HANG TAG INSTRUCTIONS

(revised 11/20/2017)

Thanks for downloading the BretFX Hang Tag Final Cut Pro X plugin! I hope you enjoy it and find it useful in your productions. If these instructions don't cover all questions about installation and usage, don't hesitate to contact me at support@bretfx.com.

COMPATIBILTY
Final Cut Pro X 10.3.4+

FEATURES
Easily create your own animated Hang Tags or choose from **over 50 customizable design presets**.

You're in control of the animation, text, shape, border, colors, texture, tint, stripe, string, background, background drop zone, object drop zone and logo drop zones. With 13 shapes, 31 background textures, 3 tag animation styles, 3 text animation styles, 2 string styles and more, you've got everything you need to create a dynamic presentation.

Hang anything! Add your own text and logo. Use your own video or image as the tag background, or even use your own alpha channel object, text, glyph or logo as the tag itself. Swing it, drop it, bounce it in. It's up to you!

INSTALLATION
Double click the DMG file to mount the installer and agree to the license.
Double click the installer pkg to install the BretFX Hang Tag plugin, and effect presets.
They will appear in the Titles browser listed under BretFX Hang Tag.

HANG TAG USE INSTRUCTIONS

To Apply

In FCP X, navigate to the Titles browser and find BretFX Hang Tag. Drag BretFX Hang Tag or one of the presets to the timeline.   All presets have the same controls and capabilities of the standard Hang Tag plugin.

Hang Tag Controls

ANIMATION

Animation Select affects how the tag drops or swings into the frame. You can choose between Drop & Bounce, Swing Back/Forward, Swing L to R/R to L or None. Bounciness applies only to the Drop and Bounce setting and affects how dramatic the bounce is.

Swinginess applies to both Drop & Bounce and Swing L to R/R to L selections. It controls how far left and right the tag will swing. Swing Forward or Back are not adjustable. If you switch from one animation type to another and the animation seems way out of control, click the reset arrows to the right of bounciness and stinginess to bring them back to default.

Overall Position controls the location of the Hang Tag. For the most part it is best to only adjust the X position. Adjust the Y position sparingly as it will affect the pivot point of the swing, possibly creating an unnatural look. If the tag needs to be lower or higher, you can adjust the overall scale, and then the Shape Scale slider (covered later) separately. You can also adjust the String Width separately to get just the look you want.

Overall Scale occurs from near the top of the string to keep the pivot point in place, and scales up both the tag and the string, unlike Shape Scaling which only scales the tag, not the string.

Overall Rotate rotates the tag left or right on the Y axis only as the Z and X axis are part of the animation.

SHAPE

Shape simply selects the shape of the tag from choices like square, round, heart, etc.
Roundness will take the edge off those sharp corners. No effect on a circle. :)
Border will add a color outline to the entire tag minus the string.

Border Width controls the width of the outline
Border & Eyelet Color are tied together in this one color selector

TEXT

Hang Tag provides two separate text elements. The first, Text A, has 3 built in animation options. Text B doesn't animate, but you could keyframe the Text B position/ rotation fields if desired.

Text checkbox turns both text elements on/off together

Text A Animation chooses the type of Text Animation for the Text A element: either zoom up (each line of Text A scales up separately) Slide in (slides in each line of text individually from left or from right) or None.

Text A a field to input your first text element. Stylization is done in the viewer with the standard text tab in the inspector to control individual size, outline, transparency, kerning, etc.

Text A Position gives fine control of the location of Text A. Can also be adjusted by moving the text in the viewer with standard FCPX controls.

Text A Rotation will rotate Text A

Text B a field to input your second text element (if needed). Stylization is done in the viewer with the standard text tab in the inspector to control individual size, outline, transparency, kerning, etc.

Text B Position gives fine control of the location of Text B. Can also be adjusted by moving the text in the viewer with standard FCPX controls.

Text B Rotation will rotate Text B

BACKGROUND

Background is where you select what your tag is made of: Color, Texture, Drop Zone, Object, or None.

Color is the background color if you chose Color in the Background pulldown above.

Texture lets you choose from one of 31 built in textures for the background if you chose Texture in the Background pulldown. Texture respects the boundaries of your tag shape.

Texture Position & Texture Scale lets you position and scale your texture within the boundary of the tag shape.

Drop Zone is where you can choose your own background image if you chose Drop Zone in the Background pulldown. Best for a texture or photo as it respects the limits of the tag shape boundary.

Drop Zone Position and **Drop Zone Scale** lets you position and scale the image within

the tag boundary.

Object is where you can choose your own image if you chose Object in the Background pulldown. Best for hanging a logo or alpha channel object or graphic as it ignores the tag shape boundary.

Object Position and **Object Scale** lets you position and scale the Object. As it doesn't respect the shape boundary, it can be place far from the eyelet/string for unusual effect, but it is generally used to move the alpha object into a natural position with the eyelet.

Tint & Tint Color only apply to Texture or Drop Zone background selections, and NOT Color or Object selections.

Texture/Drop Zone Tint Intensity affects the strength of the tint from no tint to a fully monochromatic image.

STRIPE

Included is an optional stripe & stripe outline effect that is useful for creating creative, or multiple color areas of the tag. It can be customized with the following controls-

Stripe Fill a checkbox to turn the stripe on/off

Stripe Fill Color sets the color of the main stripe if checked above

Stripe Fill Height (or width/thickness depending on how you look at it) is simply the size of the stripe

Stripe Outline a checkbox that turns on two additional stripes that border the edge of the first Stripe Fill (even when Stripe Fill is unchecked)

Stripe Outline type selects between a line or dots for additional creative options

Stripe Outline Color sets the color of the outline line/dots

Stripe Outline Width controls the thickness of the stripe outline

Stripe Blend Mode controls how the stripe mixes with the background color/texture of the tag

Stripe Opacity controls the transparency of the main Stripe and the Stripe Outline

Stripe Position and Stripe Rotation allows you to move the Stripe and Stripe Outline within the boundary of the tag and rotate it

LOGO

Hang Tag includes a logo option (but it could be any graphic or image) which sits on top of the text/background/stripe selections and respects the boundary of the cumulative tag shape.

Logo checkbox turns it on/off

Logo Drop Zone chooses the logo/graphic/image to use

Logo Position, **Rotation** & **Scale** adjusts the placement, size and rotation of the Logo selection

Logo Blend Mode controls how the Logo mixes with the background color/texture/ stripe of the tag

Logo Opacity controls the transparency of the Logo selection

STRING

String checkbox turns the string on or off

String Width controls the thickness of the string (or chain)

String Type pulldown selects either a string or chain style

String Color selects the color of the string/chain

Please email about any suggestions or bug reports.

Thanks for your support. Have fun!

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