



Version 1.1

(revised 8/13/2017)

Thanks for downloading the BretFX Outliner FCP 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 support@bretfx.com.

OVERVIEW

Outliner is a fun, easy way to add unique outlines and fills to any video, image or graphic that contains transparency. It is great for stylizing chroma-key footage or livening up graphics, text or logos. Fully control the outline width, softness, color and texture as well as The fill can be made transparent, a solid color, or a texture. Both outline and fill image and texture can be tinted any color. Outliner can be added to an adjustment layer or compound clip to affect the cumulative transparency of multiple layers at once. It has it's own scale and crop controls so that it can be applied to full screen video and follow the cropped edge, unlike the standard "border" effect in FCP X that ignores transparency and cropping. Adding multiple Outliner effects increases the fun!

COMPATIBILTY

Outliner 1.1 has been tested with Final Cut Pro X 10.3.4. Possibly compatible with 10.3.x +. If a version for an earlier version for FCPX is needed, email support@bretfx.com.

CHANGE LOG

OUTLINER 1.1 - Tested with FCP X 10.3.4 - Added “Distance” and “Cleanup edges” functions to allow outliner to create space between the outline and source

OUTLINER 1.0 - Tested with FCP X 10.2.3 through 10.3.4 - Initial Release

GETTING STARTED

To install

Version 1.1 will replace previous versions of Outliner. Check compatibility above to make sure it's compatible with your system. (If there is any doubt, navigate on your hard drive to /Users/username/Movies/Motion Templates/Effects. Locate the BretFX Outliner folder and move it to someplace safe or relabel it something like BretFX Outliner Previous Version.) Double click the DMG file to mount the installer and agree to the license. Next double click the .pkg installer and follow the prompts to finish the installation.

Applying Outliner

In FCP X, navigate to the effects browser and look for BretFX Outliner. Drag BretFX Outliner to a video clip or graphic in your timeline. If the clip has transparency via alpha channel, key or otherwise the outline and fill will follow the perimeter of the alpha channel. For full screen video without transparency, the outline and/or fill will follow the perimeter of the video. In the case of full screen video, the video will have to be scaled back and/or cropped using the **SOURCE** controls mentioned below. Outliner can be added to an adjustment layer, in which case it will follow the cumulative transparency of all the layers below it. If one of those layers is full screen, and the wish is for outliner to follow the cumulative outline of the transparent layers, then the layers with transparency will need to be compounded (option+G) along with the adjustment layer.

EFFECT CONTROLS

With the layer you applied Outliner to selected in the timeline, open the inspector (if it isn't already) and you'll find BretFX Outliner under effects. The adjustable parameters are broken into four categories.

Source

The cropping and scaling controls here are generally used only if you're applying Outliner to full screen video. Since FCP X limits the application of the effect to the original dimensions of the clip, the clip will need to be scaled back and cropped instead of scaling and cropping with the transform controls. Since the transform controls are applied AFTER the outliner effect, you'd be cropping the Outliner effect itself. Scaling has been limited to scaling down to enable an outline on full screen video. If you need to scale up your image, use the standard FCP X transform controls. If you need to scale back your image to add an outline, but need to retain the same size in your layout, you can scale back a particular percentage (say 50%) and then scale up the matching amount (in this case, 200%) in the transform controls. Of course, full screen video can be scaled back with transform controls, then compounded, and Outliner added to the compound clip, but the source controls were added precisely to avoid the need to do this.

Outline

Control the width, softness, type, color or tint of your outline. The width slider stops at 30. Higher values can be entered, but it's not recommended because the border starts to lose sharpness. If you're looking for a soft, feathered outline then you may wish to expand the width beyond 30 and/or increase the outline softness slider to taste.

Outline types selectable in the pop-up menu are:

- Color - Simply a solid color outline

- Texture - The outline is filled with a texture, chosen and adjusted in the

TEXTURES section •Custom Texture - The outline is filled with a custom texture or image, selected with the drop zone in the TEXTURES section

- None- No border.

Setting the outline border at 0 often yields a small border. Choose none to truly have no border.

The tint checkbox and amount slider turn on the tint of the texture or custom texture, and control its intensity. The outline color doubles as the tint color. If you wish there to be space between the object you're applying Outliner to, and the outline itself, adjust the Distance slider. This can potentially leave a small very fine outline around the object. Click the Cleanup Edge checkbox to remove it. It will also make your outline slightly thinner so you may wish to increase the thickness to adjust.

Fill

Control the contents of the area within the border.

Fill types selectable in the pop-up menu are:

- Source - No change. The source image remains as the fill.
 - Transparent - No image whatsoever, leaving just an outline.
 - Color - The source image is replaced with a solid color.
 - Texture - The source image is replaced with a texture, chosen and adjusted in the TEXTURES section
 - Custom Texture - The source image is replaced with a custom texture or image, selected with the drop zone in the TEXTURES section
- The tint checkbox and amount slider turn on the tint of the fill, texture or custom texture, and control its intensity. The fill color doubles as the tint color.

Textures

Select from over 30 built in textures or choose your own image or texture to be utilized by the outline and fill. The texture chosen here will be used by both outline and fill when texture or custom texture is chosen by the outline type or fill type pop-up menus. If you don't wish to use the same texture for outline and fill, then select the texture for the fill, turn off the outline, and apply a second instance of BretFX Outliner to your clip/image and choose a different texture for the outline of the second instance. You can however combine one of the 30+ textures with a custom texture with a single instance of the plugin. To use a custom texture, click on the drop zone box, then click on a clip/image in your timeline or event and then click apply. If you're trying to use a video clip as a custom texture, it's best to compound the clip first for more accurate results. If you wish to enlarge the texture or utilize a different portion of the texture, you can scale and reposition it within your outline and fill with the scale and position controls. If you are placing the Outliner effect on a high res graphic or image, you may need to scale up the texture to account for the different image sizes.

Please email with any suggestions or bug reports.

Thanks, have fun, and if you like Outliner please review it on the product page at BretFX.com/product/outliner !

Bret
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