



Random to Custom Text

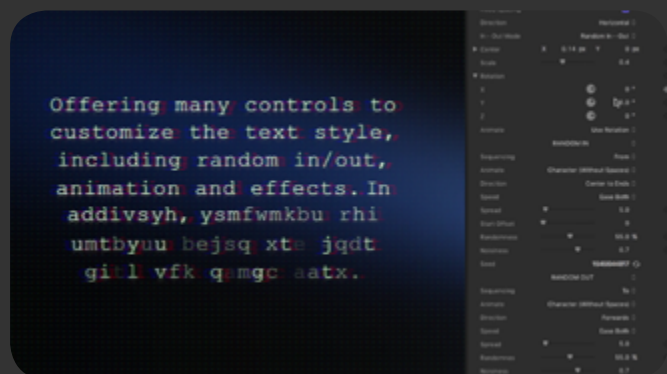
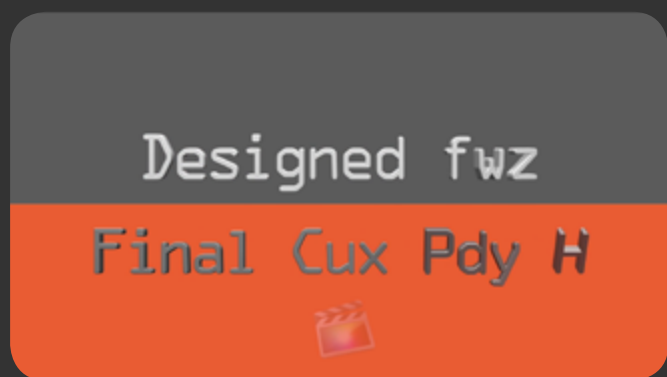
Titles

Found in:

FCP X / Titles / Luca Visual FX Random to Custom Text

Random to Custom Text consists of 18 templates for Final Cut Pro X offering many ways to create text styles in which text turns from random to custom and, if desired, back to random. Each template boasts many parameters to customize the look and the pace of your text and works with both 2D and 3D styles.

Random to Custom Text is ideal for punch lines, dramatic scenes, documentaries, music videos, news, titles and more. Try it out!



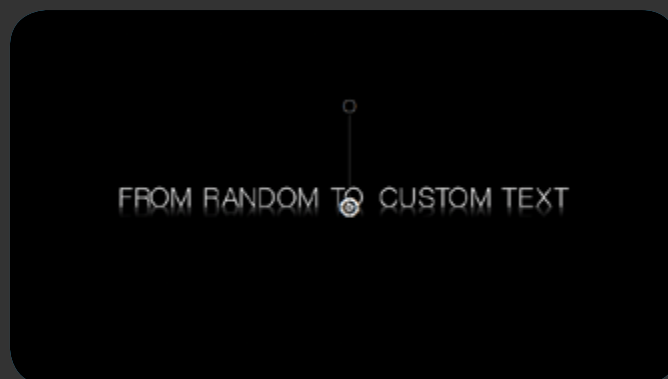
Important Information

Random to Custom Text 'Fixed Spacing' allows the animation of the characters to be smooth and steady, however, depending on which font you are using you may need to adjust the 'Tracking' and 'Kerning' in the 'Text Inspector'.

While 'Tracking' adjusts spacing among all characters at once Kerning can be used to reduce or increase the space between two characters. It is very important then to use these two parameters in the text inspector in order to create easy to read text.



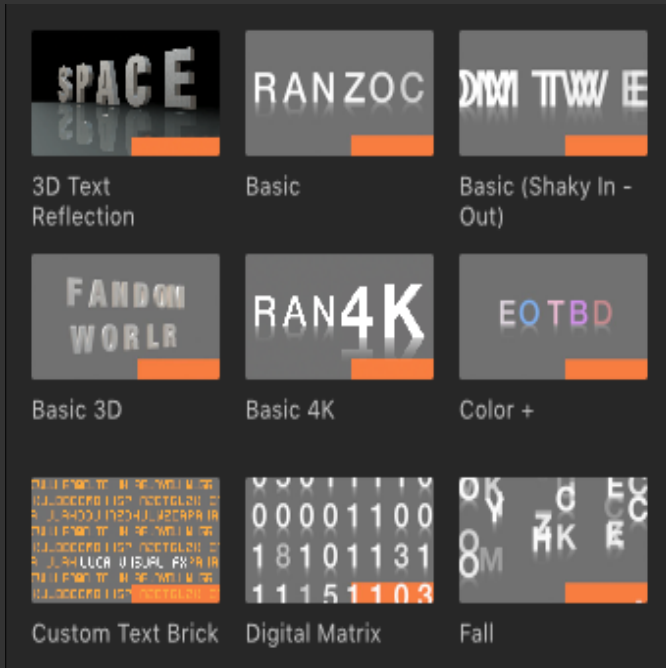
An example of 'Tracked' characters.



An example of 'Kerned' characters.

NOTE. By unchecking the box at the top of the parameters called 'Fixed Spacing' the text spacing will dramatically change and will need to be re-adjusted in the text inspector. The animation will look shaky as the characters are no longer forced to stay within a fixed space.

Title Templates



Parameters

Random to Custom Text comes with 18 individual templates. Although each one is stylistically different and customizable, they share the same parameters, barring 'Custom Text Brick'. The parameters are found under 'Title Inspector' in FCP X.

Fixed Spacing

Once checked, allows the animation of the characters to be smooth and steady, however, depending on which font you are using you may need to adjust Tracking and Kerning in the 'Text Inspector', please see previous page for more details.

Direction

Chose from 'Horizontal' or 'Vertical', this will determine the direction the text is displayed.

In - Out Mode

This will affect whether the text will animate 'Random In' only, both 'Random In - Out' or 'Random Out' only.

Center

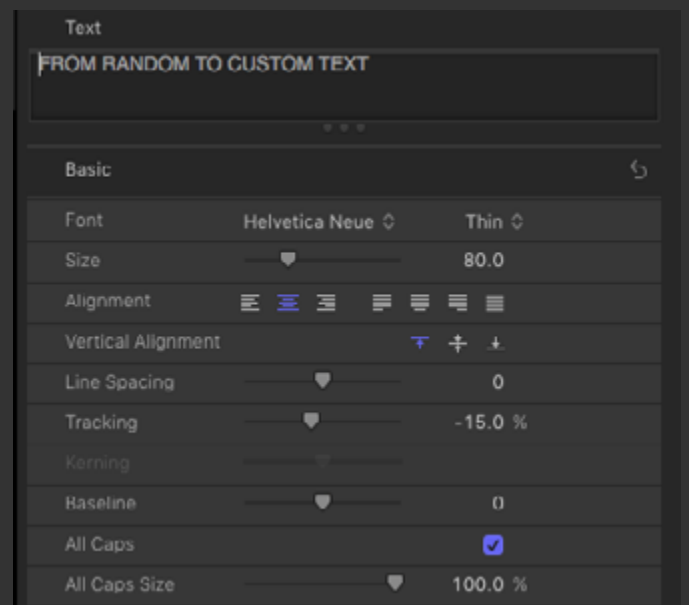
Fix the postion of your text or use this to keyframe it's position.

Scale

Adjust the size of your text.

Rotation

Adjust the X, Y & Z rotation of your text.



Above: Text Inspector parameters



RANDOM IN & RANDOM OUT

Both Random In & Random Out parameters feature in most title templates (excluding 'Custom Text Brick'), 'Longer Random In' only features 'Random In'. 'Random In' refers to how the incoming text animates and 'Random Out', the out going text. This can be customized with the parameters listed below.

Sequencing

Adjust these controls to set how the sequencing occurs. Specify the direction, scope, and speed of the sequencing action, and what happens when the sequencing action reaches the end of your text object.

Animate

Select how your text animates. With each *Character* or *Character (Without Spaces)*, by *Word*, *Line* or *All*.

Direction

Choose which direction the text should animate: *Forwards*, *Backwards*, *Center to Ends*, *Ends to Center* or *Random*.

Speed

Set the velocity of the animation with *Ease In*, *Ease Out*, *Ease Both*, *Accelerate* or *Decelerate*.

Spread

Set how far the randomness of the letters spread throughout the text. The higher the value, the more character are affected.

Start Offset

Delay the start of the animation.

Randomness

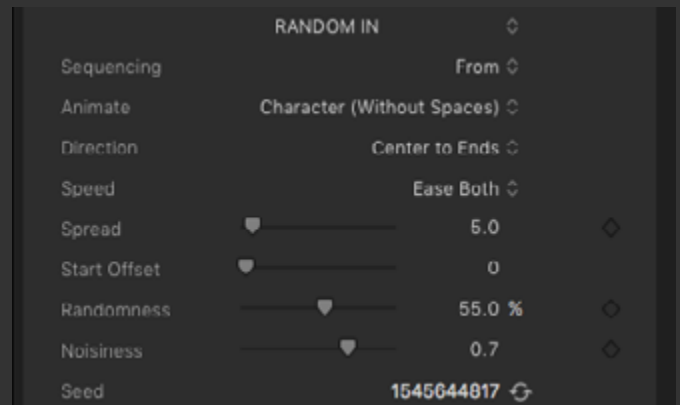
Control the frequency of the randomness of the letters.

Noisiness

Add an additional overlay of random variance with this slider. More erratic variations in the affected parameter results with Higher Noisiness values.

Seed

Create an initial random seed for creating randomness in the Variance parameters. To change the randomness results after you click Generate, click the button again or enter a value in the field.



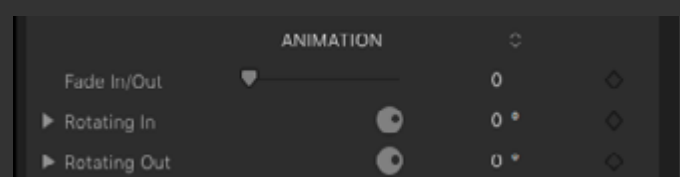
ANIMATION

Fade In/Out

Set the amount of automated fade in and fade out for the beginning and the end of the animation.

Rotating In

Adjust how much the letters auto-rotate in.



Rotating Out

Adjust how much the letters auto-rotate out.

EFFECTS

Random to Custom Text is a title plugin therefore, when you place it on the timeline you can apply as many filters as you like. However, each template comes with some effects to stylize further the appearance of the beginning and end of your text.

Directional Blur

Use this slider to adjust the amount of blur across the incoming and out going text.

Angle

Rotate the angle of the blur.

Channel Shift

Set the a level of channel shift across the incoming and out going text.

Angle

Rotate the angle of the channel shift.

Rays

Add 'rays' across the incoming and out going text.



Center

Adjust the X and Y position of the 'Rays' Center.

Note:

If you are working on a 4K project and you wish to use the 'Rays' option, we recommend using the template called 'Basic 4K'.

3D Text Reflection

In addition to the above parameters, 3D Text Reflection allows you to add and customize the surface your text sits upon with the parameters set out under 'Surface'.

SURFACE

Position

Adjust the X, Y and Z positions of the surface area.

Rotation

Adjust the X, Y and Z rotation of the surface area.

Gradient

Customize the Gradient of the surface area using the 'Color', 'Opacity', 'Interpolation', 'Location', 'Type', 'Start' and 'End' parameters accessible via the drop down menu.

Opacity

Set how opaque the surface is.

Reflectivity

Control the reflectiveness of the words on the surface.

Reflection Blur

Use this slider to add a bur to the reflection.



Start Falloff and End Falloff

Set the intensity of the reflection. We recommend adding values manually keeping the start value lower than the end value.

Blend Mode

Select from a variety of blend modes to create different styles of reflections.

Custom Floor

Use this image well to add an image or video to appear on the surface.

Position

Adjust the X, Y and Z positions of the 'Custom Floor' asset.

Scale

Adjust the Scale of the 'Custom Floor' asset.

Opacity

Set how opaque the asset is to be.

Prism Blur

Add a prism blur to the asset.

Gaussian Blur

Use this slider to adjust the amount of gaussian blur to be applied on the asset.

Mask Radius

Apply and set a mask radius for the asset.

Position

Adjust the X and Y position of the 'Mask'.

Feather

Create and adjust the level of edge softness of the 'Mask'.

Custom Text Brick

This template allows you to turn gradually a word or a line from random letters to a legible word within a wall of randomized text. We recommend familiarizing yourself with the various controls this template comes with.

CUSTOM TEXT

Custom Text Style

Select a custom text style: 'None', 'Fade Out', 'Scale Up', 'Color', 'Bloom', 'Tacking', 'Type Off'. These will be visible at the end of the sequence.

Color (Select Style)

Use this parameter to select the color for the text when 'Color' is selected in 'Custom Text Style'.

Position

Set the X, Y and Z positions of the custom text.

Scale

Increase or decrease the scale of the custom text.

Text Offset

Set the position of the custom text in relation to the 'Mask'.

Mask Width

Adjust the width of the 'Mask' behind the custom text.

Mask Height

Customize the height of the 'Mask' behind the custom text.

Mask Feather

Apply a feather to the 'Mask' behind the custom text if needed.

Spread

Set how far the randomness of the letters spread throughout the text. The higher the value, the more characters are affected.

Direction

Choose the direction the text animates; 'Forwards', 'Backwards', 'Center to Ends', 'Ends to Center' or 'Random'.

Randomness

Control the frequency of the randomness of the letters.

Noisiness

Add an additional overlay of random variance with this slider. More erratic variations in the affected parameter results with higher noisiness values.

Seed

Create an initial random seed for creating randomness in the Variance parameters. To change the randomness results after you click Generate, click the button again or enter a value in the field.

Font

Select the font of your custom font from your font library.

Size

Set the size of your custom text.

Alignment

Adjust the alignment of your custom text.

Tracking

Adjust the spacing throughout your custom text.

Kerning

Adjust the spacing between each character.

Baseline

Position your custom text in relation to where it sits.

Rotation

Rotate the individual letters with this dial.

Slant

Use this slide to slant the text forwards or backwards.

All Caps

Tick this box to have all the text in uppercase.

Text

Use this space to enter your text.



RANDOM TEXT

Style

Select the style of the surrounding random text: 'None', 'Color', 'Horizontal Blur', 'Channel Split', 'Gaussian Blur', 'Shake', 'Bleached', 'Offset'. The result will be seen at the end of the sequence.

Color

With 'Color' selected in 'Style', use this parameter to pick the color of the surrounding random text.

Spacing

Adjust the spacing of the top and bottom block of random text in relation to the central block. In order to achieve a uniform and smooth result, you may need to use this parameter with 'Kerning' and 'Tracking' found within FCP X 'Text Inspector'.

Animate

Select to animate either the 'Character', 'Character (without Spaces)', 'Word', 'Line' or 'All' to animate.

Direction

Choose to animate 'Forwards', 'Backwards', 'Center to Ends', 'Ends to Center' or 'Random'.

Speed

Set the velocity of the animation with 'Ease In', 'Ease Out', 'Ease Both', 'Accelerate' or 'Decelerate'.

Spread

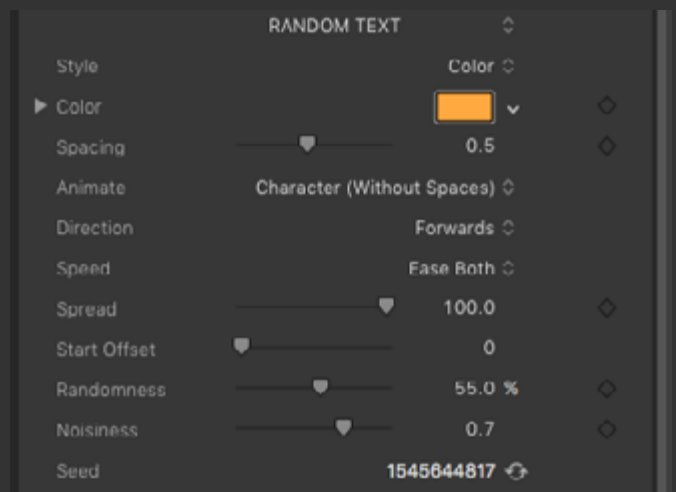
Set how far the randomness of the letters spread throughout the text. The higher the value, the more character are affected.

Start Offset

Delay the start of the animation.

Randomness

Control the frequency of the randomness of the letters.



Noisiness

Add an additional overlay of random variance with this slider. More erratic variations in the affected parameter results with higher noisiness values.

Seed

Create an initial random seed for creating randomness in the Variance parameters. To change the randomness results after you click Generate, click the button again or enter a value in the field.

EFFECTS

Directional Blur

Use this slider to adjust the amount of blur across the incoming and out going text.

Angle

Rotate the angle of the blur.

Channel Shift

Set the a level of channel shift across the incoming and out going text.

Angle

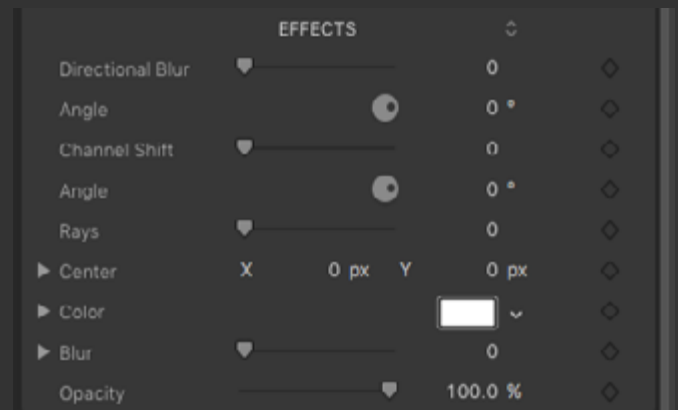
Rotate the angle of the channel shift.

Rays

Add 'rays' across the incoming and out going text.

Center

Adjust the X and Y position of the 'Rays' Center.



Color

Select the Color of the 'Custom Text'.

Blur

Add a blur to the 'Custom Text'.

Opacity

Adjust the 'Opacity' of the 'Custom Text'.

Specifications & Requirements



Final Cut Pro X
10.3 or above

Mac OSX El Capitan and MacOS Siera version 10.11 and 10.12

ATI, NVIDIA or Intel HD graphics processor of at least 1GB is strongly recommended

FxFactory 6.0.1 (Free Download: <http://www.noiseindustries.com/fxfactory/download>)