

mocha shape for Final Cut 1.0.0 Release Notes

Contents

Introduction	2
Known issues	2
Hardware requirements	2
Software requirements	2
Installation	2
Licensing	3

Introduction

mocha shape for Final Cut is a FxPlug designed to import rotoscoping shape data exported from mocha into Final Cut.

Final Cut users can import multi-layer shape data with variable, per point edge feathering. This saves render time and improves the workflow between Imagineer's products and Final Cut.

Known issues

Issue	DE65: Rendering artifacts may appear on certain shapes, particularly if they are small, self-intersect or have acute angles
Workaround	Avoid using these kinds of shapes

Hardware requirements

The **mocha shape for Final Cut** plug-in requires a machine capable of running Final Cut Pro or Final Cut Express.

Software requirements

The plug-in requires a functional installation of Final Cut Pro 6 or later, or Final Cut Express 4 or later.

Installation

The **mocha shape for Final Cut** plug-in is installed into Final Cut as a standard FxPlug plug-in. To install the plug-in, run the provided .pkg bundle which will install the plug-in into the `/Library/Plug-ins/FxPlug` directory on your main OSX hard drive.

Licensing

The plug-in requires a FlexLM licence to run, which can be obtained from Imagineer Systems. The licence file should be installed in:

`/Library/Application Support/Imagineer Systems/FLEXlm/Licenses`

This directory will be created automatically if it does not exist when the plug-in is first run. If the plug-in is unlicensed the matte will be rendered with watermarks.