

SUPAWIPE

Welcome to SupaWipe

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What is SupaWipe?

SupaWipe produces unique object transitions without keyframing in FCP & FCE. It can give productions a professional gloss & style with amazing fresh wipes. Effects that would normally take time, keying & multiple layers are now just a few mouse clicks away.

As well as the wipe, two object images can be onscreen at once. Both can be scaled, rotated and offset independently or together to give huge creative potential. From HD to DV Supawipe renders in seconds using FxPlug technology. Trim, extend or roll SupaWipe like any other transition. Let SupaWipe do the hard work of calculating offsets for graphics that start & finish off-screen. Build and store custom object transitions, share presets or use the HD compatible examples provided.



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SupaWipe Installation Instructions

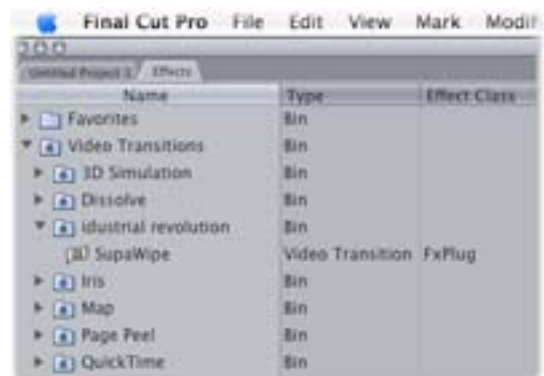
- 1) Check if you are running the versions of software needed for SupaWipe. These are OS 10.4.11 or Leopard, Final Cut Pro 6.0.2 or higher, Final Cut Express 4 or higher. SupaWipe uses the graphics card for speed of previews & rendering and will not run on lower versions as certain FxPlug features are not supported within those applications.
- 2) Check your machine meets the specifications needed to run **Final Cut Studio 2** or **Final Cut Express 4**. Please pay special attention to **supported & recommended** graphic cards. SupaWipe will run on both PPC and Intel qualified machines.
- 3) Download the free trial of **FxFactory 2** and follow the instructions included. No purchase is necessary; Supawipe just uses the FxFactory FxPlug engine.
- 4) Download **SupaWipe** and install. For the transition plugin to be available in FCP & FCE, restart these applications if they are running. You will then have a 15-day free trial of SupaWipe, after the free trial a watermark will be applied.
- 5) To purchase SupaWipe go to the **Noise Industries store**.
- 6) Should you wish to remove SupaWipe & FxFactory from your system (highly unlikely!) this can be done from the action menu in FxFactory.

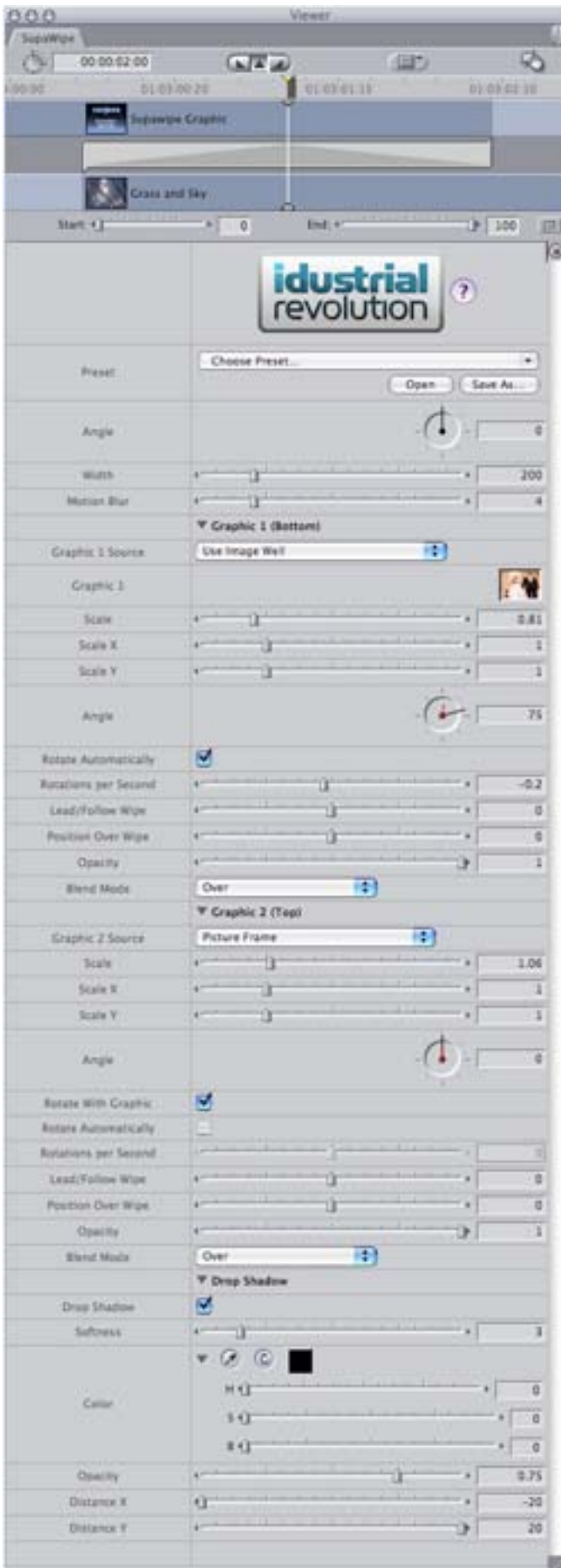
SupaWipe Operation

SupaWipe is a transition and can be found in the industrial revolution section within the Video Transitions folder in the Effects tab. All the normal operating procedures of using a wipe also relate to Supawipe.

You can drag the effect onto a clip junction or single clip boundary. Extend the duration, roll and 3-way position Supawipe to give the desired effect. It can also be cut and pasted; alt (option) dragged and even made a favourite. Although presets can be stored from within the plugin, it can also be pasted into a bin for easy access.

You will notice that SupaWipe uses contextual menus that hide or show parameters depending on whether a master parameter has been activated. This is to try and keep the operation of SupaWipe as easy as possible within the FCP/FCE viewer GUI.





The wipe controls at the top of the viewer all control SupaWipe with the exception of the reverse button. To reverse a SupaWipe it is necessary to alter the wipe angle. This is because SupaWipe will actually wipe at any angle from 0° right the way through to 360°.

The Start and End controls are an excellent way of limiting the travel of SupaWipe and object/s to part of the screen. Should you want to reveal text and not have the object wipe travel all the way across the screen then adjust these accordingly.

Presets can be stored and recalled for further use or sharing between licenced systems. There are pre-installed demo presets that contain object media. These pictures are royalty free and can be used in any production, broadcast or otherwise. A good [tutorial](#) on saving presets can be found on the Noise Industries website. Please note that custom media dropped into the wells is not stored within the preset and we would recommend the creation of a bin for this for easy recall.

Using the path chooser instead of the image well gives the option of being able to choose from a folder full of custom graphics without the hassle of locating and then dragging & dropping. This would be useful when a wipe is being used on a programme that contained many different SupaWipe effects with different objects.

It is also good practice to use the path chooser when multiple systems are working on a shared storage system such as Xsan, so everybody has instant recall to the same object media. Please note that pathing is not supported in Tiger (An OS limitation)

Although SupaWipe is easy to use, the following page will run through the controls.



ANGLE Adjust the angle of the wipe from 0° right the way through to 360°

WIDTH This varies the softness of the wipe. Sometimes it might be desirable to have a fairly hard edge such as the SqueeGee preset. Sometimes a softer edge will give a better result.

MOTION BLUR Add to give the impression of speed and can smooth movement. It gets applied to all objects except the wipe edge.

GRAPHIC 1 (Bottom) This section controls the bottom main object graphic.

GRAPHIC 1 SOURCE Use this to select the graphic for the bottom object. Most images that can be used in FCP/FCE can be dropped into the image well. The well also supports Quicktime movies with and without an alpha channel. Pathing by selecting a file path is not supported using Tiger.

SCALE Adjusts the overall size of the graphic.

SCALE X/Y Independently adjusts the X or Y scale of the image/movie.

ANGLE Adjusts the angle of the object, this is not affected by changing the wipe angle.

ROATE AUTOMATICALLY SupaWipe will rotate the graphic for the duration of the wipe depending on the setting in **ROTATIONS PER SECOND**. Clockwise and anticlockwise are possible.

LEAD/FOLLOW WIPE Positions the object onscreen in relation to the wipe. Object can in increments, lead, match or follow the wipe.

POSITION OVER WIPE This will adjust the other axis so the object can be positioned perpendicular to the wipe.

OPACITY Adjusts the opacity of the object.

BLEND MODE 13 modes of blending are available in a drop down menu. By default and probably the most popular is 'Over'.

GRAPHIC 2 (Top) This section controls the second graphic that sits on top of the composite. This has the same separate controls as Graphic 1 such as scale, lead/follow etc

ROTATE WITH GRAPHIC This control when checked will 'lock' the rotation to the other object. An example of this is the Picture Frame preset.

DROP SHADOW This is applied to both objects. Controls for softness, colour, opacity and distance from object are available when this option is checked. This is excellent for giving the impression the object/s is/are above the wipe.



Tips & Tricks

Creating media for SupaWipe

SupaWipe uses cutting edge image processing that harnesses the power of the installed 'GPU' or graphics card. For rendering speed it is good to optimise the media that SupaWipe will use as there is no point overloading the wipe with information that won't be seen onscreen.

Although SupaWipe will take most graphic formats, we recommend using PNG files for transparency, colour depth and avoiding compression artefacts. It is good practice when using cutouts to check the image within Photoshop or similar against a white or black background to check for edges and stray pixels.

We also recommend a maximum dimension of 1200 x 1200 for the graphic. OK, here comes the science bit! All graphics cards have a maximum image size they can process. This can be as small as 2000 x 2000 or as large as 8000 x 8000. Schoolboy maths will tell you that by using Pythagoras' theorem the images maximum dimension or the hypotenuse when rotated by 45 degrees will be larger. So to maximise compatibility between systems the above is recommended.

To use cutout Quicktimes as the objects please ensure they are in the animation+ codec so they have an alpha channel included.

Display of rotating objects

In cases where an object rotates automatically across the screen, the angle of the 'midpoint' can be adjusted by using the objects rotate control. This can be seen in the 2 second picture frame example.

Odd angles across different picture sizes & ratios.

Whilst most presets with wipes at multiples of 90° will work as presets across different picture sizes & ratios, other angle settings might not. Please adjust the main object angle to compensate.

Storing durations.

At the moment there is no way to store the durations of wipes within FCP or FCE. If you have a custom effect that depends on timing like rotation, then put a copy of the effect in a bin and drag back onto the timeline when needed,



Problem Solving

SupaWipe will not work properly

Please ensure you have the latest versions of software installed. That includes FCS or FCE, FxFactory and SupaWipe. If the problem persists then please email.

I get black frames during the wipe

You are approaching the limit of your graphics cards performance. Please resize your media as indicated earlier.

I get artefacts during the wipe

You are approaching the limit of your graphics cards performance. Please resize your media as indicated earlier.

In Tiger I get an error message saying it cannot render SupaWipe in HD 10bit.

Sorry, but this is a limitation of FCP, please set to 'Render in 8bit YUV' in the video processing tab of the sequence preset. It sucks, I know.

File paths do not work

File paths do not work in Tiger, sorry but this is a limitation of the OS.

Thank you

A lot of hard work has gone into the making of SupaWipe. It has been a long road of development, dodging bugs and basically breaking new ground, which always takes time.

We would like to thank

Gabriele, Niclas, All the beta testers, Luke P, Tony L, Bryan P, David J, Robert L, Jim G, website crew Sameer Z & David R and of course the ever patient Jo.

Contact

Please have fun with SupaWipe and make some tremendous looking stuff. As always we would be more than happy to get interesting screen grabs for the website.

For support, feedback or grabs, please email
info@idustrialrevolution.com