Title Effect Pack 2

1. Introduction

The title effects can be classified in the following categories: **Letter, Line, Path**, **Perspective** and **Pip**.
The **Appearance** settings are the same for almost all of the effects in which they are used. We shall therefore only explain them here once.
The other settings are described individually for each effect.

2. Appearance – General

You basically have the option of displaying the letters or text on a kind of glass pane. This pane of glass creates light reflections depending on its properties and the type of illumination used.

2.1 The Appearance options

Light

For defining the light source.
Off: The light source is switched off and the glass pane is therefore invisible. All the other options are deactivated.
Normal: The entire surface of the glass pane is illuminated.
Spotlight: A particular point on the surface is illuminated.

Light Direction

This refers to the direction in which the light source shines.
If the Light setting is set to Normal, the glass pane will be illuminated with varying intensity depending on the direction.
If the Light setting is set to Spotlight, the point on the glass pane that is closest to the light beam will be illuminated.

Light Color

You can use this to set the color of the light. The glass pane reflects the light in the color that you selected.

Reflection

This is where you can define the light intensity and the size of the reflection on the glass pane.

Pseudo glass
The thickness of the glass case is the factor that determines the type of reflection on the surface and the edges.

Preview
This is where you can view a preview of the results of the changes you made to the settings.

3. The title effects

3.1 Letter Fly
The letters fly into the scene individually. They remain stationary at a configurable angle and at the end of the scene fly out again towards the front.

Motion path
This menu is used to configure the motion path of the effect. You can use "Rotation" to define the view that the letters should have after they fade in.
Each letter can be rotated around imaginary axes in space.

Rotation X: Position of the letter rotated on the X-axis
Rotation Y: Position of the letter rotated on the Y-axis
Rotation Z: Position of the letter rotated on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.

Fade
Fade in/out time of the letters.

Archives
The settings can be archived for later use.

3.2 Letter Rotate
The text is zoomed into the scene. The letters then rotate around a configurable axis until the text zooms out of the scene again towards the back.

Motion path

This menu is used to configure the motion path of the effect. You can use "Start Rotation" to define the view that the letters should have after they fade in. "Movement Rot." allows you to set the angle that you want the letters to rotate by.
The configured angle is the angle by which the letter rotates within one frame. The larger the configured angle, the faster the letters will rotate. Each letter can be rotated around imaginary axes in space.

Start Rotation X: Start of the letter rotated on the X-axis
Start Rotation Y: Start of the letter rotated on the Y-axis
Start Rotation Z: Start of the letter rotated on the Z-axis

Movement Rot. X: Rotation of the letters on the X-axis
Movement Rot. Y: Rotation of the letters on the Y-axis
Movement Rot. Z: Rotation of the letters on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.

Fade

Fade in/out time of the letters.

Archives

The settings can be archived for later use.

3.3 Letter Swing

The text letters are faded into the scene and oscillate rhythmically up and down at a configurable frequency and intensity. The letters fade out at the end of the scene.

Motion path

This menu is used to configure the motion path of the effect.
You can use "Rotation" to define the view that the letters should have after they fade in.
The other settings allow you to configure the way in which the letters oscillate.
Each letter can be rotated around imaginary axes in space.

Rotation X: Position of the letter rotated on the X-axis
Rotation Y: Position of the letter rotated on the Y-axis
Rotation Z: Position of the letter rotated on the Z-axis

Bounce power: Intensity of the oscillation.

Speed: Sets the speed at which the oscillation takes place.

Frequency: Defines the distance between two extreme points of oscillation. (*)

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.

Fade
Fade in/out time of the letters.

Archives
The settings can be archived for later use.

3.4 Letter Zooming

The letters fade into the scene from the back. Afterwards, the letters increase and decrease in size rhythmically.

Motion path
This menu is used to configure the motion path of the effect.
You can use "Rotation" to define the view that the letters should have after they fade in. The other options allow you to define the appearance of the space in which letters are zoomed.
Each letter can be rotated around imaginary axes in space.

Rotation X: Position of the letter rotated on the X-axis
Rotation Y: Position of the letter rotated on the Y-axis
Rotation Z: Position of the letter rotated on the Z-axis

Zoom power: Intensity with which the letters are zoomed.

Speed: Sets the speed at which the oscillation takes place.

Frequency: Defines the distance between two zoomed letter extremes. (**)

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.

Fade
Fade in/out time of the letters.

Archives

The settings can be archived for later use.

3.5 Line Rotate

The text lines fade in and rotate simultaneously on their own surfaces in space.
The surface can either simulate a glass pane or be invisible.
The rolling title then moves across this surface.

Motion path

"Start Rotation" allows you to define the starting position of the glass pane in space.
"Movement Rot." allows you to define the subsequent direction of rotation of the text lines.
The configured angle is the angle by which the text line rotates within one frame. The larger the configured angle, the faster the letters will rotate.

Start Rotation X: Start of the text line rotated on the X-axis
Start Rotation Y: Start of the text line rotated on the Y-axis
Start Rotation Z: Start of the text line rotated on the Z-axis

Movement Rot. X: Rotation of the text line on the X-axis
Movement Rot. Y: Rotation of the text line on the Y-axis
Movement Rot. Z: Rotation of the text line on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.

Fade

Fade in/out time of the letters.

Archives

The settings can be archived for later use.

3.6 Line Swing

The text lines zoom into the scene from the back. The individual text lines oscillate up and down simultaneously on their own surfaces. The surface can either simulate a glass pane or be invisible.
The rolling title then moves across this surface.

Motion path

This menu is used to configure the motion path of the effect. You can use "Rotation" to define the view that the text lines should have after they fade in.

The other options allow you to configure the type of oscillation with which the lines move.

Rotation X: Position of the text line rotated on the X-axis
Rotation Y: Position of the text line rotated on the Y-axis
Rotation Z: Position of the text line rotated on the Z-axis

Bounce power: Intensity of the oscillation.

Speed: Sets the speed at which the oscillation takes place.

Frequency: Sets the difference in oscillation between the text lines.

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.

Fade
Fade in/out time of the letters.

Archives
The settings can be archived for later use.

3.7 Line Zooming

The text lines zoom into the scene from the back. The individual text lines pulsate forwards and backwards simultaneously on their own surfaces. The surface can either simulate a glass pane or be invisible.
The rolling title then moves across this surface.

Motion path
This menu is used to configure the motion path of the effect.
You can use "Rotation" to define the view that the text lines should have after they fade in. The other options allow you to define the appearance of the space in which the lines are zoomed.
Rotation X: Position of the text line rotated on the X-axis
Rotation Y: Position of the text line rotated on the Y-axis
Rotation Z: Position of the text line rotated on the Z-axis

Zoom power: Intensity with which the lines are zoomed.

Speed: Sets the speed at which the oscillation takes place.

Frequency: Sets the difference in oscillation between the text lines.

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.

Fade
Fade in/out time of the letters.

Archives
The settings can be archived for later use.

3.8 Path Double

Text pages are faded in on a selectable path. They remain stationary for a certain amount of time after which they are faded out again. The next text page already fades in while the previous one is fading out.

Motion path
This menu is used to configure the motion path of the effect.

IN: This is where you can select a path from several motion paths. The "Coincidentally" path automatically and randomly selects one of the available paths for each fade-in.

Mirror IN: The selected motion path can be mirrored horizontally and/or vertically.

OUT: This is where you can select a path from several motion paths. The "Coincidentally" path automatically and randomly selects one of the available paths for each fade-out.

Mirror OUT: The selected motion path can be mirrored horizontally and/or vertically.

Random generator: This is where you can set the random generator to an initial value. This ensures that the singly generated random path remains identical for multiple previewing and the calculation.

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance
See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Fade
Fade in/out time of the letters.

Archives
The settings can be archived for later use.

3.9 Path Plain

The text pages are faded in individually on a selectable path. They remain stationary for a certain amount of time after which they are faded out again. The next text page only fades in after the previous one has faded out.

Motion path

This menu is used to configure the motion path of the effect.

IN: This is where you can select a path from several motion paths. The "Coincidentally" path automatically and randomly selects one of the available paths for each fade-in.

Mirror IN: The selected motion path can be mirrored horizontally and/or vertically.

OUT: This is where you can select a path from several motion paths. The "Coincidentally" path automatically and randomly selects one of the available paths for each fade-out.

Mirror OUT: The selected motion path can be mirrored horizontally and/or vertically.

Random generator: This is where you can set the random generator to an initial value. This ensures that the singly generated random path remains identical for multiple pre-viewing and the calculation.

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Fade

Fade in/out time of the letters.

Archives

The settings can be archived for later use.

3.10 Path Two-sided

The first text page is faded in separately on a selectable path. After remaining stationary for a certain amount of time, the page revolves in space and then displays the next text page.

Motion path

This menu is used to configure the motion path of the effect.

IN: This is where you can select a path from several motion paths. The "Coincidentally" path automatically and randomly selects one of the available paths for each fade-in.

Mirror IN: The selected motion path can be mirrored horizontally and/or vertically.

Random generator: This is where you can set the random generator to an initial value. This ensures that the singly generated random path remains identical for multiple previewing and the calculation.

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
You can only switch the glass case "On" or "Off" here. You cannot select the thickness of the glass.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Fade

Fade in/out time of the letters.

Archives

The settings can be archived for later use.

3.11 Perspective HScroll

The scrolling text moves diagonally in space. The text font decreases or increases in size whilst it moves from left to right.

Area

Positioning of the vanishing point in the first, second or third third of the picture.

Direction

Scrolling direction of the text. If it runs "to back", it will appear in the picture from the right and will run to the back left. If you select "to front", the text will run from back right to front left.

Fade

The text can additionally be faded in or made to appear immediately.

Page width

If the page width is doubled, the letters will be displayed more tightly so that more text can be displayed on one page.

3.12 Perspective VScroll

The rolling title moves diagonally in space in perspective. It can either move from the front to the back or come from the back and grow larger as it moves towards the front.

Area

Positioning of the vanishing point in the first, second or third third of the picture.

Direction

Scrolling direction of the text. If it runs "to back", it will enter the picture at the bottom from the front and will run to the top and back. If you select "to front", the text will start from the back at the bottom and will move towards the front right.

Fade

The text can additionally be faded in or made to appear immediately.

Page height

If the page height is doubled, the letters will be displayed more tightly so that more text can be displayed on one page.

3.13 Pip HScroll

The text is displayed on a surface positioned freely in space. The surface can either simulate a glass pane or be invisible.
The scrolling text then moves across this surface.

Motion path

"Position" and "Rotation" allow you to define the position of the glass pane in space.

Position X: The pane can be moved to the left-right
Position Y: The pane can be moved to the top-bottom
Position Z: The pane can be moved to the front-back

Rotation X: Rotation of the glass pane on the X-axis
Rotation Y: Rotation of the glass pane on the Y-axis
Rotation Z: Rotation of the glass pane on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Archives

The settings can be archived for later use.

3.14 Pip Logo

The text pages are displayed on a surface positioned freely in space. The surface can be made to rotate around a freely definable axis.
The surface can either simulate a glass pane or be invisible.

Positioning

"Position" and "Rotation" allow you to define the position of the glass pane in space.

Position X: The pane can be moved to the left-right
Position Y: The pane can be moved to the top-bottom
Position Z: The pane can be moved to the front-back

Rotation X: Rotation of the glass pane on the X-axis
Rotation Y: Rotation of the glass pane on the Y-axis
Rotation Z: Rotation of the glass pane on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Motion path

You can use this to set the rotation of the glass pane. If all the values are set to 0°, there will be no rotational motion.

Rotation X: Rotation of the glass pane on the X-axis
Rotation Y: Rotation of the glass pane on the Y-axis
Rotation Z: Rotation of the glass pane on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Archives

The settings can be archived for later use.

3.15 Pip Simple

The text pages are faded in on a surface positioned freely in space. The fading-in time can be adjusted variably.
The surface can either simulate a glass pane or be invisible.

Motion path

"Position" and "Rotation" allow you to define the position of the glass pane in space.

Position X: The pane can be moved to the left-right
Position Y: The pane can be moved to the top-bottom
Position Z: The pane can be moved to the front-back

Rotation X: Rotation of the glass pane on the X-axis
Rotation Y: Rotation of the glass pane on the Y-axis
Rotation Z: Rotation of the glass pane on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Fade

Fade in/out time of the letters.

Archives

The settings can be archived for later use.

Preview

This is where you can view a preview of the results of the changes you made to the settings.

3.16 Pip VScroll

The text is displayed on a surface positioned freely in space.
The surface can either simulate a glass pane or be invisible.
The rolling title then moves across this surface.

Motion path

"Position" and "Rotation" allow you to define the position of the glass pane in space.

Position X: The pane can be moved to the left-right
Position Y: The pane can be moved to the top-bottom
Position Z: The pane can be moved to the front-back

Rotation X: Rotation of the glass pane on the X-axis
Rotation Y: Rotation of the glass pane on the Y-axis
Rotation Z: Rotation of the glass pane on the Z-axis

Preview: This is where you can view a preview of the results of the changes you made to the settings.

Appearance

See page 1.
This is where you can additionally define the edge properties (normal, smooth, very smooth).

Archives

The settings can be archived for later use.