

Motion 3D Pack 1 and 2

1. Introduction

Motion 3D Pack 1 and Motion 3D Pack 2 are collections of effects consisting of five transitional effects each. Motion 3D Pack 1 consists of the effects M3D1 to M3D5 and Motion 3D Pack 2 consists of M3D6 to M3DX.

Both packages consist of differing motion paths, which are similar in their approach.

Thus, the descriptions of both packages are summarized in the following text.

All effects are based on cross-fading from one scene to another via movements in three-dimensional space.

M3D1 / M3D6 Plain

One scene moves in front of another and, in the process, is visible on both sides. A colored border is added to the depiction at the sides.

M3D2 / M3D7 Double

This effect is like “M3D1 Plain”, except that both scenes move in front of a selectable background.

M3D3 / M3D8 Two-Sided

In this effect, a surface moves in front of a selectable background. The front side of the surface shows one scene, the backside of the surface shows the other scene. There is no border.

M3D4 / M3D9 Split

In this effect, the two scenes are split and cross-faded in a more complex manner.

M3D5 / M3DX Two-Sided Thick

This effect is like “M3D3 Two-Sided”, but with a colored border.

2. M 3D Bonus

This bonus effect is installed together with Motion 3D Pack 2. It combines the paths of Motion 3D Pack 1 with the ones of Motion 3D Pack 2.

If you have not installed Pack 1, only the paths of Motion 3D Pack 2 will be available.

3. The Control Elements

All effects have a virtually identical user interface. The differences are found in the sub-menus “Motion Path” and/or “Appearance”.

3.1 Motion Path

Path

Use this menu to select one of 10-15 motion sequences. Depending on the operator, the path may also be divided into an IN-path and an OUT-path.

Mirror path

The selected sequence of motion can be mirrored horizontally and/or vertically.

Direction

Use this menu to determine whether the second scene should fly into the first and cover it up or if the first scene should fly out to reveal the second.

Preview

The normal preview can be started directly from this window.

3.2 Appearance

Light

Use this menu to change the lighting of the moving scene. Options include “Off“, normal diffuse lighting, and spotlight.

Light Direction

Use this menu to determine the orientation of the illumination selected under “Light”. If the spot is selected (first entry), then the light source is placed in the center of the screen, which may look especially good with objects flying around the center point.

Light Color

Select a color of your choice for the light source.

Border Color

Select a border color for “thick” pictures.

Reflection

The reflection behavior of surface determines how much light it reflects and thus how brightly illuminated the areas appear.

Background Color/Pattern (Select Color/Pattern)

With some operators, it is possible to select a color or pattern for the background here. First select whether the background should consist of one color (color) or a pattern. The desired color and/or pattern can be selected under “Select Color/Pattern“.

Preview

The normal preview can be started directly from this window.

3.3 Edges

In Motion 3D, the images are generally rendered in very high quality. You have an option when it comes to the edges: the “Normal” setting permits slightly jagged edges which, however, are mostly not visible when the surfaces are in motion.

With some sequences of motion however, especially very slow ones, these jagged edges may be distracting. In this case, choose the setting “Smooth”. This may, however, result in a considerable increase in computing time depending on the number and length of the edges.

3.4 Archives

Here you can save your own creations and reuse them later.

4. Preview

The preview is a good means of assessing, before rendering, what the effect will look like later.

Because of the large amount of computing time required, previews may sometimes be a little choppy, especially with large areas and more complex sequences of motion.

The Preview that is sometimes available in submenus is equivalent to that in the Effect menu.

In order to start the Preview, the effect must be in the storyboard.

5. Notes

- Requires SMART EDIT 2.3a or higher (or the Casablanca system software 1.9)!
- Motion 3D Pack 1 and Motion 3D Pack2 support the “Power Key Option”. Press “F2” to see the possible keyboard shortcuts.
- The packages Motion 3D can be used with VGA.



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