

User Guide

for Windows

fx

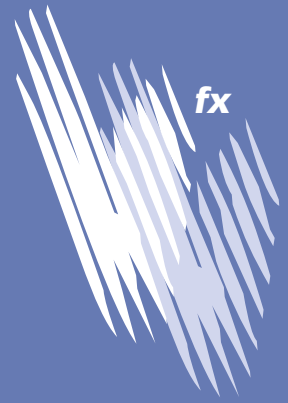
Bump Mapper

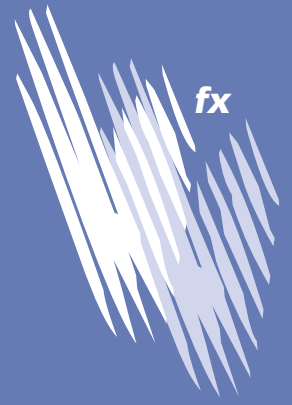
v.1.0

Vivid Visual Effects

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Credits

VVfx Bump Mapper™ logo and Vivid Visual Effects logo was created by Andrew Perevozny (Vivid Visual Effects Company);
Creator: Andrew Perevozny

Special thanks to Bruce Bullis (Adobe Media) for invaluable help during development process and to Steven Walker (www.walkereffects.com) for support in hard times. Thank you, guys!

Bump Mapper User Guide was written by Andrew Perevozny;
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Review and validation by Tatiana Prodan;
Cover artwork by Andrew Perevozny

Introduction

Greetings and a warm welcome!

Now you have the chance to unleash your productivity power. And we hope that our product will help you to do so.

So, it is time to meet our first creation. It is small, but its abilities are extensive. It is powerful, but not almighty. Now you are the master and in your hands its power will be invincible.

And... and we are glad that you've chosen our product.

Thank you.

System Requirements

Operating System*: Microsoft Windows 2000 or Windows XP (this product was not tested to compatibility with Win9x series. If you have these versions we cannot guarantee proper program functioning.)

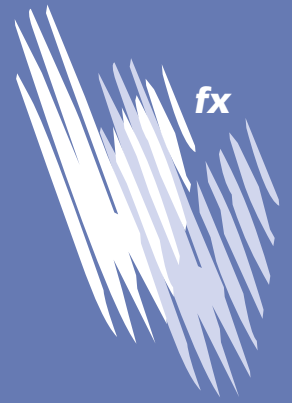
Host Application: Adobe After Effects 5.0 or higher

CPU: AMD or Intel processor

RAM: 128Mb (system requirements) or higher

Hard Disk Space: less than 3Mb
(incl. documentation and samples)

* There's no Macintosh version of plug-in at this time



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Mapper*
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About this Guide

This manual provides all the information you need to get the most out of VVfx Bump Mapper™. It will help you learn the application and serve as a reference as you attempt more sophisticated procedures and effects.

This user guide assumes you are already familiar with basic Windows concepts—menus, dialogs, and mouse operations, such as clicking and dragging. If you need more information on these subjects or the Windows Desktop, refer to the Microsoft® Windows® User's Guide, respectively.

It also assumes that you are *already* comfortable with the basic concepts, features and terms of Adobe® After Effects®.

If you're not familiar with terms like layer, footage and render, you should spend some time with the Adobe® After Effects® documentation before using this guide.

The best way to learn VVfx Bump Mapper™ is to read "Getting Started" on page 4 and then complete the "Tutorials" on page 11. The tutorial leads you through the process of creating illustrations and animations in VVfx Bump Mapper™ and also explains some of the important concepts you'll need to know about.

After you complete the tutorial, open new file and start building your own footage.

Customer Support

Technical Support is *free** to registered users of VVfx Bump Mapper™. There are two easy options to contact technical support for questions about installation, configuration or functionality. These options are: Web and e-mail support. For questions about creative technique, please see the Creative Support section below.

You will find the answers to most of your questions within the pages of this User Guide. If you need further assistance, you may contact VVfx's Technical Support in any of the following ways:

Web Support

Many of the answers to your questions are available 24 hours a day on our website:

<http://support.vivid-fx.com>

In addition to frequently asked questions, our web site provides troubleshooting techniques, late breaking product news, and other resources to get the most out of Bump Mapper.

E-mail Support

To answer your technical support question most effectively and quickly, please use the e-mail form provided to you on our website:

<http://support.vivid-fx.com>

If you do not have World Wide Web access, please send e-mail to:
support@vivid-fx.com

Phone Support

There is no Phone Support at this time.

Creative Support

If you have questions regarding creative technique, please refer to our message boards on our website:

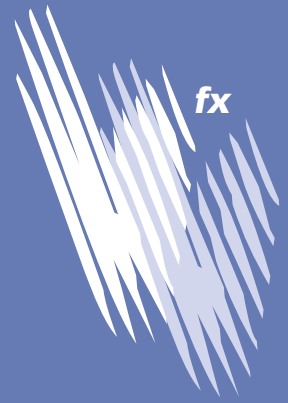
<http://forum.vivid-fx.com>

This area is available only for registered users to meet and talk with other users of Bump Mapper to share knowledge, technique, and inspiration.

** Vivid Visual Effects does not currently charge for technical support for Bump Mapper. The only expense to the user is the Internet access charges which are solely responsibility of the program user.*

Note:

Vivid Visual Effects reserves the right to change its support policies at any time.



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Who is Vivid Visual Effects

Vivid Visual Effects (VVfx) was founded in 2001. We are innovative company on the market of graphic software, developing and marketing new generation of products that improve your creativity and effectiveness of your products.

Our company develops plug-in effects for image and video editing software.

VVfx products are engineered to deliver real-time interaction and intuitive functionality for graphics professionals, graphics amateurs and consumers who work on personal computers.

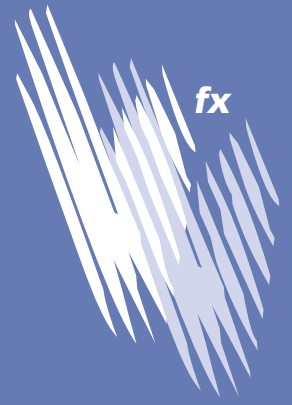
Vivid Visual FX offers our clients smart, powerful and flexible tools for compositing and video editing.

We hope, that our technologies will help you in your work. People, who trust us find more than just plug-ins. We make your work more simple and fun!

For more Information

For more information about VVfx' products, see our World Wide Web site on the Internet:

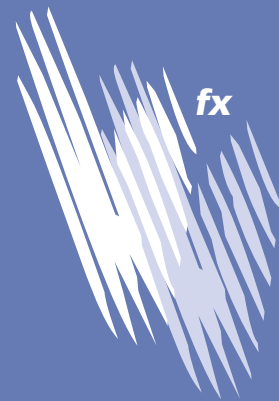
<http://vivid-fx.com>

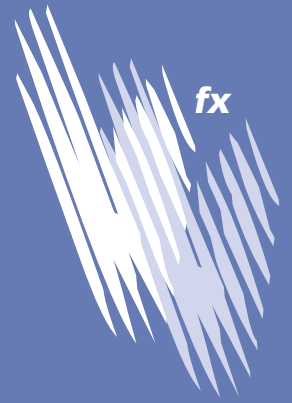


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Chapter I:

Getting Started





Overview

This chapter provides the basic information you'll need to get started using Bump Mapper.

This chapter covers the general procedure for applying effect. It also includes instructions for using the interface tools. It also includes suggestions that will help you get the most out of the effects.

Using Bump Mapper

You'll apply Bump Mapper to layers in an Adobe After Effects composition. It works in a single layer.

You can apply Bump Mapper to any type of layer-standard footage item, nested composition, or pre-composed layer.

To apply an effect:

1. Open the project where you want to work. The composition needs at least one layer, where you'll apply the effect. You can create a solid color layer by choosing **Layer->New Solid** (or press **Ctrl+Y**).
2. In the Time Layout window, select the layer where you want to apply the effect. You can click on the name of the layer or on its duration bar.
3. From the Effects menu, choose the category (==Vivid Visual Effects==) and select Bump Mapper effect from the sub-menu. When you've selected an effect, After Effects applies it to that layer and opens the Effect Controls Window (ECW). When you apply an effect, or change its parameters, After Effects updates the preview in the Composition window. This may take a moment.

The Effect Controls Window

The Effect Controls window lists the applied effects and provides the controls for changing them. What these controls mean is covered in the effects chapters and later in this guide.

If you close a layer's Effect Controls window, you can reopen it.

To Open the Effect Controls window:

1. Select the layer in the Time Layout window.
2. Choose Layer menu -> Open Effect Controls.

To Remove an effect:

1. In the Effect Controls window, select the effect you want to remove. Click the name to select it.
2. Press "Delete" button. You may also choose Edit menu -> Clear.

To Remove all effects from a layer:

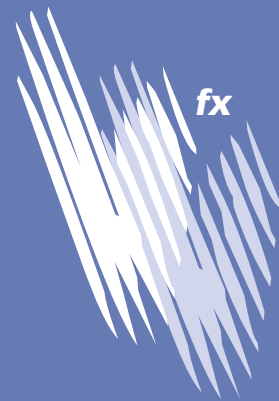
1. Select the layer.
2. Choose Effect menu -> Remove All.

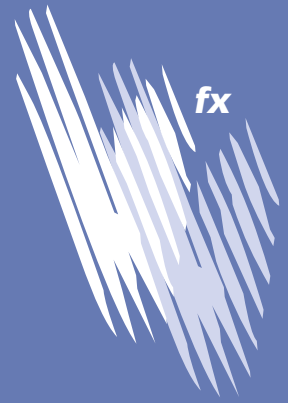
Using Multiple Effects

To use full power of Bump Mapper you need to combine it with multiple effects applied to a layer. All effects will be listed in the Effect Controls window. When you make the movie, After Effects renders the effects in the order they are listed in the controls window. Each subsequent effect uses the result of the previous effect as its starting point. Often, the ultimate result depends on which effect renders first. To get the results you want, you'll need to arrange the effects in an appropriate order.

Chapter II:

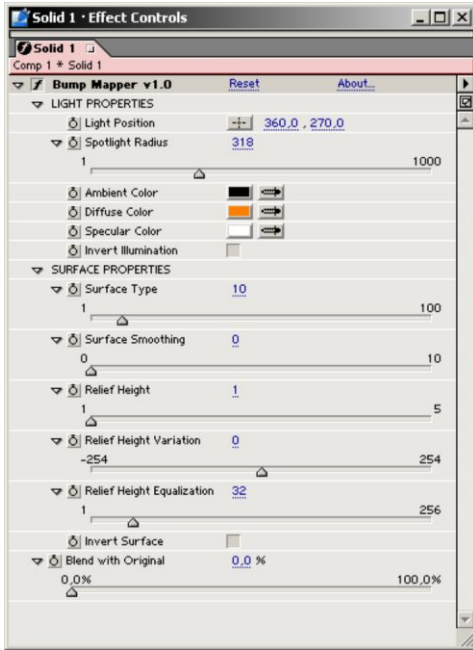
Effect Controls Description





What is Bump Mapper

Bump Mapper™ Effect can turn your image or video layer into bas-relief alighted by point light source. Varying plug-in parameters let you obtain incredible visual effects. Glass or metal, plastic or stone, water or sand - you can simulate different textures and effects using Bump Mapper™ controls. You can use it to make a bronze coin or liquid gel or something unprecedented before. You can start with simple picture.



Bump Mapper Controls Window

On the image (left) you see Bump Mapper's Controls Window. It contains various controls. We examine all of them separately. You will receive practical advices in the next Chapter.

Controls are separated into two major sections.

The first section has a name "LIGHT PROPERTIES". It contains controls that change parameters of a light source, e.g. position, radius and color components of light and illumination inversion control.

The second section is "SURFACE PROPERTIES". In this section you can change a surface type, surface smoothing, relief height, height variation, surface equalization and invert surface.

Section 1: LIGHT PROPERTIES



LIGHT POSITION

By using this control you can set the position of a spotlight. Default position is a center of a layer.



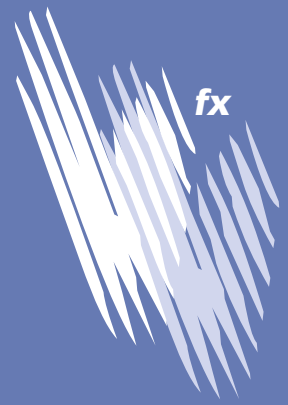
SPOTLIGHT RADIUS

By using this control you can set the Radius of a spotlight. Default Radius is 400. Minimal Radius is 1. If you set minimal Radius you receive just ambiently colored layer (fully dark) Maximal Radius is 10 000.



AMBIENT COLOR*

By using this control you can set the Ambient component of a spotlight. Ambient Color is one of three components which form an illumination of a layer. It gives a colorification of a layer. If you use Black as Ambient Color you receive rounded light that shine through dark; using White as Ambient Color, you receive simply white-colored layer. Ambient Default color is Black.



DIFFUSE COLOR*

By using this control you can set the Diffuse component of a spotlight. Diffuse Color is one of three components which form an illumination of a layer. It gives a colorification of a *relief* and is what makes the object look red or green or whatever color you choose. If you use Black as Diffuse Color you receive monochromatic spotlit relief and if you use White as Diffuse Color you receive hard shadows. Ambient Default color is Orange.



SPECULAR COLOR*

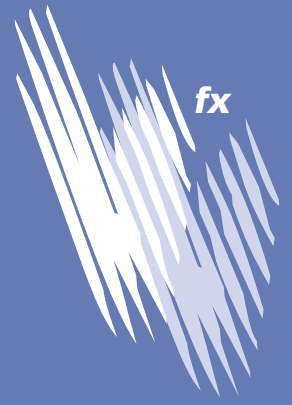
By using this control you can set the Specular component of a spotlight. Specular Color is one of three components which form an illumination of a layer. It gives a colorification of a *highlights* and is what makes the object look like metal or plastic. If you use Black as Specular Color you receive plastic-like layer and if you use White as Diffuse Color you receive white reflections from relief. Ambient Default color is White.



INVERT ILLUMINATION

This check box swaps places of Ambient and Specular Light and you receive "negative"-like image.

** These three components of light is heart of effect. Just combine theirs and you receive absolutely different surface types. They are dependent among themselves*



SURFACE TYPE

By using this control you can set type of a surface. Higher values make your layer look more "plastic". Lower values make you layer more "metallic".

Default value is 10.

Minimal value is 1.

Maximal value is 50000.



SURFACE SMOOTHING

By using this control you can smooth a relief, but you lose small details.

Minimal value is 0. Default value is 0.

Maximal value is 255 (slow calculating)



RELIEF HEIGHT

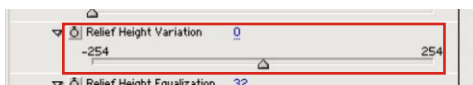
By using this control you can increase or decrease a height of relief.

Minimal value is 0. If you set "0" value you receive just flat layer spotlight by spotlight.

Maximal value is 100.

Note: Using higher values you can make very different visual effects but they will be not like relief surface.

Only values from 1 to 5 form realistic relief (higher values are useful for bigger layers).



RELIEF HEIGHT VARIATION

By using this control you can increase or decrease a reflections of light and reflected light from relief.

Minimal value is -254. No light you can see using this value.

Maximal value is 255. You receive very high brightness and your relief will be flat white layer.



RELIEF HEIGHT EQUALIZATION

It is very useful and necessary control. Equalization does little details more visible. But will be careful! If you use lossy compressed images (e.g. JPG) you can see the artifacts of compression on your relief.

Minimal value is 1 (No Equalization).

Maximal value is 10000.

Note: High levels of Equalization can make your image looks like "oil-painted" picture, because they decrease palette (non-smooth fills), which forms rendered surface.



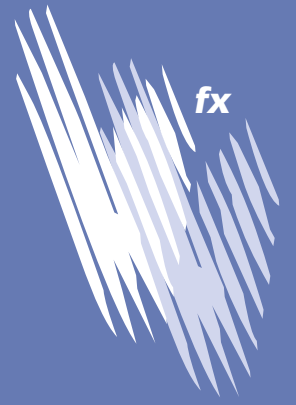
INVERT SURFACE

This control changes the state of relief. Points that were prominent will be bulged-in



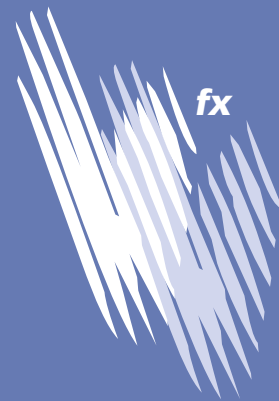
BLEND WITH ORIGINAL

Standard control that mix original and filtered layers. Use it to receive special results like "embossed picture"



Chapter III:

Tutorials



This chapter provides information about advanced techniques and directions for use of Bump Mapper.

This chapter covers more useful techniques and plug-in combinations for great results. It also includes sample images of composed effects.

Tutorial 1: Red "Rocky" Words



Result of Bump Mapper's processing

On the image at the left you see the result of work of Bump Mapper with joint use of standard After Effects plugins. They are:

1. Basic Text (from "Text" Category)
2. Gaussian Blur (from "Blur & Sharpen" Category)
3. Fractal Noise (from "Render" Category).

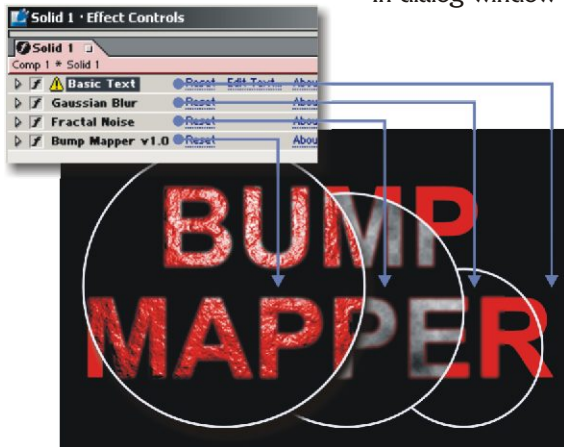
We learn how to make these "rocky" words.

Step 1. Create a solid color layer by choosing Layer -> New Solid (or press Ctrl+Y).

Step 2. From the Effects menu, choose the category "Text" and select "Basic Text" effect from the sub-menu. When you've selected an effect, After Effects applies it to that layer and opens the Effect Controls Window (ECW).

In dialog window type your text (we type "BUMP MAPPER"). Press OK.

In Composition Window you must see red-colored words.



The steps of "Rocky Words" creation

Step 3. To receive more volumetric letters we need to use "Gaussian Blur" effect from "Blur & Sharpen" Category. Select "Horizontal & Vertical" Blur Dimensions. Do not blur too much!

Step 4. This step is grand! For what we need to add some noise? It needs because Bump Mapper effect use the image as map of attitudes! If you'll use a color-filled layer

you'll receive only flat surface alighted by point light source.

Select "Fractal Noise" from "Render" Category of Effects. After noise addition we'll receive great map of attitudes. Choosing different types of noise we receive different types of surfaces! Just experiment with.

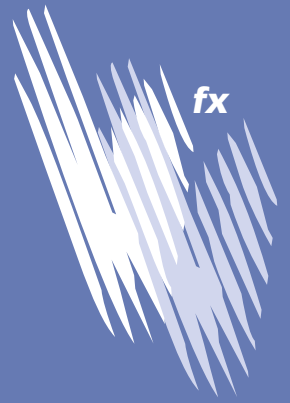
Step 5. And the last step. Select "Bump Mapper" effect from "Vivid Visual Effects" Category. Learn about Bump Mapper controls in on [page 9](#) in chapter II "Effect Controls Description". We use Red Color (R:RED_MAX, G:0, B:0) as Diffuse Color. Try to adjust "Relief Height Equalization" to receive more realistic surface!

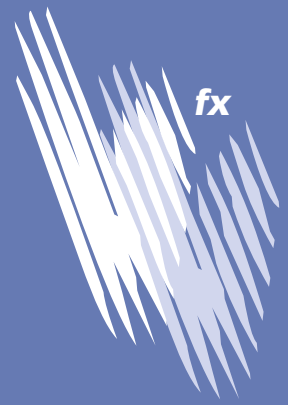
That's ALL!

To download this tutorial as After Effects pre-made project visit our website's Download section

Proud of your work?

Please, send us a sample of your project and we will display it in our Gallery section on our website <http://vivid-fx.com>.





Tutorial 2: "Old" Bronze Coin

Processed Image



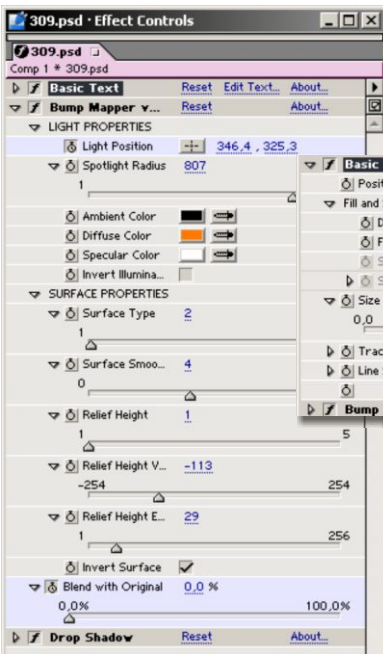
Frame rendered using Bump Mapper

On the image at the left you see the result of work of VVfx Bump Mapper with joint use of standard After Effects plugin - "Drop Shadow" from "Perspective" Category.

We learn how to make these "old" bronze coin on green cloth.

Step 1. We use as coin attitudes map the scan of quarter dollar's coin. After scan we adjust the levels of scanned image and cut the coin from a background. You can use Adobe® Photoshop® to make these operations or use After Effects® Masks and "Brightness & Contrast" effect from "Adjust" Category of standard effects.

Step 2. Import Coin image into After Effects by selecting File -> Import -> File...(or press Ctrl+I) and place at the Timeline in center of Composition Window.



Effect Controls Window

Step 3. We need to have "green cloth" so we insert green Solid layer under the coin. Create a solid color layer by choosing Layer -> New Solid (or press Ctrl+Y).

Step 4. Now we can add our legend on the coin! Just use "Basic Text" effect for Coin layer from the "Text" sub-menu. Select "Composite on Original" checkbox and select Black as the text Color. Add "Bump Mapper" effect from "Vivid Visual Effects" sub-menu. Use Orange as Diffuse Color. The rest controls are shown on the image at the left.

Step 5. Add "Drop Shadow" effect from the "Perspective" sub-menu.



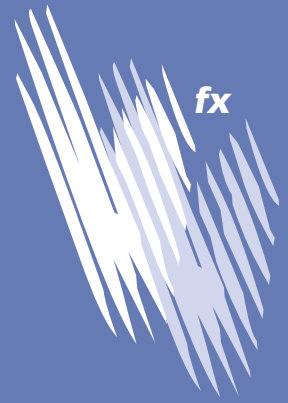
Before and After Bump Mapper Processing

To download this tutorial as After Effects pre-made project visit our website's Download section

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or

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