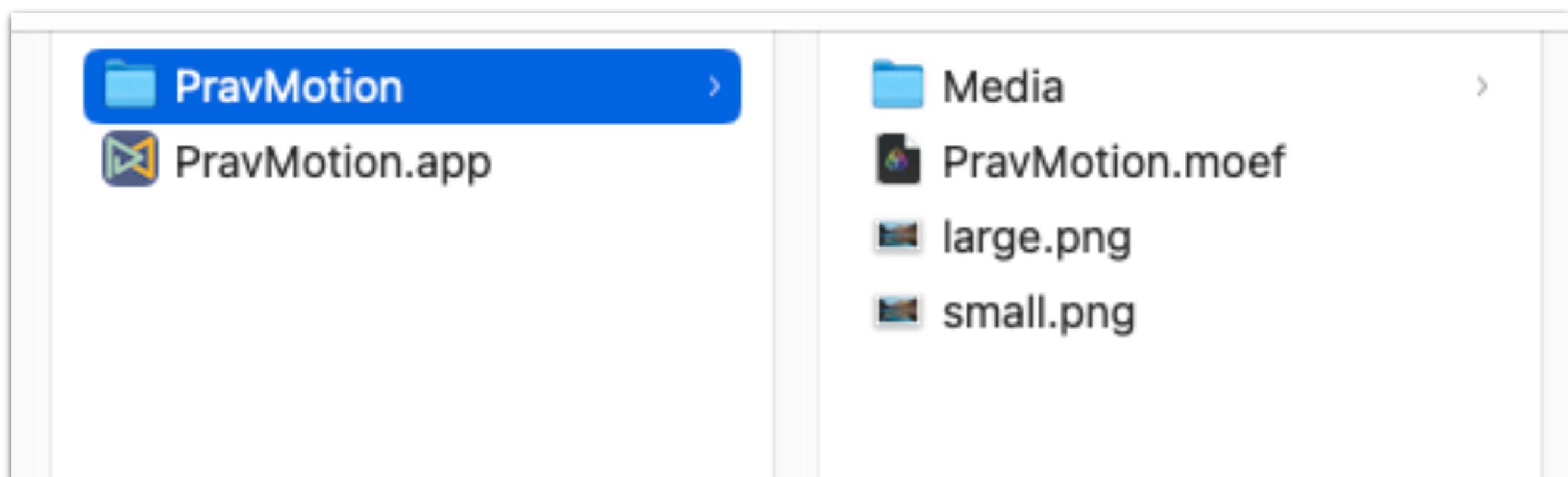


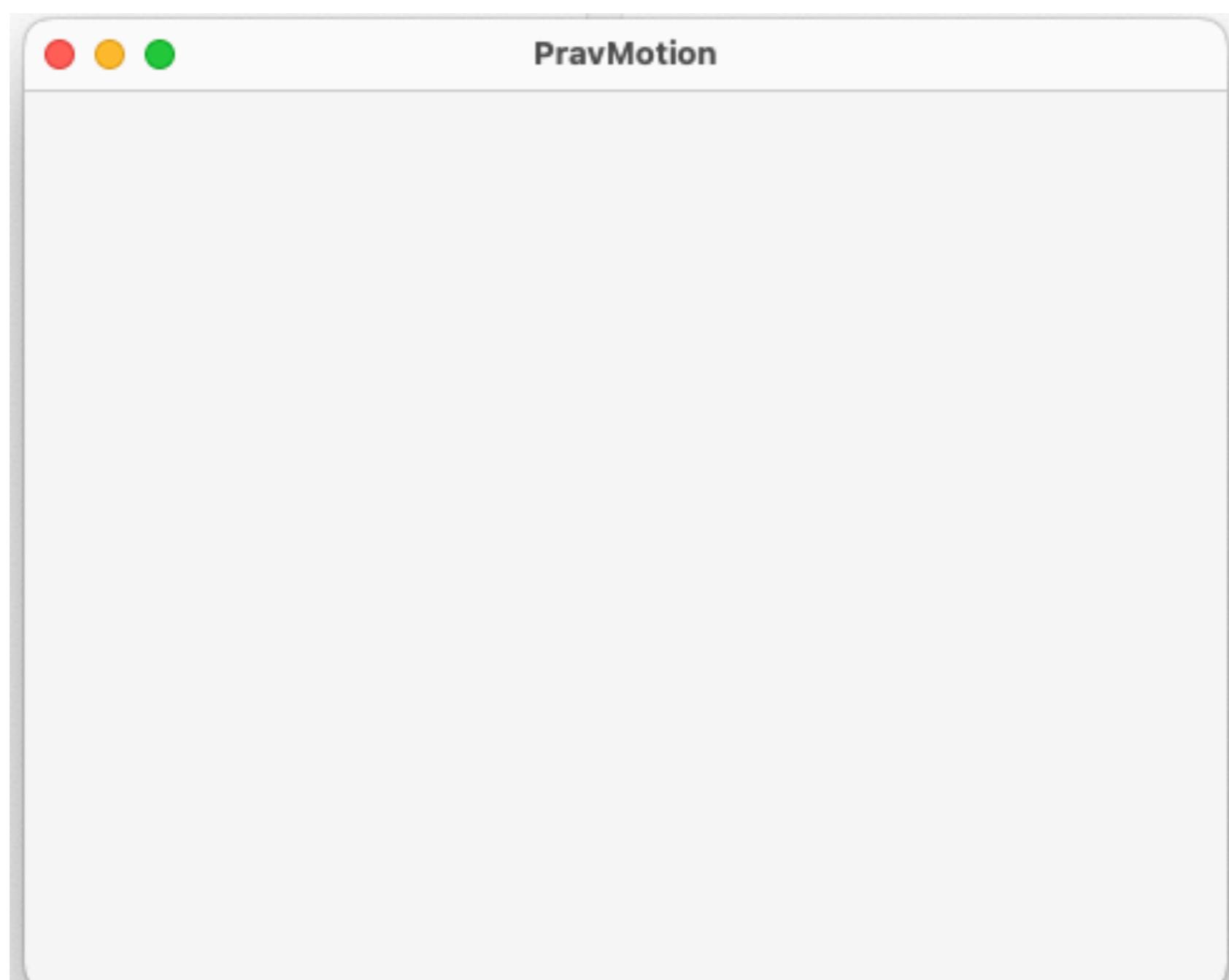
PravMotion Manual

PravMotion plugin is a final cut pro template built using apple's fxplug sdk and Apple motion.

When unzipped, You will have a “PravMotion” Motion template folder and “PravMotion.app” application as shown below.

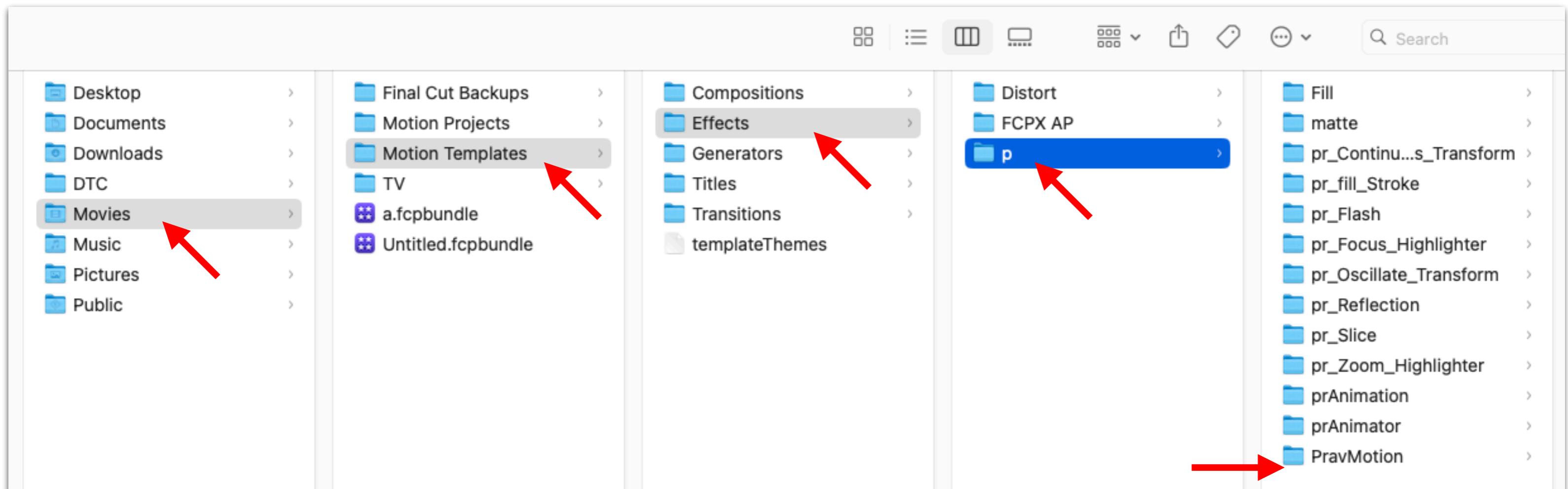


Since the plugin is built using FXPlug sdk, First you have to install the plugin. To do that, Please copy the “PravMotion.app” application to applications folder and open it, A small window appears, which signifies that the plugin has been registered and both final cut pro and motion can see and use the plugin. You can close that window or exit that app now. The installation is complete. But **please do not remove the app from the applications folder. Removing it will disable the final cut pro to read the plugin.**

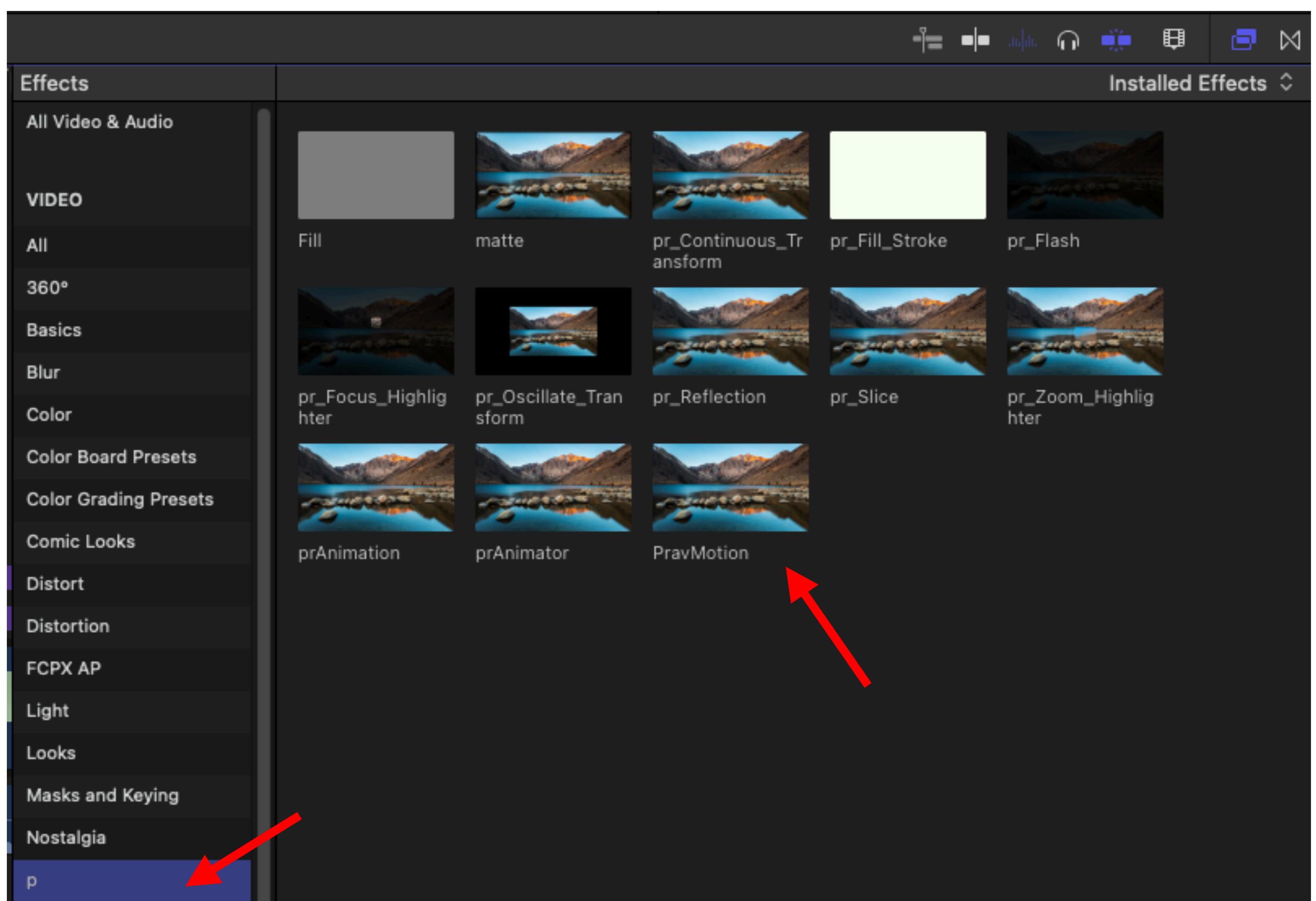


Next step, copy the PravMotion template folder as follows -

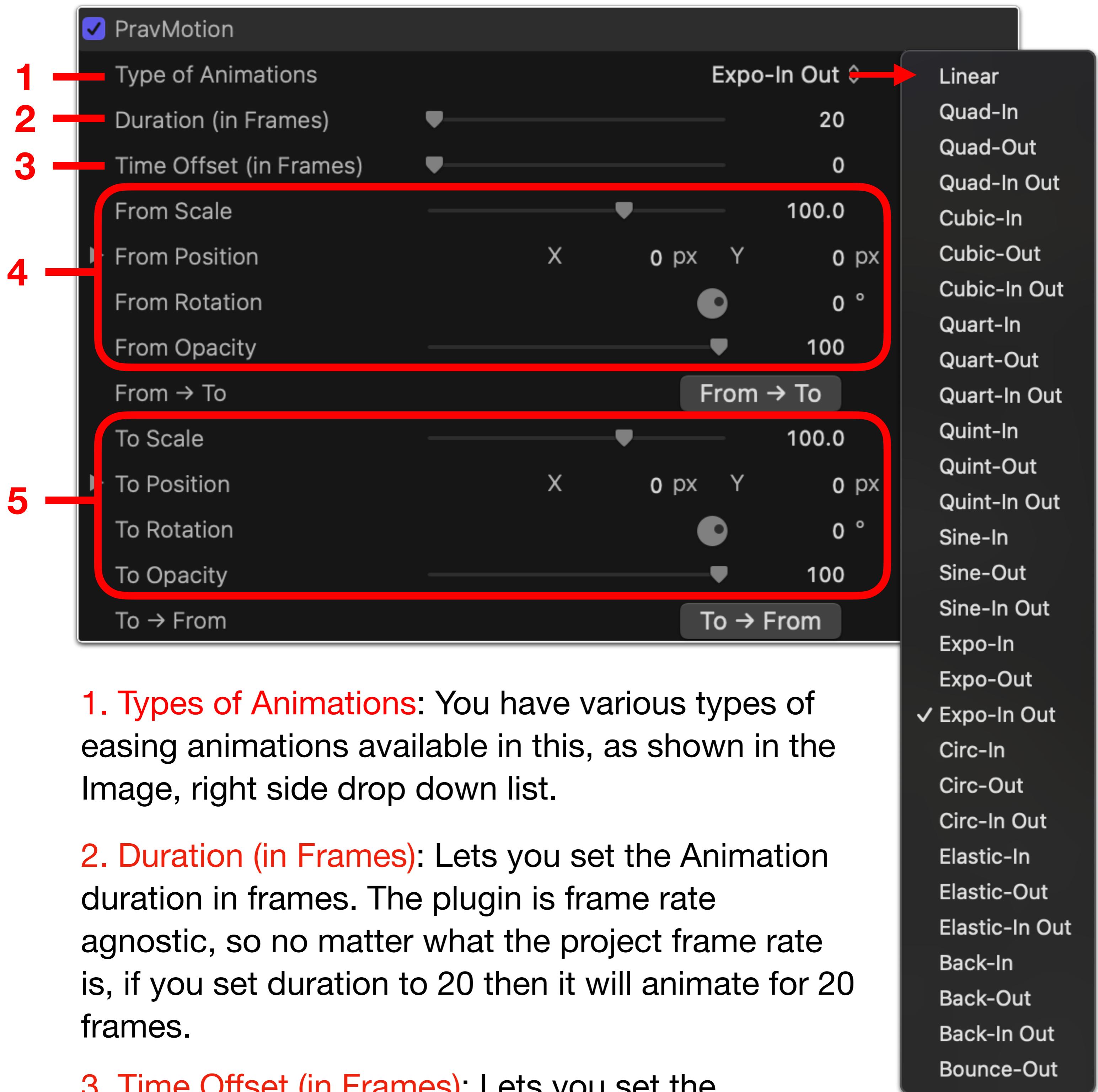
1. From finder click on “go” in the top toolbar. Then click on “home”. You will be in “your Username folder”. Next click on “Movies” folder. Next in movies folder You will have “Motion Templates” folder. If it is not there then create one. And Motion templates folder, go to “Effects” folder. Now you can create a folder with any name in here. Then paste the “pravMotion” folder in this folder.



That completes the installation process. Let's check the plugin in final cut pro.



“PravMotion” Parameters



1. Types of Animations: You have various types of easing animations available in this, as shown in the Image, right side drop down list.

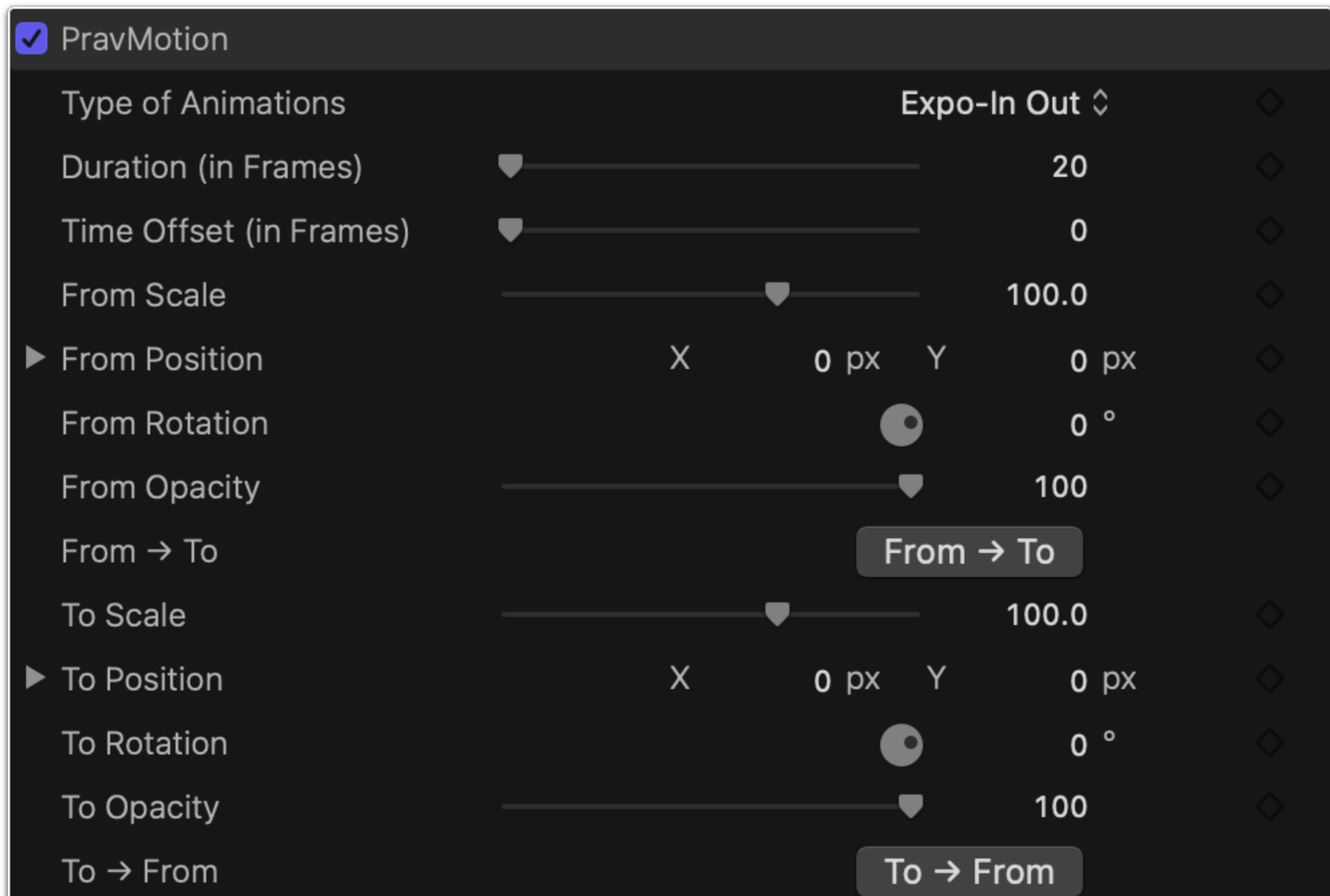
2. Duration (in Frames): Lets you set the Animation duration in frames. The plugin is frame rate agnostic, so no matter what the project frame rate is, if you set duration to 20 then it will animate for 20 frames.

3. Time Offset (in Frames): Lets you set the Animation time offset in frames. If you set it to 30 then animation will start from 31st frame for the duration you have set.

4. From Values: Lets you set “From” values for scale, transform, rotation and opacity.

5. To Values: Lets you set “To” values for scale, transform, rotation and opacity.

“PravMotion” Parameters contd...

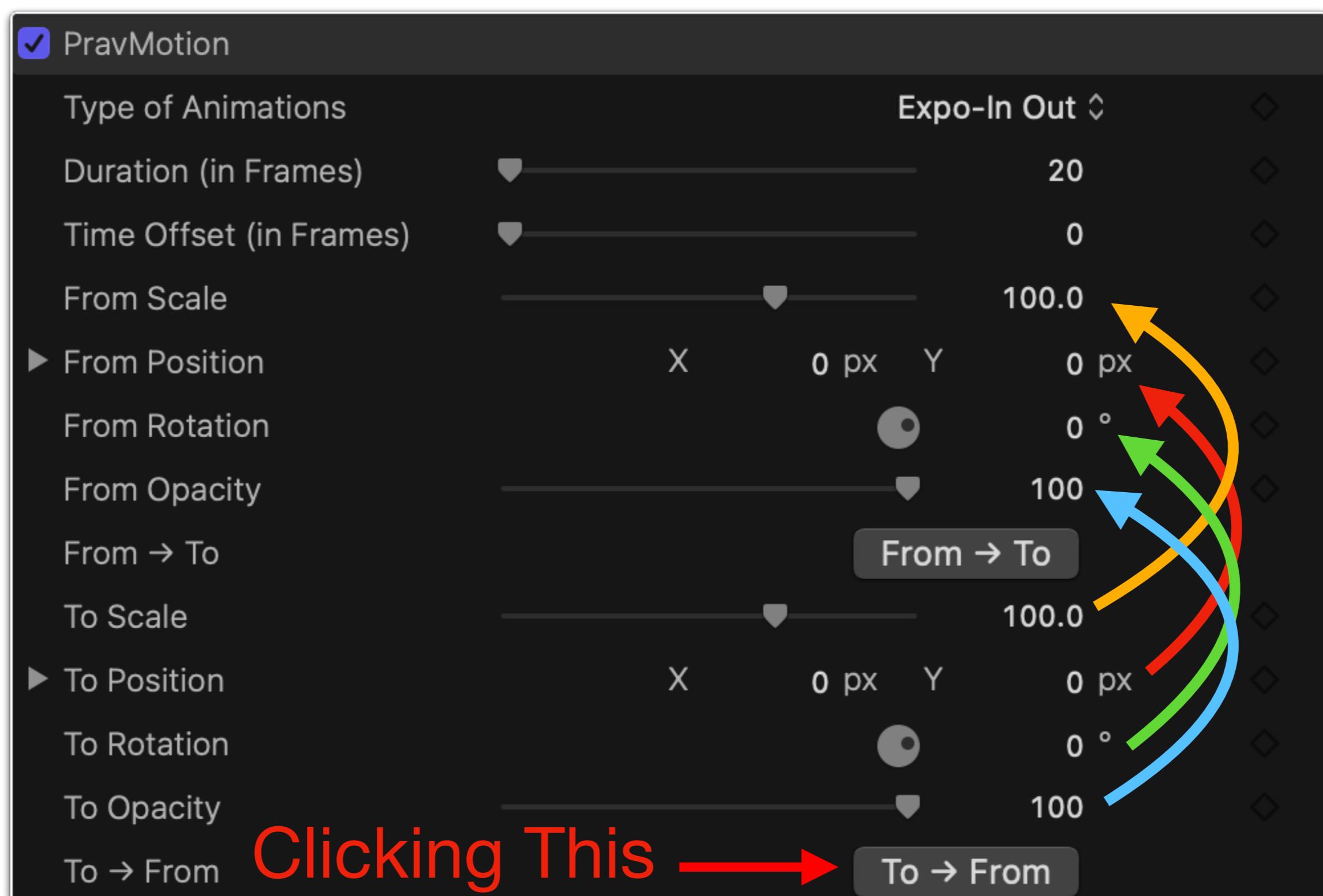
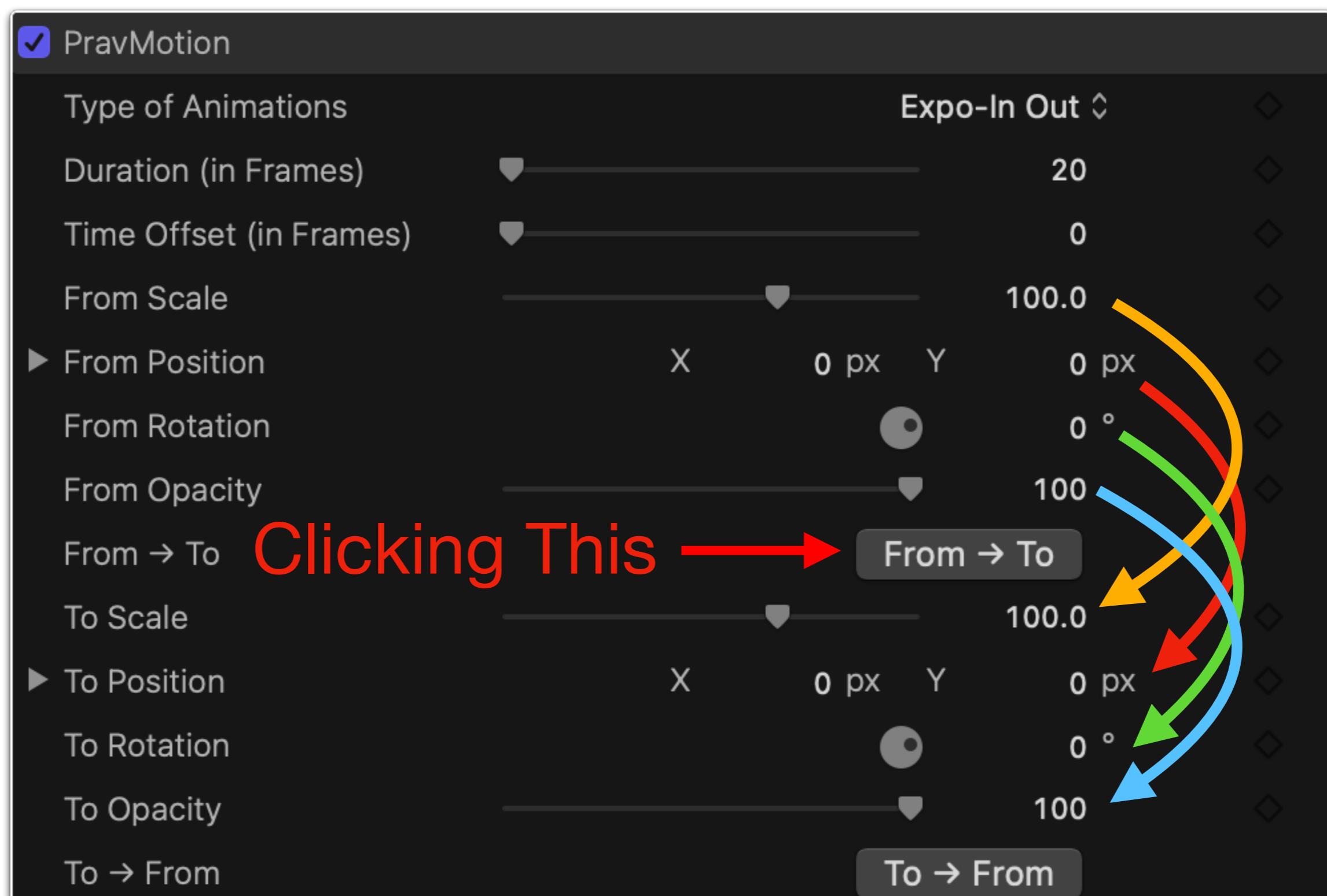


By default the animation starts from the start of the clip/layer. If you set time offset then the animation will start from the time offset value.

For example: If you set “Duration” to 30. Right now the Animation will start at the start of the layer. If you set “Time Offset” to 50, then animation will start from 51st frame for the duration of 30 frames.

When you Apply the effect to a layer in final cut pro, by default it does nothing. To animate You have to Either change the “From Scale” and/or “From Position” and/or “From Rotation” and/or “From Opacity” values. OR change the “To Scale” and/or “To Position” and/or “To Rotation” and/or “To Opacity” values.

“PravMotion” Parameters contd...



There are Two Buttons available in the Plugin -

“From → To” and “To → From”

When You press “From → To” Button, It will copy All the “from Values” to respective “To values”.

When You press “To → From” Button, It will copy All the “To Values” to respective “From values”.

“PravMotion” Disclaimer

The Plugin is Compatible with Final cut pro v11.2 - v12. and has been tested successfully in M1 mac system.

This plugin is provided “as is” without warranties of any kind. The developer is not responsible for any damages, data loss, or issues resulting from its use.

Drop an email for any query or support regarding this plugin.

Thank You