METTLE
SKYBOX 360/VR TRANSITIONS-2

FOR PREMIERE PRO

SKYBOX 360/VR TRANSITIONS - 2

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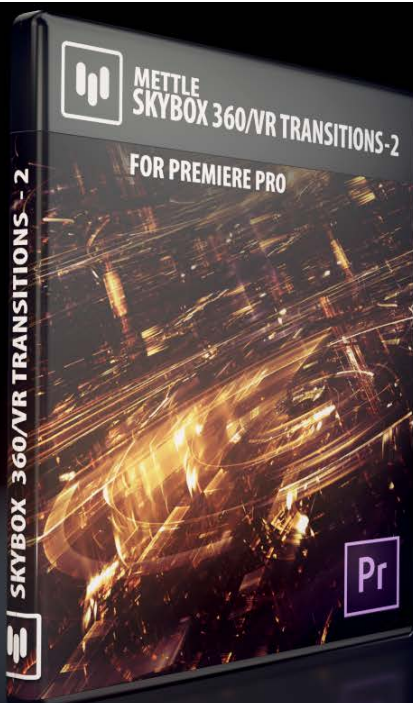
User Manual

**METTLE
SKYBOX 360/VR TRANSITIONS-2**

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**Chroma Leaks, Light Rays, Light Leaks
& Spherical Blur**

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SkyBox 360/VR Transitions-2 for Premiere Pro

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SkyBox 360/VR Transitions 2 complement our other 360/VR plugins for Adobe Software: **SkyBox 360/VR Transitions 1** for Premiere Pro, **SkyBox Studio** for After Effects • **SkyBox 360 Post FX** for After Effects • **SkyBox 360/VR Tools** for Premiere Pro • Available as a bundle: **Mettle SkyBox Suite.**

**METTLE
SKYBOX SUITE**   **360/VR Production Tools for
After Effects + Premiere Pro**

METTLE SKYBOX 360/VR Transitions-2
Chroma Leaks, Light Rays, Light Leaks, Spherical Blur

"SkyBox 360/VR Transitions-2" introduces seamless 360 transitions into Adobe Premiere Pro. It's a pack of 4 separate Transitions: Chroma Leaks, Light Leaks, Light Rays and Spherical Blur. Each transition has multiple features to customize and create an endless variety, designed specifically for 360 footage.

Supported hosts: Premiere Pro CS6 or later

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Installation
Use the Mettle Product installer to install the SkyBox 360/VR Transitions. Please make sure that you have not renamed or moved your Adobe product folders from their default install locations. This will cause installer errors.

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How To Register
Enter the exact license info you received when you purchased SkyBox 360/VR Transitions, as it was sent by email or as it appears in your account on our site. You can enter this info in any of the SkyBox 360/VR Transitions "Register Windows". Enter the license info once for all 4 Transitions to be active.

To make sure the information is entered properly, Mouse -> Right Click -> Copy the info we send you for Username and License key, then Mouse -> Right Click -> Paste into the appropriate fields in the Register Window. If this is not working for you then take a screen capture of the Register Window and send that to us via our Technical Support form on our site.

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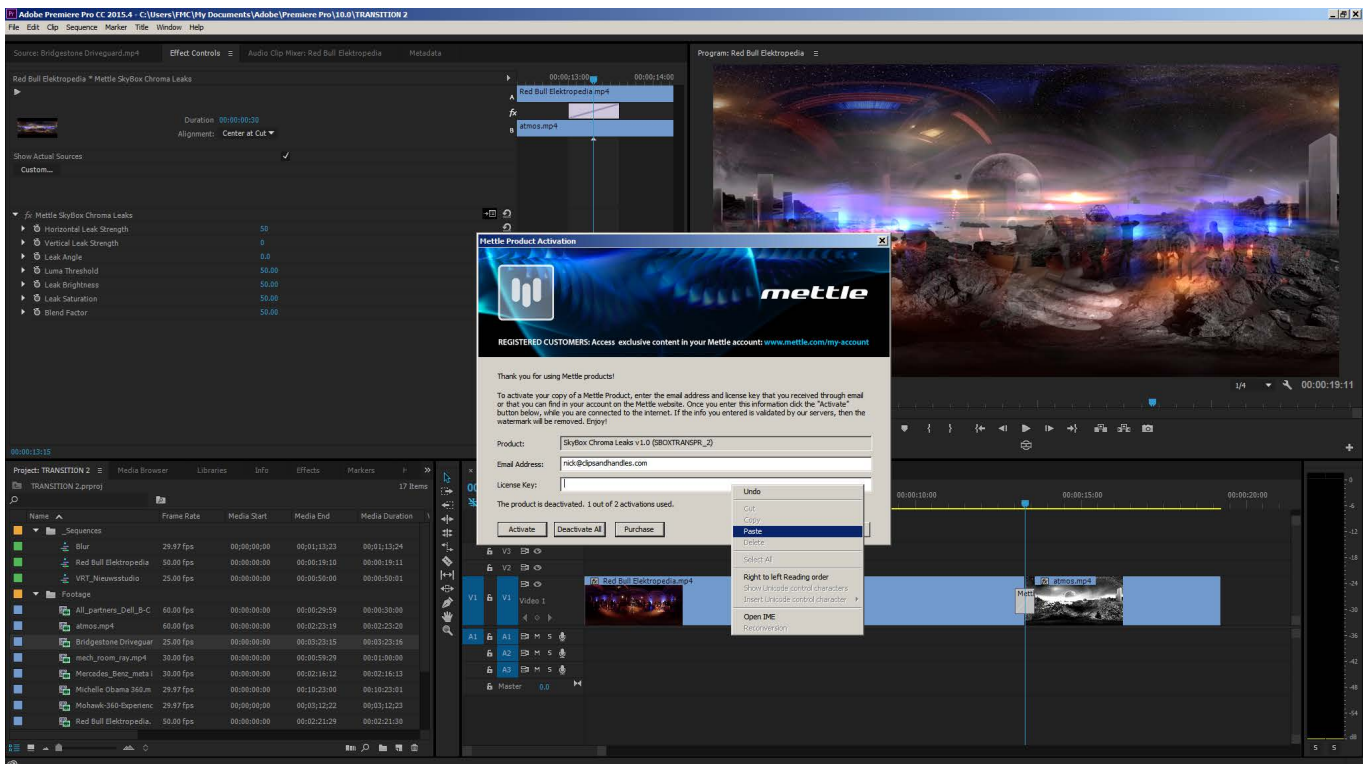
How To Deactivate Your license Key On One Computer And Activate On Another
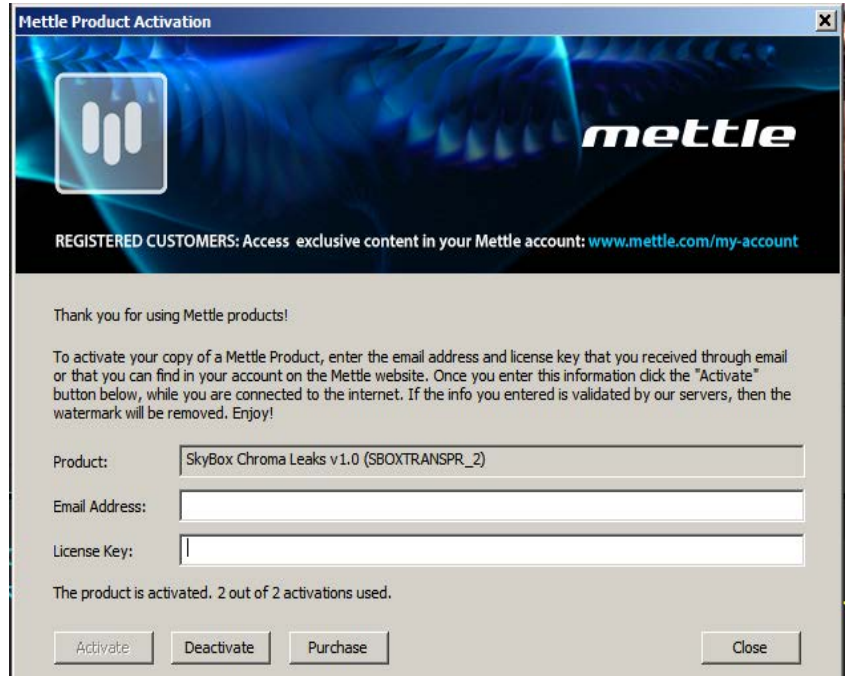
Simply click on "Deactivate All" in the Register Window on one computer, then enter your info on the other computer in the Register Window and then click on Activate.

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SkyBox 360/VR Transitions - For Adobe Premiere Pro

Introduction

SkyBox 360/VR Transitions can be applied directly on two adjoining clips of Equirectangular footage on your timeline in Premiere Pro. Designed specifically for 360 footage, the transitions properly distort the transitions to appear correctly in 360 format, with many customisable features. We support Equirectangular format, mono 2:1 or Stereo 1:1 over-under.

Adobe Premiere Pro Transition Basics

Adobe Premiere Pro has a rich set of tools for working with transitions. This functionality is fully compatible with Mettle's 360/VR Transitions. A few things to note about using transitions are as follows.

1) A transition can be added from the effects tab by dragging it onto two adjacent clips in the timeline.
2) The default length of a transition is set to 1 sec. This can be changed under the general tab of your Preferences located under the Edit menu (PC) or the Premiere Pro menu (Mac)
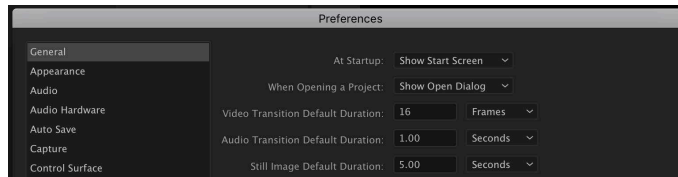

3) If your transition is less than the default length set for transitions, it may require more handles on the outgoing or incoming clip. Transitions need an additional 15 frames of media before the in point or after the out point of a clip.
4) You can add or remove frames from your clip by using the ripple tool built into your default selection. Simply press the Ctrl (PC) or CMD (Mac) while hovering over the in or out point of the clip.
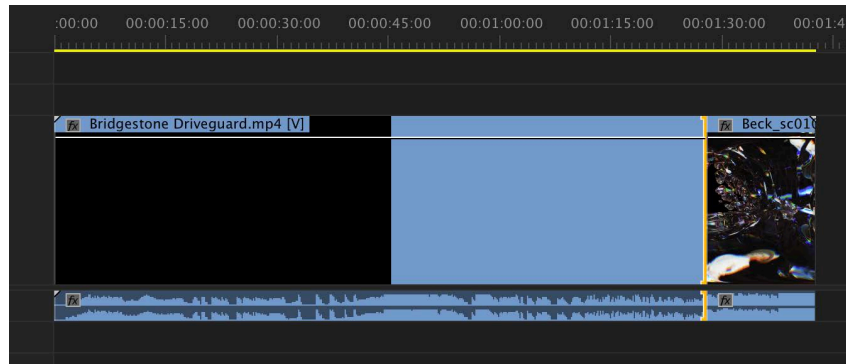

5) A clip with no handles will have a triangle on the top right corner of the clip. If there are no handles on both the out point of the outgoing clip and the in point of the incoming clip , Premiere will repeat frames to complete the transition. This is represented by slashes on the transition. To have the transition not repeat frames, remove frames from the clip using the ripple tool listed in Step 4.

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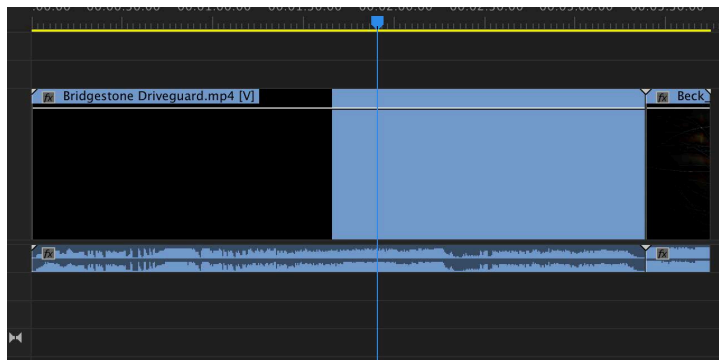
1) You can copy and paste transitions in the timeline by pressing ctrl -c to copy and ctrl v to paste on a selected edit point. You can select multiple edit pointsby clicking the first one and then using shift to select each subsequent one

2) You can double-click a transition in the timeline to change its duration.

3) A transitions properties are available by selecting the transition and pressing Shift-5 to reveal Effect Controls. Alternatively, you can go to Window- Effect Controls

4) A transition may have on-screen controls for some properties. To see them select the transition by name under Effect Controls and the OSC's will reveal themselves in the Program Monitor.
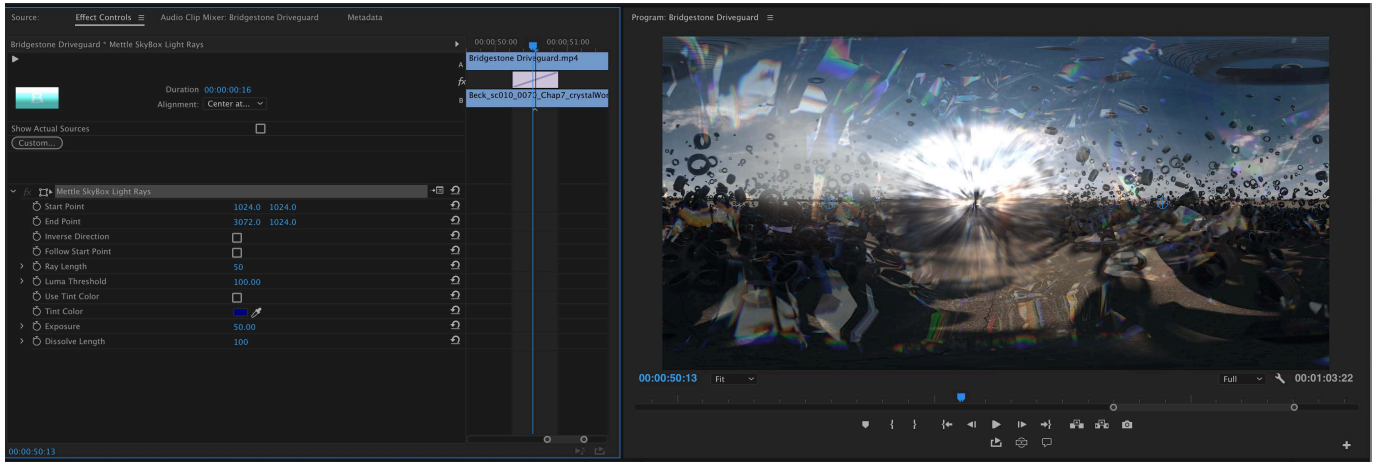

5) Any transition can be made into a Default Tranisition meaning you can apply it to selected edit points using the shortcut key Ctrl-D (PC) or Cmd-D (Mac). To make a Mettle VR-Transition as a defailt right or ctrl-click the transition under the Effects Tab and choose Set as Default Transition.
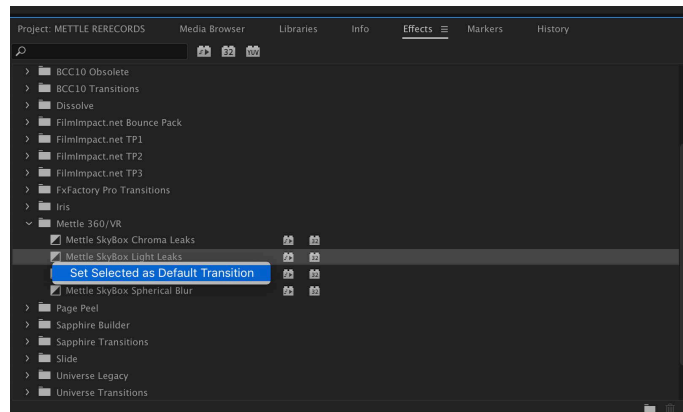

Adobe Premiere Pro VR Basics

Since the release of Adobe Premiere Pro CC 2015.3 Adobe allows you to view your Equirectangular or Stereoscopic footage directly in the Source or Program Monitor. To view VR footage, you must enable VR from the settings menu in the Source or Program monitor or by adding the VR Mode Button to the Button Bar as shown below.


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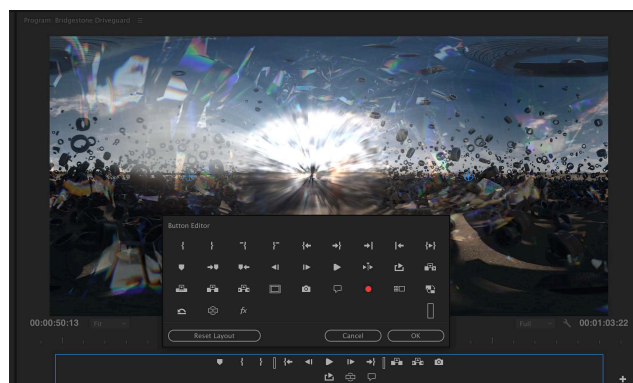
These options will only be available for compatible footage. If your footage settings look incorrect,, head to your Source or Program monitors settings Menu and choose VR Video-Settings. From the menu choose the appropriate settings to display your footage correctly. For more information about the built in functionality of transitions or VR settings , head to your Premiere Pro help menu for more information.
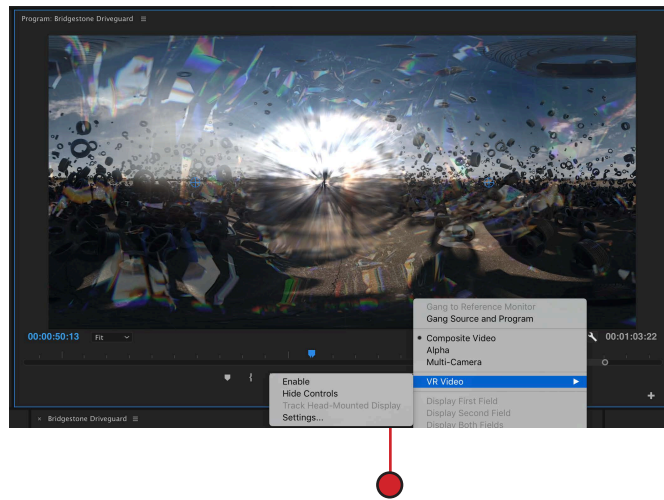
SkyBox 360/VR Transitions - Chroma Leaks

- Change the Strength of the Vertical and Horizontal length of the Chroma leaks seperately
  Adjust Leak angle to change the Rotation of the leaks
- Decrease Luma Threshold to effect more pixels in the image. The higher the threshold , the less pixels effected.
- Adjust Leak Brightness and Saturation to effect how bright and saturated the Chroma leaks
- Change the Blend factor to adjust how the Chroma Leaks blend into your footag. The smaller the value , the less of a blend.
- View Adjustments by toggling on VR Display mode or viewing in Skybox VR Player
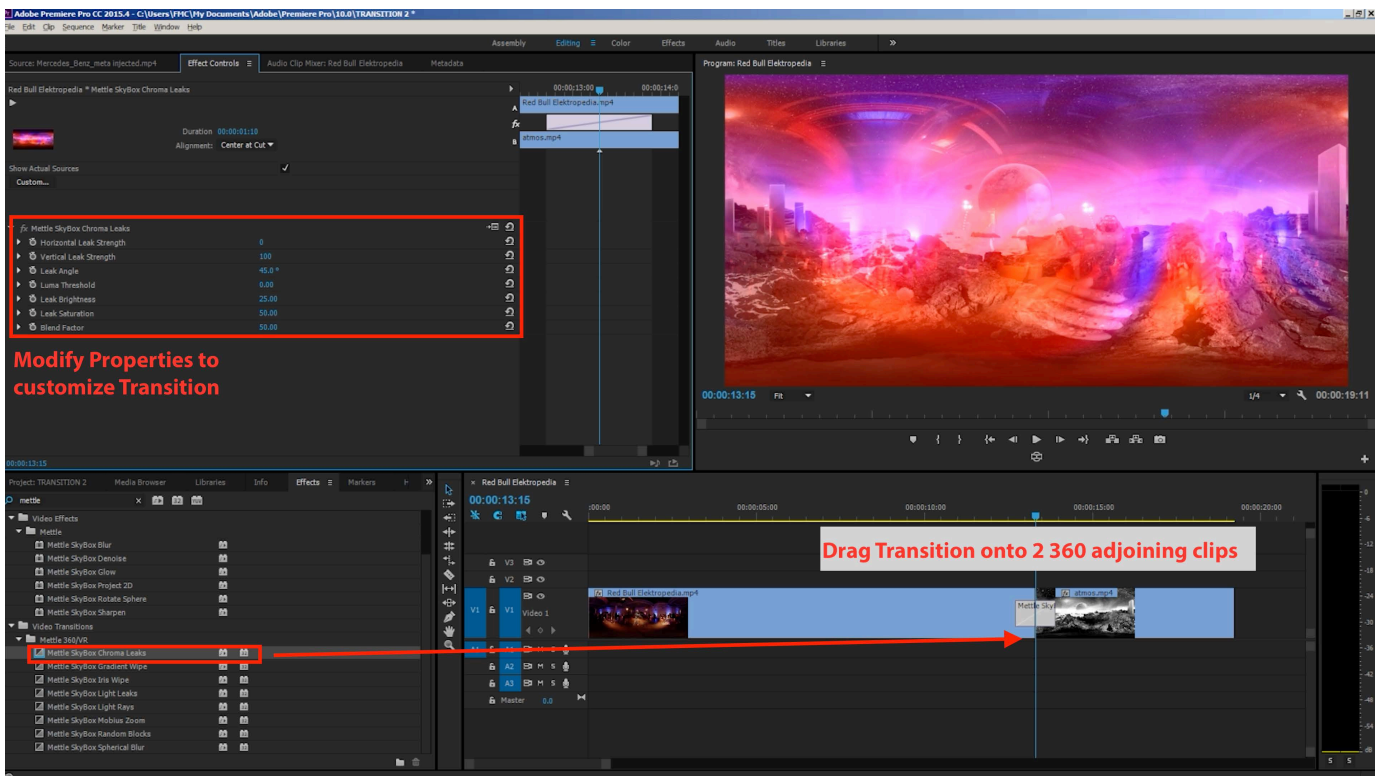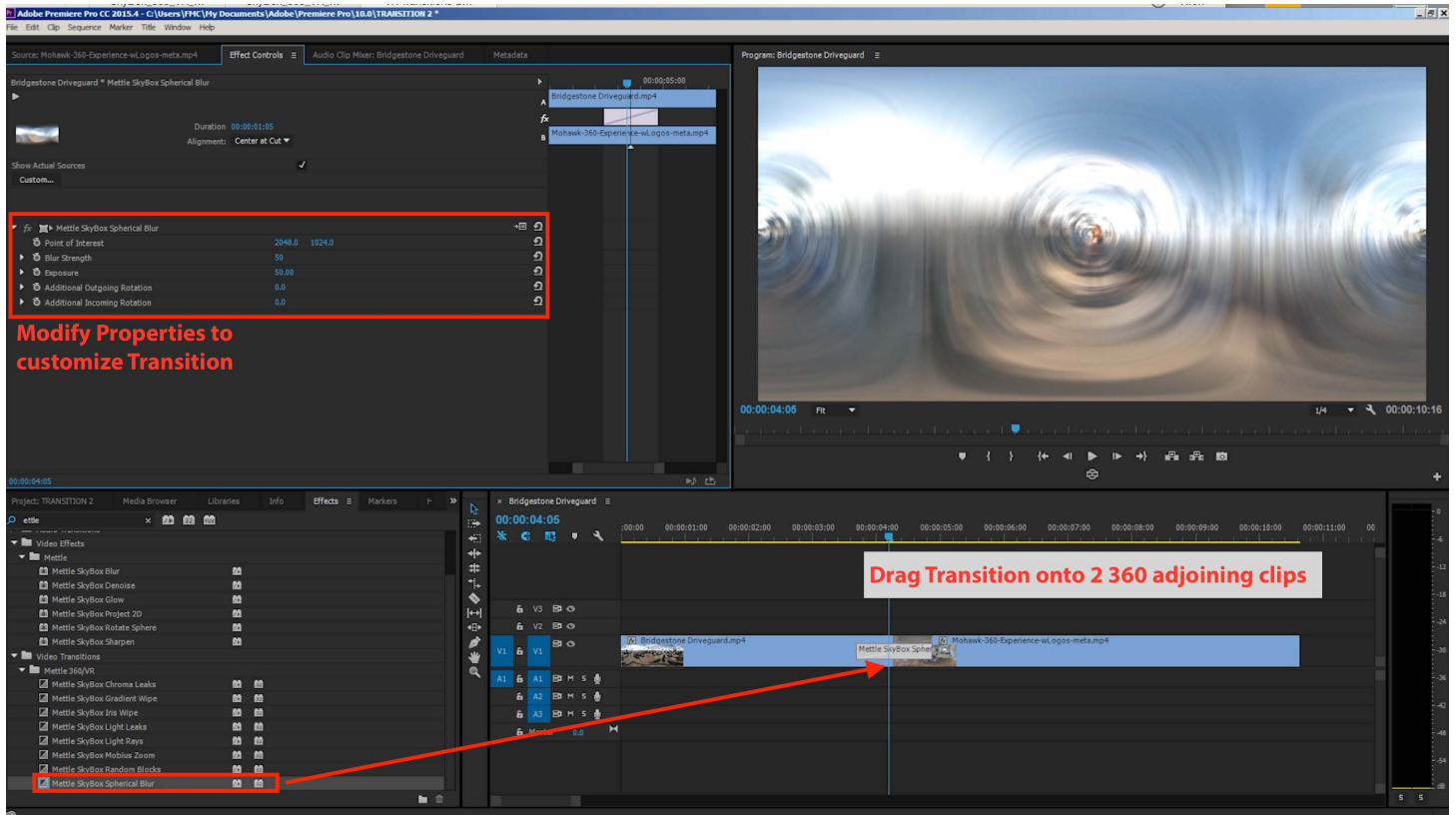
SkyBox 360/VR Transitions 2- Light Rays

- Change the Start and End Point of Light Rays to determine where the Rays start and end.
- The Start and End point parameters have on screen controls in the program Monitor
- Inverse the direction of the rays by clicking the empty box to enable it
- Clicking the box next to Follow Start Point will have the rays ignore the End Point value
- Adjust Luma Threshhold to determine how many bright pixels are influenced. The higher the value the less pixels effected
- Enable Use Tint Color to have your Rays tinted with the color you select under Tint Color
- Adjust Exposure to effect the overall brightness of your rays
- Adjust Dissolve Length to effect the expansion of the rays dissolve
- View Adjustments by toggling on VR Display mode or viewing in Skybox VR Player

SkyBox 360/VR Transitions 2- Spherical Blur

- Change Point of Interest to Change region the Spherical Blur appears across equirectangular footage
- View Point of Interest Change by toggling on VR Display mode or viewing in Skybox VR Player
- Use Blur Strength to increase or decrease the amount of Blur
- Use Exposure to effect gamma as well as blur the image during the transition
- Add additional rotation animation during the transition to the outgoing or incoming clip

SkyBox 360/VR Transitions 2- Light Leaks

- Adjust the Base Leak Hue to decide the initial color of the Light Leak. See this clearly with a lower Spectrum Width
- To add more colors from the Base color/hue increase the Spectrum Width. 0 has no color variations from the Base hue while 100 has severa.
- Lower Leak Intensity to effect the blend of the Light Leaks over your Equirectangular footage
- Adjust Leak Exposure to effect the gamma (midtones) of the light leaks
- Adjust Dissolve Length to effect how the light leaks dissolve into one another
- Change Point of Rotation to effect the point the Rotation Angle will start from across your Equirectanglar footage
- The Rotation Angle rotates your light leaks around the Point of Rotation
- View Point of Rotation adjustments by toggling on VR Display mode or viewing in Skybox VR Player
- Random Seed will randomize several of the above listed parameters. This is a great way to explore variations over the entire light leak