

# **BORIS FX**

integrated effects solutions

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# RED

## Award Winning Titling, Effects and Compositing Software

The only integrated 3D compositing, titling, and effects application to deliver unparalleled performance to over twenty NLE's. Designed specifically for editors, RED offers an unprecedented range of features and adds a standalone engine for rendering. It integrates 2D and 3D compositing, titling, paint, rotoscoping, a full suite of tools to create and extrude vector objects, 3D creation and animation, and the industry-leading software DVE technology. Save time and money using one interface, in one system.

### Key Features

- Raster paint system
- Vector paint system
- 3D motion path filter
- Vector Titling
- Standalone render engine
- Motion tracking
- Corner pinning
- Optical image stabilization
- Foreground object removal
- All Graffiti and FX features

*"If I can imagine something I can usually build it in RED. I'm excited to find out what Boris's wizards will come up with next."*

-Alison Stevenson, editor and partner, Stable Recordings.

### RED supports the following hosts:

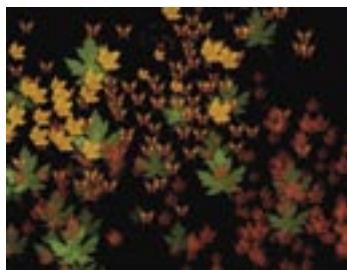
Adobe Premiere Pro, Apple Final Cut Pro, Avid, Canopus Edius, Leitch VelocityQ, Media 100, Pinnacle and Sony Vegas.



**clone paint**



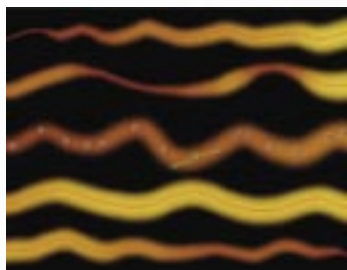
**compositing**



**image brushes**



**motion path**



**vector paint**



**vector trace**

# BLUE

## Real-time 3D Compositing and Motion Graphics

Perfect for post facilities with client-supervised sessions or demanding deadlines, Blue uses the latest generation NVIDIA GPU-based graphics cards to provide an interactive effects design experience. Blue delivers real-time processing of 2D and 3D effects as well as real-time playback of video and audio media. Users can adjust effect parameters during playback, a “front room” capability that is ideal for working side by side with clients. The fast export to disk, including hardware rendered anti-aliasing, motion blur, and 3D shadows, provide significant time savings. It is designed for video editors and compositors who want to create stunning 3D looks without the complex learning curves and render times associated with 3D applications.

## Key Features

- NVIDIA hardware accelerated rendering for realtime effects
- Realtime streaming audio and video previews
- User interface designed for easy effects design in 3D space
- Advanced 2D and 3D text and title animation capabilities
- Powerful realtime 3D particle emitters
- Sophisticated material shaders for simulating 3D surfaces
- True 3D deformers for altering the shape of 3D objects in realtime
- Realtime image processors and filters
- Support for imported 3D models
- Avid AVX plugin or standalone application workflows

**Boris Blue is a Standalone application and Avid AVX 2.0 plugin. Other NLEs will be supported in the future.**



**imported 3D models**



**split views**



**fire and smoke**



**flare and deformer**



**cast shadows**



**materials**

# FX

## Effects, Image Processing, Paint and Rotoscoping

FX is a great value with realistic lighting, advanced keying and color correction, compositing, DVE, vector paint and support for third-party After Effects filters. Need an effect completed quickly? Sophisticated vector paint and spline tools allow you to create animatable masks. More than 115 video filters include motion tracking and image stabilization.

### Key Features

- Over 115 filter effects
- 3D shapes
- Motion blur
- Hundreds of presets
- Scrubbable audio import
- 3rd party AE plug-in support
- Spline based masking system
- Up and downstream masking



### FX supports the following hosts:

Adobe Premiere Pro, Apple Final Cut Pro, Avid, Canopus Edius, Leitch VelocityQ, Media 100, Pinnacle and Sony Vegas.

# GRAFFITI

## Integrated 2D and 3D Vector Title Animation

Create titles and graphics directly inside your nonlinear editing system without importing and exporting. Easily create sophisticated title animation including type on text, text on a path, jitter and randomization. Create 3D text with bump maps and reflections. An expansive Style Palette and the Boris Library Browser provide easy access to hundreds of preset effects and styles.

### Key Features

- EPS import and extrusion
- RTF and ASCII text import
- Jitter and type-on effects
- Hundreds of presets
- 3D chart generator
- Vector titling
- Text on a path
- 3rd party AE plug-in support



### Graffiti supports the following hosts:

Adobe Premiere Pro, Apple Final Cut Pro, Avid, Canopus Edius, Leitch VelocityQ, Media 100, Pinnacle and Sony Vegas.

# CONTINUUM COMPLETE

## Native Filters and Transitions

Continuum Complete provides cutting-edge filter technology that delivers high-end effects. Working directly in your native application interface, you can access over 180 filters and features that let you create unforgettable effects at an affordable price.

When paired with multi-processor and OpenGL acceleration, BCC provides a powerful and complimentary feature set for the host systems. Users continue to benefit from our unsurpassed host integration.

## Key Features

- Award winning keying
- Optical flow based filters
- Volumetric lighting filters
- Masking and matting
- Apply directly to titles in Avid
- Motion tracking for most filters
- Preset load and save function
- Auto-animating wipe filters

“In my work I have to constantly push for new and fresh looks, utilizing old and new techniques. Boris Continuum Complete filters certainly give me the edge and have helped me out of many tight spots, especially when deadlines are pressing down hard.”

-Shane Barrell - Shane Barrell Films

## Continuum Complete supports the following hosts:

Avid, Adobe After Effects, Adobe Premiere Pro, Apple Final Cut Pro, Apple Motion, Autodesk Combustion, Autodesk Sparks, Media 100 844x and Quantel.





**rays**



**damaged tv**



**pan and zoom**



**lens flare advanced**



**glint**



**LED**

# FINAL EFFECTS COMPLETE

## Native Filters and Transitions

Final Effects Complete delivers a collection of effects plug-ins for leading digital nonlinear editing and compositing solutions. Ranging from graceful blurs and edges to radical warps and particle generators, FEC dramatically augments your creative arsenal without forcing you to learn a new application. The simplicity of the filters combined with the native host interface, reduces the learning curve to virtually zero. Most filters feature less than a dozen parameters; only a few simple adjustments are required to create totally unique organic effects.

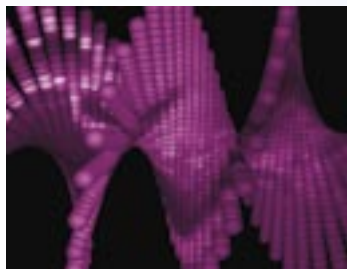
## Key Features

- Particle system filters
- Kaleidoscope effects
- Transition effects
- Hair filter effect
- Procedural generator filters
- Advanced keys and mattes
- Compatible with ICE effects
- Glass and emboss filters

One of the first Adobe After Effects plug-in packages, the heart of Final Effects Complete is its ability to generate full-featured two dimensional and three-dimensional particle animations.

## Final Effects Complete supports the following hosts:

Avid, Adobe After Effects, Adobe Premiere Pro, Apple Final Cut Pro, Autodesk Combustion, Media 100 844x and Quantel.



**ball action**



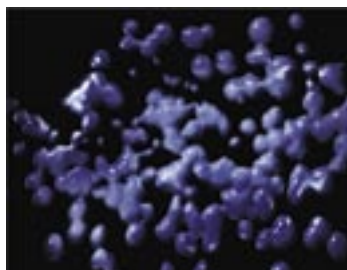
**griddler**



**hair**



**kaleida**



**mr. mercury**



**mr. smoothie**

	RED	Graffiti	FX	Blue	BCC	FEC
<b>Integration and Productivity</b>						
Host Integration	custom plug-in	custom plug-in	custom plug-in	custom plug-in	native filters	native filters
OGL Preview	●	●	●	●	●	
OGL Rendering				●	●	
Saved Presets	●	●	●	●	●	
16 Bit Color Processing	●	●	●		●	
<b>Filters</b>						
Total Filter / Shader Count	160+	35	115	100+	180+	100
Film Effects / Match Grain	●				●	
Precise Keying	●		●	●	●	●
Particle System	●		●	●	●	●
Time Warp, Optical Flow	●				●	
<b>Compositing</b>						
3D DVE, Apply Modes	●	●	●	●	●	
Paint and Roto	●	●	●	●		
Motion Tracker	●		●	●	●	
3rd-Party AE Filters	●	●	●	●		
Motion Blur	●	●	●	●	●	
<b>Text and Graphics</b>						
3D Text, Bumps, Reflections	●	●		●		
EPS Animate, Extrude	●	●		●		
3D Charts	●	●				
3D Model Import				●		
Credit Rolls, Type On	●	●		●		