Luca
Visual FX

Sprocket Slip 2.0

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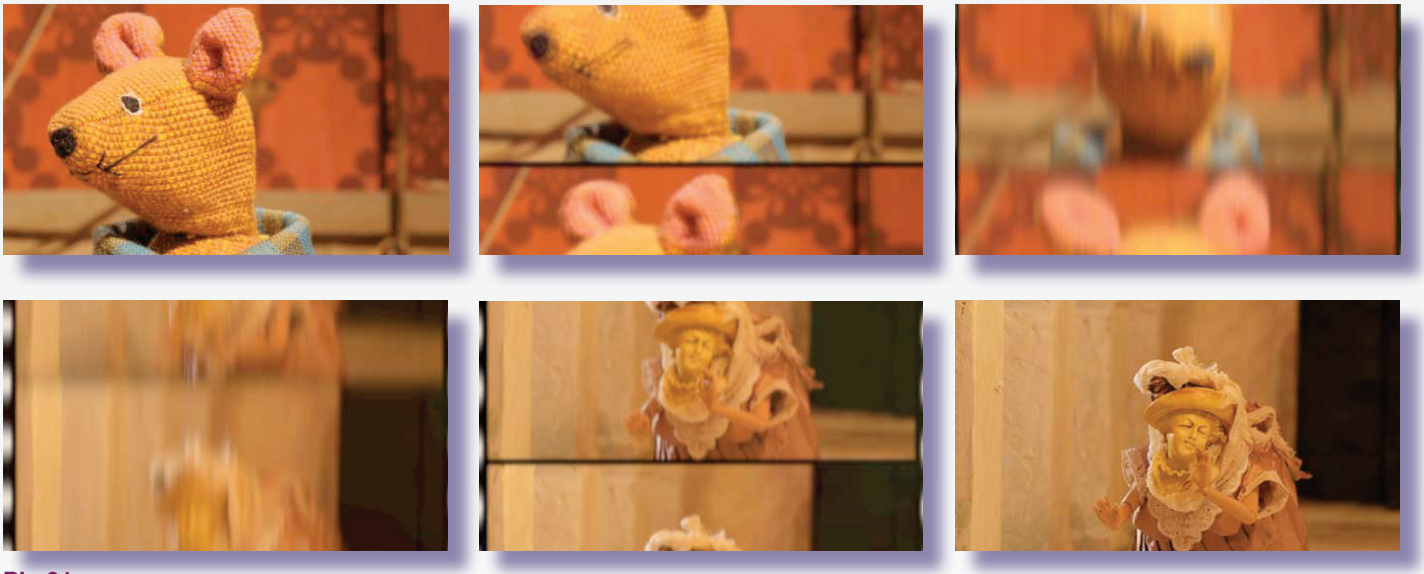
Luca's Sprocket Slip 2.0

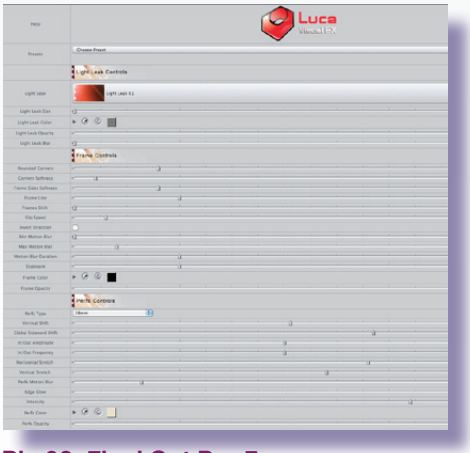
Sprocket Slip is a powerful plugin that allows you to create the effect of a sudden slip of the rolling film, which, as a result (having slipped off the sprocket) may reveal the loose perforations. The plugin comes with a generous number of presets showing a variety of possibilities: various adjustable speeds, with or without perforations, with or without a light leak effect and coming with a wealth of controls to customize your look.

Note. Sprocket Slip has been already optimized for a 1 second defualt transition length, however the user can create shorter or longer transitions providing parameters like **Slip Speed, Frame Shift** and **Motion Blur** sliders (to mention some) are modified accordingly.

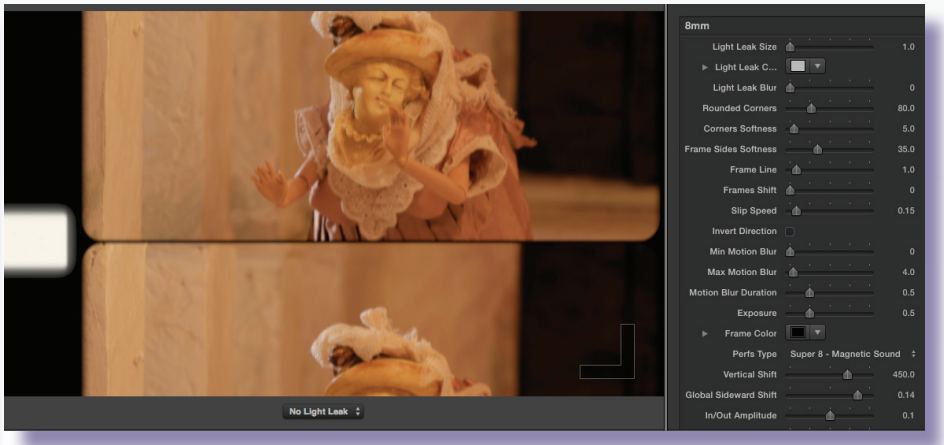


Pic 01.

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, Adobe After Effects 8.0 or later. To install simply unzip the downloaded file and double click the icon. Restart the software and you are ready to go.



Pic 02. Final Cut Pro 7



Pic 03. Final Cut Pro X

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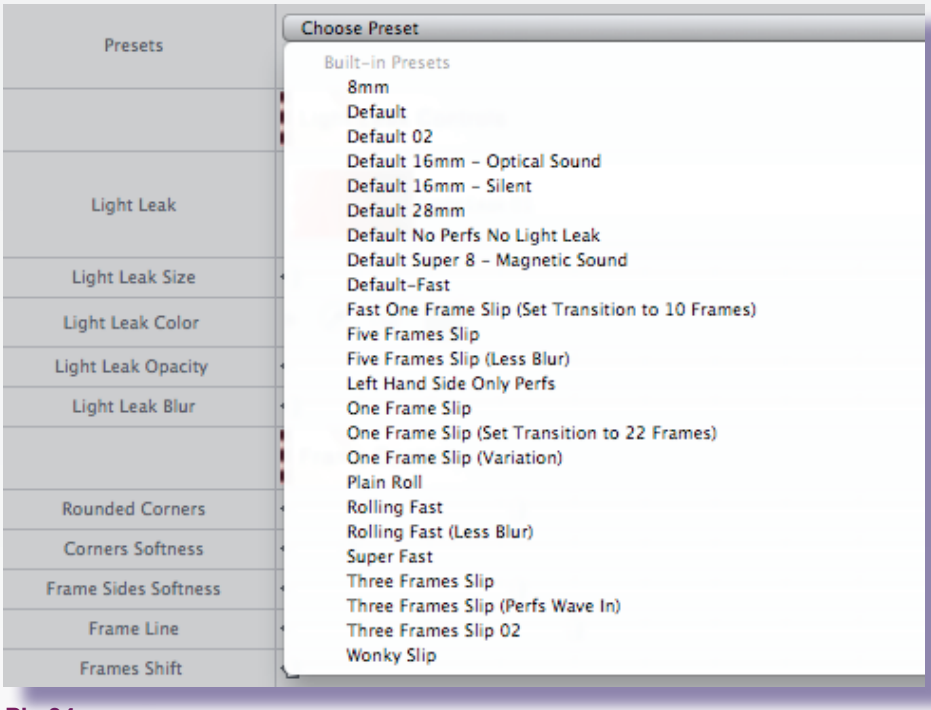
Full SPECIFICATIONS & REQUIREMENTS can be found at the bottom of this document.

Sprocket Slip enable you to change and adjust:

Presets	Add a pre-designed rolling film effect that might best suit your ongoing project settings. The presets can be customized to your taste. Explore the various controls to find out about the potential of each preset.
Light Leak Controls	Select which light leak you want to use and customize it to your needs. Alternatively reduce the color **Opacity** or select **No Light Leak** from the dropdown menu.
Frame Controls	Customize the appearance of the frames.
Perfs Controls	Fine tune the look and feel of the perforations.

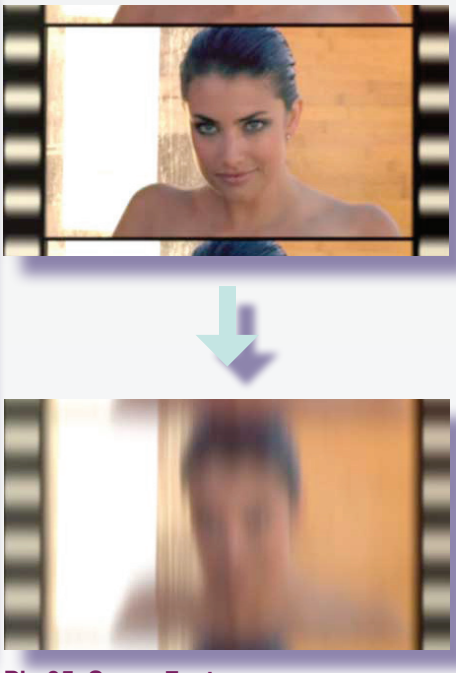
Presets

The user can generate a sprocket slip with a couple of clicks. Choose from **Default**, **Fast Slip**, **One Frame Slip**, **Three Frame Slip**, **Fast Frame Slip** and many more. The user can then change a great number of elements for this transition effect in order to achieve the desired look.



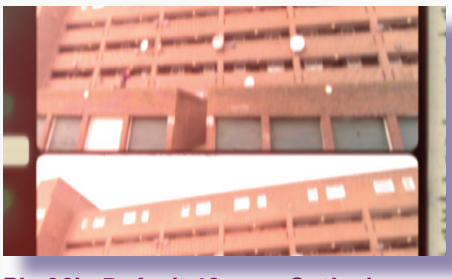
Pic 04.

Presets Selection:

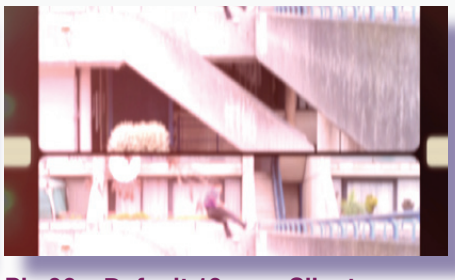


Pic 05. Super Fast

Pic 06a. Default Super 8 - Magnetic Sound



Pic 06b. Default 16mm - Optical Sound



Pic 06c. Default 16mm - Silent

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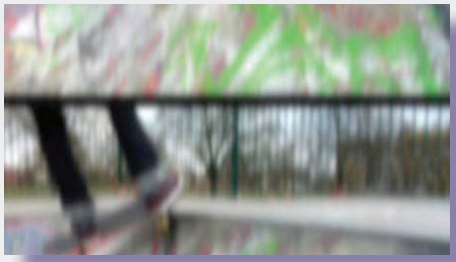
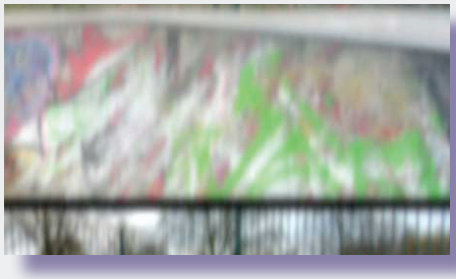


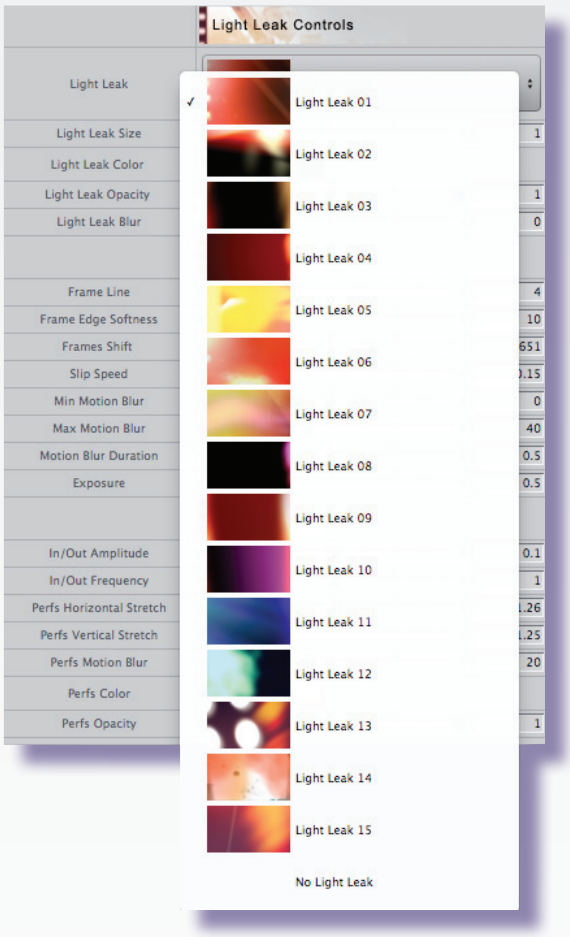


Pic 07. Default No Perfs No Light Leaks

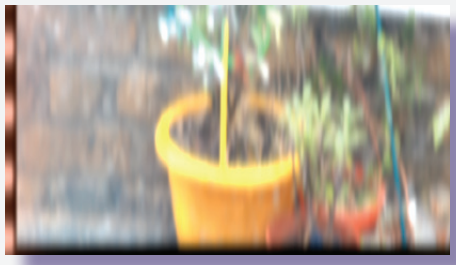
Note: Due to some limitations of the current version of FCP X, it is not possible to publish custome parameters such as Light Leak menu. As a workaround, we provide an individual FCP X template for each asset and preset.

Light Leak Controls

The user can add a light leak effect in order to create random, beautiful flashes of color and light. You can choose from 15 different light leaks from the Luca Visual FX collection or if you prefer, none at all.



Pic 08.



Pic 09. Original

Pic 10. With Light Leak 05 selected and exposure modified

Light Leak Controls:

- **Light Leaks** — Select a light leak.
- **Light Leak Size** — Adjust the size of the light leak.
- **Light Leak Color** — Add a tint to the light leak.
- **Light Leak Opacity** — Set the light leak opacity.
- **Light Leak Blur** — Add blur to the light leak.

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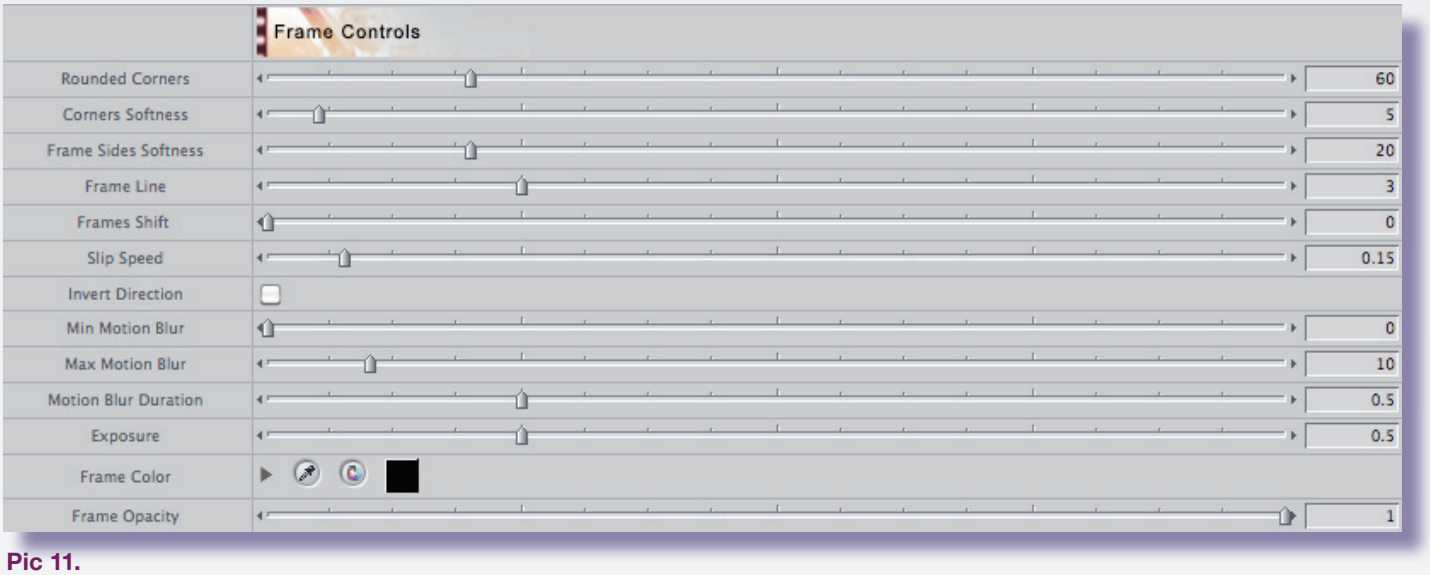
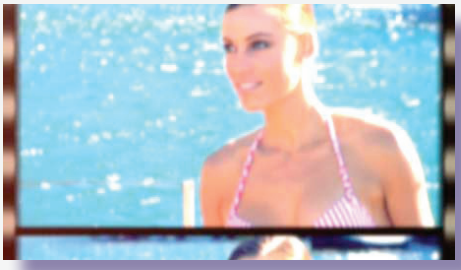
Frame Controls

Frame controls allow the user to modify slip speed, to shift the frames up or down, change frame line thickness and softness and a lot more. We strongly suggest the user to start from a preset in order to investigate the various possibilities.



Pic 11.

Pic 12. Original



Pic 13. With Frame Shift and Max Motion Blur modified

Frame Controls:

- **Rounded Corners** — Adjust the roundness of all four corners.
- **Corners Softness** — Soften all four corners.
- **Frame Line** — Modify the frame line which is the border seperating one frame from the other vertically.
- **Frame Shift** — Shift the frames up or down at will.
- **Slip Speed*** — Decide the speed of the slip.
- **Invert Direction** — Invert the direction of the slip.
- **Min Motion Blur** — Set the min amount of motion blur at the beginning and end of the transition.
- **Max Motion Blur** — Set the max amount of motion blur in the middle of the transition.
- **Motion blur Duration** — Set the duration of the motion blur over time.
- **Exposure** — Set the amount of exposure.
- **Frame Color** — Change the color of the frame.
- **Frame Opacity** — Adjust the opacity of the frame.

* When modifying **Slip Speed**, **Frame Shift** parameter values may also need to be readjusted.

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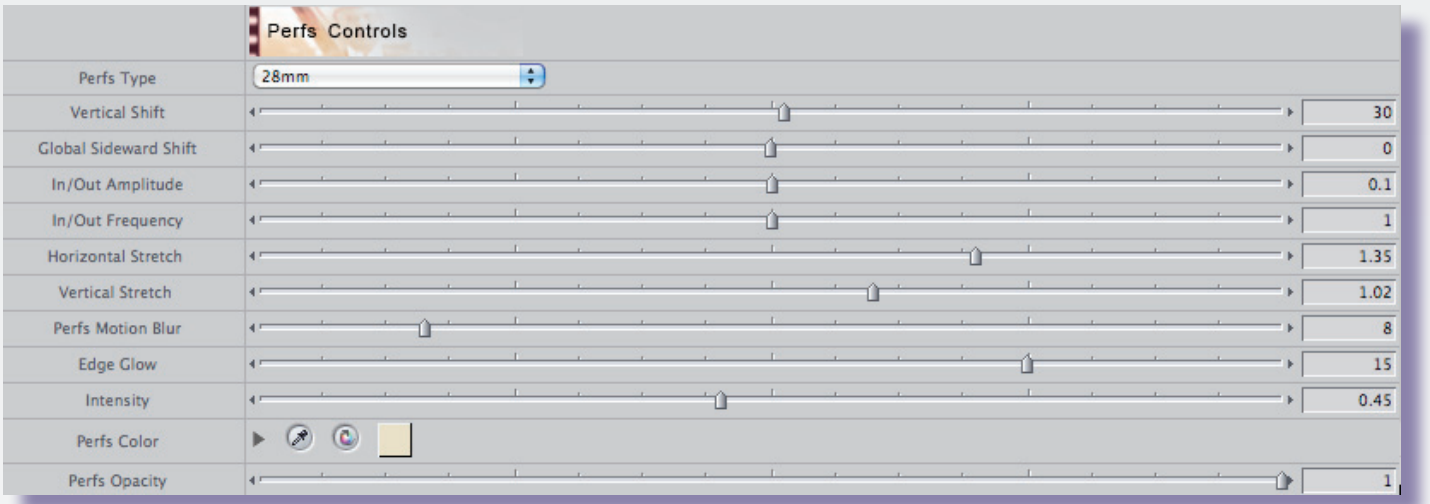
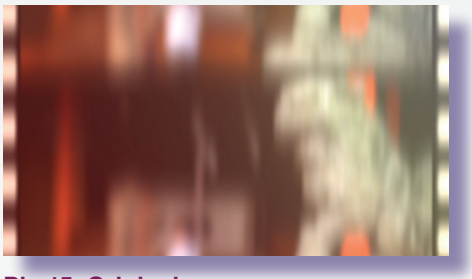
Perfs Controls

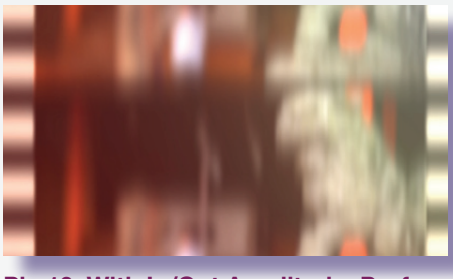
These parameters enable the user to have full control of the look of the film perforations. You can customize how far in frame and out of frame the perforations travel, the movement frequency, increase the bluriness or stretch them both horizontally or veritically, the user can even change the color and opacity.



Pic 14.



Pic 15. Original



Pic 16. With In/Out Amplitude, Perfs Vertical Stretch and Perfs Motion Blur modified

Perfs Controls:

- **•Perfs Type** — Choose frome 35mm (Default), 16mm - Silent, 16mm - Optical Sound, Super 8 - Magnetic Sound or 28mm.
- **•Vertical Shift** — Shift the perforations vertically.
- **•Global Sideward Shift** — Adjust the horizontal shift of the frame and perforations.
- **•In/Out Amplitude** — Decide how far in frame and out of frame the perforations move.
- **•In/Out Frequency** — Decide how frequently.
- **•Horizontal Stretch** — Gently stretch the perforations horizontally.
- **•Vertical Stretch** — Stretch the perforations horizontally.
- **•Perfs Motion Blur *** — Increase/Decrease motion blur to taste.
- **•Edge Glow** — Set the amount of glow to the edge of the frame.
- **•Intensity** — Adjust the intensity of the glow.
- **•Perfs Color** — Customize the color of the holes.
- **•Perfs Opacity** — Change the opacity of the holes.

* Please Note: Even if the perforations motion blur value is set to 0 a certain degree of bluriness is still in place. This is due to the fact the effect reproduces a generally fast and dynamic event. Therefore even a slower slip may still display a small amount of bluriness to the eye.
In order to keep the perforations constantly in frame set **In/Out Amplitude** and **In/Out Frequency** to **0**.

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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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