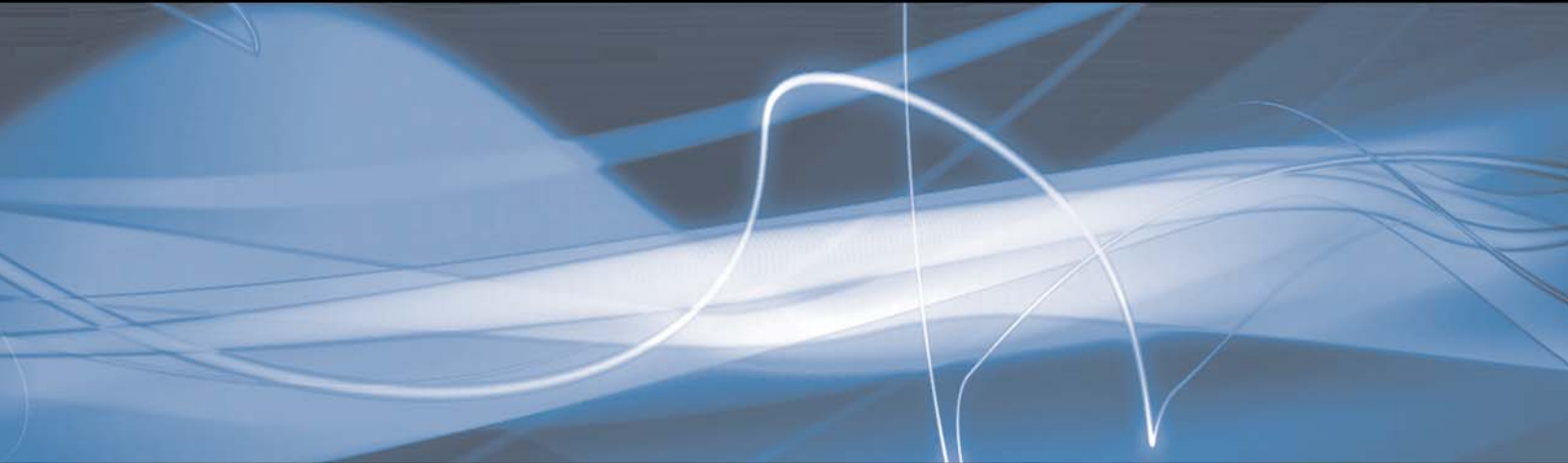


the industry standard for plug-in applications



integrated software solutions

**BORIS FX**

[www.borisfx.com](http://www.borisfx.com)

# RED

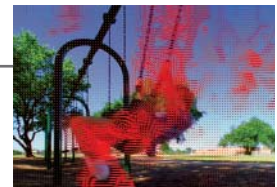
## Integrated 3D Compositing, Titling and Effects



Red is an integrated 3D compositing, titling, and effects application. Red delivers unparalleled performance at an affordable price with OpenGL accelerated previews to streamline your workflow. Designed specifically for editors, Red integrates with more than 20 NLEs. Red offers an unprecedented range of features plus the Red Engine for standalone rendering. Red combines advanced 2D and 3D compositing, sophisticated titling, paint, rotoscoping, tools to create and extrude vector objects, robust 3D creation and animation, and the industry-leading software DVE. Expand the capabilities of your editing system with just one application. Save time and money using one interface, in one system.

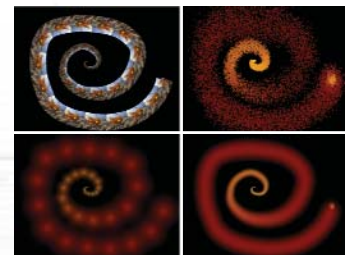
### Key Features

- OpenGL hardware accelerated previews improve performance.
- Create sophisticated 2D and 3D composites with unlimited layers in true z-space.
- High-quality keying, masking and animatable Apply Modes.
- Vector paint and rotoscoping with precise controls.
- Over 110 filters include Motion Tracking, Corner Pin, Film Grain, and Optical Flow.
- Superior 2D and 3D title animation including text on a path, type on, jitter, and random text generation.
- Vector text for razor-sharp display at any scale.
- Create animated 2D and 3D charts from imported spreadsheet or user-input data.
- An innovative Template mode that lets you customize preset effects directly in the Library Browser.
- Spline Primitive and custom bézier vector shapes that can be animated and extruded.
- Animatable gradients and procedurally generated natural media create elegant graphical elements or provide inputs to filters.
- The expansive KeyFrame Library includes the industry's largest and most diverse collection of customizable preset effects.
- Support for multi-layer Photoshop and Illustrator EPS, including the ability to extrude and animate.
- Supports third-party After Effect filters and Media 100 Export.
- Third-party hardware support and video out through FireWire let you accurately preview effects or output to a broadcast monitor.



### New Features in Version 4.0

Version 4.0 will introduce many new features, including dozens of new filters, and 16-bit color support. The sophisticated new raster paint engine features clone and roller brushes. A vector trace feature can automatically convert a bitmap raster file into an animatable vector shape. Among the new filters, the Motion Path filter animates objects on a spline path. You can also import EBU subtitle files to generate standard subtitles for multiple languages and DVDs. Improved integration with Avid and Apple Final Cut Pro systems. Version 4.0 is expected to ship in Q3 2006.



# GRAFFITI

## Integrated 2D and 3D Vector Title Animation



Graffiti is a powerful vector-based titling plug-in that integrates with more than 20 NLEs. Easily create 2D and 3D title animation over your timeline video without importing and exporting. The sophisticated extruded text and shapes include bump maps, reflections and textures as well as animatable 2D and 3D charts. Advanced animation options include text on a path, jitter, randomization and type-on effects. An expansive Style Palette and the Library Browser streamline title creation with hundreds of preset effects and styles. Adding Graffiti to your NLE puts the most innovative and user-friendly titling tools in the industry at your fingertips.

### Key Features

- Vector text for razor-sharp display.
- Animatable gradients and procedurally generated natural media.
- OpenGL hardware accelerated previews for improved performance.
- Advanced title animation includes type on, text on path, random generation.
- Directly place and edit text over the video background.
- Create animated 2D and 3D charts from spreadsheet or user-input data.
- 3D text includes textures, reflections, bump mapping and materials.
- Vector paint and vector shapes that can be animated and extruded.
- Support for 3rd-party After Effects plug-in filters.
- KeyFrame Library with customizable presets and template mode.



# FX

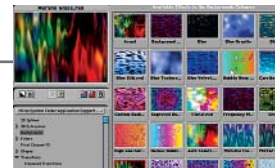
## Visual Effects, Image Processing, Paint and Rotoscoping



FX is the industry standard for integrated effects creation. 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. The Library Browser provides hundreds of customizable presets for easy application in over 20 NLEs. More than 60 filters include motion tracking and image stabilization, as well as self-animating natural effects that easily interact with timeline video. Vector paint and spline tools allow you to create animatable masks.

### Key Features

- Composite unlimited layers with shapes, motion blur, and apply modes.
- Previews are OpenGL hardware accelerated for improved performance.
- Animatable gradients and procedurally generated natural media.
- Vector paint and spline tools for advanced masking and compositing.
- Over 60 high-impact filters include Displacement Map, Light Zoom, and Motion Tracking.
- Advanced but easy to use keyframing and animation modes.
- KeyFrame Library with customizable presets and template mode.
- Support for third-party After Effects plug-ins.



# CONTINUUM COMPLETE

## Native Filters and Transitions



Continuum Complete unlocks the power of your NLE or compositor with an expansive native filter set. BCC sets the industry standard for integrated effects creation. Working in the native host interface, BCC provides unprecedented workflow with over 160 filters including advanced keying, compositing, image processing, distortion, lighting, temporal effects and integrated motion tracking. Continuum Complete works in the native interface of Apple® Final Cut Pro®, Apple Motion®, Adobe® After Effects®, Adobe Premiere Pro®, Autodesk® Combustion®, Boris® Red®, Graffiti and FX and Eyeon® Digital Fusion®. The Continuum product line consists of Continuum Complete, Continuum Complete AVX and Continuum Complete for Discreet Sparks.

### Key Features

- Working in the native interface reduces your learning curve to virtually zero.
- All filters include integrated online help and a collection of customizable presets to streamline effects creation.
- OpenGL-based lighting filters include Lens Flare, Glint, Glare, and Glitter.
- The unique PixelChooser provides integrated channel or region-based masks.
- Combine and animate apply modes in a single layer.
- Sophisticated Effects filters include Colorize Glow, DeGrain, DeNoise, DeInterlace, Film Process and Match Grain.
- Motion Tracking is integrated into all appropriate filters.
- Generate complex Particle System, Clouds, Snow, Rain and Sparks.
- Precisely key with spill suppression, PixelChooser, Chroma, Luma and Two Way Key, Matte Choker, Light Wrap, Wire Remover, Motion Key and more.
- State-of-the-art Time filters include Temporal Blur, Velocity Remap, Jitter, Looper, and Optical Flow.
- Auto-animating Wipes use a unique Influence parameter to create custom shapes based on channel information.
- Generate spheres and planes which intersect in Z-space with soft cast shadows and 3D spotlights.



**Above:** The Motion Key filter isolates and removes moving foreground objects from a clip without the need for complex masking or cloning.

### Continuum Complete includes the following custom integration

- Adobe After Effects users can take advantage of contextual controls and can use After Effects masks within the PixelChooser.
- The Adobe After Effects production bundle and Autodesk Combustion support 16-bit-per-channel media.
- Apple Final Cut Pro users can apply effects as filters, transitions or generators. The static generators play in real time with supported hardware.
- Apple Motion users who also use Final Cut Pro only need a single license to install the filters in both applications.



# CONTINUUM COMPLETE AVX

## Native Avid Filters and Transitions



Continuum Complete AVX streamlines workflow for Avid editors. The first plug-in to support AVX 2.0, BCC AVX includes more than 170 native filters and transitions. Effects are applied and animated directly in the Avid timeline and Effect Editor window. Create effects from the practical to the inspired directly in the Avid Effects mode. The filters include advanced keying, compositing, image processing, distortion, lighting, temporal effects and integrated motion tracking. Continuum sets the standard for integrated effects.

While Continuum Complete AVX includes all the features of Continuum Complete, it has also been customized to provide specific benefits to Avid users.

### Key Features

- BCC AVX supports both the new AVX 2.0 architecture and the AVX 1.5 architecture. Support for AVX 2.0 running on Macintosh will be added as soon as it is available.
- AVX 2.0 users can access Avid's advanced keyframing model to create more natural animation.
- AVX 2.0 offers both 8-bit and 16-bit color processing.
- Integrated Geometrics and Drop Shadow parameters let you scale, rotate, crop and reposition a filtered clip without adding additional filters.
- Apply multiple filters to an Avid title, matte key or keyed element such as a Chroma key without affecting the background video. For example, apply a Chroma Key, Matte Choker and Light Wrap to a greenscreen clip to create a precise key or apply a Light Rays filter to a title without affecting the background video.
- A subset of the effects preview in real-time on supported systems including Avid's with Mojo or Adrenaline hardware.
- An RT Static textures category provides filters that create a static background. When you apply these effects, they do not animate, but will play in real time.
- All filters include integrated online help and customizable presets that are compatible with presets created in BCC.
- Advanced filters include a Motion Key feature that isolates and removes moving foreground objects based on motion estimation and an optical-flow based Image Stabilizer.
- The unique PixelChooser technology includes a Custom option that lets Avid users draw a vector-based mask using onscreen controls. The mask is animatable and includes bézier handles for precise control.



*"I am consistently impressed with the depth of functionality and cool things you can do with Boris Continuum. After you learn how to dig into the Continuum effects interface, the value of your Avid will skyrocket."*

Steve Bayes, author of **"The Avid Handbook."**

# FINAL EFFECTS COMPLETE

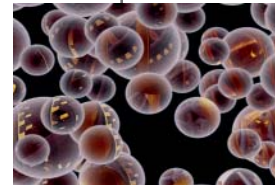
## Native Filters and Transitions



Final Effects Complete is a comprehensive collection of more than 100 native effects for leading digital nonlinear editing and compositing solutions. Ranging from graceful blurs and edges to radical warps and particle generators, Final Effects Complete dramatically augments your creative arsenal without forcing you to learn an entirely 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

- Sophisticated visual effects include warps, glue gun, mercury and graceful blurs.
- Working in the host interface reduces your learning curve to virtually zero.
- More than 100 effects are organized into eleven categories including Blur and Sharpen, Color Correction, Distortion, Edges, Image, Light, Particle, Perspective, Stylize, Time and Transitions.
- Transition effects include Jaws, Glass wipe and Scale Wipe.
- Unlike most built-in host Blur filters, FEC provides individual channel blurring. Independent horizontal and vertical blur and sharpen controls provide additional flexibility.
- Backwards compatibility lets you rework legacy projects without having to rebuild the effect.
- New operating system support includes Macintosh OS X Tiger and WinXP SP2.
- Final Effects Complete works in the native interface of Adobe After Effects, Apple Final Cut Pro, Autodesk Combustion as well as Boris Red, FX and Graffiti.
- A second version, Final Effects Complete AVX offers a similar set of filters that support Windows systems running Avid's AVX 1.0 architecture, including Avid DS.
- Quickly generate full-featured two-dimensional and three-dimensional animations including ball action, explosions, distortions, jet trails, and hair
- Dual-input effects let you create reflections, flow maps and bump maps.
- Avid DS users can work with a collection of customizable presets to streamline effects creation.
- FEC AVX includes online help integrated into each filter. This feature will be added to FEC in a future release.
- FEC AVX users can save parameters, including keyframe animation, to an Avid bin to reuse as templates.



*"Continuum Complete and Final Effects Complete really round out my complement of tools," said Michael Vitti, editor, DP and leader of the New York Final Cut User's Group. "I use them all the time to add flash and dazzle to my projects. Now when I don't have them, I feel really limited."*

# BLUE

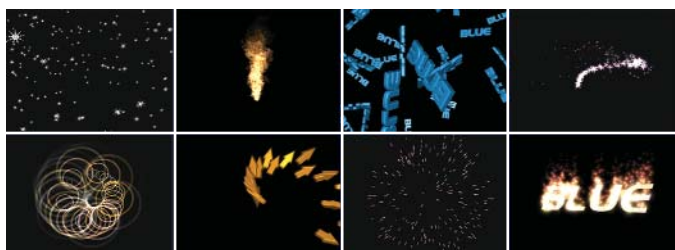
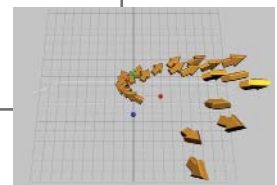
## Real-Time 3D Compositing and Motion Graphics Solution



Boris Blue is a 3D compositing and motion graphics solution based on the award-winning Boris Red. This standalone application provides unprecedented 3D creativity with real-time performance to accelerate your workflow. Create stunning 3D text and shapes with innovative pixel shaders including bump maps, noise patterns, natural materials as well as reflections and 3D shadows. Bend and twist corners or wrap extruded text around curves. The initial release of Boris Blue requires Windows XP and the latest generation NVIDIA graphics cards.

### Blue includes many of Red's features and adds the following new functionality

- OpenGL hardware-acceleration provides highly interactive real-time performance including streaming video and audio.
- Use any 3D object as a particle, including extruded shapes and imported 3D Models. Multiple attractors and repellers provide dynamic particle interaction. Sprite-based particles simulate Fire, Smoke and Sparks.
- Create custom bevels by defining a curve with spline drawing tools. Extrude text, spline primitives, free hand spline drawings and imported EPS files.
- Blue leverages the power of NVIDIA's Graphics Processing Unit (GPU) cards to provide hardware-based rendering.
- Masking, compositing, and motion blur provide precise control and are fully hardware accelerated.
- Vertex Deformers provide true 3D warping of 3D objects.
- Materials, Deformers, Image Processors and Generators are fully hardware accelerated for blazing speed. Materials include per pixel lighting controls and texture, bump and reflection mapping.
- The Library Browser is a quick and convenient way to preview and load customizable presets. Users can start with presets included with Blue as well as saving and re-using their own custom effects.
- The Bitmap to Vector Trace function converts bitmap files to vectors, which can be extruded, and animated.
- A spline-based motion path filter animates the position of 3D objects including Particle emitters.
- Import 3D models in the .3ds and .obj formats, preserving individual geometry groups.



*Blue was awarded a Vidy at NAB 2005! The 2005 Vidy Awards recognize outstanding achievement in the advancement of the art and science of video technology.*  
**Videography Magazine**

# BORIS PRODUCT FEATURE MATRIX

Integration and Productivity	Red	Graffiti	FX	Continuum	Final Effects	Blue
Host Integration	Custom UI	Custom UI	Custom UI	Native Filters	Native Filters	Standalone
OpenGL previews	●	●	●	●		●
Interactive OpenGL real-time performance						●
Library Browser with animated presets	●	●	●			●
KeyFramer for offline effects creation	●	●	●			●
Customizable keyboard	●	●	●			●
Save custom styles	●	●	●			●
Render Queue for standalone rendering	●					●
Filter Types						
Number of filters / shaders	110+	25+	60+	150+	100+	110+
Pixel Shaders and Vertex Deformers						●
Film effects including Match Grain	●			●		
Precise keying filters	●		●	●	●	●
Particle system	●			●	●	●
Image retouching including Wire Remover	●			●	●	●
Distortion filters including Ripple and Wave	●	●	●	●	●	●
Animated Light filters	●	●	●	●	●	●
Procedural Generators including rain, snow, and clouds	●	●	●	●	●	●
Time-based effects including Optical Flow	●			●	●	
Compositing						
3D DVE with Animatable apply modes	●	●	●	●		●
Vector paint and rotoscoping	●	●	●			●
3D Shapes including cubes and spheres	●	●	●	●		●
Motion Tracking	●		●	●		●
PixelChooser masking	●	●	●	●		●
Support for 3rd party After Effects filters	●	●	●			●
Track-based Motion Blur	●	●	●	●		●
Graphics and Titling						
Vector Text	●	●				●
3D Text with Reflections and Bump Maps	●	●				●
Animate and extrude multi-layer EPS files	●					●
Animated Gradients	●	●	●			●
2D and 3D animated Charts	●	●				
3D Model import						●

## Want to learn more about Boris products?

Visit [www.borifix.com](http://www.borifix.com) to download 14-day Trial Versions of all our products. You'll also find product information, training resources, tutorials and schedules of upcoming events.

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