



Nattress Bounce Transitions

Have a ball, or just bounce like one!

Features:

- Bounce incoming video onto the screen or outgoing video off the screen.
- Crop your footage inside a circle or rectangle with optional rounded corners.
- Customize your bounce with Outline controls, Crop Animation, Motion Trails and Squash and Stretch FX.
- Great for graphics and title treatments!

Includes:

Bounce

Crash Down

Spring In

Upstage Bounce In

Bounce Transition

This transition bounces the incoming video onscreen from off the top of the screen, or run the effect in reverse to have the outgoing footage bounce itself off screen. A horizontal displacement can be added so that the video bounces in from either the left or right. The motion of the bounce is controlled by selecting the number of bounces and how strong the pull of gravity is. A higher gravity makes for a smaller rebound after the bounce. 'Squash and Stretch' can be added to distort the video at the bottom of each bounce. Rotation can be added so the video spins as it bounces. Cropping effects can fade or animate at the end of the transition to smoothly end the effect.



Parameters:

Presets: Save your favorite settings in easy to load presets (not available in all hosts).

Bounce FX

Number of Bounces: Set the number of times the incoming video bounces during the transition. More bounces and/or a shorter transition time will make the incoming video move faster. Less bounces and/or a longer transition time result in slower bouncing video.

Gravity: Less gravity results in a higher bounce. More gravity reduces the height of the subsequent bounces.

Squash and Stretch: Sets the level, if any, of distortion as the video bounces off the bottom of the screen.

Rotations: Sets the number of rotations the incoming video will make during the transition. Positive numbers result in a clockwise spin. Negative numbers cause a counterclockwise spin.

Horizontal Displacement: Moves the starting point of the incoming video to the right or left.

Motion Trail: Turns the Motion Trail effect on or off.

Trail Opacity: Sets the opacity for the Motion Trail, if turned on (above).

Transition End: Sets whether the effect fades to the incoming video or whether the cropping animates away to transition to the incoming video. If the Fade at Time is set to 100, below, there will not be a Transition End effect.

End FX at Time: Either fades or animates (as set above in Transition End) to the uncropped incoming video at the set value as a percentage of the transition time. One hundred percent results in no fade to the un-cropped incoming video.

Reverse: Runs the effect backward so that the outgoing video bounces out to reveal the incoming video. This works best with a high gravity, a bit of a rotation, and some squash and stretch.

Cropping

Center Point: Sets the center point for cropping and rotation, if any.

Crop Type: Select Rectangle or Circle crop type.

Horizontal Scale: Sets how wide the crop will be.

Vertical Scale: Sets how tall the crop will be.

Round Corners: Sets how much the corners are rounded, if any, when Crop Type is Rectangle.

Crop Feather Amount: Sets how much feathering is applied to the crop edges.

Crop Rotation: Allows the crop shape to be rotated about the center point.

Show Crop Outline: Turns on a helper outline to show where the crop edges are. This should be turned off before rendering.

Outline

Outline: Turns on the Outline effect.

Outline Color: Sets the color for the outline.

Outline Opacity: Sets the level of opacity or transparency for the outline.

Outline Size: Sets how big the outline is.

Outline Softness: Sets how much blur is applied to the outline.

Crash Down Transition

This transition drops the incoming video down onto the outgoing video from out-of-screen (along the z-axis). Imagine your video is the floor and you are dropping a ball of incoming video down onto your outgoing video.

Parameters:

Presets: Save your favorite settings in easy to load presets (not available in all hosts).



Bounce FX

Start Position: This sets the horizontal and/or vertical displacement that the bouncing video has to travel.

Number of Bounces: Set the number of times the incoming video bounces during the transition. More bounces and/or a shorter transition time will make the incoming video move faster. Less bounces and/or a longer transition time result in slower bouncing video.

Drop Height: Sets the height displacement for the start of the bounce (from how far out of the screen the video drops)

Gravity: Less gravity results in a higher bounce. More gravity reduces the height of the subsequent bounces.

Squash and Stretch: Sets the level, if any, of distortion as the video bounces on the screen.

Rotations: Sets the number of rotations the incoming video will make during the transition. Positive numbers result in a clockwise spin. Negative numbers cause a counterclockwise spin.

Fade up Incoming: This fades in the incoming video at the start of the first drop onto the screen.

Transition End: Sets whether the effect fades to the incoming video or whether the cropping animates away to transition to the incoming video. If the Fade at Time is set to 100, below, there will not be a Transition End effect.

End FX at Time: Either fades or animates (as set above in Transition End) to the uncropped incoming video at the set value as a percentage of the transition time. One hundred percent results in no fade to the un-cropped incoming video.

Cropping

Center Point: Sets the center point for cropping and rotation, if any.

Crop Type: Select Rectangle or Circle crop type.

Horizontal Scale: Sets how wide the crop will be.

Vertical Scale: Sets how tall the crop will be.

Round Corners: Sets how much the corners are rounded, if any, when Crop Type is Rectangle.

Crop Feather Amount: Sets how much feathering is applied to the crop edges.

Crop Rotation: Allows the crop shape to be rotated about the center point.

Show Crop Outline: Turns on a helper outline to show where the crop edges are. This should be turned off before rendering.

Outline

Outline: Turns on the Outline effect.

Outline Color: Sets the color for the outline.

Outline Opacity: Sets the level of opacity or transparency for the outline.

Outline Size: Sets how big the outline is.

Outline Softness: Sets how much blur is applied to the outline.

Spring In Transition

Imagine the incoming video is attached to the center of the screen by a spring or a stretched elastic. The incoming video is held offscreen at the end of the elastic and released. SPROING! The incoming video bounces in and out repeatedly, until the spring's energy is spent and the video finally settles to a stop.



Parameters:

Presets: Save your favorite settings in easy to load presets (not available in all hosts).

Spring FX

Starting Angle: Sets the direction from which the incoming video will spring.

Speed: Sets the starting speed for the incoming video.

Spring Tension: Sets how strongly the spring pulls the video toward center.

Spring Length: Sets how long the spring is and thus how much distance the incoming video can travel before rebounding.

Motion Trail: Turns the Motion Trail effect on or off.

Trail Opacity: Sets the opacity for the Motion Trail, if turned on (above).

Transition End: Sets whether the effect fades to the incoming video or whether the cropping animates away to transition to the incoming video. If the Fade at Time is set to 100, below, there will not be a Transition End effect.

End FX at Time: Either fades or animates (as set above in Transition End) to the uncropped incoming video at the set value as a percentage of the transition time. One hundred percent results in no fade to the un-cropped incoming video.

Cropping

Center Point: Sets the center point for cropping and rotation, if any.

Crop Type: Select Rectangle or Circle crop type.

Horizontal Scale: Sets how wide the crop will be.

Vertical Scale: Sets how tall the crop will be.

Round Corners: Sets how much the corners are rounded, if any, when Crop Type is Rectangle.

Crop Feather Amount: Sets how much feathering is applied to the crop edges.

Crop Rotation: Allows the crop shape to be rotated about the center point.

Show Crop Outline: Turns on a helper outline to show where the crop edges are. This should be turned off before rendering.

Outline

Outline: Turns on the Outline effect.

Outline Color: Sets the color for the outline.

Outline Opacity: Sets the level of opacity or transparency for the outline.

Outline Size: Sets how big the outline is.

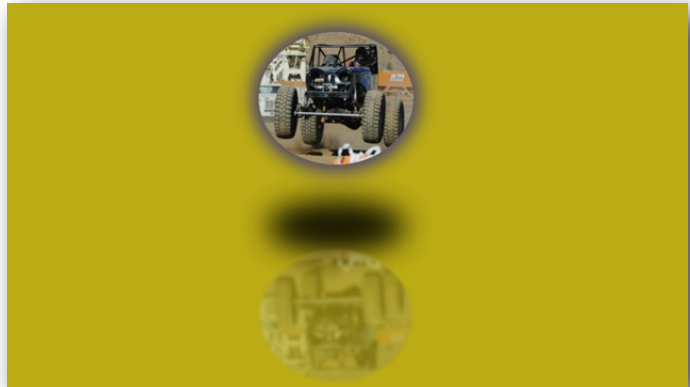
Outline Softness: Sets how much blur is applied to the outline.

Upstage Bounce In Transition

All the world's a stage, and your incoming video is going to bounce from upstage to center stage! Or think of the incoming video as bouncing in from the distant horizon. Optional Shadow and Reflection add depth to the illusion.

Parameters:

Presets: Save your favorite settings in easy to load presets (not available in all hosts).



Bounce FX

Number of Bounces: Set the number of times the incoming video bounces during the transition. More bounces and/or a shorter transition time will make the incoming video bounce faster. Less bounces and/or a longer transition time result in slower bouncing.

Gravity: Less gravity results in a higher bounce. More gravity reduces the height of the subsequent bounces.

Squash and Stretch: Sets the level, if any, of distortion as the video hits the bottom of the bounce.

Rotations: Sets the number of rotations the incoming video will make during the transition. Positive numbers result in a clockwise spin. Negative numbers cause a counterclockwise spin.

Depth Distance: This sets how much distance the video must cover with each bounce. Increasing the Depth Distance makes the incoming video appear smaller and farther away at the start.

Horizon: This sets the level of the horizon or rear edge of the plane upon which the incoming video will bounce. The video will always end up at center, but the floor upon which it is bouncing along can angle up or down as it stretches back into the screen.

Horizontal Displacement: Moves the starting point of the incoming video to the right or left.

Shadow: Turns the Shadow effect on.

Shadow Color: Sets the color of the shadow.

Shadow Opacity: Sets the transparency or opacity of the shadow.

Shadow Softness: Sets the softness or diffuseness of the shadow.

Reflection: Turns the Reflection effect on.

Reflection Opacity: Sets the transparency or opacity of the reflection.

Reflection Blur: Sets how blurry the reflection appears.

Crop Type: Select Rectangle or Circle crop type.

Left Crop: Crops the left side of the incoming video. The value is a percentage of the total screen width.

Right Crop: Crops the right side of the incoming video. The value is a percentage of the total screen width.

Top Crop: Crops the top of the incoming video. The value is a percentage of the total screen height.

Bottom Crop: Crops the bottom of the incoming video. The value is a percentage of the total screen height.

Round Corners: Sets how much the corners are rounded, if any, when Crop Type is Rectangle.

Show Crop Outline: Turns on an outline to show where the crop edges are. This should be turned off before rendering.

Outline: Turns on the Outline effect.

Outline Color: Sets the color for the outline.

Outline Opacity: Sets the level of opacity or transparency for the outline.

Outline Size: Sets how big the outline is.

Outline Softness: Sets how much blur is applied to the outline.

Transition End: Sets whether the effect fades to the incoming video or whether the cropping animates away to transition to the incoming video. If the Fade at Time is set to 100, below, there will not be a Transition End effect.

End FX at Time: Either fades or animates (as set above in Transition End) to the uncropped incoming video at the set value as a percentage of the transition time. One hundred percent results in no fade to the un-cropped incoming video.