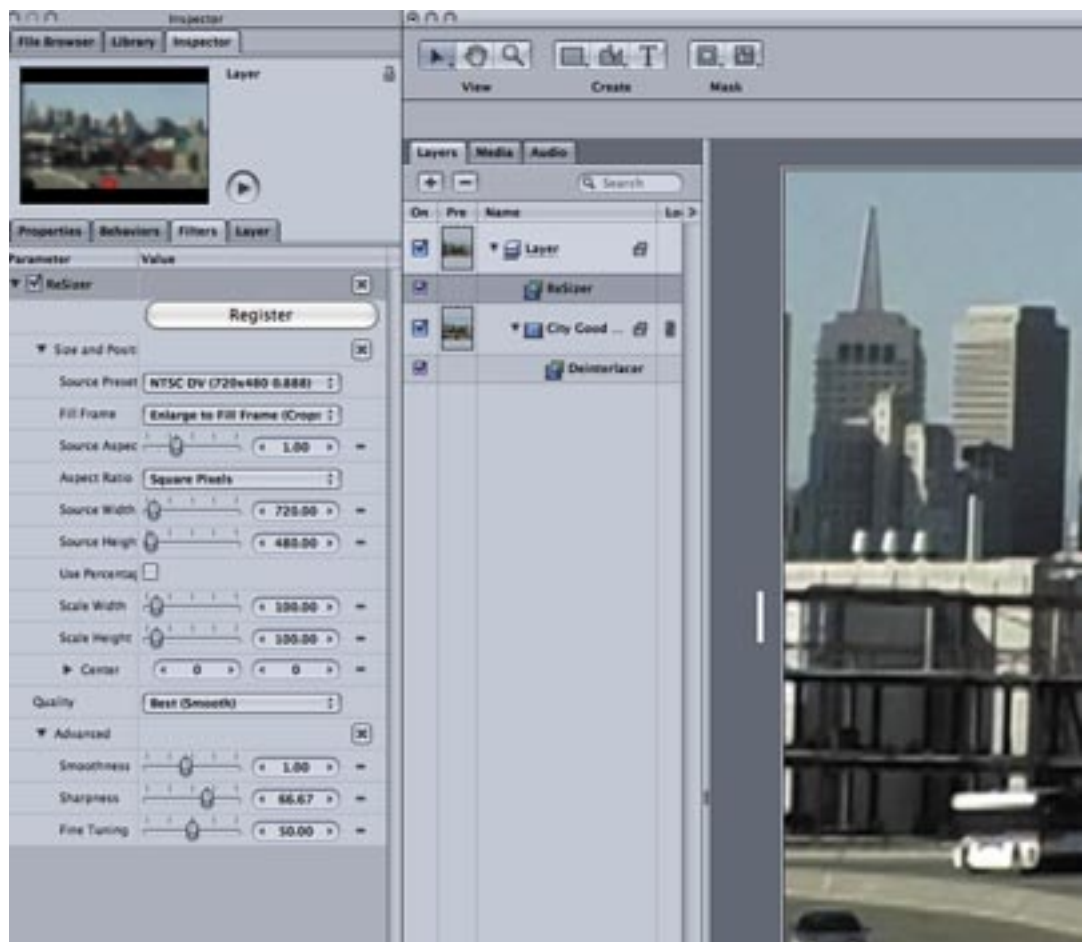




scale from SD to HD and higher.

ReSizer 2.1

Quickstart Guide for Motion 2.0 +higher



[from: Digital Anarchy]

f/x tools for revolutionaries

Quickstart Guide for Motion

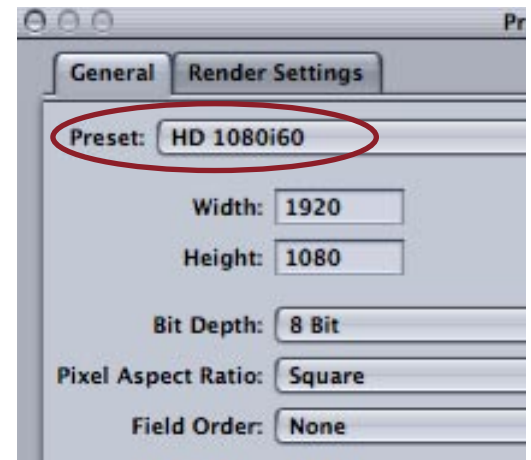
This tutorial will quickly get you started with ReSizer 2.1 in Apple's Motion. We currently support Motion 2.x.

For additional information about any of the tasks, functions, or parameters mentioned here, please check the full ReSizer 2.1 manual. You can download the manual at: <http://www.digitalanarchy.biz/manuals/resizer-manual20.zip>

step 1: create a motion preset

Once you start up Motion, choose the preset that matches your target upscaling size from the Project Preset window.

For the purposes of this tutorial, we'll use the HD1080i60 preset with Field Dominance set to None. This will create a progressive 1920 x 1080 HD project.



step 2: set up your palettes

After that preset loads up, go to the Window menu in the menu bar, select Layouts, and choose the Cinema option. This option will lay out the Motion Interface so that all panels are visible at once. It's not necessary to run ReSizer, but will make seeing all of the necessary functions easier.

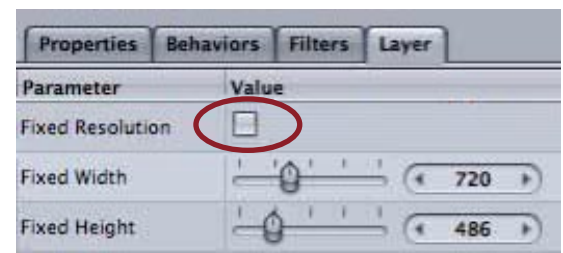
step 3: create a footage layer

To the left of your Canvas is the Layer palette. The Inspector is directly to the right of the Canvas. Drag a piece of footage from the File Browser into the Layers palette. That footage will create its own layer. You can delete the default grayed-out layer that's already in there.

step 4: select fixed resolution option

Once you have that layer created, single-click on the layer and look at the Inspector palette to the right of the Canvas. Click on the Layer tab. You should see a checkbox parameter called 'Fixed Resolution'.

Turn that Fixed Resolution option ON. Remember, you are not yet using ReSizer parameters. You are in Motion's Layer parameters.



step 5: apply resizer to layer

With your layer still selected, apply ReSizer. You can quickly do this by keeping the layer selected in the Layer palette, then clicking on the 'Add Filter' icon directly above the Canvas. Do **NOT** apply ReSizer directly to the footage itself.

step 6: adjust source preset size

ReSizer will apply to your layer, and the footage will instantly be resized to the project dimensions. (This is the same functionality as in Final Cut Pro.)

All of the parameters will appear to the right of the Canvas in the Inspector under the Filters tab. These parameters loaded automatically when you applied ReSizer to the layer.

Make sure that the 'Source Preset' pop-up is set to your source footage resolution. It defaults to NTSC DV, but has several pre-made options along with a Custom Size setting.

step 7 : fix aspect ratio

There are a few selections for setting the various aspect ratios that need to be taken into account when resizing.

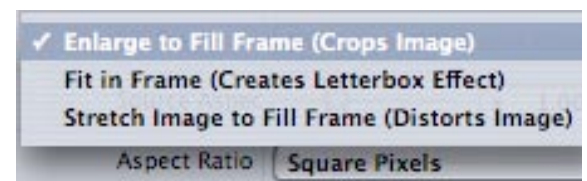
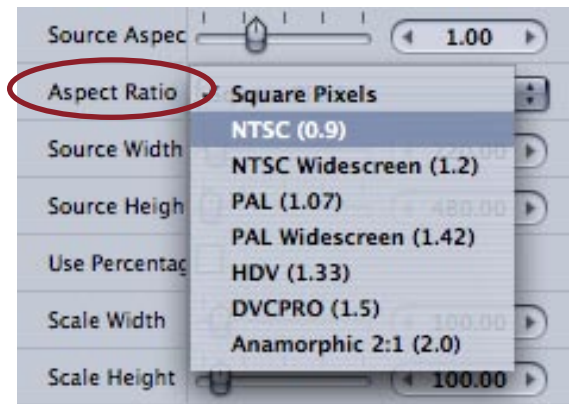
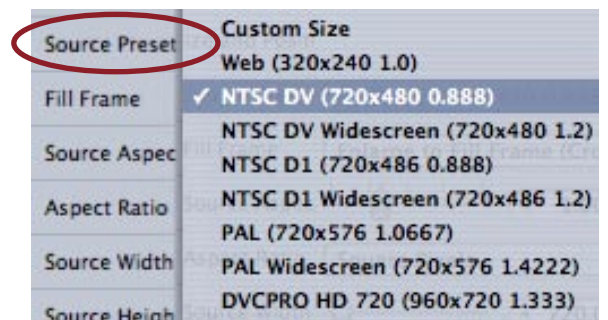
The 'Aspect Ratio' pop-up allows you to select the aspect ratio of your **final output resolution**. (This is Square Pixels in our case, as 1920x1080 HD has a square pixel aspect ratio.)

If you chose 'Custom Size' from the preset list, you will want to tweak the 'Source Aspect Ratio', 'Source Width' and 'Source Height' parameters. Set these to match your raw footage dimensions.

step 8: scale your footage

There are a few ways to scale your footage. From the 'Fill Frame' popup, select the option you want.

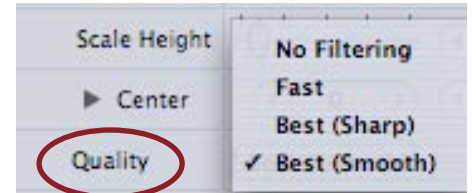
- Enlarge to Fill. You can keep the same ratio as the footage and fill the entire frame. This results in portions of the top and bottom of the original footage being cropped off, but makes the footage completely fill the frame.



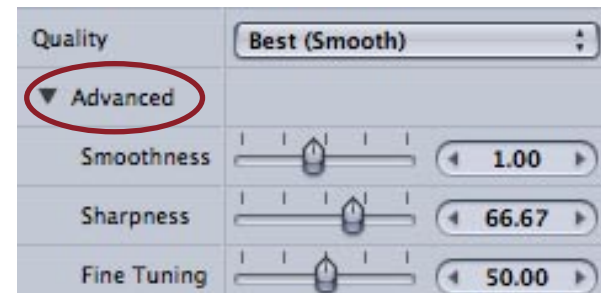
- Fit in Frame. The next option fits the footage to the frame while keeping its aspect ratio intact. It basically letterboxes or wideboxes your footage to the frame based on its original size.
- Stretch to Fill. You can also stretch the footage to fill the frame. This doesn't crop anything but it does distort the image, since it is then ignoring the aspect ratio of the source footage.

step 9: select quality type

Now select the algorithm from the 'Quality' popup. These algorithms control how ReSizer recalculates footage. Switch back and forth between types to determine which looks best for your footage.



- Best (Smooth) attempts to preserve edge quality in large up-conversions, and generally has a very subtle, soft look. It's the option that you'll choose much of the time, and is especially good for upconverting if the main subject is people.
- Best (Sharp) gives you more control over the look of the footage if the Best setting is not producing what you want. Best (Sharp) tends to look less softened, which is good for working with footage of hard edged subjects, like buildings.
- Choosing Best (Smooth) makes three sliders active. Use the 'Smoothness', 'Sharpness', and 'Fine Tuning' parameters to tweak to your liking.



conclusion

You're finished! To summarize, here's what we've done: Dragged footage into an HD project, turned on Fixed Resolution in the resulting layer, applied ReSizer to the layer, and set up some ReSizer parameters.

If your footage is interlaced and you are upscaling to a progressive format, you can apply the accompanying Deinterlacer plug-in directly to the footage. Please read our full manual for more info about Deinterlacing.