



Luca
Visual FX



Dual Glitch

For FCP X

Designed to add customizable digital and analogue glitches to your footage. Dual Glitch can be used both as an effect and as a transition*.

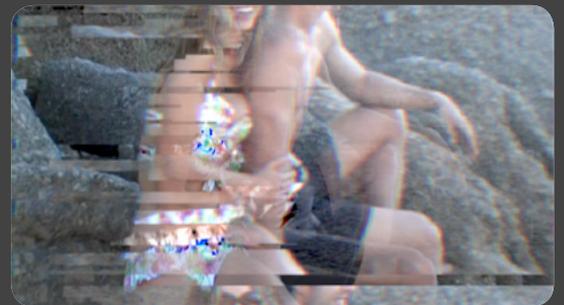
This manual will guide you through some of the most important templates, including the defaults.

You'll notice that there are Default templates, some others called "Simplified Parameters" and a group under the theme's name "Presets".

There are three default templates:

- Default
- Default - Build From Scratch, which allows you to start the effect from scratch.
- Default - With Custom Image (template with an image well where you can add your own image/footage to the glitch effect.)

Every single template features a Second Glitch group of parameters. This allows the user to overlay even more analogue or digital distortion to create a truly dynamic look.



Important: If you need to add a quick and easy distortion effect, use the templates under the theme "Simplified Parameters" since these have very few controls compared to the Default templates. These templates feature sliders that apply multiple glitch effects at the same time. The higher the value the heavier the distortion becomes.

*To create a transition find the two clips in the timeline, which you want to create a transition for. Cut a number of frames from either the outgoing/incoming clip or both. Apply a heavy dual glitch preset and play with the parameters to fine-tune the effect. You now have a nice glitch transition in between two clips.



Default/s

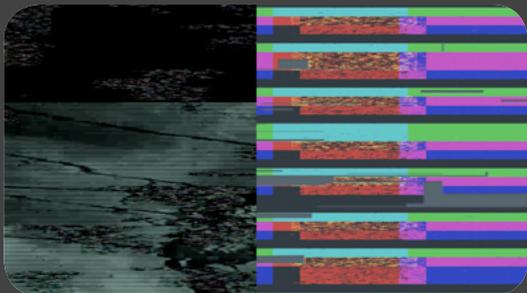
Most parameters are self-explanatory. Use the **Image Damage** parameter to add an increasing amount of distortion and stretch applied to the image. If you do not wish to see the edge distortion select **Hide Edge Damage**. Dual Glitch by default applies a flicker to the footage, you can enhance this with the **Darker Flicker** and **Brighter Flicker** sliders. To turn this effect off move the **Darker Flicker** slider to the left.

Use the **Gaussian Blur**, **Motion Blur** and **Prism Blur** parameters to respectively add an animated blur and a color channel split effect. Increasing the frequency of each blur can be achieved by sliding the parameter further.

Wave Distortion can be turned on by ticking the tick box and the amount of distortion can be manipulated using the **Wavelength** slider.

Distort the movement of the footage further with the **X Quake**, **Y Quake**, **X Jump**, **Y Jump** and **Z Jump**. The effect increases when moving the sliders.

Add **Scanlines** to the footage by checking the box and use the **Number**, **Opacity** and **Blur** parameters to customize the look.



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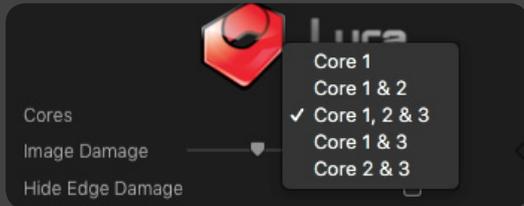
SOURCE IMAGE

Image Damage	<input type="range"/>	0.5	<input type="checkbox"/>
Hide Edge Damage		<input type="checkbox"/>	
Darker Flicker	<input type="range"/>	0.5	<input type="checkbox"/>
Brighter Flicker	<input type="range"/>	0	<input type="checkbox"/>
Gaussian Blur	<input type="range"/>	0	<input type="checkbox"/>
Motion Blur	<input type="range"/>	0	<input type="checkbox"/>
Angle	<input type="range"/>	0 °	<input type="checkbox"/>
Prism Blur	<input type="range"/>	0	<input type="checkbox"/>
Angle	<input type="range"/>	0 °	<input checked="" type="checkbox"/>
Random Saturation	<input type="range"/>	0.0	<input type="checkbox"/>
Wave Distortion		<input type="checkbox"/>	
Wavelength	<input type="range"/>	14.0	<input type="checkbox"/>
X Quake	<input type="range"/>	0	<input type="checkbox"/>
Y Quake	<input type="range"/>	0	<input type="checkbox"/>
X Jump	<input type="range"/>	0.0	<input type="checkbox"/>
Y Jump	<input type="range"/>	0.0	<input type="checkbox"/>
Z Jump	<input type="range"/>	0.0	<input type="checkbox"/>
Scanlines		<input type="checkbox"/>	
Number	<input type="range"/>	0.5	<input type="checkbox"/>
Opacity	<input type="range"/>	100.0 %	<input type="checkbox"/>
Blur	<input type="range"/>	0	<input type="checkbox"/>



First Glitch

To see this in action you need to increase **Glitch Amount**, **Width**, **Length** and **Frequency**. These distortions rely on overlaying 'Cores'. Elements that randomly move over the source image. Select a **Core** type from the drop-down menu, these are designed to modify the shape of the glitch; thinner, thicker etc. The intensity by which the glitch



affects the image can be controlled using the **Glitch Amount** parameter and how often it appears by adjusting the **Frequency**. **X Media Shift** and **Y Media Shift** adjusts the position of the distorted media within the core. **Random Seed** is very useful if you wish to change the distribution or spreading of the cores. Each seed will relocate the cores randomly giving you infinite options. **Cores Offset**, **Scale Up** and **Horizontal Stretch** lets you transform the image inside the glitch while **Random Offset** affects the movement of the cores, reducing the value will make such movement more repetitive. By unchecking **Slant** the edge of the cores will turn from oblique to straight. **Roundness** is a stylization option which turns the sides of the glitch round.



FIRST GLITCH

Cores Core 1, 2 & 3

Glitch Amount 0.3

Width 0.3

Height 0.3

Frequency 0.3

Random Seed 1999636438

X Media Shift 0.1

Y Media Shift 0.2

▶ Cores Offset X 0 px Y 0 px

Scale Up 1.0

Horizontal Stretch 0

Randomize Offset 0.5

Slant

Roundness 0

Edge Wave On/Off

Amplitude 0.4

Wavelength 0.19

Relief 0

Relief Opacity 75.0 %

Blur 0

Prism 11.0

Color Blocks

Blocks Color Variation 0.0

Stretch 2.28

Pixellation 6.0

Random Roll 20.0

Waviness 30.0

Static 0.25

Scan Lines 800.0

Hue 0 °

Saturation 0

Exposure 1.0

Blend Mode Normal

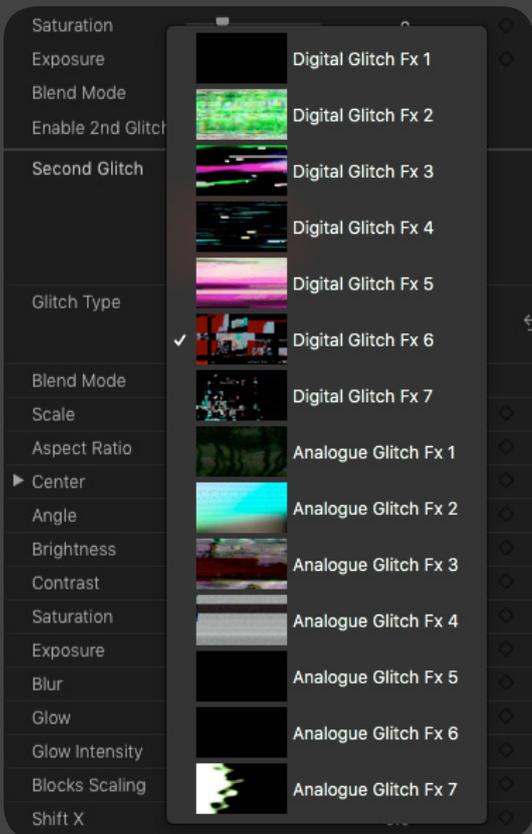
Enable 2nd Glitch

The glitch sides can either be rough and wavy or straight. Keep the **Edge Wave On/Off** checked if you don't want them to be straight and clean. Use **Amplitude** and **Wavelength** to customise the look. **Relief** is another stylization tool that allows to drop a shadow below the glitch. **Blur** softens the edges while **Prism** splits the colors. Select **Color Blocks** to add blocks of color to the

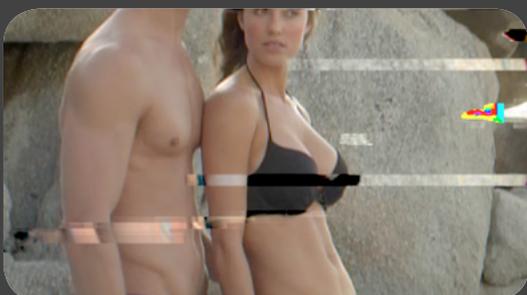
distortion. You can change the color (**Blocks Color Variation**) and **Stretch** them. **Pixellatioin** will obviously further pixelate the blocks or the image within the glitch. All parameters from **Random Roll** to **Blend Modes** are designed to further enhance in particular but not exclusively (they affect digital glitch too) any analogue distortion. **Random Roll** adds movement within the **Core**. Adjust **Hue**, **Saturation**, **Exposure** and **Blend Mode** to further customize the look of your glitch.

Second Glitch

This set of parameters can be used with or without modifying the first set. **Enable 2nd Glitch** must be ticked from the **First Glitch** so that this set of parameters work.

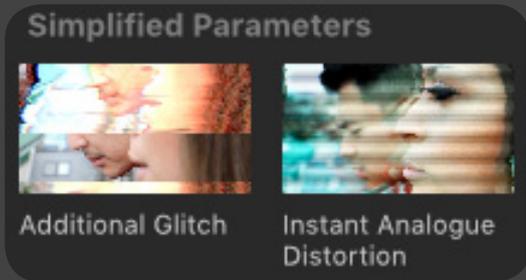


Select a **Glitch Type** from the drop down menu, each one creates a vastly different look to the effect. Further enhancements can be made by your choice of **Blend Mode**. As with the first set, the following parameters are self-explanatory. **Block Scaling** will add



pixellation to the image, the scale of the pixelation will increase as you shift the parameter to the right. You can add movement to the pixelated area by adjusting the amount of **Jitter**. **Offset the Red, Green and Blue** colors by using the 6 sliders and add your final touch with an extra **Color** change.

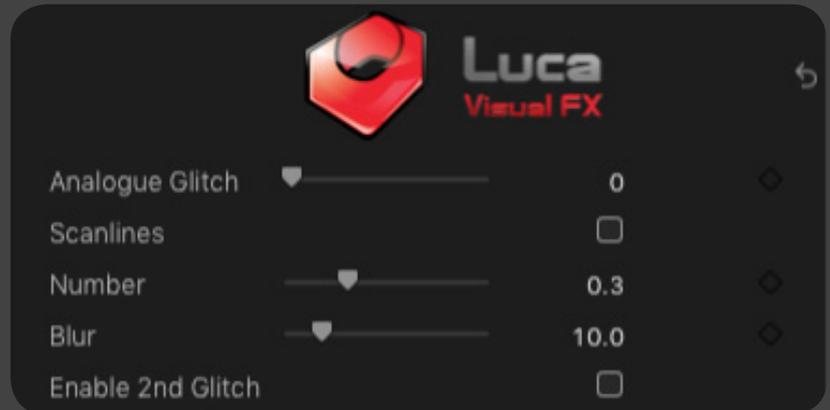
EXTRA TEMPLATES and PRESETS.



DUAL GLITCH comes with extra templates, which either simplify the UI or simply offer the user a starting point.

Simplified Parameters theme includes Templates with very few parameters ranging from just 5 to 12.

Important: Parameters like **Analogue Glitch** or **Additional Glitch** essentially incorporate many of the parameters that you can use individually in the **Default** templates. The more you increase the value and the more you apply several glitch effects simultaneously. These templates are perfect if you find the number of controls in the main templates overwhelming or if you are on a deadline and need a quick and easy to apply glitch effect.



Specifications & Requirements



Final Cut Pro
Version 10.4 or later

MacOS Sierra and MacOS High Sierra version 10.12 and 10.13

FxFactory requires AMD, ATI, NVIDIA or Intel HD graphics.
A graphics card with at least 512MB of VRAM is highly recommended.
(Free Download: <http://www.noiseindustries.com/fxfactory/download>)