

Xsend Motion User Guide



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Automatic Duck, Inc.

Xsend Motion

Have you ever wanted to send a project from Final Cut Pro X to Motion 5? *Xsend Motion* is for you! *Xsend Motion* is an application that reads FCPXML from Final Cut Pro X 10.2 and a later, converting the FCPX project into a Motion 5 project. Using *Xsend Motion* you can quickly send your clip(s) from FCPX to Motion and better use the applications together.

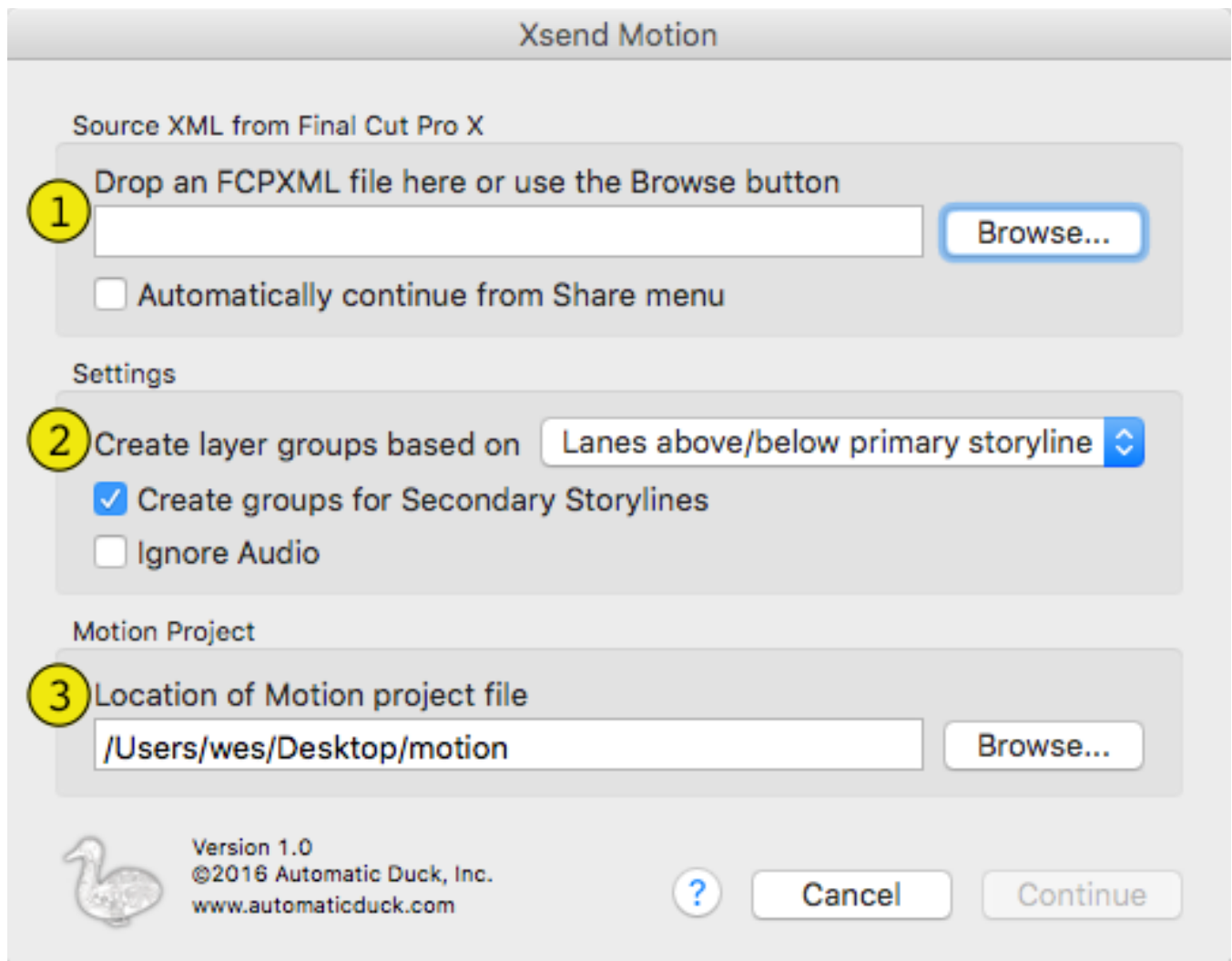


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Interface Overview

Xsend Motion translates a Final Cut Pro X XML file into a Motion 5 project. You can use it with an XML file you export yourself, or you can use the Share menu in FCPX to send your FCPX project to Motion. The application consists of three sections:

1. In the top section choose the FCPXML file to process into a Motion project. If you use the Share Menu in FCPX, this will be filled-in for you.
2. A few options, described in more detail below.
3. The location where the resulting Motion project is created.



Source XML

Source XML

The top section of the *Xsend Motion* dialog is where you supply the XML file from Final Cut Pro X. You can export an FCPXML then drag it onto the Source XML field or click the Browser button to navigate to the FCPXML. XML exports of Projects and Compound Clips are supported; Event and Library XML files not.

If you use the Share menu, the source file section of *Xsend Motion* will be filled-in automatically.

You can also drag an FCPXML file onto the *Xsend Motion* icon in the Finder.

Automatically continue from Share Menu

Once you have *Xsend Motion* set the way you like you may not need to bother with the settings again, so having to click Continue in the *Xsend Motion* interface slows you down. Enable Automatically continue translation and the next time you use *Xsend Motion* from the FCPX Share menu, the current settings including the destination folder will be used.

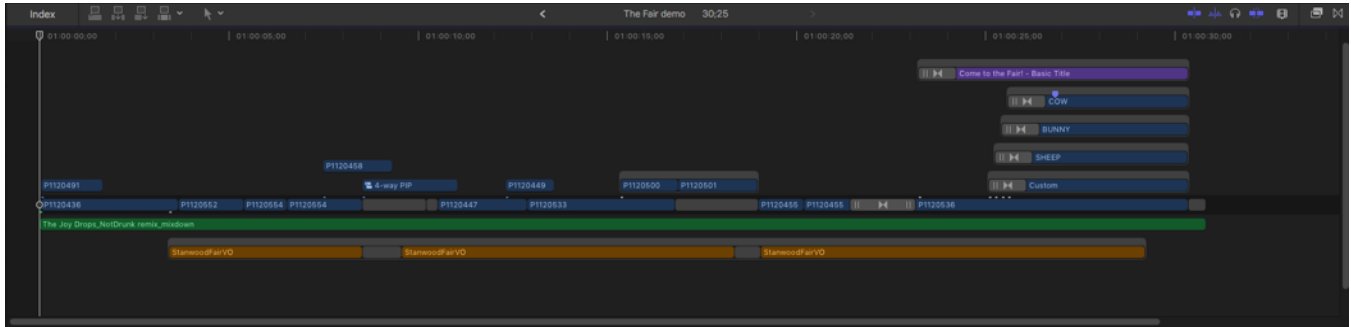
Settings

Settings

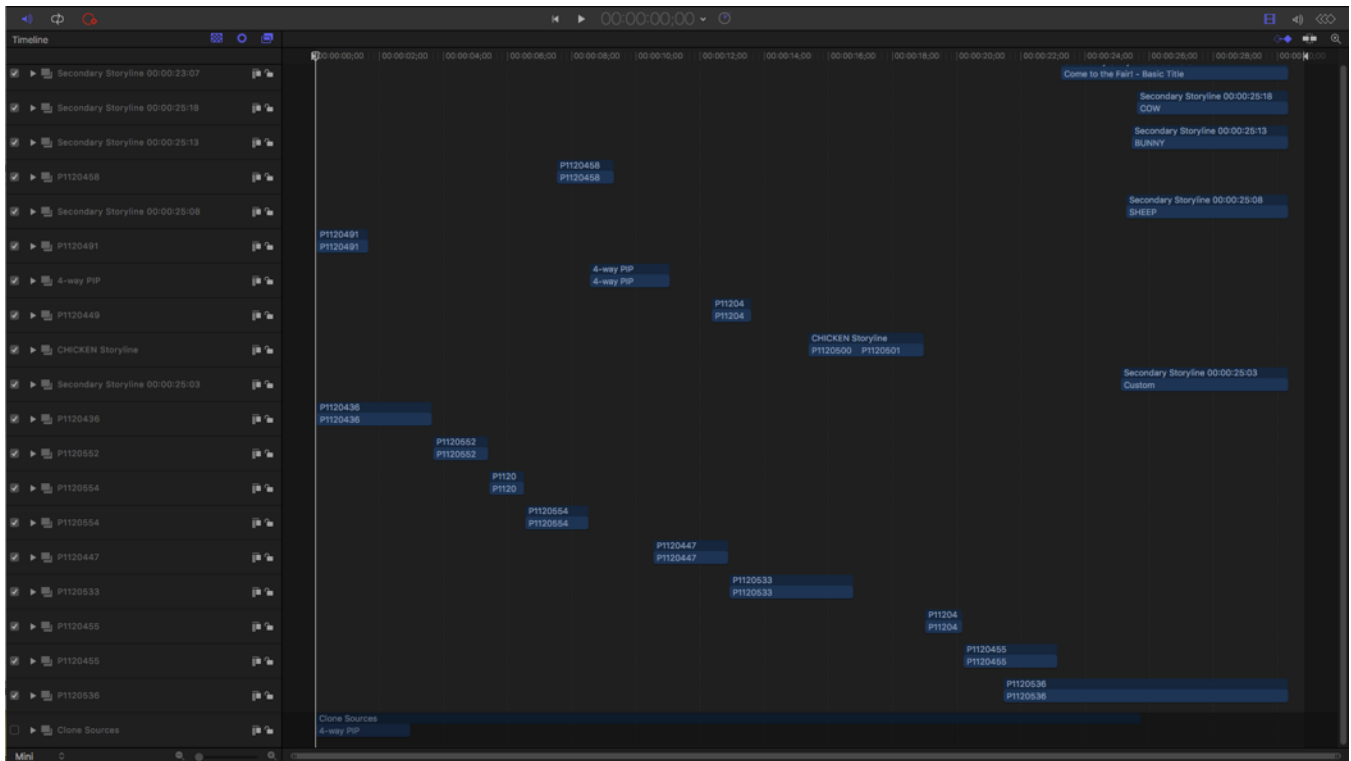
Xsend Motion offers a few settings for controlling the translation.

Create layer groups based on Individual Layers

Xsend Motion offers control over how your clips are grouped in Motion.

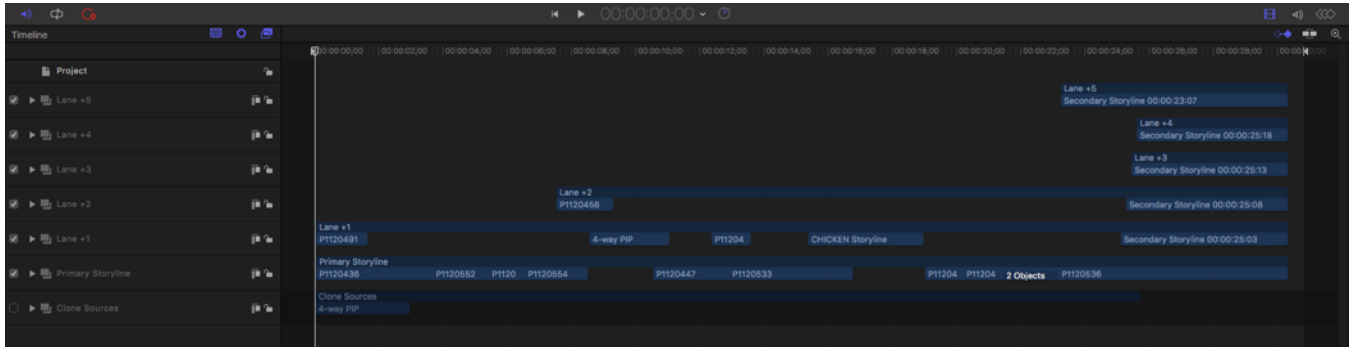


When this project is sent to Motion grouping layers by individual clips, each clip becomes its own layer group in Motion.



Create layer groups based on Lanes above/below primary storyline

When this project is sent to Motion grouping layers by lanes, clips are grouped in Motion based on the clips' distance from the Primary Storyline in FCPX. FCPX XML defines "lanes" that tells *Xsend Motion* how far above or below the primary storyline a clip or secondary storyline is. With this option, clips are grouped together by the lane they're in.



Create groups for Secondary Storylines

This option groups together clips that were in a secondary storyline. The name of the secondary storyline is generated by *Xsend Motion* based on the sequence time where the

secondary storyline appears. This is to help you identify one secondary storyline from another. If you rename the storyline in FCPX, that name is used to as the name of the Motion group.

These groupings do not affect audio layers.

Ignore Audio

Enable this option and *Xsend Motion* will not create audio layers in the Motion project.

Location of Motion project file

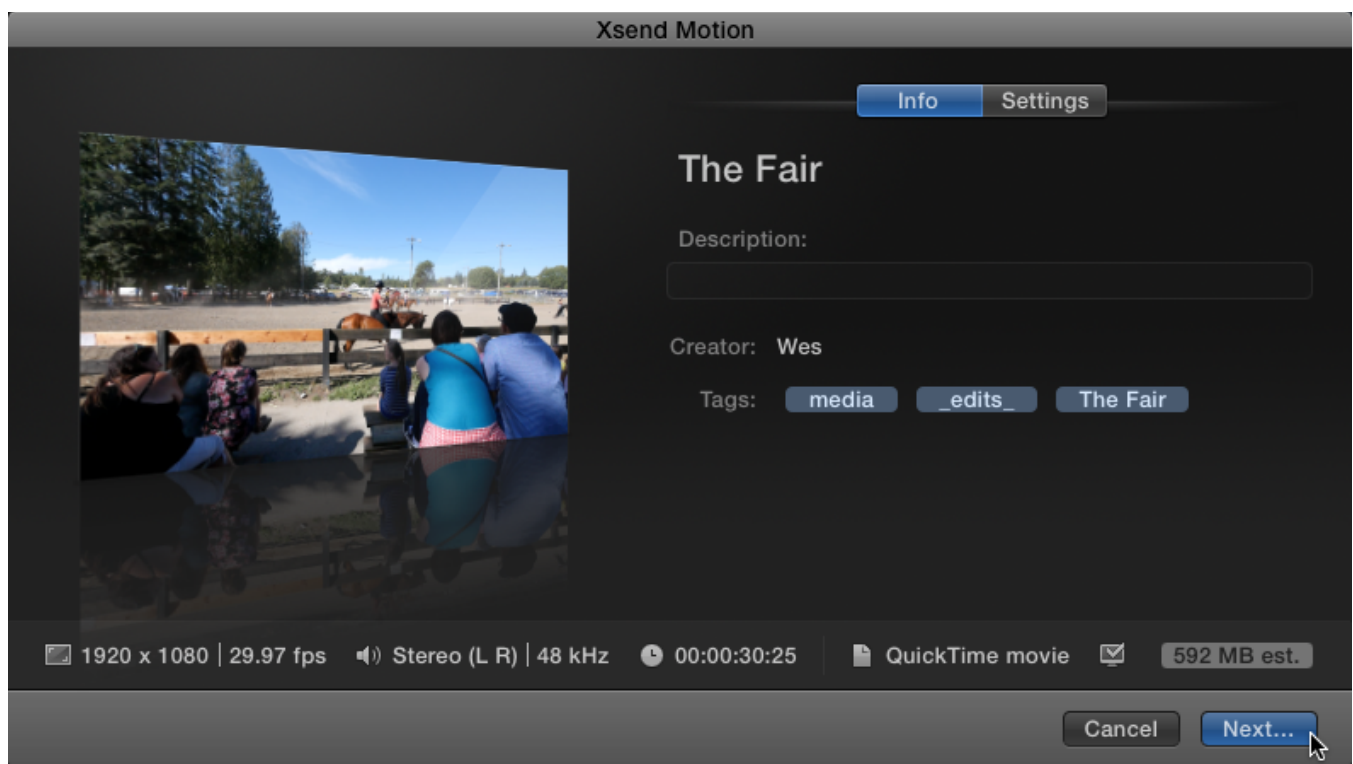
This is the location where your new Motion 5 project will be saved. This location is stored in preferences and will automatically appear the next time you use *Xsend Motion*.

Share Menu

The easiest and fastest way to use *Xsend Motion* is directly from Final Cut Pro X using the Share menu. When you choose this method, FCPX does an FCPXML export in the background and automatically gives the XML file to *Xsend Motion*.

Only Projects can be sent via the Share menu, at the time of this writing FCPX can not successfully “Share” a Compound Clip. If you would like to send a Compound Clip to Motion, you can manually export an FCPXML file and open in *Xsend Motion*.

When you select *Xsend Motion* from the Share menu you will be presented with an FCPX File Export dialog. This dialog has settings for Format and Video Codec as well as a summary of the export including an estimated file size. You can safely ignore all of this. Click Next... to proceed and have FCPX create XML and launch *Xsend Motion*. No long export or large files are created, just a very fast export of a small XML file.



Installing Xsend Motion into Share menu

The Share menu is a great way to access *Xsend Motion* and send projects from FCPX to Motion. Adding *Xsend Motion* to the Share menu is easy as this [video](#) demonstrates.

The steps to manually install a Share Menu item are:

1. Open the Final Cut Pro Preferences
2. Select Destinations tab in the Preferences window
3. Choose Add Destination from the list on the left
4. Double-click **Export File** from the new destination options on the right
5. Change the Open With... popup to use *Xsend Motion*. Choose Other... and then select *Xsend Motion*
6. Rename your new Share Destination "*Xsend Motion*"
7. Close the Preferences window

Another method: You can download a setting file from [here](#) ; then unzip the file, open the .dmg file, and drag the *Xsend Motion.fcpxdest* file into the list of Destinations in the FCPX Preferences window.

(<http://www.automaticduck.com/s/Xsend-Motion-Share-Destinationdmg.zip>)

A movie is also available within the .dmg for more instruction if needed.

You can also use the Destinations preference panel to reorder the items in the Share menu as you wish.

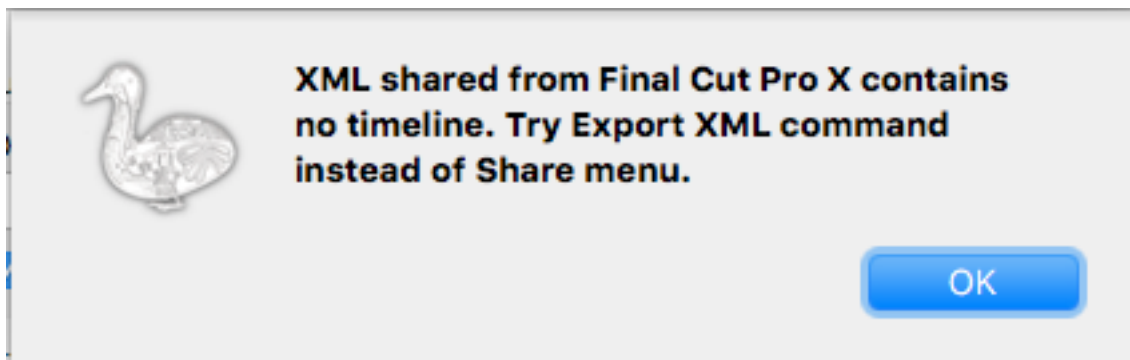
Duplicate Share Menu entries?

There is a bug in FCPX that will often result in multiple entries of *Xsend Motion* in the Share Menu. [Follow these steps](#) to manually remove the share menu items and add just one back.

Share menu and Compound Clips

If you use FCPX's Share menu to send a project via *Xsend Motion*, an FCPXML file is written in a folder called "Automatic Duck Xsend Motion" located in your User's Movies folder. These XML files can be trashed any time. However if you have a problem and need to contact support, you may need to send the XML file from this location.

The Share menu can only be used to send Projects from FCPX, compound clips won't work. FCPX does not warn of you this, so if you try to send a Compound Clip via the Share menu, *Xsend Motion* will give you the following error message...



Instead of using the Share menu with a Compound Clip, select the Compound Clip in the Browser and use the File > Export XML... command. Then open that XML file in *Xsend Motion* by browsing to and selecting it or by dragging it into the upper section of the *Xsend Motion* application.

What translates from FCPX to Motion

| FCPX Feature/Parameter | Motion Translation |
|---|--|
| Audio Fades | Audio levels keyframes |
| Video Fades | Opacity keyframes |
| Audio levels | Audio levels |
| Transform > Position | Transform > Position |
| Transform > Rotation | Transform > Rotation |
| Transform > Scale | Transform > Scale |
| Transform > Anchor Point | Transform > Anchor Point |
| Crop (Trim type supported)† | Crop |
| Distort | Four Corner |
| Spatial Conform | Transform > Scale |
| Compositing > Opacity | Blending > Opacity |
| Compositing > Blend Mode | Blending > Blend Mode |
| Cross Dissolve transition | Fade In/Fade Out Behavior |
| Other transitions | All transitions converted to Fade In/Fade Out behavior |
| Retiming (constant speed) | Timing > Constant Speed |
| Retiming (variable) | Keyframes in Timing > Variable Speed†† |
| Retiming (hold) | Keyframes in Timing > Variable Speed†† |
| Freeze Frame | Keyframes in Timing > Variable Speed |
| Markers | Markers |
| Clip Note | Note added as a purple marker |
| Text generators††† | Text generator layers copied into new project |
| Generators | Generator is recreated |
| Effect > Distort > Flipped | Filter > Distortion > Flop |
| Effect > Color > Colorize | Filter > Color Correct > Colorize |
| These third party effects installed in both FCPX and Motion†††† | The same filter is applied in Motion |

† Crop types of “Crop” and “Ken Burns” **not supported**

†† Video clips only. Motion does **not support** variable time remapping on **audio clips**

††† Multi-line text currently **not supported**, line endings appear as the “pipe” character: |

†††† See section entitled “***Tested third party effects***” later in this document

Keyframes

Position, Rotation and many other parameters can be keyframed and those translate through *Xsend Motion*.

Please note that FCPX can apply easing to keyframes, so that animating layers accelerate in and out of a keyframe. Easing is **not translated** by *Xsend Motion*.

Tested third party effects

The following effects or effect suites have been tested with *Xsend Motion*. Is there a plug-in you would like supported? [Please let us know](#).

| | |
|---------------------------|--|
| Boris | Boris Continuum Complete |
| Dashwood Cinema Solutions | Editor Essentials |
| Digital Anarchy | Beauty Box , Flicker Free |
| Nattress | Contrast , Levels and Curves , Video Scrapbook |
| Noise Industries | FxFactory Pro |
| PHYX | Cleaner †, Color †, Defocus †, Flarelight †, Glitch †, Stylist † |
| Red Giant | Colorista III , Colorista IV |
| Red Giant | Magic Bullet Looks 3 , Looks 4 |
| Red Giant | Universe (excluding transitions) |
| Sheffield Softworks | Artitude , Look Sweet , Makeup Artist 3 , Movie Color , Vintage |
| Yanobox | Moods ††, Mosaic †† |

† plug-in discontinued from FxFactory

†† Layer marker added to show necessary Preset selection

Compound Clips in your Project

If you send a Project containing a Compound Clip, *Xsend Motion* will recreate the contents of your compound clip in a group layer stored inside a group at the bottom of the project called “Clone Sources”. Then a Clone layer is created pointing at the group representing the compound clip. This allows a single Compound Clip to be reused multiple times in a project with a single change inside the resulting group rippling to other instances. Using a clone layer also makes it possible to apply speed changes to the group that represents the Compound Clip.

A side-effect is that clone layers don't support audio, therefore audio in a compound clip doesn't play in Motion when brought in through *Xsend Motion*. Audio levels and Audio fades are not translated with Compound Clips.

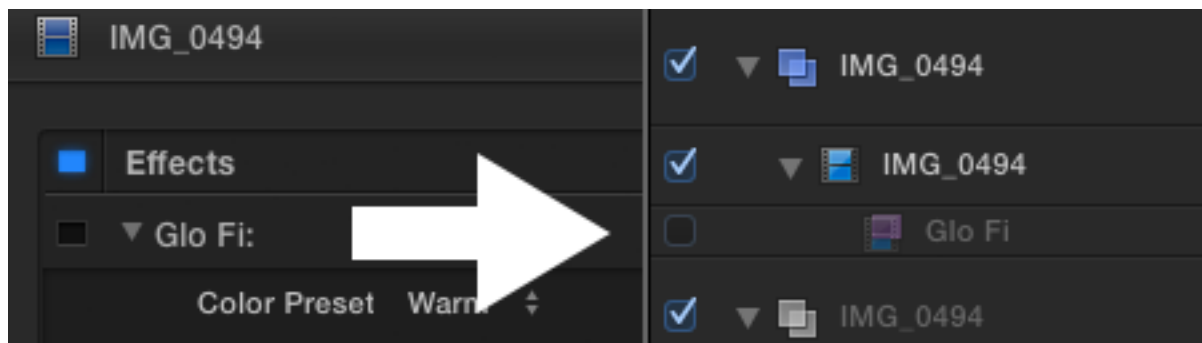
Disabled clips and effects

Disabled Clips

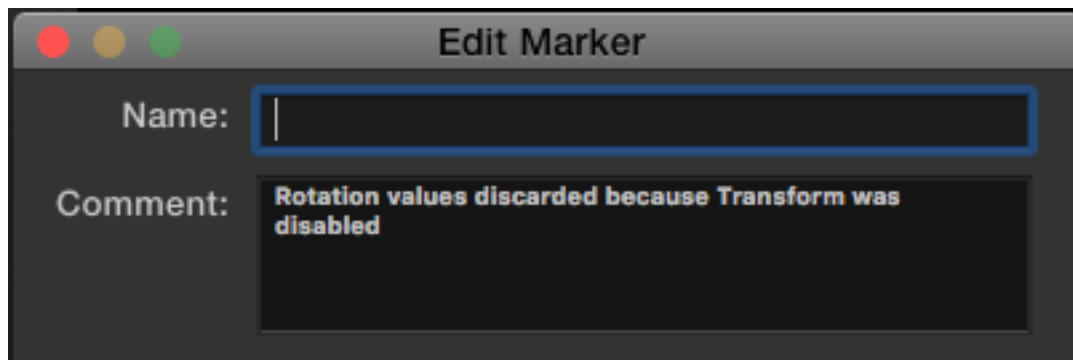
Clips that are disabled in the FCPX timeline are translated to Motion and the disabled clips appear in Motion as disabled as well.

Disabled Effects

Individual filters can be disabled in FCPX, and those filters will be translated into Motion but will be disabled. Same with Crop and Distort.



Transforms (Position, Scale, Rotation, etc.) in FCPX can be disabled, but **cannot** be disabled in Motion, so *Xsend Motion discards* disabled transform values. A marker is added to the clip to warn you about the discarded Transform values.



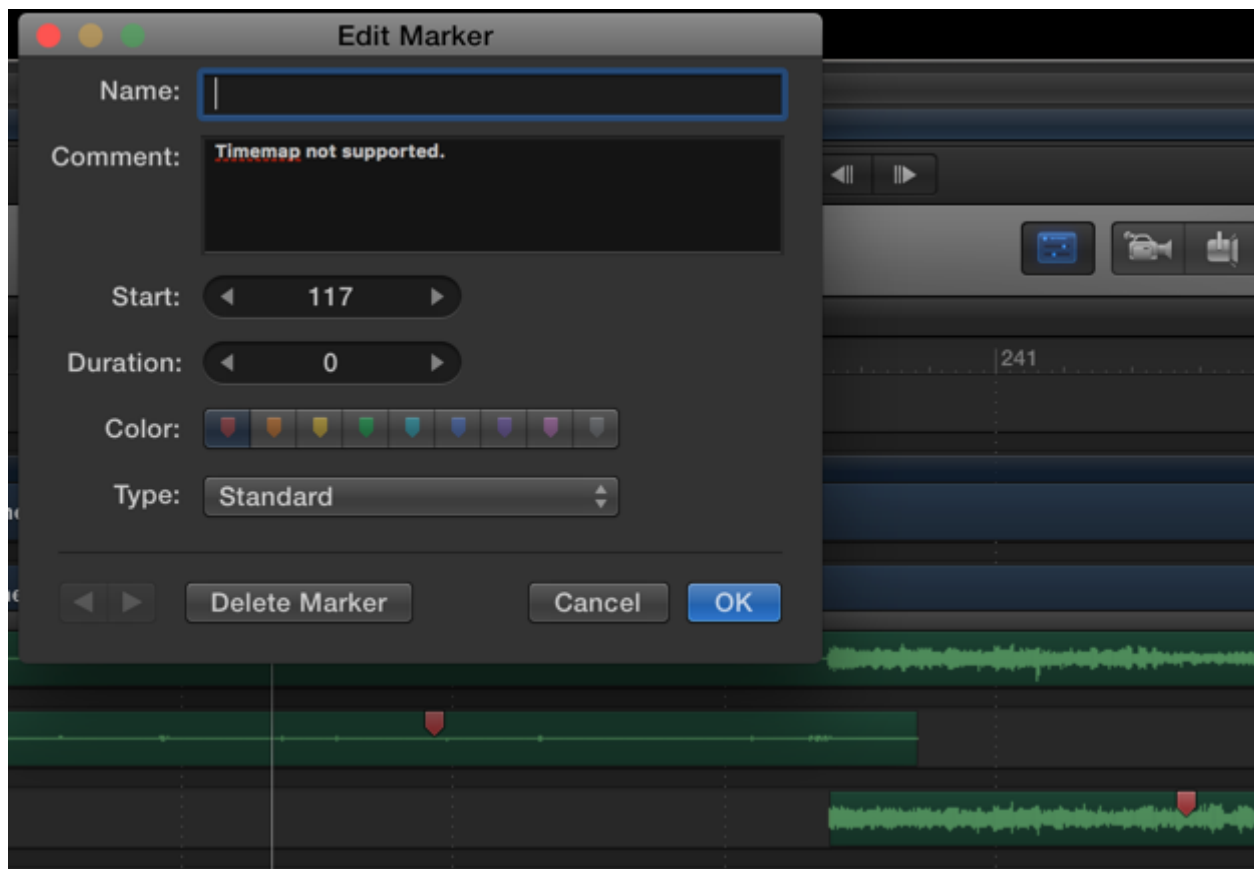
Markers

Clip markers in FCPX are applied to clips in Motion. *Xsend Motion* uses Motion's marker color feature to differentiate the kinds of markers coming from FCPX.

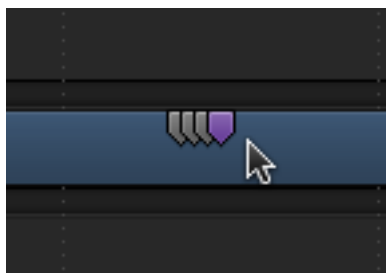
| FCPX | Motion |
|---|---------------|
| Standard Marker | Blue Marker |
| Unfinished Todo Marker | Red Marker |
| Completed Todo Marker | Green Marker |
| Chapter Marker | Orange Marker |
| Warning marker created by <i>Xsend Motion</i> to indicate unsupported feature | Grey Marker |
| Clip Note | Purple Marker |

Warning marker

When *Xsend Motion* encounters an effect or parameter that is unsupported, markers are placed in the middle of the associated clip. The marker's comment will tell you what didn't translate. Double click the marker to read the comment.



If multiple unsupported effects are applied to a clip, *Xsend Motion* will create multiple warning markers on the layer in Motion.



Effect Image Wells/Drop Zones

Many effects and Generators in FCPX have an Image Well/Drop Zone control where you can add media to be used as a separate input. Unfortunately Final Cut Pro X does not export information about the media in the image well to XML, therefore *Xsend Motion* cannot translate this into effects in Motion.

Transitions

The only transition translated by *Xsend Motion* is Cross Dissolve. Other transitions are converted to a Fade behavior and a warning marker is placed on the timeline to tell you which transition effect had been there in Final Cut Pro X.

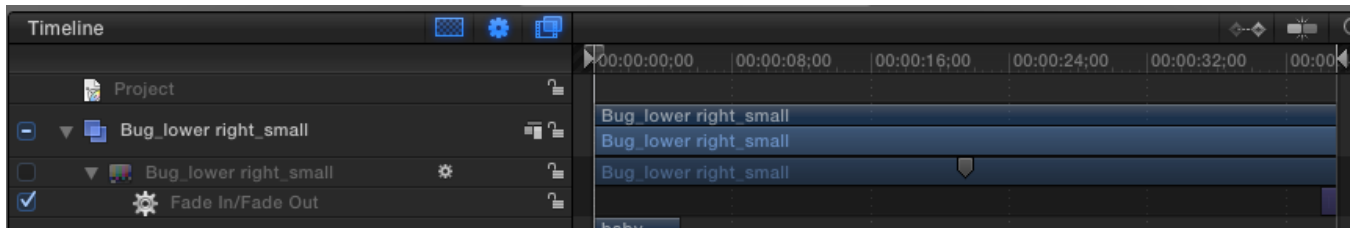
Title and Generator Motion Templates used in FCPX

Xsend Motion has limited support for translating titles and generators from FCPX into Motion. While Motion is used to create title and generator templates that can be used in Final Cut Pro, Motion itself can only open these templates as full projects, with all of the complexity designed into them. Experience has shown that for some titles and generators, *Xsend Motion* can copy the contents of these templates into a group in the *Xsend Motion*-created project, but for many other complex Motion templates, copying the contents creates problems including crashing Motion!

As a result, most titles that are processed by *Xsend Motion* will be converted into a simple title. This way you don't have to re-type your text in Motion, you can copy and paste if you'd like, or otherwise use the placeholder text as a starting point.

If your title had multiple text fields, they are combined and separated by the pipe ("|") character.

Generators in your Final Cut timeline are replaced by a disabled Solid color in Motion and a warning marker will be attached to let you know what had been in that spot of the timeline.



If you need to see your complex titles or generators from Final Cut Pro in Motion, an approach may be to export the titles and or generators as a separate QuickTime movie with an alpha channel based on Roles. [Ripple Training did a great movie about this very topic.](#)

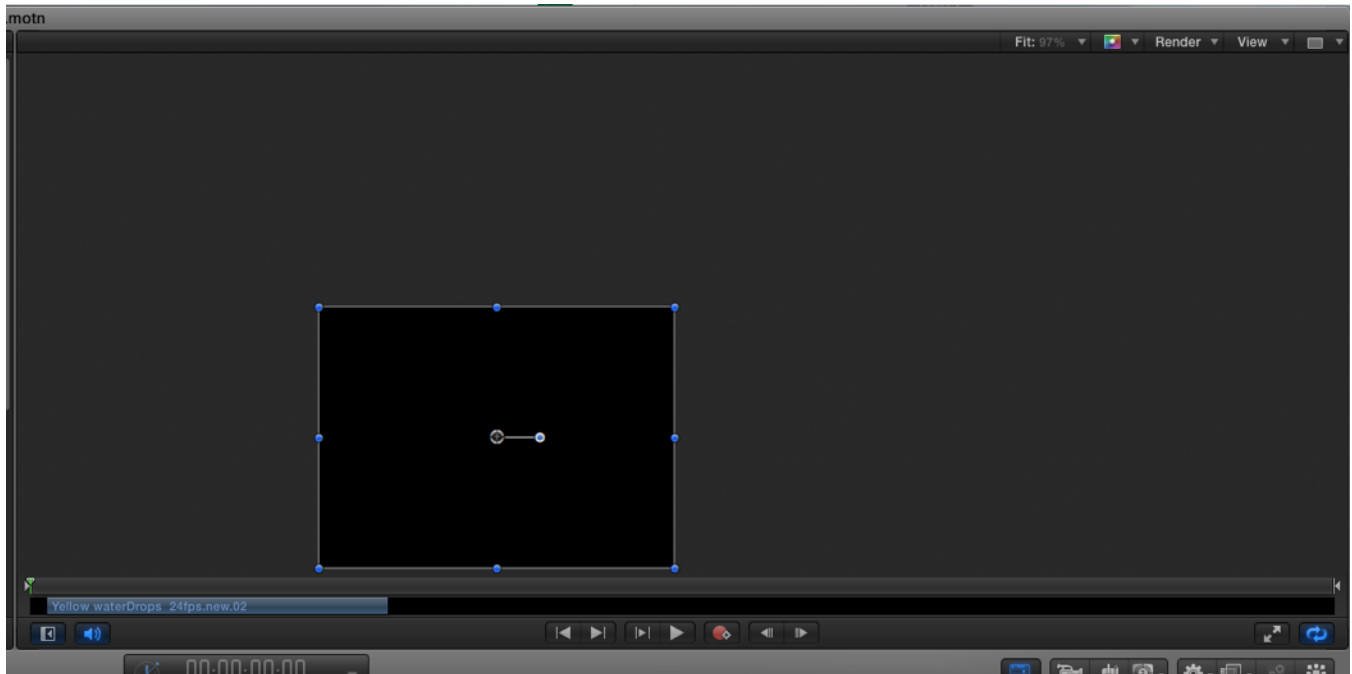
Audio

Audio volumes levels are translated from FCPX to Motion. An important difference to note is that while FCPX's maximum audio level is +12, Motion's max is +6. Any level over +6 in FCPX will be clamped at +6 in Motion. Audio pan is not translated.

Variable speed time remapping also does not apply to audio.

Canvas View

Depending on your screen size and project resolution you may not see your entire canvas, or maybe your canvas will be too small after translation.

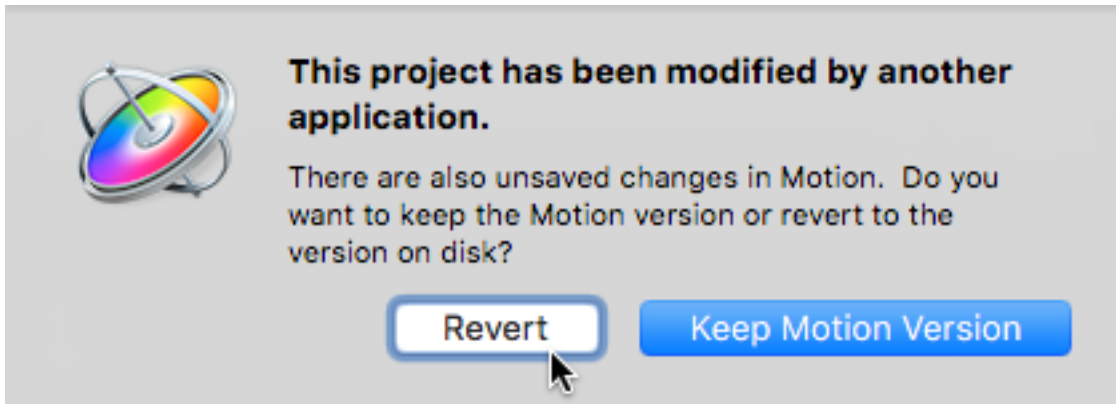


You can change the view percentage. Click the Canvas and press Shift-Z on your keyboard to fit the view.

Translate the same project again

It is possible that you might want to translate the same project again after doing it once. If you choose the same project to translate into the same destination, *Xsend Motion* will overwrite the previously-created Motion project. If you want to keep the older .motn file, rename or move it before redoing the translation.

If you have a project open in Motion and translate it again, you may see this dialog. If you click Keep Motion Version, the second newer translation will be discarded and the older project will persist. Click Revert and the changes in Motion will be discarded and the newer Motion project will be opened.



Getting back to FCPX

When you're finished working in Motion and want to return your work to Final Cut Pro X, you have two choices. You can publish your Motion project as a generator to be played back directly inside FCPX, or you can export a movie from Motion and then import that movie into FCPX like any other movie file. Each has advantages and disadvantages, so use the method that works best for you and your project.

What doesn't translate?

If it isn't listed in the ***What translates from FCPX to Motion page***, it may not translate.

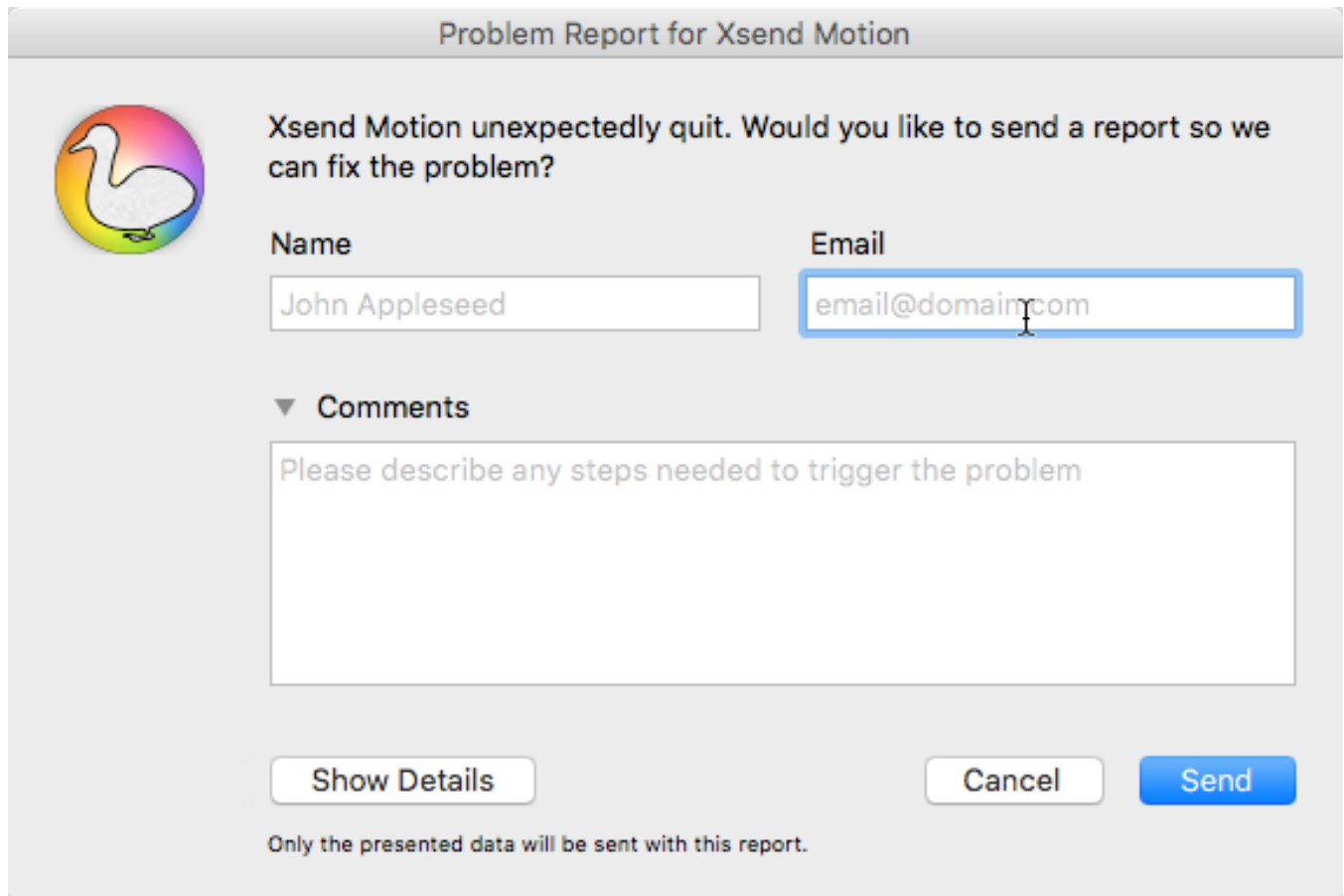
We can't necessarily know all that does not translate, but here is a list of some things we know don't translate through *Xsend Motion*.

- Color Board
- Stabilization
- Keying effects
- Except for those listed in the table on the page ***What translates from FCPX to Motion***, most built-in filters in FCPX don't translate in *Xsend Motion* 1.0
- GrowShrink plugin from Alex4D
- A compound clip used as an angle in a multicam clip doesn't translate properly
- Text from iMovie
 - It is possible to create animated titles using the Trailer feature in iMovie and then bring those into Final Cut Pro X. Unfortunately the files that represent these titles are not compatible with Motion and so *Xsend Motion* cannot pass them along.

Need Help?

Crash?

If *Xsend Motion* crashes, the next time it is launched it should detect the previous crash and offer to upload your crash log. Please do this. Please include your name, email address, and a description of what you did or the project that caused the crash. We receive these crash logs and may contact you to get your XML file so we can correct the issue.



The screenshot shows a dialog box titled "Problem Report for Xsend Motion". On the left is a circular icon of a white swan with a rainbow-colored background. The main text asks: "Xsend Motion unexpectedly quit. Would you like to send a report so we can fix the problem?". Below this are two input fields: "Name" with the text "John Appleseed" and "Email" with the text "email@domain.com". A "Comments" section is expanded, showing a text area with the placeholder text "Please describe any steps needed to trigger the problem". At the bottom are three buttons: "Show Details", "Cancel", and "Send". A small note at the very bottom states: "Only the presented data will be sent with this report."

Need help? Contact Customer Support

To contact customer support for *Xsend Motion*, choose Contact Customer Support from the Help menu. FxFactory will launch and provide a contact form to describe your issue.

