatic transition.

Simple and effective transition to add some vibe to the edit. Increase **Twist**, **Prism Blur** and **Horizontal Blur** in order to achieve a more dramatic impact.

Image Rip

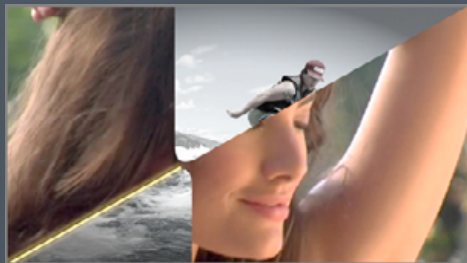
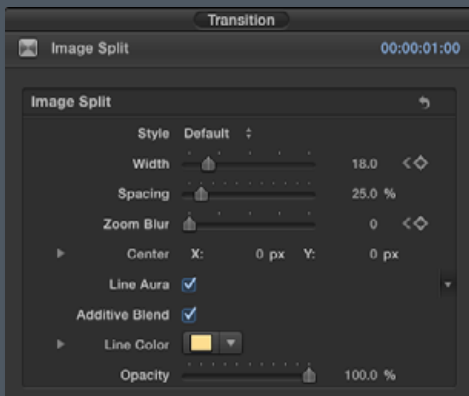


With this transition it is possible to rip apart the outgoing clip and reveal the incoming one while displaying the typical irregular edge resulting from the action.



Treat the image as if it was a fragile material. In order to achieve a softer transition increase Roughness and Softness and check the **Wavy Edge** box. With the **OSC** radius you can modify **Vignette Blur** and **Darken** as well as move and place wherever you need them. There are dozens of possible results you can achieve. Experiment with the parameters.

Image Split



A stylish transition that dramatically splits the frame with a customizable colored line falling diagonally across the frame.

Fast and cool transition, Image Split comes with a number of options to customize the **Style** and one of its main features: the “Splitter” Line. For a dramatic look change **Line Color** and increase **Spacing** and **Width**. If you want a soft zoom blur for the line increase **Zoom Blur** and modify its direction with the **OSC**.

Implode / Implode (Reverse)



These transitions offer a variety of stylistic solutions to make the outgoing clip implode, revealing the image underneath.



These two transitions come with five different looks to choose from. The drop-down menu, **Style** and a dedicated parameter for the **Spiral** (change the size of the shape). There is room here for experimentation, for example for a more extravagant transition try to keyframe **Rotation** and add **Saturation** and **Exposure**.

Ink Bleed



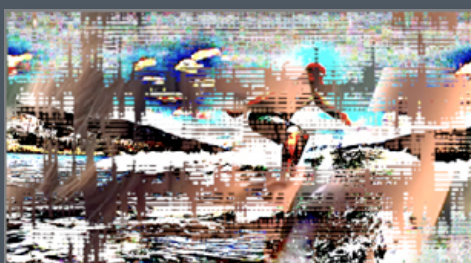
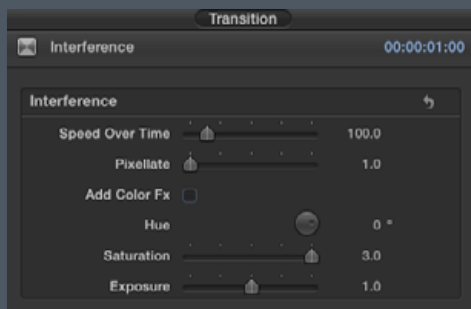
Create paint or ink-like, shaped mask that swiftly reveals the incoming clip.

Due to the complexity of this template it may take up to 12 seconds to load and may take some time to tweak parameters in slower machines.

This transition allows you to literally “paint out” the outgoing clip. In order to achieve even more unusual looks, increase **Pixellate** and **Edge Blur** values adding a hint of **Saturation**. The user can even **Distort** the ink-shaped mask.



Interference



This transition offers the possibility to transition from clip A to clip B by creating a stylised and quick interference fx.

Simple but effective way to add a little swift glitch over a cut. For a more dramatic look increase **Pixellate** and check the **Add Color Fx** box, add a hint of **Saturation**.

Op Wipe

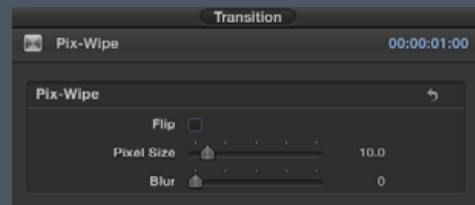
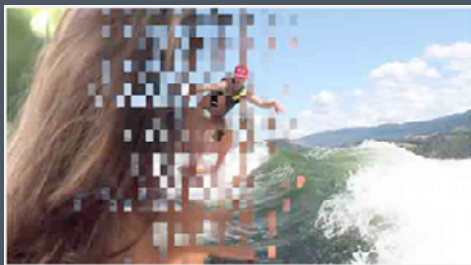
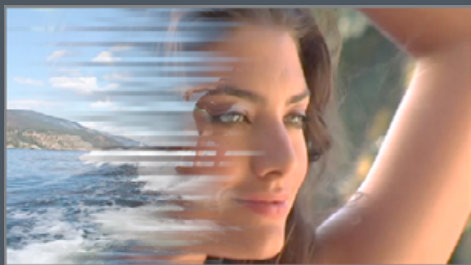


A quick dotted pattern creates the optical effect of dragging away clip A revealing clip B.

There are a good number of parameters to customize this wipe. Most of them are self-explanatory. The user can break the tidy pattern by using **Scale Randomness** and **Tile Offset**. The wipe's angle can be modified at will with the **Direction Angle**. For a significantly different effect check the **Wavy Fx** and/or **Target Shape** boxes.



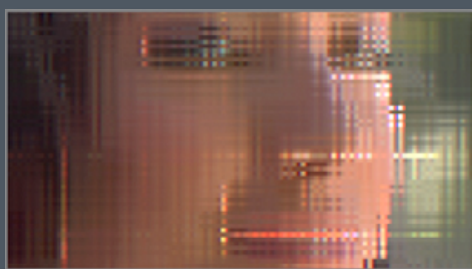
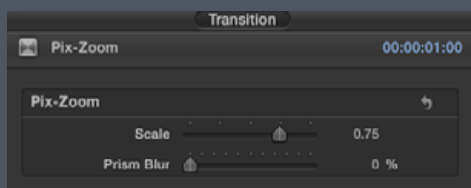
Pix Wipe



Pixellate either one border or both outgoing clip and its border while the wipe is in progress.

Another simple but intriguing glitch-like transition. Comes with just the essential parameters **Prism Blur** and **Scale**, which functionality does not require explanations. Increasing the values of both can make the transition slightly more dramatic.

Pix Zoom



Create a transition whereby the outgoing clip suddenly pixellates, the pixels scale up before scaling back down to gradually reveal the incoming clip.

Pix Wipe can either affect the edge of the wipe or the entire outgoing clip, to achieve the latter with and to emphasize the effects, increase **Edge Pixel Size - Image Pixel Size** and **Blur**, eventually adding **Exposure** and **Saturation**.

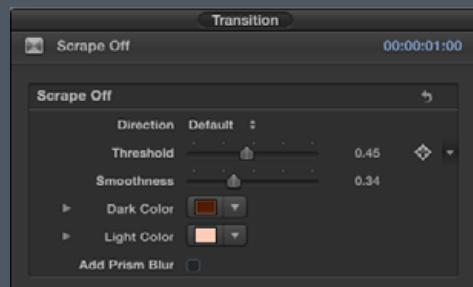
Ragged Edge Wipe



This transition features a customizable irregular border, wiping across the frame and revealing the incoming clip.

A variation on the Pix-Wipe effect, this transition produces not only a ragged edge but a brighter tale affecting the incoming clip. It allows you to achieve a smooth and effective transition by checking the **Wavy** box as well as increasing **Columns**, **Randomize** and **Blur**.

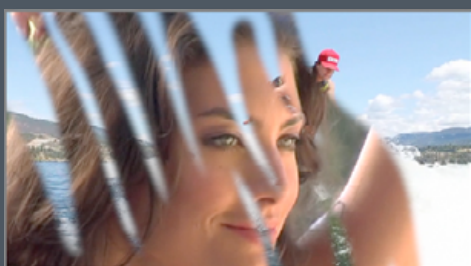
Scrape Off



The outgoing clip crumples, distorts and then shrinks moving off frame while receding.

Good choice as a strong impact transition, you can change **Direction** within the drop-down menu. To intensify the impact try increasing **Smoothness** along with **Threshold** and choose your color (i.e. **Dark Color**).

Scribble On

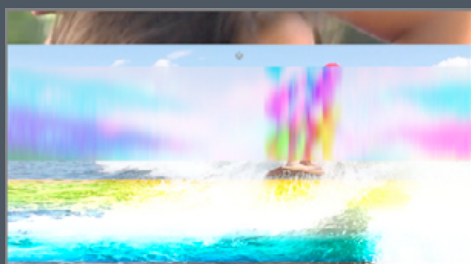
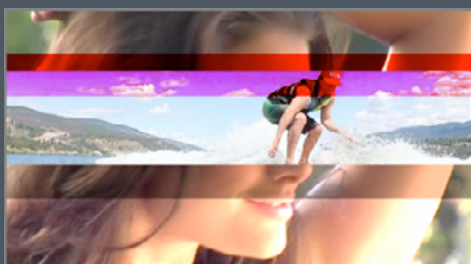


Simulate the action of scribbling on paper in order to gradually mask off the entire frames of the the outgoing clip.

Due to the complexity of this template it may take up to 12 seconds to load and may take some time to tweak parameters in slower machines.

Another original way to create a drawing-like masking effect. Change the scribble style within the drop-down menu **Style**, Check the **Waviness** box and increase **Blur Edge** to get a softer and smoother effect. Another transition to experiment with... Have a go!

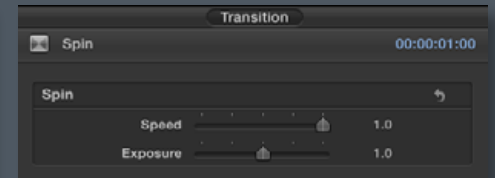
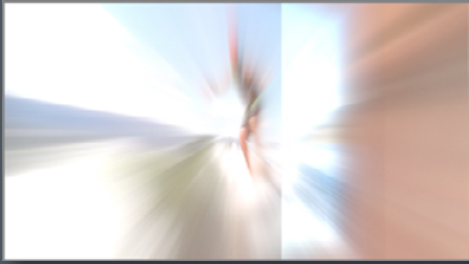
Shock Cut



Create a strong impact by adding colorful and dynamic stylized glitches over a cut with these highly customizable, randomly moving bars.

A transitions that does what says on the tin. To achieve a more extreme style try increasing **Blur Edges** and **Frequency** or decreasing **Prism Blur**. Modify either **Layer a Blend Mode** or **Layer b Blend Mode** to intensify the look of the transition, with the **OSC** you can move and reposition some of the stripes.

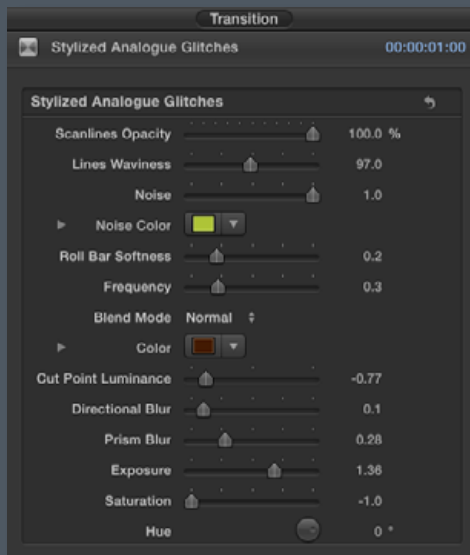
Spin



Several instances of the incoming and outgoing clips rotate and blur around the Y axis, producing a spinning transition.

We believe that the default settings for this transition does the trick in all circumstances. However, do customize **Speed** and **Exposure** to get a few variations and definitely reposition the **OSC** to control the zoom blur, especially if you are bringing down the speed quite a bit.

Stylized Analogue Glitch

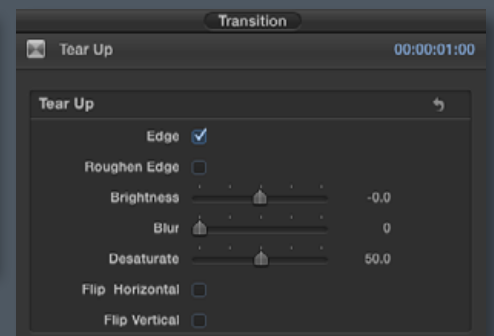


Recreate analogue interferences, typical of an old analogue TV, to nicely transition from clip A to clip B.

Thanks to the number of parameters, this template allows the user to achieve a wide variety of effects. For a decisively stylized look increase dramatically **Directional Blur** - **Prism Blur** - **Exposure** and **Saturation**. Do you want something completely different? Bring down to 0 **Noise** - **Lines Waviness** and **Scanlines Opacity**.

On the contrary, if you want to highlight the glitches then increase drastically **Lines Waviness** - **Noise** and **Cut Point Luminance** (the place of minimum or maximum luminosity in the middle of the transition). Set **Directional Blur** and **Prism Blur** to 0 to leave only blur-free interferences and glitches.

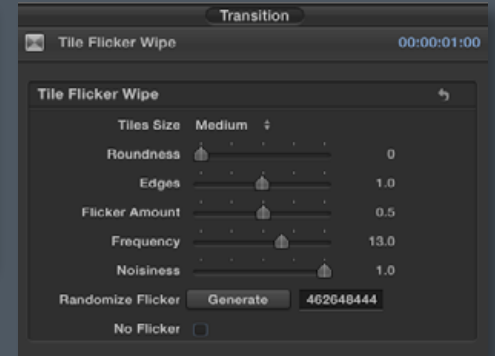
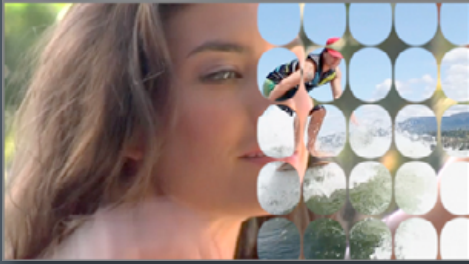
Tear Up



Simulate the effect of tearing a piece of paper. The outgoing clip is shredded, revealing the incoming one.

Tear the image like a sheet of paper. To intensify the effect of this transition try increasing **Brightness** - **Blur** and **Desaturate**, change the direction checking the **Flip Horizontal** or **Flip Vertical** boxes.

Tile Flicker Wipe



Offering an original solution to mask and move across the outgoing clip with the option of turning a flicker fx on or off.

This transition allows the user to create a good number of different tiling effects. Start from the **Tile Size** menu. Considerable changes can be achieved by increasing **Roundness** and **Edges**. A great option to obtain a radically different look is offered by the **No Flicker** box. Uncheck it and enjoy a less hectic and a lot smoother transition experience.

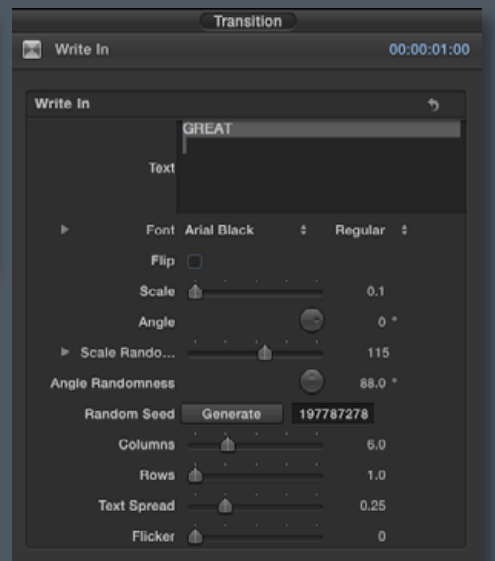
Wash Away Wipe



Liquify (and add even more effects) one side of the outgoing clip as it reveals the images below while smoothly moving across.

A fluid transition. Widen or stylize the transition by playing with **Wipe Size** - **Soft Edges**, **Pixellate** and **Prism Blur**. Alter **Speed** if necessary or adjust (and keyframe if necessary) the pixels position through the **OSC**.

Write In - Randomly In - Twirl In



3 different and creative ways of masking the outgoing clip by typing any text or numbers desired and get your text wipe across revealing the clip underneath.

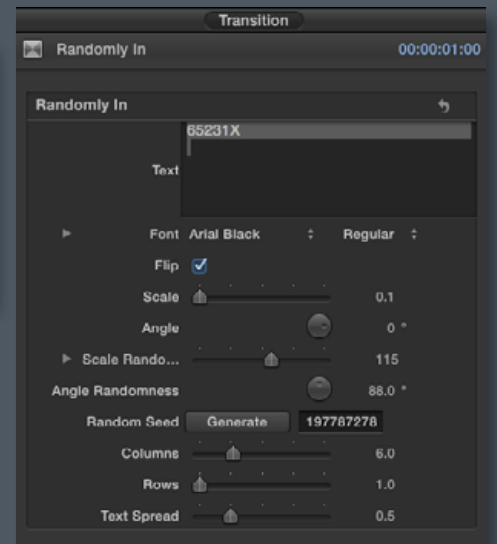
Write In

This template offers a rather unique solution: customizable text that masks off the outgoing clip. It could also be used to transition text that need an effective and extravagant touch. By increasing **Columns** and **Exposure** you will achieve a variety of looks. This is another transition that can deliver the best when certain parameters like **Scale**, **Columns** and **Rows** are wisely keyframed.



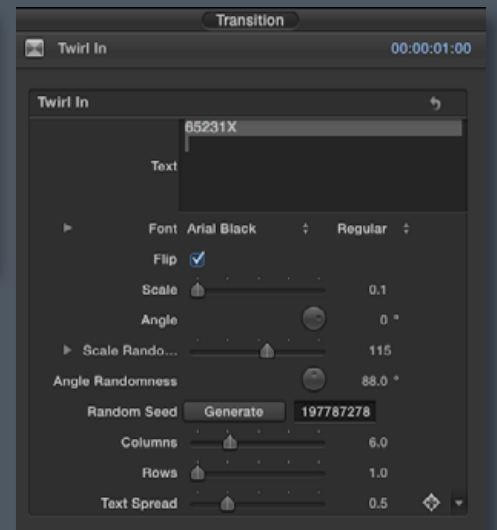
Randomly In

This is a variation from Write In (See Above).



Twirl In

This is a variation from Write In (See Above).



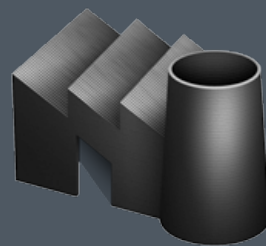
System Specifications & Requirements



FCP X 10.0.6 or above



Mac OSX 10.7 or above



FxFactory 4.0 or above.
Downloadable from [here](#)

A graphics card of at least 1GB is strongly recommended