SUGAR fx
Luminaire

Description

SUGARfx Luminaire is a set of 6 plug-ins available only for Final Cut Pro X and it allows you to create glows, glints and lighting effects with selective mattes in a friendly and easy to use interface.
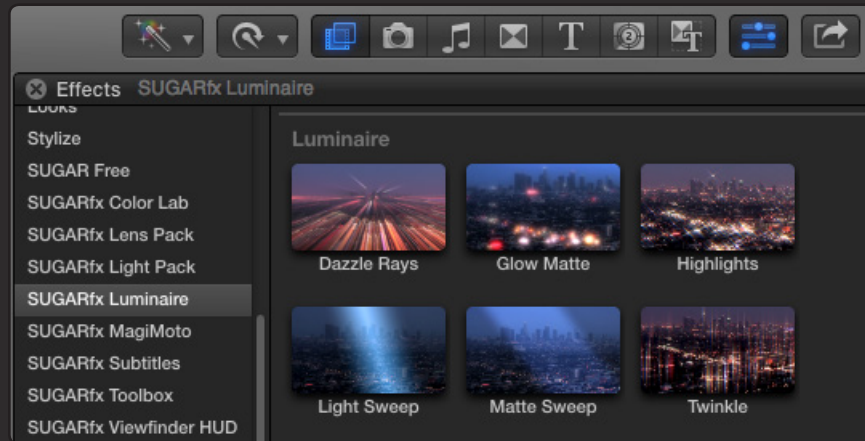

SUGARfx Luminaire is part of the FxFactory community of plug-ins and it includes Dazzle Rays, Glow Matte, Highlights, Light Sweep, Matte Sweep and Twinkle.

Using Luminaire

Once installed, Luminaire is available in Final Cut Pro X and can be found by selecting the Filters browser under the Luminaire collection from SUGARfx.

OSC - On Screen Controls

Depending on the effect, Luminaire offers various OSC handles to control the Position, Direction and Intensity of the effect, as well as other parameters that control the size and falloff of selective mattes, and if you prefer, you can also use the numeric parameters in the Inspector window.
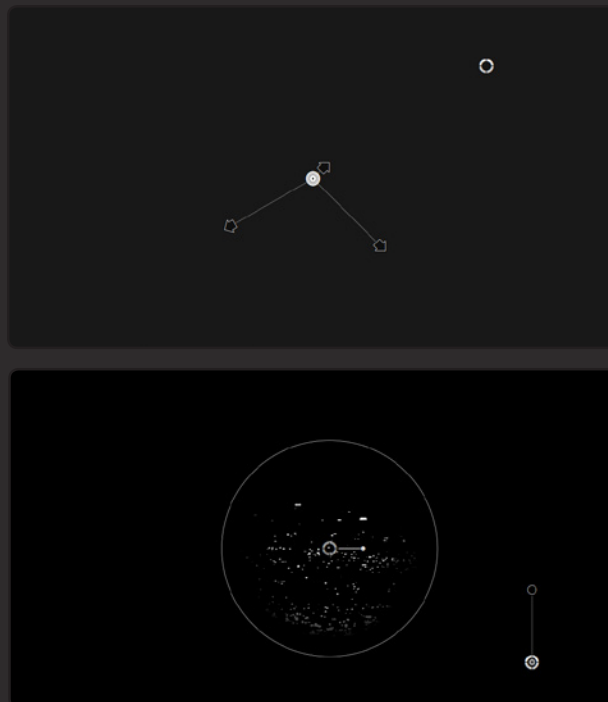
Help

To access the help file, you need to open FxFactory and browse to Luminaire 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.

Dazzle Rays
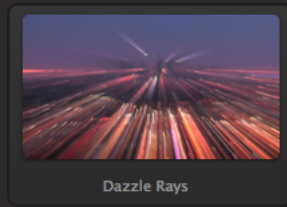
Dazzle Rays

Description

Dazzle Rays is a shine effect that uses a processed version of the image as a matte, as well as a Circular or Square shape Matte to control how the effect is applied back on top of the footage.

Parameters

Strength : The intensity of the effect. – You can also use the OSC control.

Hue : Provides a way to change the hue of the Rays coming from the image.

Saturation : Controls the saturation intensity.

Intensity : Controls the intensity of the Rays.

Color Tint : Use this to colorize the rays.

Color Intensity : Controls the amount of colorization.

Blending : The transfer mode use for compositing the effect on top of the footage.

[SHOW MATTE] : Enable this button to view the Matte being used by the effect.

Matte : A drop-down menu to select between a Circular or Square shape Matte.

Size : Controls the size of the Matte.

Invert Matte : Inverts the Matte so that the effect will be applied using the inverted Matte.

Angle : Rotates the orientation of the square shape Matte. –You can also use the OSC control.

Soft Edge : Controls the smooth edge or softness of the Matte. –You can also use the OSC control.

Range : Controls the range of colors used to generate the Matte.
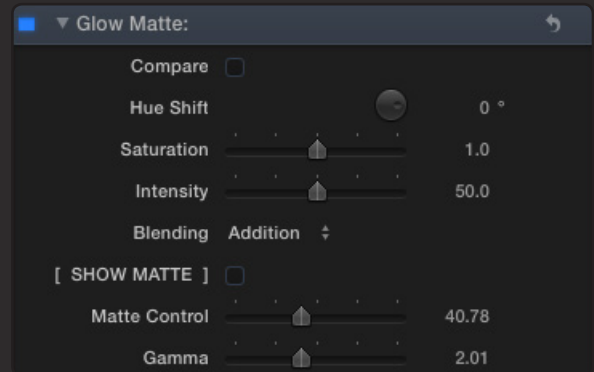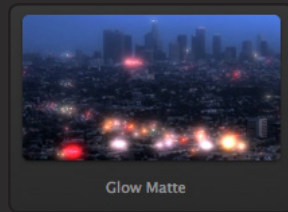
Compress : Unifies the contrast to the selected Matte.

Sharpness : Applies a detailed definition to the Matte.

Contrast : Applies contrast to the Matte.

Blur : Applies blur to the Matte.

Glow Matte

Glow Matte

Description

Glow Matte provides a creative way to add glows to your footage depending on the luminance Matte processed from the footage.

Parameters

Glow OSC : The glow is controlled by using the OSC control (from soft to sharp).

Compare : Provides an OSC control that allows you to compare the footage with the effect applied and the unaffected image.
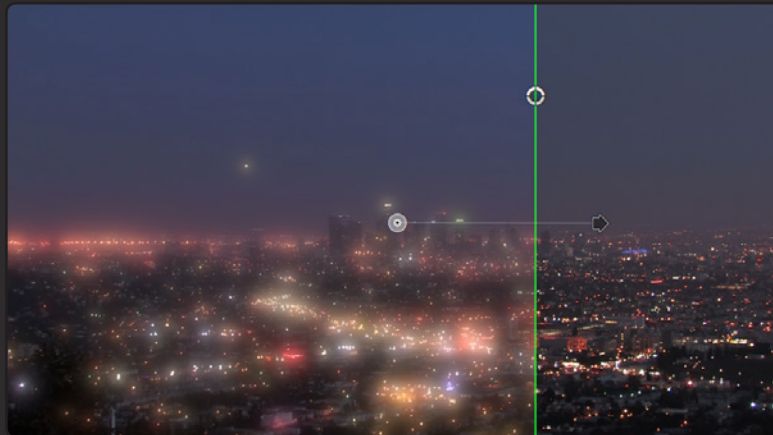
Hue Shift : Changes the hue of the glow.

Saturation : Controls the saturation intensity.

Intensity : Controls the intensity or brightness of the Glow.

Blending : The transfer mode use for compositing the effect on top of the footage.

[SHOW MATTE] : Use this button to see the Matte while you tweak its parameters.

Matte Control : Controls the overall selection of the luminance from the image to create the Matte.

Gamma : Provides a tighter control to adjust the luminance values being used by the Matte.

Highlights
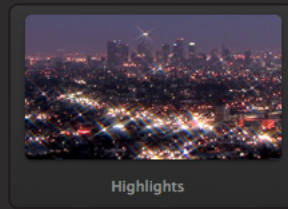
Highlights

Description

Highlights is a glint generator that uses a matte extracted from the lighter sections of the footage. The highlights can be manipulated using the OSC controls and other parameters.

Parameters

Highlight OSC : The highlight glints can be adjusted by using the OSC controls, providing an easy way to increase the intensity and orientation.

Compare : Provides an OSC control that allows you to compare the footage with the effect applied and the unaffected image.

Color Shift : Changes the hue of the highlights.

Saturation : Controls the saturation intensity.

Intensity : Controls the intensity or brightness of the highlight glints.

Chroma Aberration : Adds a prismatic effect to the highlight glints. –You can also use the OSC control.

Direction : Controls the orientation of the Chroma Aberration. –You can also use the OSC control.
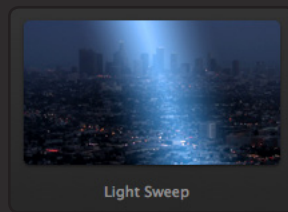
Blending : The transfer mode use for compositing the effect on top of the footage.

[SHOW MATTE] : Use this button to see the Matte while you tweak its parameters.

Matte Control : Controls the overall selection of the luminance from the image to create the Matte.

Light Sweep

Light Sweep

Description

Light Sweep as its name implies is a sweep of light that animates automatically in the direction that you can select.

Parameters

Animate : This drop down menu provides the direction of the automatic animation of the Sweep.

Glow : Controls the intensity of the basic color of the Sweep.

Color Tint : Adds a tint to the basic color of the Sweep. If the basic Glow intensity is zero (0), then the tint will be taking over the color of the Sweep.

Color Intensity : Controls the intensity or brightness of the Color Tint.

Blending : The transfer mode use for compositing the effect on top of the footage.

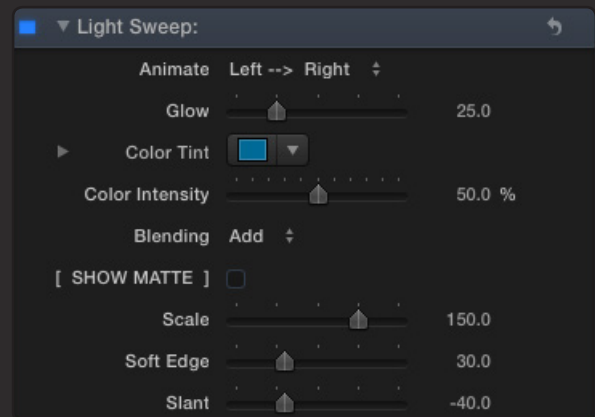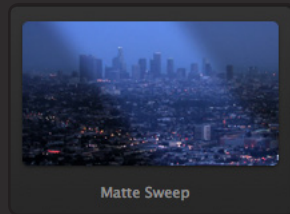[SHOW MATTE] : Use this button to see the Sweep Matte while you tweak its parameters.

Scale : Controls the size of the Sweep.

Soft Edge : Controls the softness inwards and outwards of the Sweep matte.

Slant : Use this parameter to change the orientation of the Sweep in a slant fashion.

Matte Sweep

Matte Sweep

Description

Matte Sweep as its name implies is a manual sweep of light that can optionally use a luminance Matte extracted from the footage as a method of application.

Parameters

Scale : Controls the size of the Sweep.

Angle : Controls the slant orientation of the Sweep. –You can also use the OSC control.

Glow : Controls the intensity of the basic color of the Sweep.

Saturation : Controls the intensity of the color saturation of the Sweep.

Soft Edge : Controls the softness of the Sweep. –You can also use the OSC control.

Blending : The transfer mode use for compositing the effect on top of the footage.

Color Tint : Changes the hue of the Sweep.

Color Intensity : Controls the intensity of the Color Tint.

[SHOW MATTE] : Use this button to see the Matte while you tweak its parameters.

Image Matte : This button when enabled allows you to use the image as the source to extract a Matte based on the luminance and settings of the next parameters.
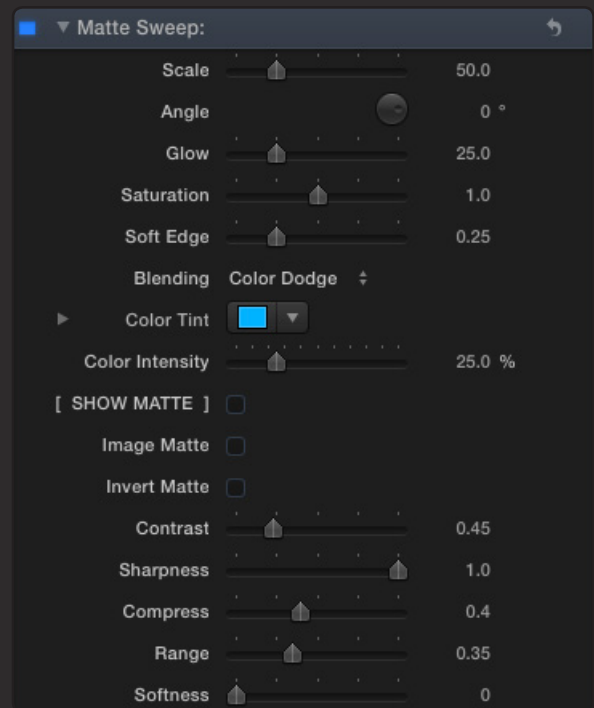
Contrast : Controls the overall selection of the luminance from the image to create the Matte.

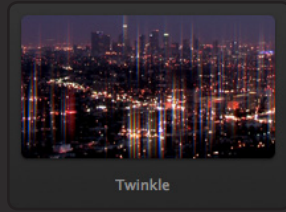Sharpness : Applies a detailed definition to the Matte.

Compress : Unifies the contrast to the selected Matte.

Range : Controls the range of colors used to generate the Matte.

Softness : Applies a soft blur to the Matte.

Twinkle

Twinkle

Description

Twinkle is an animated glint that behaves like an intermittent source of light coming from the brightest parts of the image, thanks to a generated Matte that can be easily manipulated.

Parameters

Twinkle OSC : The highlight glints can be adjusted by using the OSC controls, providing an easy way to increase the intensity and orientation.

Compare : Provides an OSC control that allows you to compare the footage with the effect applied and the unaffected image.

[TWINKLE] : Use this button to enable the Twinkling of the glints. (Keep in mind that the Twinkle effect uses an animated Random Noise generator applied to the Matte, therefore the matte has to be tweaked properly so that the noise does NOT show in the final composite image).

Twinkle Speed : Controls the speed of the Random Noise generator.

Crisp Factor : Controls the size and sharp detail of the Random Noise.

Color Shift : Changes the hue of the twinkling glints.

Saturation : Controls the saturation intensity.

Intensity : Controls the intensity or brightness of the twinkling glints.

Chroma Aberration : Adds a prismatic effect to the twinkling glints. –You can also use the OSC control.

Direction : Controls the orientation of the Chroma Aberration. –You can also use the OSC control.

Blending : The transfer mode use for compositing the effect on top of the footage.

[SHOW MATTE] : Use this button to see the Matte while you tweak its parameters.

Threshold : Creates a high contrast Matte from the underlaying image.

Contrast : Controls the overall selection of the luminance from the image to create the Matte.

Compress : Unifies the contrast to the selected Matte.

Support

Our Technical support team is available to answer your questions via e-mail and should respond as soon as possible. (support@sugarfx.tv)

Please visit our web site (http://www.sugarfx.tv) for possible answers to your technical support issues, or visit our YouTube channel at (http://www.youtube.com/sugarfxtv) where you may also find a tutorial that will help you find the answer to your question.