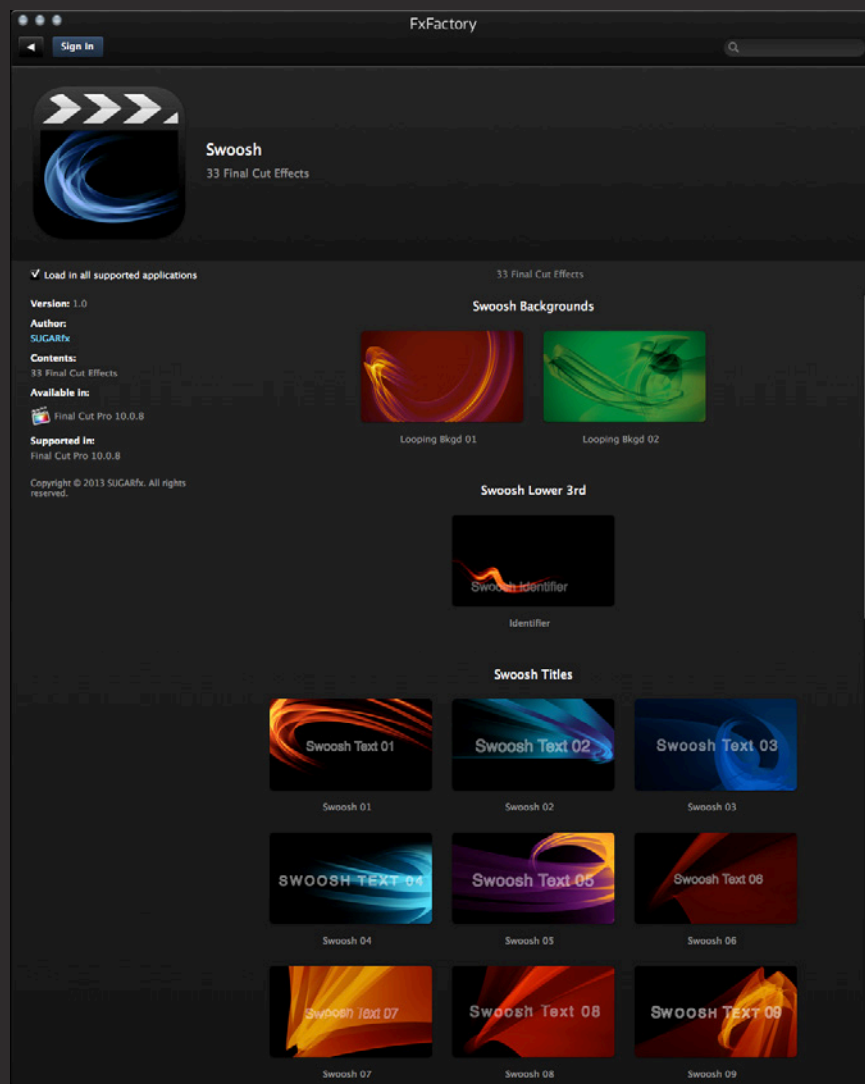




**SUGAR**fx  
Swoosh

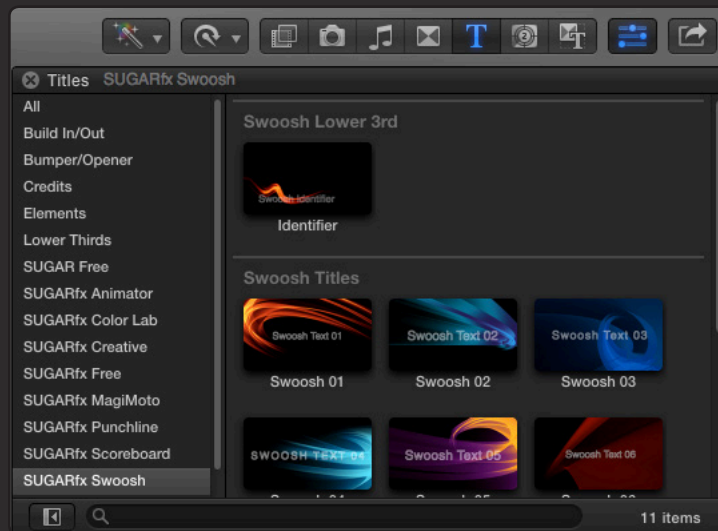
## Description

SUGARfx Swoosh is a dynamic Final Cut Pro X template that has been designed to give a coherent graphic look to any project by including many customizable elements such as Looping Backgrounds, Title Pages, Lower Third Identifier and Transitions.



## Using Swoosh

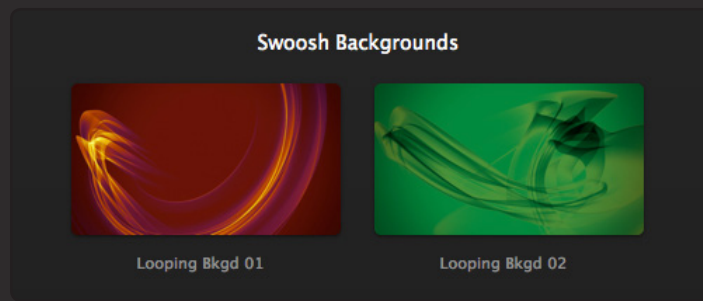
Once installed, Swoosh is available in Final Cut Pro X via FxFactory, and can be found in the **Titles** browser, **Transitions** browser and **Generators** browser under the **SUGARfx Swoosh** category.



## Help

To access the help file, you need to open FxFactory and browse to Swoosh to find its information, tutorials and the help file. - You can access the help file by navigating to the product page in our web site.

## Swoosh Backgrounds



### Description

The Looping Backgrounds are Generators that provide full customizing features such as seamless and complete looping at 10 seconds, optional window framing, color styles, swoosh variations, style combinations, On Screen Controls (OSC) and more.



Background Loop 1 above and Background Loop 2 below using a customizable framing style.

## Parameters

[ **LOOP BKGD** ] : Selects the Swoosh style or combination of styles.

**Blur** : Blurs the animated Swoosh.

[ **FRAMING** ] : Selects the framing style.

**Feather** : Softens the borders of the frame shape selected.

**Curved** : Adds a curved shape to the corners of the frame.

**Size / Scale** : Controls the size of the frame.

**Offset** : Positions the frame within the pre-planned limited offset.

**Invert** : Reverses the content of the frame.

[ **SWOOSH** ] : The color gradient for the animated Swoosh.

**Color Offset** : Rotates the gradient colors through the shades of the Swoosh.

**Blending Mode** : The transfer mode used to composite the Swoosh onto the colored background.

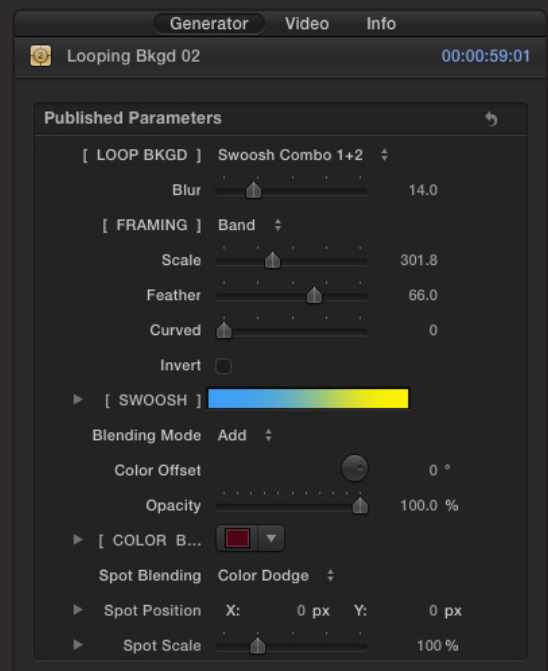
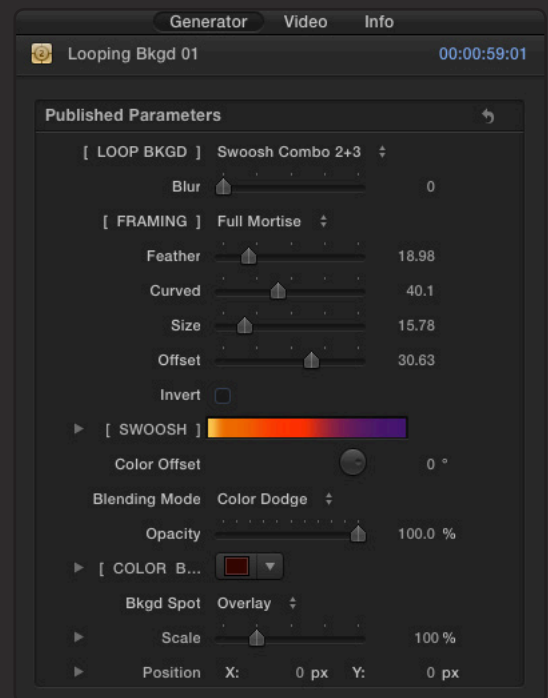
**Opacity** : Controls the opacity of the animated Swoosh.

[ **COLOR BKGD** ] : Sets the main color of the background and the background hot spot.

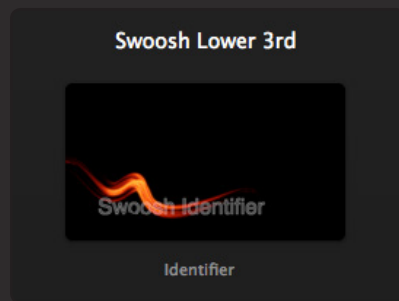
(Bkgd) **Spot Blending** : Controls how the background hot spot is being composited onto the background.

**Scale** : Controls the size of the background hot spot.

**Spot Position** : Controls the position of the background hot spot.



## Swoosh Lower Third ( Identifier )



### Description

The Lower Third (identifier) is a Title element that provides full customizing features such as independent in and out Swoosh styles, color styles, swoosh variations, positioning and complete Text customization.



### Parameters

**Build In :** Optional build in animation.

**Build Out :** Optional build out animation.

**Text :** Type your text here.

**Text Offset :** Controls the horizontal positioning of the text independently from the Swoosh.

**Vertical Offset :** Controls the vertical positioning of the text and the Swoosh at the same time.

**Text Face :** Enables the Face of the text.

**Text Outline :** Enables the Outline of the text.

**Tracking :** Controls the spacing between the text characters.

**Size :** Controls the size of the text.

**All Caps :** Makes the text all Capital letters.

**All Caps Size :** Sets the size of the Capital letters.

## Swoosh

In [ swoosh ] : Selection of the In Swoosh.

Out [ swoosh ] : Selection of the Out Swoosh.

Gradient : The color gradient used by the In and Out Swooshes.

Offset : Rotates the gradient colors through the shades of the Swoosh.

Color Mix : Sets the amount of Color applied to the Swoosh.

[ BLENDING MODE ] : Sets the transfer mode for the Swoosh color mix.

Blending Power : Controls the amount of blending being used.

## Effects

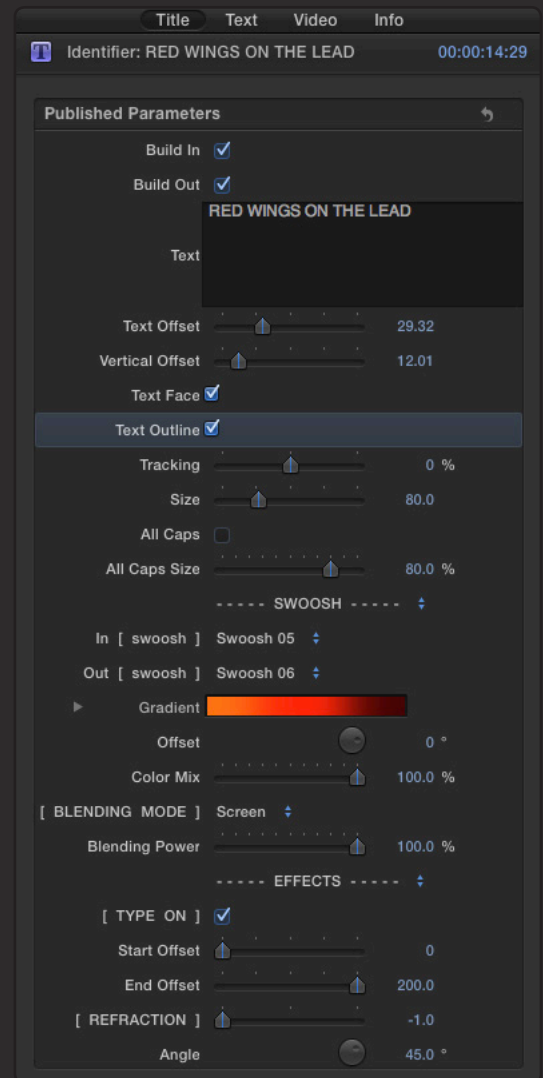
[ TYPE ON ] : Allows the Type to “write” on.

Start Offset : Controls the starting point for the Type On effect.

End Offset : Controls the ending point for the Type On effect.

[ REFRACTION ] : Controls the amount of distortion effect caused by the Swoosh.

Angle : Sets the Refraction direction.





## Swoosh Titles



### Description

The 10 different titles offer several ways to bring in and out a text message by using the complete collection of animated Swooshes. These title elements provide full customizing features such as independent in and out Swoosh styles, color and Text customization.



### Parameters

**Build In :** Optional build in animation.

**Build Out :** Optional build out animation.

**Text :** Type your text here.

**Offset :** Controls the positioning of the text.

**Text Face :** Enables the Face of the text.

**Text Outline :** Enables the Outline of the text.

**Tracking :** Controls the spacing between the text characters.

**Size :** Controls the size of the text.

**All Caps :** Makes the text all Capital letters.

**All Caps Size :** Sets the size of the Capital letters.

## Swoosh

In [ swoosh ] : Selection of the In Swoosh.

Out [ swoosh ] : Selection of the Out Swoosh.

Gradient : The color gradient used by the In and Out Swooshes.

Offset : Rotates the gradient colors through the shades of the Swoosh.

Color Mix : Sets the amount of Color applied to the Swoosh.

[ BLENDING MODE ] : Sets the transfer mode for the Swoosh color mix.

Blending Power : Controls the amount of blending being used.

## Effects

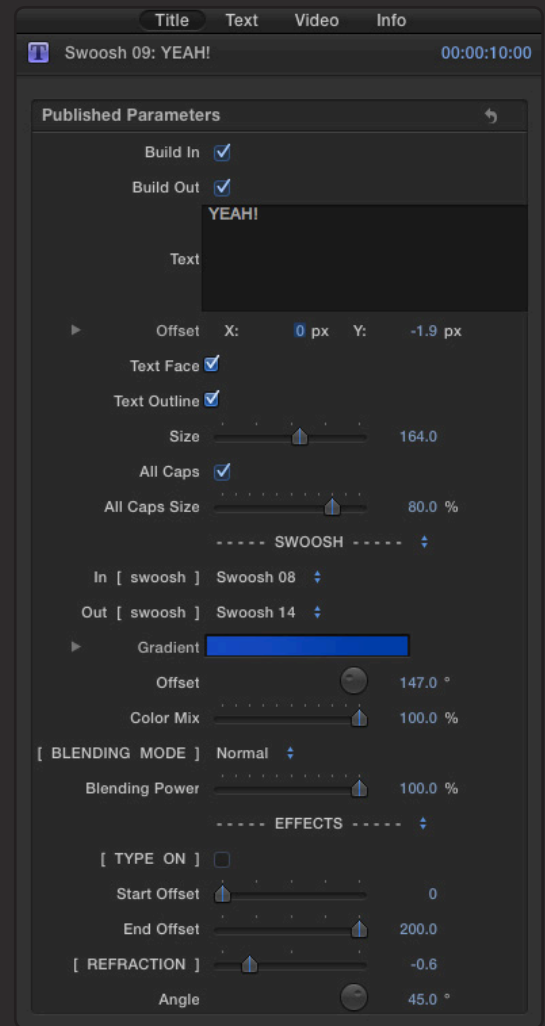
[ TYPE ON ] : Allows the Type to “write” on.

Start Offset : Controls the starting point for the Type On effect.

End Offset : Controls the ending point for the Type On effect.

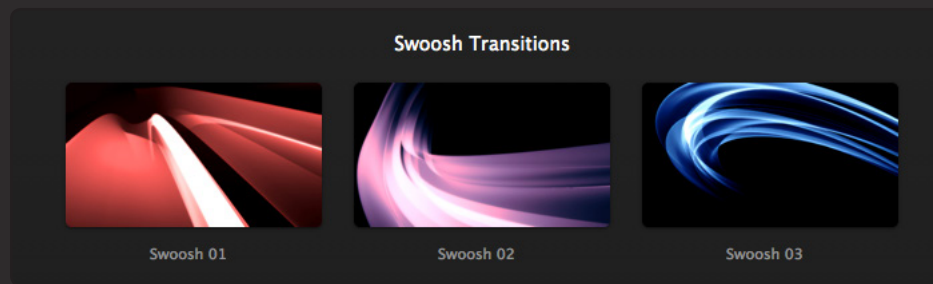
[ REFRACTION ] : Controls the amount of distortion effect caused by the Swoosh.

Angle : Sets the Refraction direction.





## Swoosh Transitions



### Description

The 20 different transitions offer a dynamic and diverse collection of transitional Swooshes providing features such as color, style, blending and distortion effects.



### Parameters

**Gradient** : The color gradient used by the Swoosh transition.

**Color Offset** : Rotates the gradient colors through the shades of the Swoosh.

**Color Mix** : Sets the amount of Color applied to the Swoosh.

**Blending Mode** : Sets the transfer mode for the Swoosh color mix.

**Power** : Controls the amount of blending being used.

**[ REFRACTION ]** : Controls the amount of distortion effect caused by the Swoosh.

**Angle** : Sets the Refraction direction.

