

Xsend Motion User Guide



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Automatic Duck, Inc.

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Interface Overview

Xsend Motion translates a Final Cut Pro XML file into a Motion project. You can use it with an XML file you export yourself, or you can use the Share menu in FCP to send your FCP 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 FCP, 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.

Xsend Motion

Source XML from Final Cut Pro X

1

Drop an FCPXML file here or use the Browse button

Browse...

☐ Automatically continue from Share menu

Settings

2

Create layer groups based on

Lanes above/below primary storyline

☒ Create groups for Secondary Storylines

☐ Ignore Audio

Motion Project

3

Location of Motion project file

/Users/wes/Desktop

Browse...

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?

Cancel

Continue

Source XML

Source XML

The top section of the *Xsend Motion* dialog is where you supply the XML file from Final Cut Pro. You can export an FCPXML then drag it onto the Source XML field, or click the Browse button to navigate to the FCPXML file. XML exports of Projects and Compound Clips are supported; Event and Library XML files are 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 from the Share menu” and the next time you use *Xsend Motion* from the FCP Share menu, the current settings including the destination folder will be used.

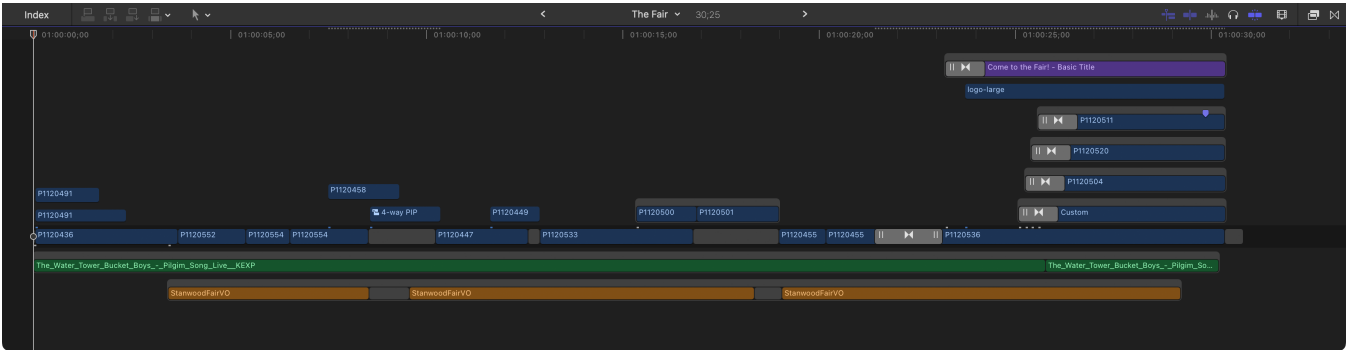
Settings

Settings

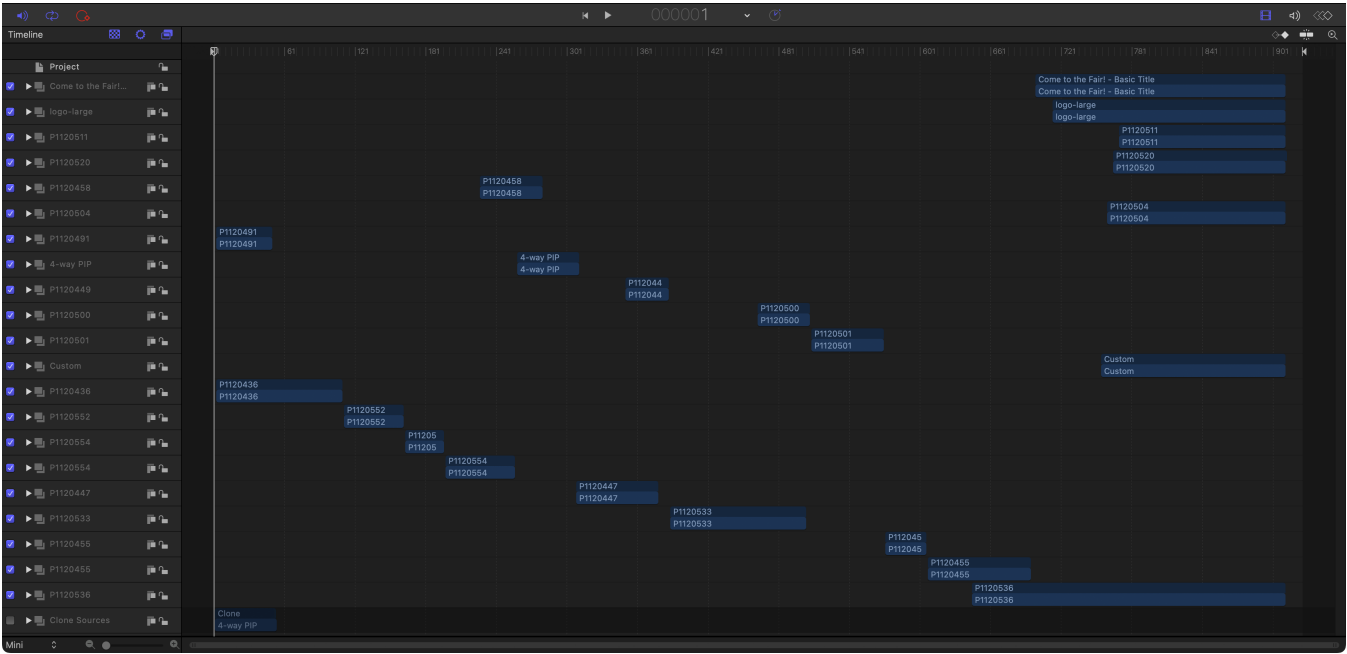
Xsend Motion offers a few settings for controlling the translation.

Create layer groups based on Individual Layers

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

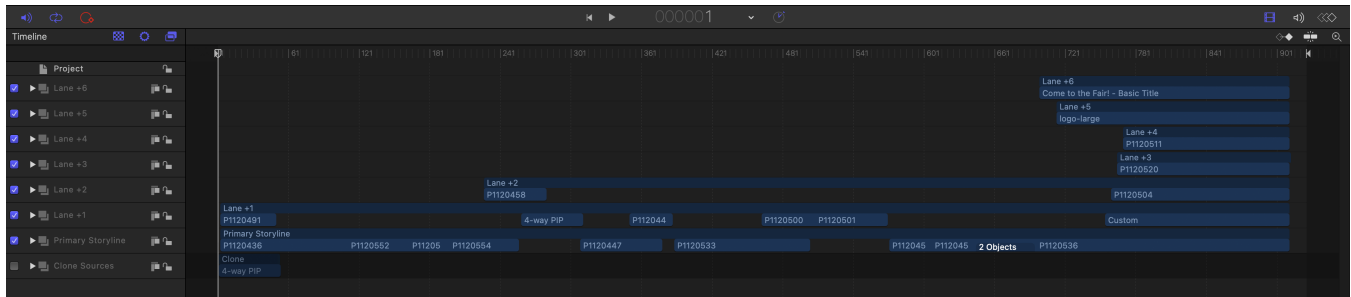


When this project is sent to Motion grouping layers by individual clips, each clip becomes its own layer group in Motion.



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 FCP. FCPXML 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 FCP, 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.

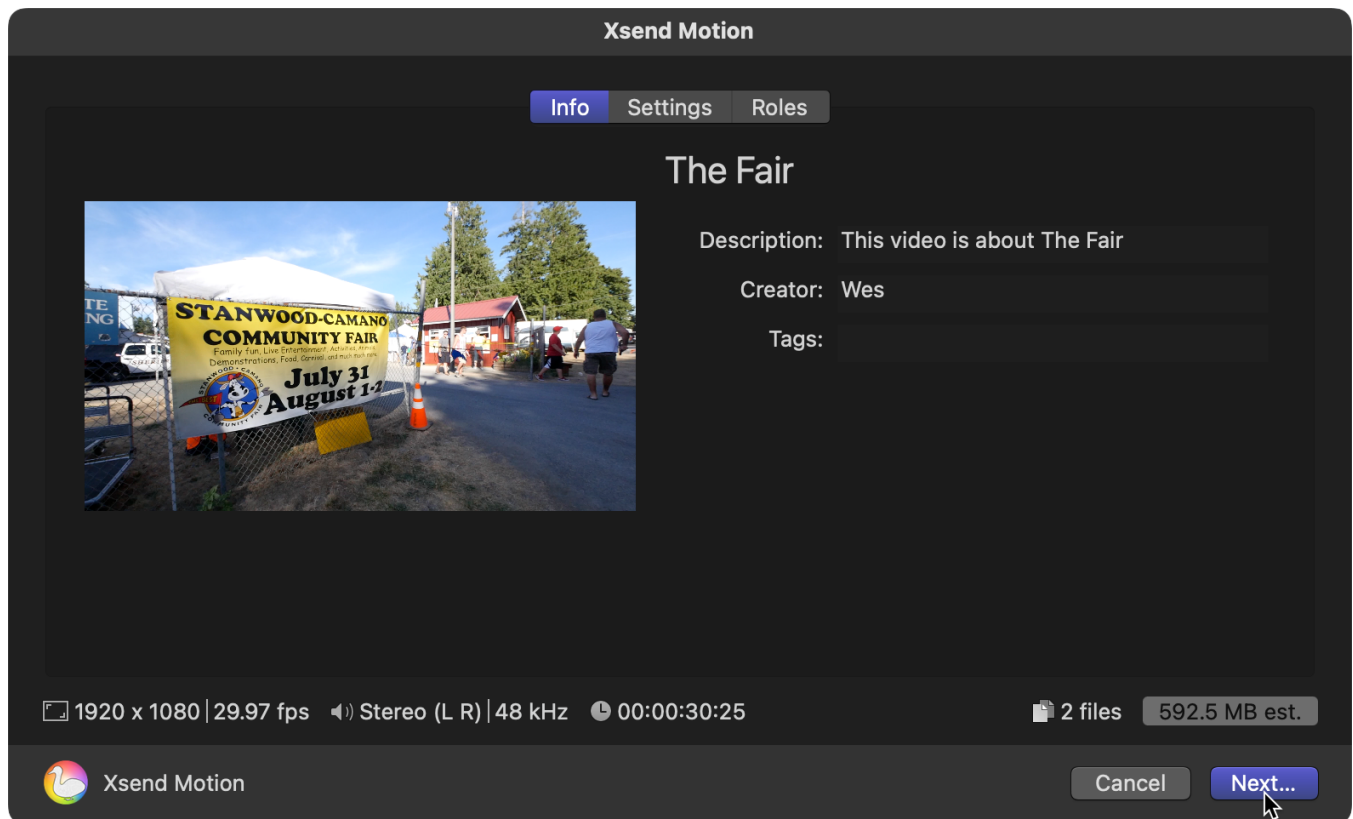
Location of Motion project file

This is the location where your new Motion 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 using the Share menu. When you choose this method, FCP does an FCPXML export in the background and automatically

When you select *Xsend Motion* from the Share menu you will be presented with an FCP 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 FCP create XML and launch *Xsend Motion*. No long export or large files are created, just a very fast export of a small XML file.



Manual Install of Xsend Motion into Share menu

The Share menu is a great way to access *Xsend Motion* and send projects from FCP 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.FCPdest* file into the list of Destinations in the FCP 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.

What translates from Final Cut Pro to Motion

FCP 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
Effect > Color > Custom LUT††††	Filter > Color Correct > Custom LUT††††

† 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: |

†††† Custom LUT translation works when FCP and Motion *both* have the same LUT installed. [See this help article.](#)

Keyframes

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

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

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.

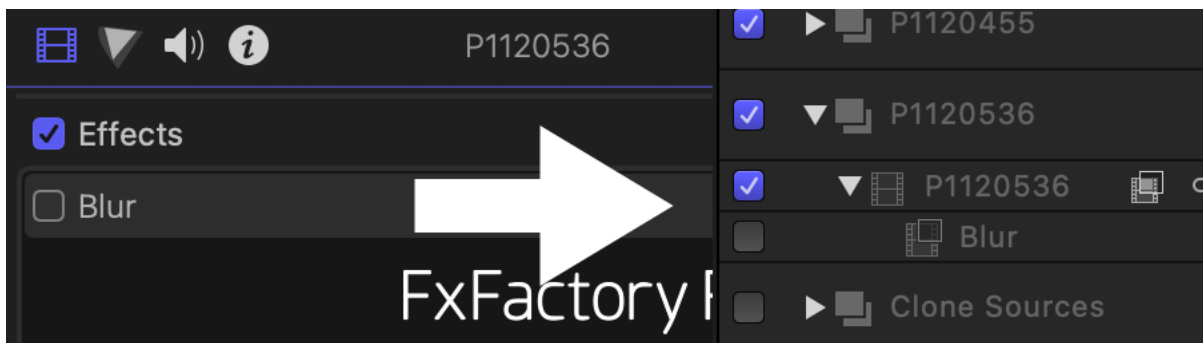
Disabled clips and effects

Disabled Clips

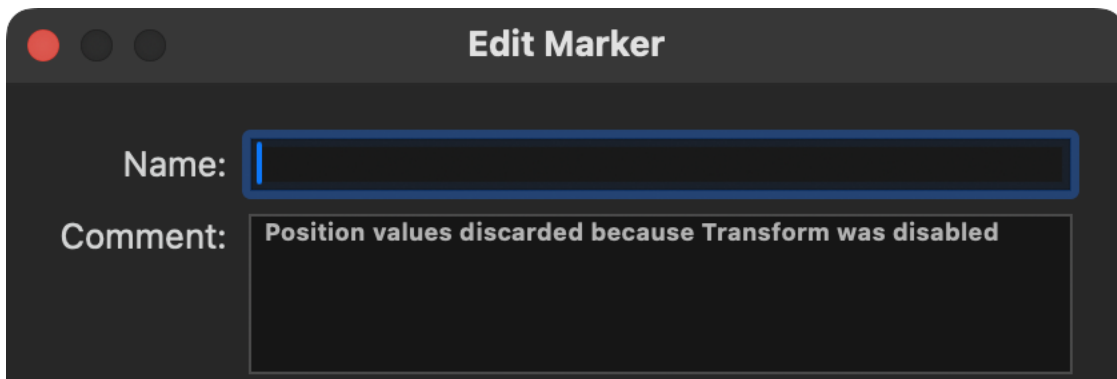
Clips that are disabled in the FCP timeline are translated to Motion and the disabled clips appear in Motion as disabled as well.

Disabled Effects

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



Transforms (Position, Scale, Rotation, etc.) in FCP 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.



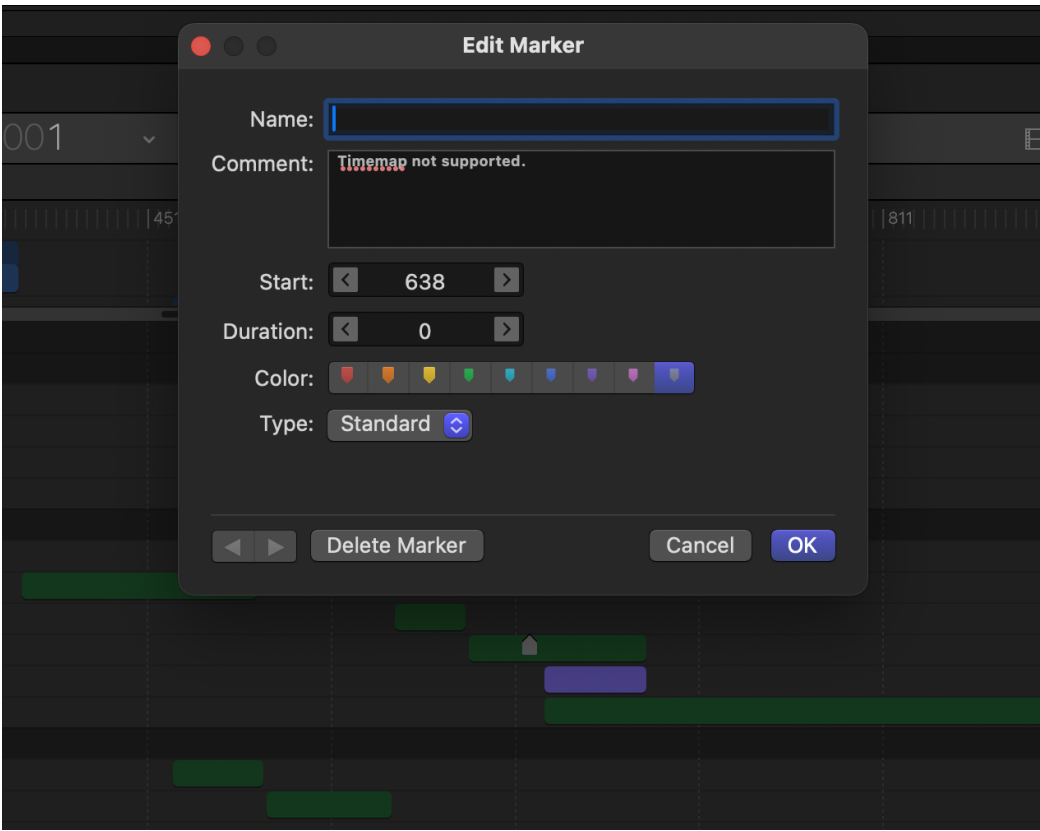
Markers

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

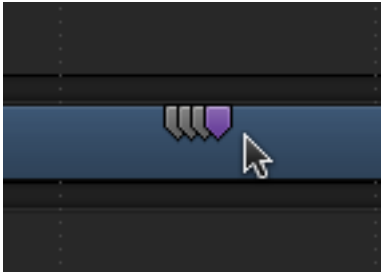
FCP	Motion
Standard Marker	Blue Marker
Unfinished Todo Marker	Red Marker
Completed Todo Marker	Green Marker
Chapter Marker	Orange Marker
Warning marker created by <i>Xsend Motion</i> to indicate unsupported feature	Grey Marker
Clip Note	Purple Marker

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 FCP have an Image Well/Drop Zone control where you can add media to be used as a separate input. Unfortunately Final Cut Pro 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.

Title and Generator Motion Templates used in FCP

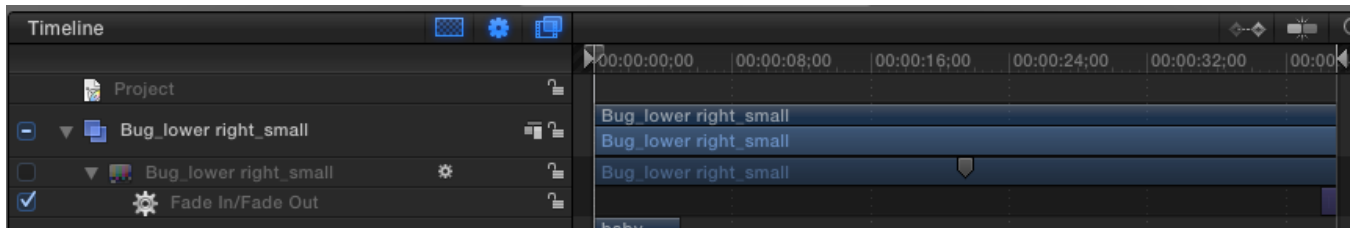
Xsend Motion has limited support for translating titles and generators from FCP into Motion. While Motion is used to create title and generator templates that can be used in Final Cut Pro, Motion itself can only open these templates as full projects, with all of the complexity designed into them.

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

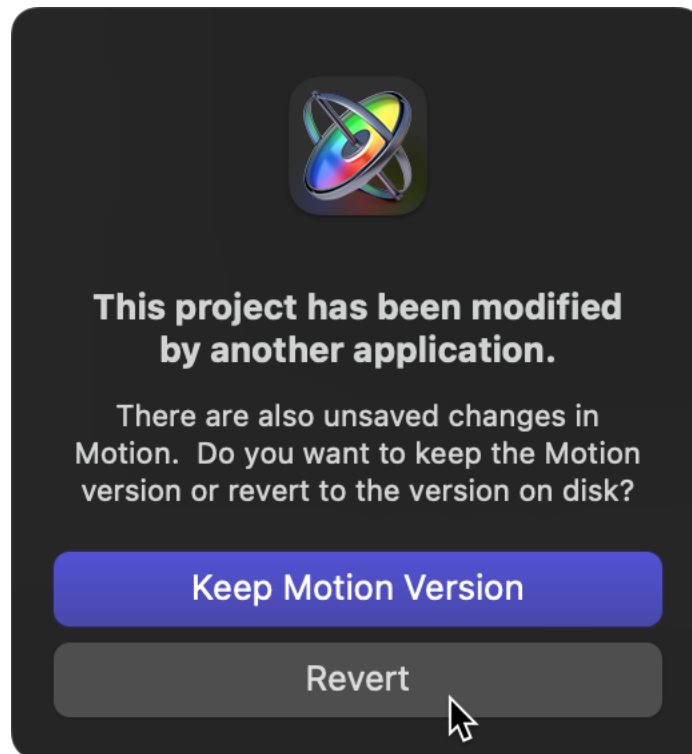
Audio volumes levels are translated from FCP to Motion. An important difference to note is that while FCP's maximum audio level is +12, Motion's max is +6. Any level over +6 in FCP will be clamped at +6 in Motion. Audio pan is not translated.

Variable speed time remapping also does not apply to audio.

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 FCP

When you're finished working in Motion and want to return your work to Final Cut Pro, you have two choices. You can publish your Motion project as a generator to be played back directly inside FCP, or you can export a movie from Motion and then import that movie into FCP 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 FCP 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
- Third party effects (except that some do especially from FxFactory, we consider that a bonus)
- Except for those listed in the table on the page ***What translates from FCP to Motion***, most built-in filters in FCP don't translate in *Xsend Motion*
- 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. Unfortunately the files that represent these titles are not compatible with Motion and so *Xsend Motion* cannot pass them along.

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.

