



Luca  
Visual FX



Xoverlays

## Luca's XOverlays includes:

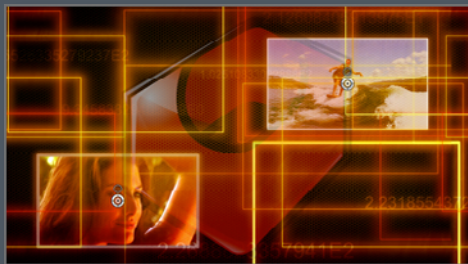
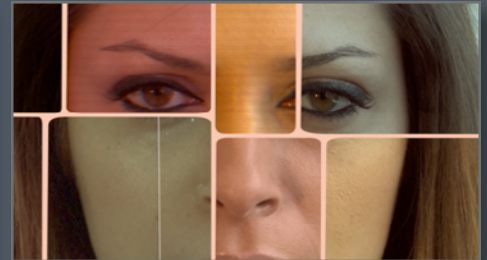
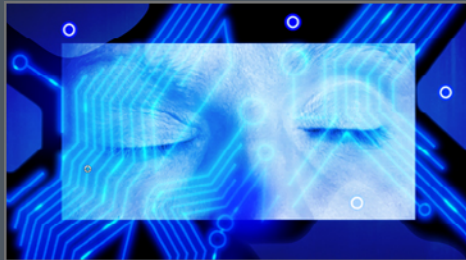
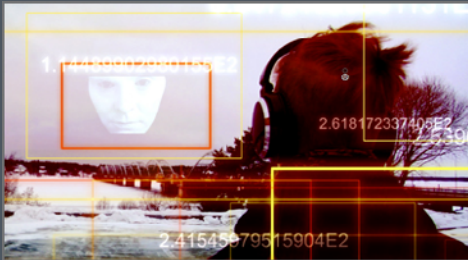
Introduction .....	Page 3
Bands .....	Page 3
Funky .....	Page 4
Grids .....	Page 5
High Tech Circuit .....	Page 5
High Tech - Build In-Out .....	Page 6
Sound Ripples .....	Page 6
8 Image Section - 60's Feel / 8 Image Sections - Default .....	Page 7
Sound Visualizer Overlays .....	Page 7
Animated Flary Pattern .....	Page 8
Flary Pattern .....	Page 8
Time Split 12 - Custom .....	Page 9
Mask Split / Mask Split - Green Bands .....	Page 10
System Specifications & Requirements .....	Page 11

# Introducing XOverlays for Final Cut Pro X

XOverlays for FCP X offers a wealth of stylish and extremely customizable motion graphics to use as overlay on a great variety of projects. Not only this, many of them come with a generous number of parameters, some feature a very handy image well which allows the user to implement their own graphics and video.

Creating your very own high tech, news, music video, promo or any other motion graphics can be as simple as a drag and drop or as complex as your creative flare.

Watch the demo to get an idea and give it a try to find out by yourself the possibilities these versatile effects have to offer.

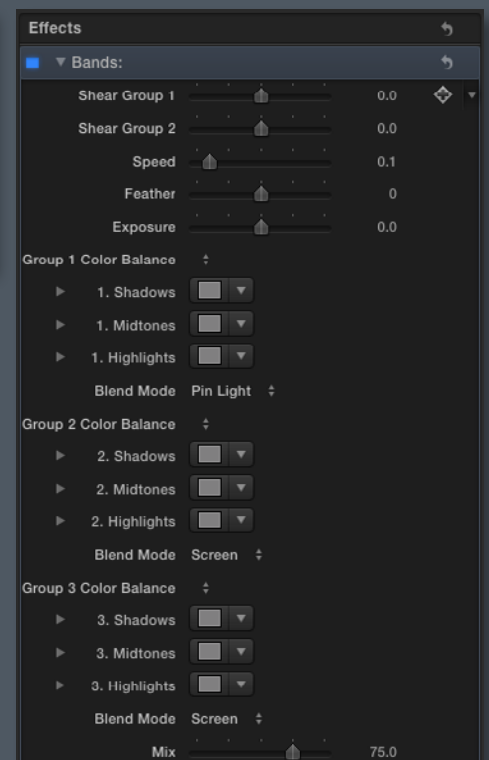


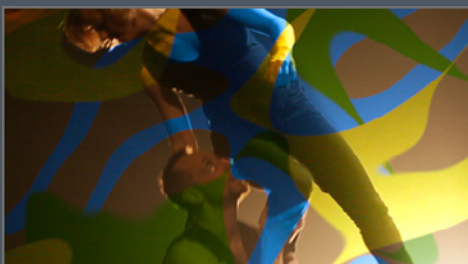
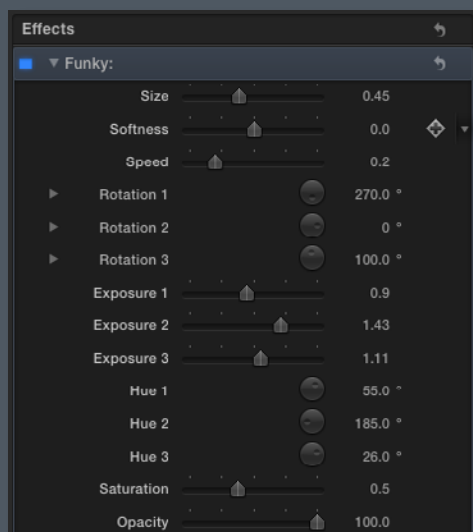
## Bands



A nice effect that adds moving bands to any given footage. The angle, colors, speed and edge softness of the animated bands can all be adjusted to taste.

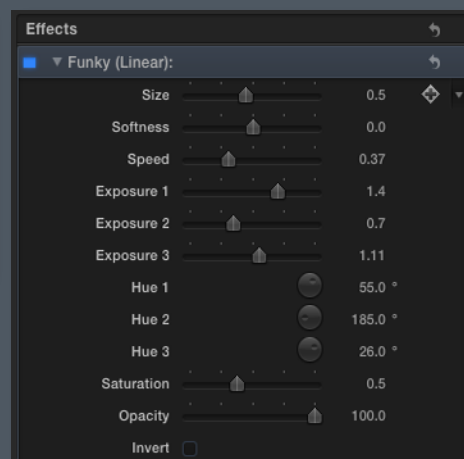
Use **Shear Group 1** and **Shear Group 2** to angle the bands. Adjust **Shadows**, **Midtones** and **Highlights** in each group to change the band color and its intensity. **Blend Modes** drop down menus offer more ways to customise the look of the overlays.





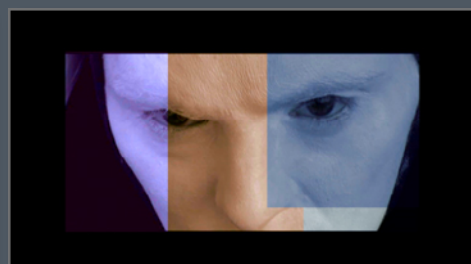
Three variations on a funky theme. The 3 effects feature animated abstract shapes and colors creating intriguing and vibrant overlays.

Decrease the **Size** for more complex shapes. Set **Speed** to 0 for a static overlay. Use **Rotation 1, 2 and 3** to modify the angle of a section of shapes at a time and drastically change your composition.



### Funky (Linear)

This is a variation of Funky (See Above) with slightly different parameters.



### Funky Frantic

This is a variation of Funky (See Above).

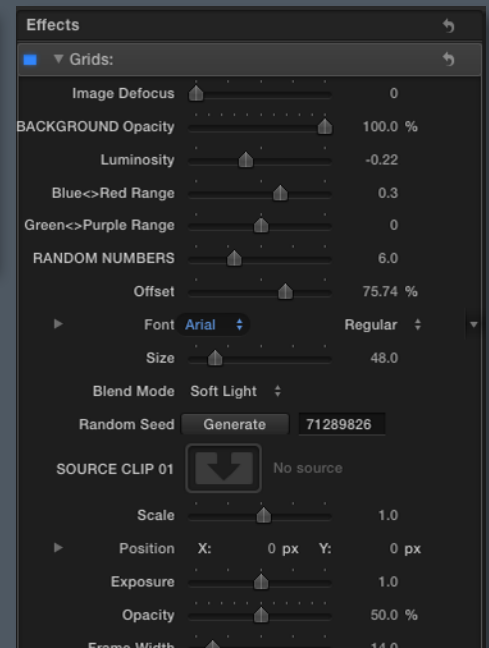


# Grids

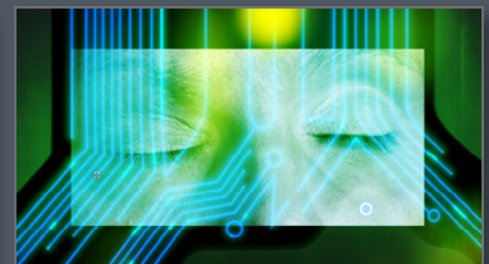
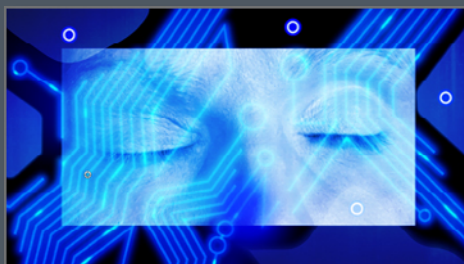
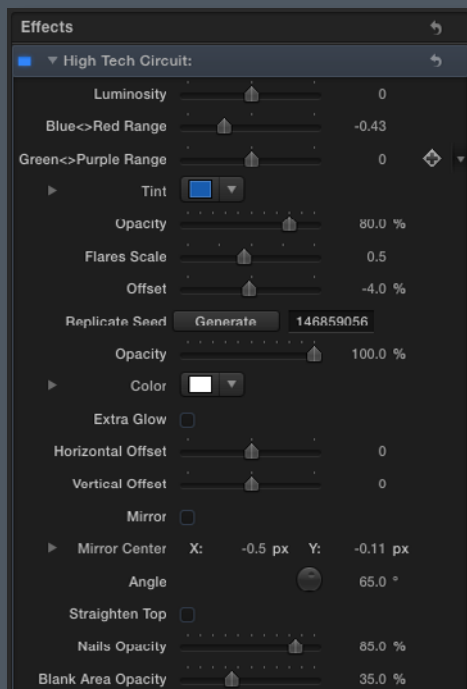


A complex highly customizable overlay which allows the user to add two floating custom clips within the composition of light frames and animated numbers.

**Blue↔Red Range** and **Green↔Purple** range allows you to adjust the color. Use **RANDOM NUMBERS** and **Offset** to distribute the random numbers. Add images or footage using the Image Wells provided and use the **OSC** to position it on the screen. Set the **Exposure** and **Opacity** to stylize it within your composition. Adjust the movement of the frames using **MOTION RIG Size**, **Random Scale**, **Vertical Offset** and **Animation**.



## High Tech Circuit



A customizable circuit board design overlay featuring animated current flowing through.

Adjusting **Blue↔Red Range**, **Green↔Purple Range** and selecting a **Tint** will allow you to control the color. By ticking **Mirror** and adjusting **Horizontal Offset**, **Vertical Offset**, **Mirror Center** and **Angle**, different looks can easily be achieved. You may also use the **OSC** to position the **Mirror Center**. Additional stylization include **Straighten Top**, **Nails Opacity** and **Blank Area Opacity**.

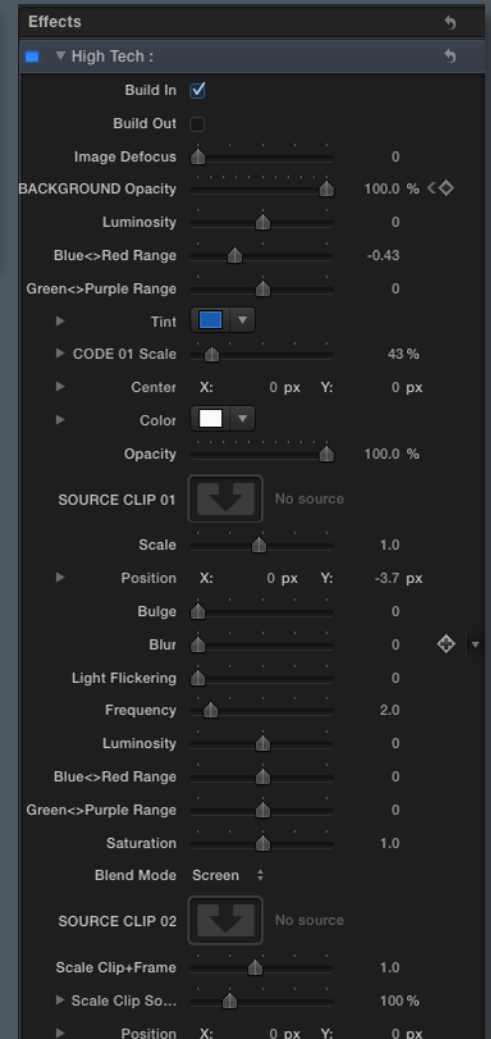
# High Tech



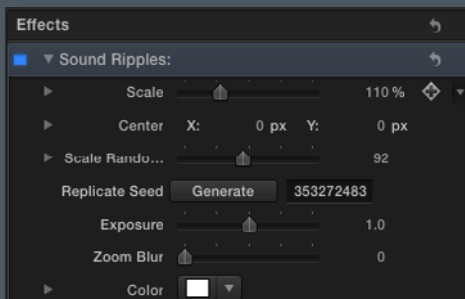
A cool animated high tech looking overlay allowing the user to add custom motion graphics elements and text.

Use **High Tech - Build In-Out** to have the overlay build in and/or build out. Select a **Tint** and adjust the opacity using **BACKGROUND Opacity**. Add your own image or video to the background using **Source Clip 01** and **Source Clip 02** and position them on the screen using the **OSC** provided. We recommend creating/using motion graphics with transparency in the same fashion as the animated code that we provided by default with **Source Clip 01**. Do get in touch with us if you wish us to send you a few custom made simple animated graphics.

This effect offers many more customizable options. Each element (Rings, lines and more) can be modified to a certain extent. Do experiment with the various geometry and stylisation controls to get familiar with High Tech Overlay. Furthermore add type using the **TEXT** box.



## Sound Ripples



Recreate the effect of sound ripples on your footage or use this effect simply to add some stylization to your clip. (see our main demo for some suggestions).

Layer several **Sound Ripples** to create a more dramatic effect. Adjust the **Scale Roundness X** and **Y** to create a more oval ripple. Increase the **Zoom Blur** to create a more subtle effect. **OSC** may also be used to adjust the **Center** position and amount of **Zoom Blur**.

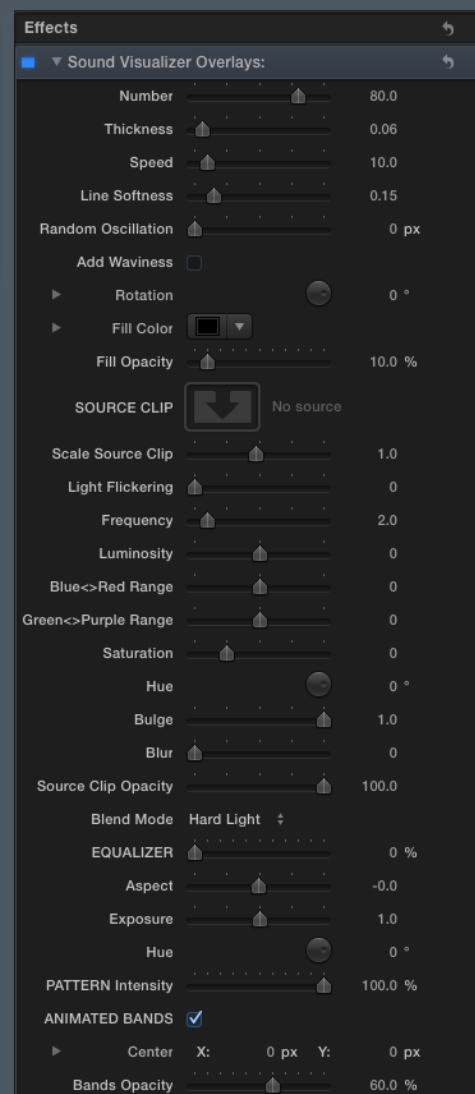
# Sound Visualizer Overlays



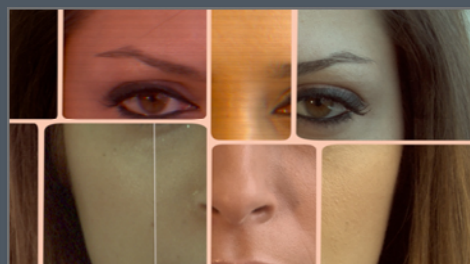
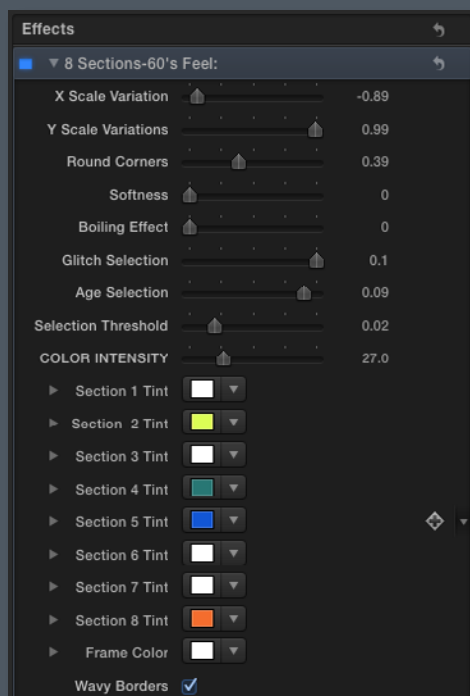
An effect rich of overlay elements reproducing the effect of a sound visualizer on your footage. Comes with an animated frequency wave and an animated equalizer.

Use the **Number**, **Thickness**, **Speed**, **Line Softness**, **Random Oscillation** and **Rotation** to adjust the grill to your liking. You can also **Add Waviness** and choose how it should **Animate**. The Overlay comes with a sound frequency animation, alternatively you can choose to overlay your own image or footage to your clip using the image well provided. An optional **EQUALIZER** can also be applied by increasing the **EQUALIZER** value, which is **0** by default.

Should you use your own image or motion graphics we suggest to implement one carrying an alpha channel in order to have transparency like the equaliser and waveform provided by default.



## 8 Image Section - 60's Feel / 8 Image Sections - Default

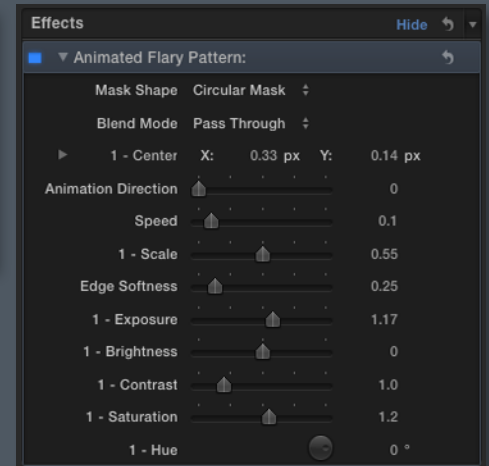
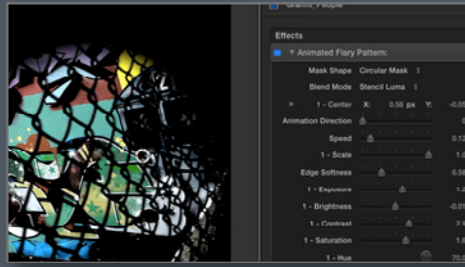
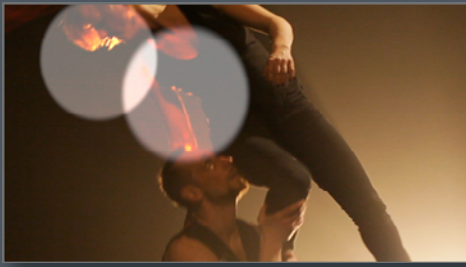


Inspired by the 60's, this effect frames your footage into 8 sections adding selective color, glitches, animated elements and more to each part.

Use **X and Y scale variations** to adjust the composition of the frames. By increasing **Boiling Effect** and selecting **Wavy Borders** you can add movement to the frame edges. We recommend to keyframe some of the provided parameters in order to achieve more animated effects.



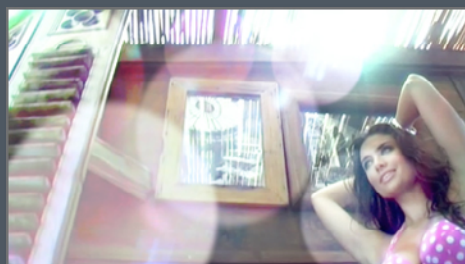
# Animated Flary Pattern



This effect applies an animated elements to the footage. With a variety of adjustable controls, the user can recreate the effect of a lense flare, multiple spot lights or use it as stylization elements.

Select a **Mask Shape** and a **Blend Mode** from the drop down menu. Determine the **Animation Direction** and adjust the **Speed**, **Scale**, **Edge Softness** etc. Use the **OSC** to adjust the position.

## Flary Pattern

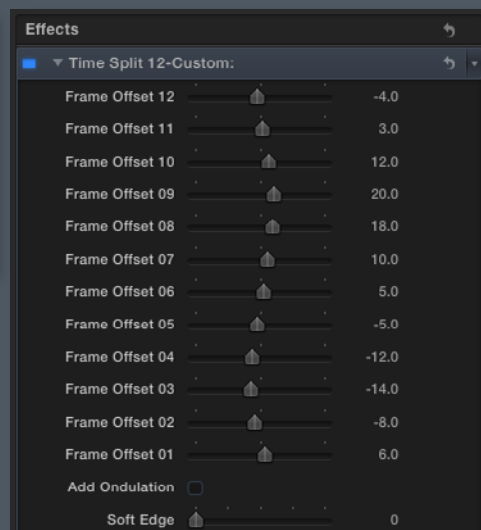
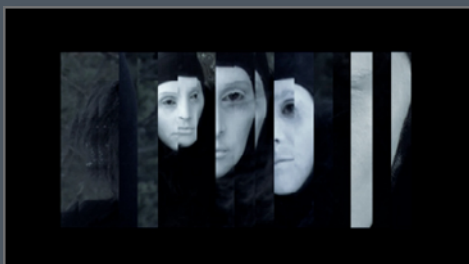


This effect applies 6 separately adjustable elements to the footage. With a variety of adjustable controls, the user can recreate the effect of a lense flare, multiple spot lights. We strongly recommend the use of keyframes in order to animate the elements as desired. For self-animated options the user may want to use Animated Flary Pattern effect. Both Flary Pattern and Animated Flary Pattern were designed to be used not only as flares but as stylization elements also.

We recommend un-ticking and ticking each element to determine which one the parameters apply to. Determine the **Edge Softness**, **Mask Shape** and **Blend Mode** for all elements. For each element, you can adjust the **Center**, **Scale**, **Exposure**, **Brightness**, **Contrast**, **Saturation** and **Hue**. **OSCs** are also available to adjust position for each element.

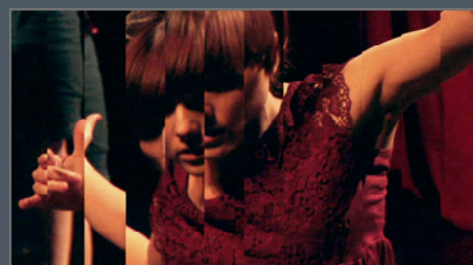
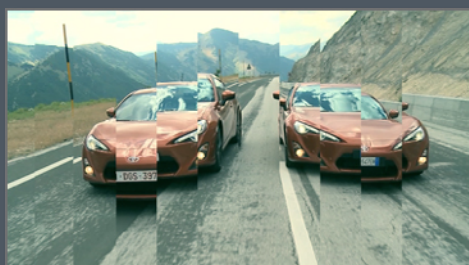
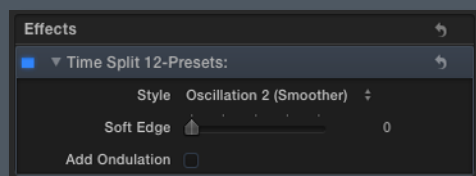


# Time Split 12 - Custom



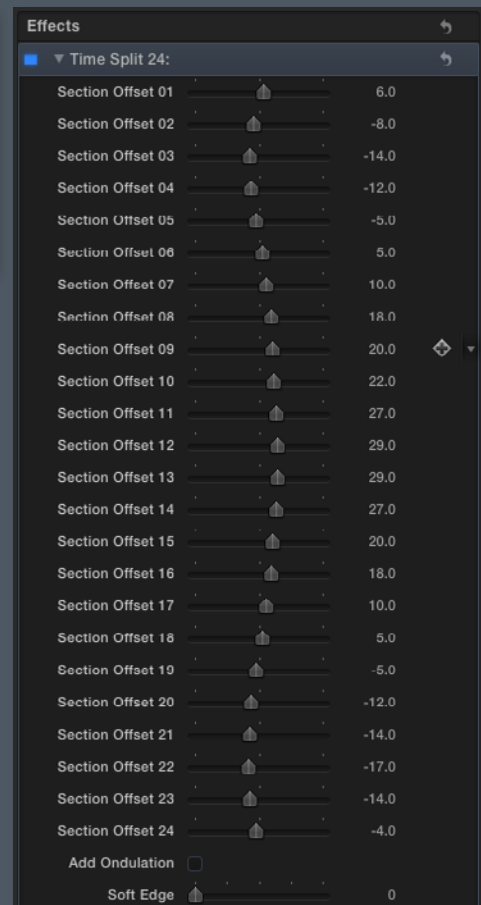
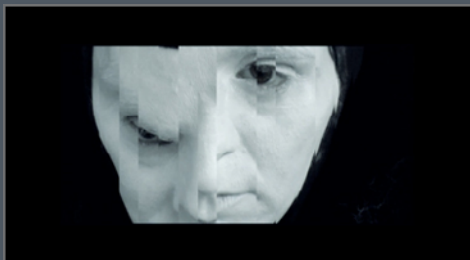
This overlay time delays part of your footage in a number of styles.

Adjust the individual **Frame Offset** to delay part of the frame of your footage. Select **Soft Edge** to blend the frames with the current image. Select **Add Ondulation** to add a waviness to the footage.



## Time Split 12 - Preset\*

This is a variation of Time Split 12 - Custom (See Above). Select a **Style** from the drop down menu for different time split patterns.

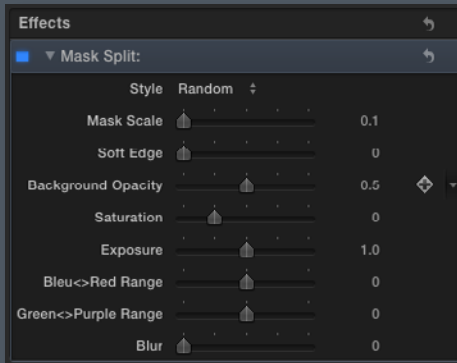


## Time Split 24\*

This is a variation of Time Split 12 - Custom(See Above).

\*Time Split 12 - Custom, Time Split 12 - Preset and Time Split 24 should be used on their own due to the heavy computation they require. We do not recommend using other demanding effects at the same time. Clip affected should be exported and re-imported. However, users with a really powerful GPU could potentially not experience any issues at all when overlaying multiple effects..

# Mask Split / Mask Split - Green Bands



These overlays splits your footage into a series of customizable animated masks revealing the footage behind in various optional pattern styles.

Select one of the 15 **Styles** available via the drop down menu. Adjust the **Mask Scale**, **Background Opacity** etc. Since these are masks, you can also apply a clip on the time line just below as part of the overall effect.

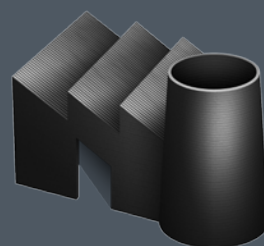
## System Specifications & Requirements



FCP X 10.0.6 or above



Mac OSX 10.7 or above



FxFactory 4.0.2 or above.  
Downloadable from [here](#)

FCP X 10.0.6 or above, Mac OSX 10.7 or above, FxFactory 4.0.2 or above. A free download is available [here](#), A graphics card of at least 1GB is strongly recommended.