



Nattress Shatter Transitions

Sometimes you want everything to go to pieces!

Features:

- Outgoing video shatters into pieces, or
- Incoming video comes together from pieces.
- Several 'Piece' styles to choose from, including, cracks, snowflakes, stars, puzzle, bricks, flames and more.

Includes:

Shake N Shatter

Shatter Basic

Introduction:

The Nattress Shatter Transitions can create many dynamic transitions all based on either breaking apart the outgoing video or bringing together the incoming video. The Shake N Shatter transition combines the shatter effect with a shaking effect, while the Shatter Basic transition is just the shatter effect. Shatter Basic will render faster than Shake N Shatter.

The transitions use a 'Shatter Map' image to drive the effect. Several different styles of 'Shatter Maps' are included which can create a range of effects. There is also the option of using your own, imported 'Shatter Map' to create a custom transition. See below for more information on creating a custom shatter map.

Some of the effects you can create include:

- ★ earthquake shaking and shattering the outgoing footage
- ★ shooting stars exploding to reveal the incoming footage
- ★ snowflakes falling in to form the incoming footage
- ★ a brick wall stacking itself into the incoming footage
- ★ an impact strike shattering the outgoing video into shards
- ★ puzzle pieces coming together to form the incoming video
- ★ dematerialize to transport in or out (works really well when the background is on a separate track from the foreground)

Shake N Shatter Transition

This transition shakes the outgoing video and breaks it apart. The transition can be run in reverse to shake the incoming video while the pieces come together. The shake effect starts at the beginning of the transition and can be set to run for part or all of the duration of the transition. The shatter effect can be set to start and end at the desired time throughout the transition. This allows you to isolate the two effects or have the shaking and shattering occur simultaneously.



Parameters

Presets: (where supported by host) Save and load your favorite settings. Presets that come with the transition include:

- Burn Up
- Earthquake Shatter
- Glass Smash
- Shake 'N Crumble
- Star Explosion
- Teleport In
- Teleport Out

Shatter Style: Select which 'Shatter Map' to use or choose 'User supplied' to use your own 'Shatter Map' with the the "User Supplied Shatter Map" image well below. Available 'Shatter Maps' include:

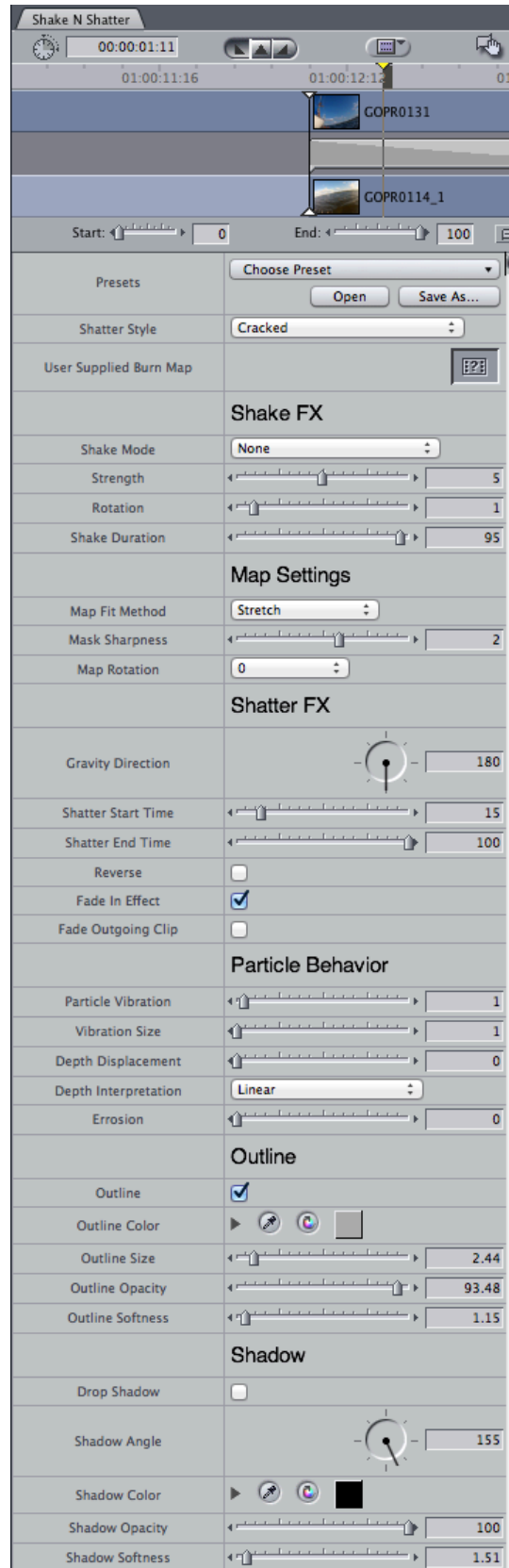
- Bricks
- Bubbles
- Cracked
- Flames
- Lightning Crack
- Puzzled
- Rain Drops
- Shards
- Shredded
- Snow Flakes
- Stars
- Waves

User Supplied Shatter Map: Use this to import your own Shatter Map. See 'Creating Your Own Shatter Map' below for more information on using this feature.

Shake FX

Shake Mode: Shaking the video can cause the video to no longer cover the entire frame as it slides more to one side or another. Shake Mode sets how to deal with these gaps. 'Repeat Edges' will repeat the edges of the video to extend the video size. 'Scale' will enlarge the size of the video as it moves to ensure that it is always large enough to cover the screen. 'None' doesn't change the image and allows the incoming video to be revealed as the source image moves around the screen.

Repeat Edge Amount: If the Shake Mode is set



to 'Repeat Edges', you will need to set the amount of the repeated edge.

Shake Strength: Sets how strong the shaking is.

Shake Rotation: Sets how much rotation is included in the shaking. If rotation is set 0, the image will only shake side to side and up and down.

Shake Duration: Sets whether the shaking lasts for 100% of the transition, or if the shaking ends part way through the transition.

Map Settings

Map Fit Method: Selects how the Shatter Map is fitted to the video dimensions. Choose from Fit, Fill, Stretch, and Center. Fit scales the image proportionally based on the height of the video (this can leave some parts of the image not covered by the map). Fill scales the image proportionally based on the width of the source video (this will cover the image, but may cause some 'pieces' to be cut off when they extend past the video's top and bottom frame). Stretch will scale the width and height separately so that the map assumes the dimensions of the video. Center does not scale the Shatter Map and centers it relative to the video.

Map Sharpness: Controls the sharpness of the Shatter Map by eroding or dilating the map regions. A lower Map Sharpness value causes the map regions to dilate or expand. This can cause overlap between different pieces, where the same source video appears on two transition pieces. A higher Map Sharpness erodes or constricts the map regions. This can create an outline or gap between regions where none of the source video is mapped to a transition piece.

Map Rotation: The Shatter Map may be rotated in increments of 90 degrees. The animation is based on the luma values of the Shatter Map. For example, in the Shatter Map 'Bricks', the bricks at the top of the screen are darker, and animate before the lighter colored bricks at the bottom. By rotating the map 180, the dark bricks are now at the bottom of the screen and these bottom bricks will animate before the lighter top bricks.

Shatter FX

Gravity Direction: Sets the angle the pieces move towards or, if 'Reverse' is selected, the direction the pieces come from.

Shatter Start Time: This sets how much delay, as a percentage of the whole transition, before the Shatter FX begins. You may want to delay the start of the Shatter FX, for example, to shake the video a little bit before the shatter happens.

Note Shatter Start Time must always be less than Shatter End Time.

Note when 'Reverse' is selected: if the pieces of incoming video are appearing on the first frame of the transition, increase the 'Shatter Start Time' until the pieces are starting offscreen or nearly offscreen.

Shatter End Time: This sets at what point during the transition the last region begins to animate. As it takes different times for the last piece(s) to clear the screen based on the Shatter Map and other settings, this control allows you to start the last piece animating early enough that it clears the video frame by the end of the transition. To set the correct Shatter End Time: turn 'Fade Outgoing Clip' off (so you can see the outgoing clip); park the playhead over the last frame of the transition; begin decreasing the 'Shatter End Time' value until the last pieces of outgoing video have left or nearly left the screen.

In 'Reverse', this controls the time at which all the pieces come together.

Note Shatter End Time must always be larger than Shatter Start Time.

Reverse: If 'Reverse' is off, the outgoing video breaks into pieces and reveals the incoming video. Turning 'Reverse' on causes the incoming video to come together from pieces, which cover the outgoing video.

Fade In Effect: Fades into the Shatter effect. This feature is useful when using a strong Outline effect.

Fade Outgoing Clip: This causes the outgoing clip and pieces to fade into the incoming clip at the end of the transition. If 'Reverse' is on, it causes the assembled pieces of incoming video to fade into the full incoming video, allowing the outlines and shadows to fade away.

Particle Behavior

Particle Vibration: Controls the speed at which the pieces shake or drift.

Vibration Size: Sets how much distance is covered when the pieces move. A smaller movement creates a vibration effect. A larger distance evokes drifting.

Depth Displacement: This sets how much the pieces move towards the viewer and how far away the shadows (if active) are. A large displacement causes the pieces to explode or jump at the viewer.

Depth Interpretation: Sets whether the 'Depth Displacement' is interpreted in a 'Linear' way for constant speed of displacement, or 'Accelerated' for a faster displacement at the start of the animation.

Erosion: This controls how much the pieces erode as the transition progresses. A high 'Erosion' value will cause the pieces to shrink to nothing as they move offscreen. In 'Reverse', a high erosion causes the pieces to grow as they move onscreen.

Outline

Outline: Turns the outline around the pieces on or off.

Outline Color: Select the color to use for the outline.

Outline Size: Sets the size of the outline.

Outline Opacity: Sets the opacity of the outline.

Outline Softness: Controls how soft or blurry the outline appears.

Shadow

Drop Shadow: Turns the shadow on or off.

Shadow Angle: Set the direction in which the shadow falls.

Shadow Color: Set the color used for the shadow.

Shadow Opacity: Sets the opacity of the shadow.

Shadow Softness: Controls how soft or blurry the shadow appears.

Transition Progress: (in AE and Premiere) click 'Automatic' to have the transition applied over the length of the clip; or use keyframes and the 'Transition Progress' percentage to control the transition.

Shatter Basic Transition

This transition uses the same shatter engine as Shake N Shatter, but without the Shake option. This makes Shatter Basic a little faster to render. Like Shake N Shatter, Shatter Basic can run forwards or in reverse, to shatter the outgoing video apart, or bring together pieces of the incoming video, respectively.



Parameters

Presets: (where supported by host) Save and load your favorite settings. Presets that come with the transition include:

- Bricks Stack
- Bubbles In
- Bubbles Out
- Cutting Out
- Puzzle Together
- Rain On
- Rain Out
- Shredded Cheese
- Snow Accumulation
- Snowstorm
- Star Explosion
- Star Shower
- Wave Crash In

User Supplied Shatter Map: Use this to import your own Shatter Map. See 'Creating Your Own Shatter Map' below for more information on using this feature.

Map Settings

Map Fit Method: Selects how the Shatter Map is fitted to the video dimensions. Choose from Fit, Fill, Stretch, and Center. Fit scales the image proportionally based on the height of the video (this can leave some parts of the image not covered by the map). Fill scales the image proportionally based on the width of the source video (this will cover the image, but may cause some 'pieces' to be cut off when they extend past the video's top and bottom frame). Stretch will scale the width and height separately so that the map assumes the dimensions of the video. Center does not scale the Shatter Map and centers it relative to the video.

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the map regions. This can create an outline or gap between regions where none of the source video is mapped to a transition piece.

Map Rotation: The Shatter Map may be rotated in increments of 90 degrees. The animation is based on the luma values of the Shatter Map. For example, in the Shatter Map 'Bricks', the bricks at the top of the screen are darker, and animate before the lighter colored bricks at the bottom. By rotating the map 180, the dark bricks are now at the bottom of the screen and these bottom bricks will animate before the lighter top bricks.

Shatter FX

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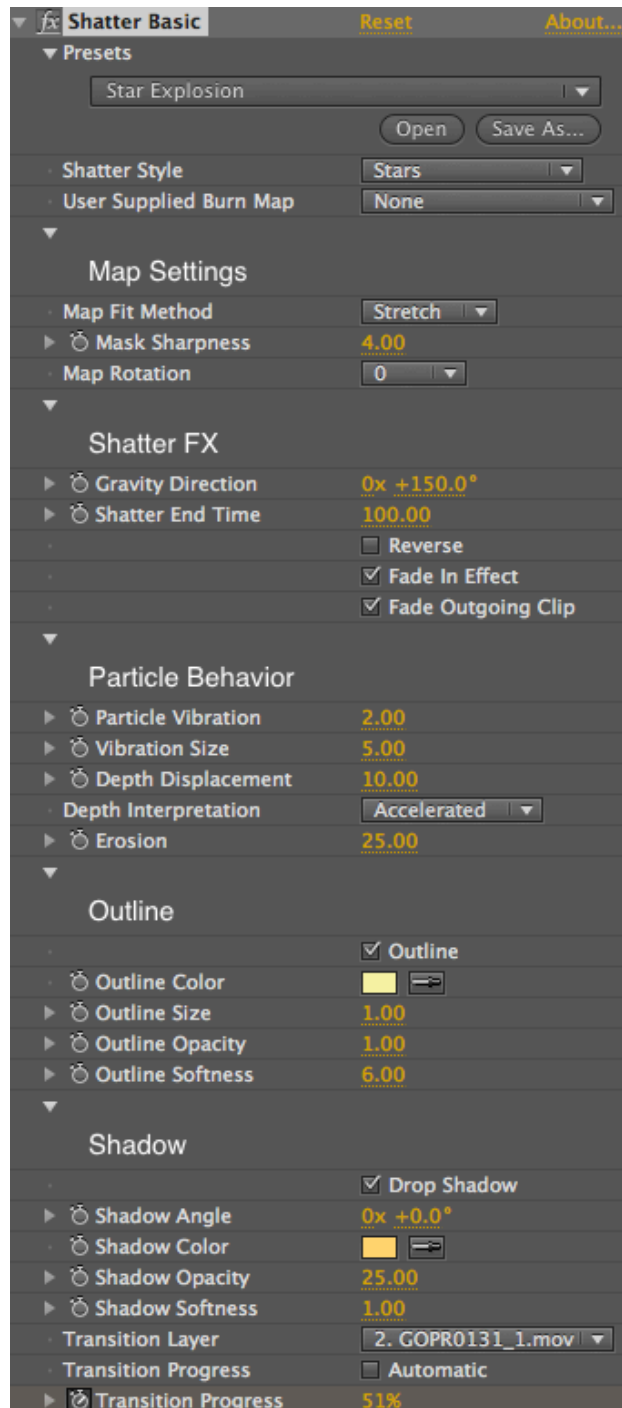
Drop Shadow: Turns the shadow on or off.

Shadow Angle: Set the direction in which the shadow falls.

Shadow Color: Set the color used for the shadow.

Shadow Opacity: Sets the opacity of the shadow.

Shadow Softness: Controls how soft or blurry the shadow appears.



Transition Progress: (in AE and Premiere) click 'Automatic' to have the transition applied over the length of the clip; or use keyframes and the 'Transition Progress' percentage to control the transition.

Creating Your Own Shatter Map

If you wish to design your own 'Pieces' you can create your own 'Shatter Map' and import it. A Shatter Map is a greyscale image that gets divided into 10 regions based on luma levels (from 5% to 95%). Black regions (0% luma) will be removed and can be used to create gaps in the map. Darker regions will animate before lighter regions. Here are the steps to take if you want to create a map that is based on your source video:

- 1) Export reference image(s) of your footage to serve as a guide for the Shatter Map. Keep in mind that the video continues to move through the transition, so you may want to take a start frame and end frame to use as guides.
- 2) Open the still image in Photoshop or the graphics package of your choice.
- 3) Add a new layer. This will be used as a guide layer. Sketch out the general shape and layout of all the pieces, using your reference images as guides.
- 4) Add a new layer on which to build the 'Pieces'. Call this layer '5' to remind you to use 5% brightness for this layer. Set your color to H:0, S: 0, B:5% and draw the piece(s) that you want to animate first.
- 5) Add another layer. Name this layer '15' and set your color to H:0, S:0, B:15%. Draw the piece(s) that animated second.
- 6) Add another layer. Name this layer '25' and set your color to H:0, S:0, B:25%. Draw the piece(s) that animated third.
- 7) Continue adding layers and increasing brightness by 10% until you have reached layer '95'. You will have 10 layers. You will want the combination of these 10 layers to cover your screen. If you want to have gaps (for example cracks or holes) these can be drawn in black (0% brightness) on their own layer.
- 8) Save the image as a .png and import it into your video project.
- 9) Add the imported .png to the "User Supplied Shatter Map" image well and select "User Supplied" for Shatter Style.

