



**Before You Begin:** [Welcome to CreativEase](#)

**Basic Steps:** [Tutorial: How to Apply CreativEase Effects](#)

## Color Effects Pack

### PosterWise

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

A creative break-through in "posterize" effects, easily creating everything from color-accurate cartoon looks in video to beautiful abstract imagery.

### ChromaWarp 2

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Ideal for creative and unique color effects -- from subtle/film-style blends to strong cutting-edge looks -- with full creative control of where it appears within the image.

## Blur Effects Pack

### OrganiBlur

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Unlike overused standard blur effects, enjoy fresh organic blurs and fluid looks via technology borrowed from our popular SpiceMASTER plug-in.

### BlurPro

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Blurs and unique blend/mask tools synergized, making it easy to selectively soften/sharpen your clips and create fresh animated blur effects.

## Depth Effects Pack

### RiseShine

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Instantly and easily add beautifully realistic depth, creative organic looks, AND glossy/wet treatments -- to titles, logos and graphics and to regular video clips!

### FlowTexture 2

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Create fully-adjustable realistic water drops AND an almost infinite array of other liquid-like depth effects -- from abstract 'etchings' to amazing organic flows.

## Grain Effects Pack

### GrainPlus 2

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

From subtle FILM grain to visual buzzing, dynamic weaving patterns, random brightness/hue changes, and more creatively -- easily applied only where desired within your scene.

### SpatterFlex

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

A dynamic, flexible, softenable spatter effect to add a highly artistic touch to your video and animation. A great visual effects plug-in for titles, too!

## Time Effects Pack (not available for all systems)

### StepMotion 2

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

Create image ghosting, trails, and other time-delay effects in high-motion clips -- with a more attractive progressively-dissolved style.

### StepTime 2

[Features](#)

[Tutorial](#)

[Controls in Detail](#)

A unique blended stop-action effect that also can selectively echo light or dark pixels for unique stutter and echo looks.

## Extras

### CleanCrop

[Features](#)

[Tutorial](#)

A fantastic long-needed utility to eliminate visual noise, etc. from frame edges, WITHOUT adding softness or inappropriate color borders to your images.

## Keyframing

\*\* [Simple Keyframing](#)

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## Favorite Effects

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# Welcome to CreativEase



**Welcome!** This help guide holds everything you need to know about Pixelan Software's **CreativEase** collection of visual effects, which are available for several video editing systems. Although the effects are deep and powerful, they do not have a steep learning curve -- a key benefit. Thus there is no need for a thick manual or training CD, or a large time investment by you to use them effectively. (Hooray!) The easy, enjoyable way to learn is to step through this concise guide with any of our effects visible on your screen.

**If you are new to CreativEase and are wondering what these plug-ins can accomplish visually in your productions, please visit [the CreativEase area of our web site](#).** Many example movies and images illustrate each plug-in.

**To see how to APPLY CreativEase effects in your editing system,** view the **Please Read FIRST** file in your **Start > Program Files > Pixelan > CreativEase** menu. **This is a VERY important step that we HIGHLY RECOMMEND for ALL users.**

## How to Use This Help System

This help guide includes basic info, tutorials, and advanced tips. To access it while using CreativEase, click the round **?** button along the bottom of the plug-in's window. For context-sensitive help, click the **?** button at the top right of the window, then click on any item you want to learn more about. To view the help anytime, even when not using CreativEase, choose **Help** from your **Start > Program Files > Pixelan > CreativEase** menu. Prefer to learn away from your computer? A print-formatted Acrobat PDF version of this guide is at <http://www.pixelan.com/cehelp/start.htm>

Throughout the help pages, hot links are provided to related topics. **Words in this color** are commands, buttons, or areas in our plug-in interface. **To browse through topics,** click any section at the left of this page, or click **Contents** at the top of this window.

## The DEMO Version

If you have a **demo**, you can explore the intuitive interface, creative power, and other key features of CreativEase for an unlimited time. The demo is identical to the purchased version EXCEPT all effects have an X over their image, and new saved settings cannot be created. **If you later install the purchased version, any demo effects in your project will instantly lose their X and retain all effect settings. No need to waste time reapplying the same effects in your timeline!**

## Registration

If you purchased **directly** from Pixelan Software, you are ALREADY registered with us -- there is **NO** need to register. **If you purchased from a reseller (or had CreativEase plug-ins bundled in a different company's product),** please register at <http://www.pixelan.com/help/register.htm> online. By registering, you will be entitled to free technical support, be informed by email about the latest CreativEase updates as they arise, and receive the guaranteed BEST prices on upgrades and future products.

## Technical Support

We are dedicated to providing superb support. If you experience a problem, first look over the **Please Read FIRST** text file in your Windows **Start > Program Files > Pixelan > CreativEase** menu. Common questions are answered there. For further assistance, visit <http://www.pixelan.com/help/techsupport.htm> for help. From there, you can submit a help form that we will answer promptly by email, usually within a few hours.

### Enjoy CreativEase!

Sincerely,  
**Pixelan Software LLC**  
Bellingham, WA 98229 USA

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Most video clip images used in this guide are from the terrific royalty-free stock footage collection offered by [www.creatas.com](http://www.creatas.com)

Special thanks to our amazing code wizard **Ivan Ivanov** for making CreativEase's magic possible!

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# Tutorial: How to Apply CreativEase Effects



**STEP 1. Drag and drop a CreativEase effect onto a clip in your timeline.** Generally, it is applied like built-in effects in your video editing software. The steps are summarized in the [Please Read FIRST](#) file located in your Window's **Start > Program Files > Pixelan > CreativEase** folder. After the effect's window appears, either:

**STEP 2. Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the CreativEase effect window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. Several subfolders are included, organized by style. Single-click a saved setting to quickly preview and compare it to others. Double-click your final choice.



Click any light-bulb in the effect window to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **THOUSANDS** of combinations are provided!

**OR create a custom effect by manually adjusting.** For a step-by-step tutorial on each CreativEase plug-in, click its link:

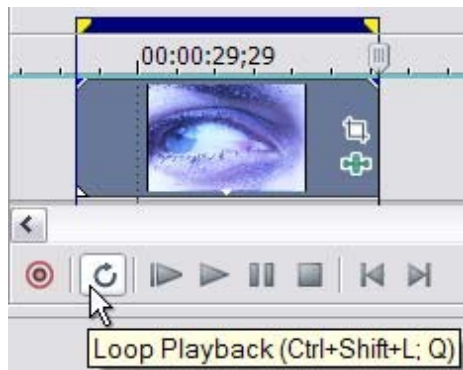
[PosterWise](#) [ChromaWarp 2](#) [OrganiBlur](#) [BlurPro](#) [RiseShine](#) [FlowTexture 2](#) [GrainPlus 2](#) [SpatterFlex](#) [StepMotion 2](#) [StepTime 2](#) [CleanCrop](#)

**Step 3. Preview.** In all CreativEase versions except for **Sony Vegas/Vegas Movie Studio**, to play or stop the preview, click the blue **Play** button under the effect's preview, as shown below. Or drag the "scrub thumb" slider below the buttons to any desired frame. (Or, hold down the **E** key to scrub to any frame. [More shortcuts](#)) Note you can loop-play the built-in preview continuously while making adjustments.



To go to a specific **relative** frame of the effect expressed as timecode (or frame count depending on [preferences](#)), enter the frame in the **Current Frame** box that is left of the preview buttons, as shown above.

In **Sony Vegas/Vegas Movie Studio**, the above controls do not exist. Instead use your usual Vegas preview. Simply click in your Vegas timeline within the event that has CreativEase applied. As you make changes in CreativEase, they will instantly appear in the Vegas preview. You can double-click an event in the timeline to loop-play **real-time** while making CreativEase adjustments — highly recommended and very cool!



To match the vertical playback marker in the Keyframes graph of CreativEase to the Vegas timeline marker's position, Alt-click in the Keyframes graph (or right-click there and choose **Sync to Vegas timeline**). This can be handy when setting up keyframes in CreativEase.

**STEP 4. Apply the effect.** Click the green **Apply Current Settings** 'check mark' button in the black bar area of the CreativEase window, as shown below. To exit without changes, click the red **Exit Without Changes** 'X' button in the black bar (or the standard **Close** button at the top right of the window).



**Congratulations -- you are done!** That's all for the basics!

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# Tutorial: How to Apply CreativEase Effects (continued)



## General Tips

**\*\* To clear all settings back to the default effect**, click the yellow **Clear** '!' button in the black bar area. **To set a NEW default for the effect**, adjust CreativEase controls as desired, then in the [Prefs](#) pane click the **Set** button. The new default will appear the NEXT time you apply the effect.

**\*\* To display two panes** of CreativEase controls at once (handy when adjusting several controls), click the white triangle button in the top right corner of the CreativEase window. (Note: In the Sony Vegas/Vegas Movie Studio version, several CreativEase effects already show two panes of controls and thus may not have this button.)



**\*\* To easily experiment with different settings, CreativEase has 100+ undo/redo levels** -- click the buttons circled below (or tap Ctrl-Z / Ctrl-X keys, respectively). If either is not available, the button will be dim.



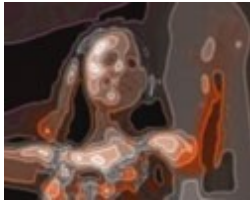
**For more details and tips**, click any link below:

- [Keyframing an Effect](#)
- [Saving Favorite Effects](#)
- [How to Choose a Spice File](#)
- [Preferences](#)
- [Keyboard Shortcuts](#)

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Posterize effects in video editing programs look like an afterthought -- only adding a basic ability to limit the quantity of colors in a scene. Color edges remain rough and unattractive, however, so the look is rarely useful. PosterWise in contrast is a CREATIVE break-through in posterize effects, giving you enormous customization power. The plug-in's advanced algorithms allow you to easily form everything from cartoon-like animations from video to beautiful abstract imagery.



**Animate/Cartoon.** QUICKLY create cartoon-like animations from video while **RETAINING** color accuracy/stability over time (unlike typical posterize effects).



**Animate Titles in NEW Ways.** Apply PosterWise to create unique title/text/logo effects with flowing/changing color.



**Smooth Edges.** Smoothly anti-alias color regions and borders -- a key factor to make posterizing/cartooning visually appealing.



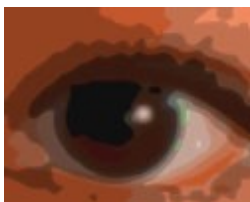
**Electrify!** Blend smooth, adjustable borders and other edge effects over your source image to create electricity-like dynamics.



**Renew & Revitalize.** Easily and attractively revitalize/customize existing clips and stock footage for new projects.



**Customize Easily.** With intuitive control over colors, edges, details, and blending, customize the effect easily without frustration or lost time.



**Distill Essentials.** Use PosterWise to simplify images to their most emotional/compelling artistic elements.



**Enjoy the Power.** Choose from several color models (RGB, HSV, HLS, YUV and XYZ) for unique looks. Adjust color channels individually. And much more.



**Accent Beautifully.** Blend abstract/sensual artistic styles (in many different ways) with details from your source image.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all PosterWise controls are bezier keyframable, you can smoothly smoothly vary individual aspects of the effect over time. Therefore you can easily create PosterWise animations that evolve in visual character during your clip. Cool!

[PosterWise Tutorial](#)

[PosterWise Controls In Detail](#)

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Apply PosterWise to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the PosterWise window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the PosterWise window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If PosterWise's **Saved Settings** folder does not appear, navigate to it.) Several subfolders are included, organized by style. Single-click any saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in PosterWise to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **THOUSANDS** of combinations are provided!

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of PosterWise can be most easily accessed in three steps:

**STEP 1. Set Pre-blur and Posterization first.** That's because they are the most important controls for using posterization to simplify your images.

**Add or remove detail** via **Pre-blur**. Higher values tend to combine and smooth posterize color regions, making regions appear more rounded and abstract.



Source image

Pre-blur = 2

Pre-blur = 15

**Adjust the posterization strength** per color channel with the three **Levels** sliders. The higher the value, the stronger the posterization.



RGB Levels = 30

RGB Levels = 50

**Set color differences** by choosing from several color space options in the **Model** controls. For example, you can choose to match existing colors or emphasize a particular area/color. Your adjustments will appear instantly in the built-in PosterWise preview. (In the Sony Vegas version, the effect will appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**STEP 2. Add a border to the color edges (if desired).** PosterWise features smooth, anti-aliased borders, a major advantage over other posterize plug-ins. Use the **Border** controls to do this (click the Border tab to access them). Thin dark outlining will accent edges to create a cartoon-like look. Bold glowing custom-color borders will produce abstract looks. Four border controls allow you to experiment with various border colors widths and styles.

**STEP 3. Enhance other details (if desired).** Additional options are available in **Source** section of controls, such as to outline object edges, to restore source details, or to blend the posterized effect with the original image. Unlike the **Border** controls, applying black/color edges in the **Source** section will trace OBJECT contours instead of level edges, adding a more sophisticated cartoon-like look. **Restore Details** will provide more details and realism, while retaining a stylized look. The various **Blend** modes allow you to fine-tune the effect colors and details. You can reduce or enhance the effect over the entire image or only in select image areas.

**After creating a desired PosterWise effect, apply it by clicking the green "check mark" button in the lower right corner of the PosterWise window.** [Click here for more applying tips.](#)

For more details and tips, click any link below:

[PosterWise Features](#)  
[PosterWise Controls In Detail](#)

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[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
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To access useful presets per section, click the "light-bulb" button at the top-right of the [Posterization](#), [Border](#), or [Source](#) section.



## Pre-blur

[Pre-blur](#) adds or removes detail in the PosterWise effect. Higher values tend to combine and smooth posterized color regions, making the regions appear more rounded and abstract. To vary detail during the effect, [keyframe](#) [Pre-blur](#).



Source image

Pre-blur = 2

Pre-blur = 15

Two check boxes can modify [Pre-blur](#):

**Smart blur** -- Turn on to retain more detail when strongly applying [Pre-blur](#), especially within 10% to 30%.

**Anti-alias**-- Turn on to give all color regions a smooth, anti-aliased edge --- a major advantage over the jagged edges produced by typical posterize effects.

**\*\* Pre-blur occurs before other PosterWise processing.** Therefore, it is usually a good idea to adjust [Pre-blur](#) first to roughly the value you want before working with other controls.

**\*\* Depending on Pre-blur strength, edge fringing or noise along your image's edge may be emphasized.** To avoid that, increase the [Crop frame edge](#) by value located below the [Pre-blur](#) slider. Or apply our powerful [CleanCrop](#) effect, if available to you.

## Posterization

**Model** -- Use the [Model](#) menu to choose the color space PosterWise will use to process [Levels](#) (the posterization strength per color channel -- see below). Each color space can produce different visual results. Five choices are available: **RGB** (red/green/blue, the default), **HSV** (hue/saturation/value), **HLS** (hue/lightness/saturation), **YUV**, and **XYZ**. If you desire certain colors in your effect, **HSL** or **HSV** can be more intuitive than **RGB**. Set the [H Level](#) slider to the colors you want, then adjust the other Level sliders.

**Lock sliders** -- To adjust all three [Levels](#) sliders (described below) simultaneously to the same value, turn on this checkbox.

**Levels** -- Three sliders provide individual control of the posterization strength per color channel. The higher the value, the stronger the posterization. A 100% value limits a channel to only two colors; 0% allows the maximum (256) colors in the channel to appear. For example, 100% value for all three sliders in the **RGB** color space will create an effect with  $2 \times 2 \times 2 = 8$  colors.



RGB Levels = 30

RGB Levels = 50

**\*\* To posterize the scene to fewer than 8 colors,** in **RGB** set all [Levels](#) to 100, then set one or two [Offset](#) sliders to -100 or +100. In **HSV** set all [Levels](#) to 100, then set the [H Offset](#) and [S Offset](#) sliders to +100.

**\*\* To vary posterization during the effect,** [keyframe](#) the [Levels](#) sliders. PosterWise will then smoothly animate the posterization strength per channel during the effect. This is a major advantage over the integer-only number of levels produced by typical posterize effects, which produce sudden color 'jumps' if keyframed.

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**Soften** -- This control softens the posterized color regions, but not other elements such as **Border** and **Source** effects (see below). To vary softness during the effect, [keyframe](#) **Soften**.



Border applied, Soften = 30

Soften = 80

**Offset** -- These three sliders shift where posterize color boundaries occur (i.e. color 'thresholds') in the image, and which colors per channel are used for posterization. Use it to emphasize certain features or colors in the effect. To vary boundaries during the effect, [keyframe](#) any **Offset** slider.



HLS Model, Offset = 0

Offset = 40

## Border

To create a wide range of borders around PosterWise color regions, five options are available in the **Style** menu:

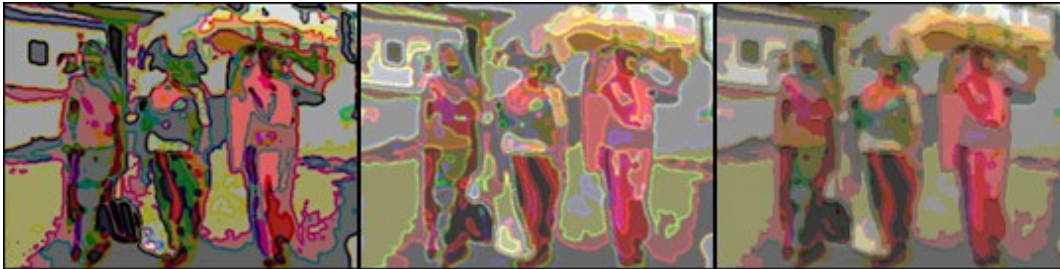
**Dark** -- Applies a dark border related in hue to the color region it surrounds. Therefore, several colors of dark borders can appear in a clip.

**Light** -- Applies a light border related in hue to the color region it surrounds. Therefore, several colors of light borders can appear in a clip.

**Relief** -- Applies an emboss-like depth effect instead of a border.

**Custom color** -- Applies a single-color border throughout the clip. The color is selected by the [eyedropper](#) or [color palette](#) in the **Color** control.

**Border over transparency** -- Similar to **Custom color** option above, except all non-border areas of the clip become transparent to reveal overlapping clips in lower tracks of your timeline. **Note:** This option previews only from your timeline. **In Premiere 6.x**, you must activate the clip's **Alpha Channel** key via Premiere's Transparency option AND place the clip in **track 2 or higher**. **In Avid Liquid**, you must go into the Keying Editor, then for Key Type choose **Chroma Key** or **RGB Difference Key**. Also, the **CreativEase** effect must be **ABOVE** Keying Editor in the clips' effect order or the effect will not appear. **In Ulead MediaStudio/VideoStudio**, **Border over transparency** is not available.



Dark border

Light border

Relief border



Custom color border (white)

Border only (w/ Custom color)

Border over transparency

**Border only** -- Turn on this check box to have **ONLY** borders appear in the clip's image, as shown above. This control synergizes with all **Style** options except **Border over transparency**.

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**Color** -- To choose a custom border color when **Custom color**, **Border over transparency**, or **Border only** is active, use the **eyedropper** or **color palette** in the **Color** control. To match the border color to a color in your PosterWise effect (or any other color on your screen), click the **eyedropper**, then click on the color desired. To apply a border color that is not already visible on your screen, click the **color palette**. Then click the **Other** button at the bottom of the palette to access a standard Windows color picker. The color palette will store your 20 most recent color picker choices.

\*\* To match the border color to a color in another clip, make the other clip visible on your screen, then open PosterWise for the new clip. Now move the **eyedropper** tool over the other clip's image and click the desired color.

\*\* To quickly match the border color to a color in the source clip (instead of the PosterWise effect), temporarily turn on the **Border only** option (described above). Then use the **eyedropper** tool.

**Width** -- To change the width of all borders in the effect, adjust this slider. To vary border width during the effect, **keyframeWidth**.

**Amount** -- To adjust the intensity of all borders in the effect, use this slider. Higher values increase the border opacity, especially along its inner and outer edge. To vary the border intensity during the effect, **keyframe Amount**.

## Source

To creatively blend portions of a clip's source image with the PosterWise effect, experiment with nine compositing options in the **Blend** menu produce a wide range of blends between the PosterWise effect and the clip's source image. The options are similar to blending modes found in programs such as Adobe Photoshop. Use the **Amount** slider to set the strength of the chosen **Blend** option. Higher values show more of the clip's source image blended with the effect. To vary **Blend** strength during the effect, **keyframe Amount**.

**Normal** -- Blends details from the source image uniformly throughout in the image, like a video dissolve.

**Lighten** -- Only blends in pixels from the source image that are lighter than the PosterWise effect.

**Darken** -- Only blends in pixels from the source image that are darker than the PosterWise effect.

**Add** -- Combines color values in the effect and source image, creating lighter colors. Black pixels remain unchanged and white pixels remain white.

**Screen** -- Lightens/brightens all colors in the PosterWise effect. Black pixels remain unchanged, however, and white pixels remain white.

**Hard Light** -- Selectively screens colors to produce a result that appears like a harsh lighting on the effect image.

**Vivid Light** -- Similar to **Hard Light**, but increases contrast in colors that are lighter than 50% gray. It therefore usually produces stronger colors than **Hard Light**.

**Linear Light** -- Similar to **Hard Light**, but further brightens colors that are lighter than 50% gray. It therefore usually produces stronger colors than both **Hard Light** and **Vivid Light**.

**Color Dodge** -- The lighter the effect color, the brighter the resulting color with this option turned on. Black pixels remain unchanged, however, and white pixels usually remain white.

Six **Add** options provides several ways to add texture/details from the source image into the PosterWise effect. Use the **Amount** slider under the **Add** slider to set the strength of the chosen option. Higher values show more texture/details. To vary the strength during the effect, **keyframeAmount.Restore**

**details** -- Source image details with a "High-pass" (or "unsharp mask") filter are added to the effect.

**Relief** -- Applies an emboss-like depth effect to source image details.

**Color edges 2-way** -- Similar to **Relief**, but applies color to some relief edges instead of only highlighting/shadowing.

**Color edges 4-way** -- Similar to **Color edges 2-way**, but applies color to all relief edges.

**Black edges 2-way** -- Similar to **Color edges 2-way**, but applies only black or gray to relief edges.

**Black edges 4-way** -- Similar to **Color edges 4-way**, but applies only black or gray to relief edges.



None

Restore details

Relief



Color edges 2-way

Color edges 4-way

Color edges 4-way (more Density)

**Density** -- Determines the visual density of the details produced by the chosen **Add** option, as shown in the last two images above. Higher values show more extensive **Add** details. To vary the density during the effect, **keyframe Density**.

**Random and Seed** --Used together, these two controls can randomize the colors created in the PosterWise effect, without affecting the color shapes/boundaries. First move the **Seed** slider to a new value. Then drag the **Random** slider as desired. To vary or even cycle colors during the effect, **keyframe** the **Random** slider. The controls are handy to create unusual treatments and to create fresh effects you may not have realized were possible with PosterWise.

For more details and tips, click any link below:

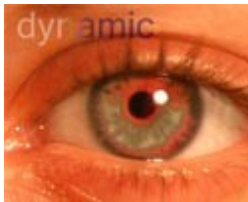
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Color effects are fairly standardized nowadays in most video editing systems, focusing on usual needs such as color correction, color elimination/retention, uniform tinting, and basic hue changes. For music videos, creative spots, experimental work, and other cutting-edge projects, however, a CREATIVE AND UNIQUE color effect is often needed -- which can be difficult to form with standard effects. That's when ChromaWarp 2.0 becomes handy, giving you the power to:



**Be Creative Quickly.** Quickly add creative color effects, from cutting-edge color distortions to glowing color warps -- in scenes or in titles/logos/graphics.



**Color WILD.** Easily experiment with color combos from different color spaces, and useful/unusual variations of film negative and other solarized looks.



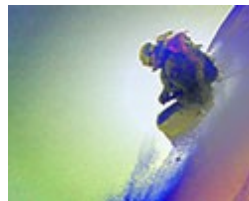
**Control WHERE.** Gain new versatility for everyday color correction, tints, and brightness adjustments, too! Use hundreds of Pixelan 'spices' to easily mask WHERE such effects will appear, without relying on rotoscoping, mask files, etc.



**Tint Subtle/FILM-Style.** Subtly colorize/tint/tonne clips while retaining full clarity and contrast in the image, unlike standard tint effects. Leave select areas untouched for extra realism.



**Get Real in The Mixer.** Enjoy our industry-unique Mixer control to easily set the color effect in just light or dark areas for fresh looks. Or to realistically animate the effect along the contours and details of your subject or scene.



**Smoothly Vary.** Create beautifully smooth color gradations in your content, from subtle to abstract/psychedelic.



**Highlight Your Subject.** Softly and ORGANICALLY focus attention on your subject with ChromaWarp, using Photoshop-like blending options.



**Enhance Titles/Graphics.** Apply color effects, gradations, and highlights (that are far more attractive than 'canned' reflections) to animate titles, logos, lower-thirds, and graphics.



**Follow the Motion.** Easily alter the color only in light or dark regions of a scene, or cycle from one area to the other, as the effect moves and follows your subject.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all ChromaWarp controls are bezier keyframable, you can smoothly vary individual aspects of the effect over time to create incredible cool effects!

[ChromaWarp Tutorial](#)

[ChromaWarp Controls In Detail](#)

[Next page](#)



Apply ChromaWarp to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's Start > Program Files > Pixelan > CreativEase menu.) After the ChromaWarp window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the ChromaWarp window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If ChromaWarp's [Saved Settings](#) folder does not appear, navigate to it.) Several subfolders are included, organized by style. Single-click a saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in ChromaWarp to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **more than 150 THOUSAND combinations are provided!**

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of ChromaWarp is most easily accessed in four steps:

**STEP 1. Find a desired color combination.** ChromaWarp's creative nature encourages experimentation, but to form a particular color distortion, start by gradually adjusting one or more [Warp](#) sliders (in the [Main](#) pane) from their 1.0 RGB default. The [Multiplier](#) slider multiplies the value of the three sliders above, giving you a quick way to change the strength of all channels at once. If necessary, select other color spaces at the bottom of the [Main](#) pane to find a desired color combo. Below are but a few examples of endless color possibilities -- from subtle to strong. Note that they are NOT the typical uniform tints and color changes produced by most other color effects. ChromaWarp instead adds beautiful color gradients and mixes.



Your adjustments will appear instantly in the built-in ChromaWarp preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

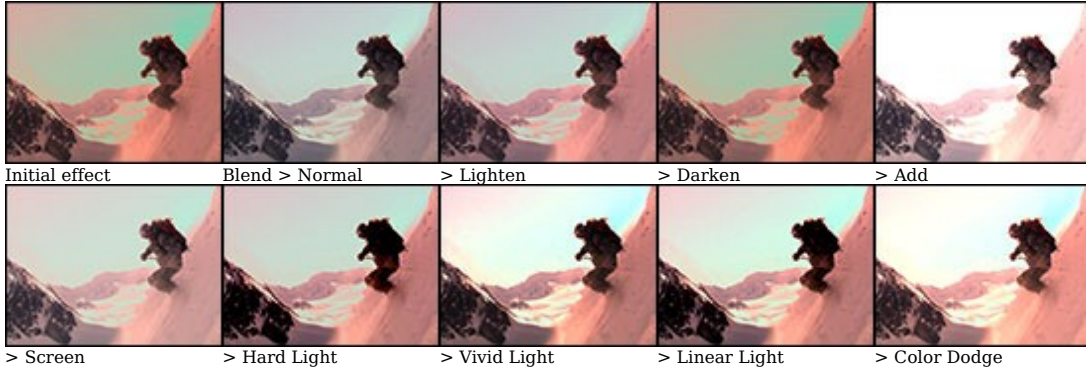
**\*\* To slightly change the image's hue,** work in [HSV](#) or [HLS](#) color space, then adjust [H](#) and [S](#) sliders. (For subtle looks, be sure to set the [Output](#) slider to 'return' the processing to the original color space, such as [Input > RGB to HSV](#) and [Output > HSV to RGB](#).) Note that ChromaWarp preserves highlights and shadows better than most built-in color/tint effects.

**\*\* To create VERY wild color effects,** click the [Extras](#) pane and experiment with the [Channel Shift](#) sliders. These sliders alter the color results per channel, without changing the intensity of the ChromaWarp effect. Any whole number value, such as 0.0 or 1.0, does not change the image. In between values, though, can alter the effect significantly. The [Multiplier](#) slider multiplies the value of the three sliders above, giving you a quick way to shift all channels at once.

**STEP 2. Add blurring and blending (if desired).** In the [Extras](#) pane, increase the value of [Blur](#) if you desire beautifully smooth color gradations -- adding an interesting, more abstract look to the scene, from subtle to psychedelic. Then use the [Blend](#) menu and [Amount](#) slider to selectively return details to the scene. Nine compositing options are available and are similar to blend modes in programs such as Adobe Photoshop. For example, to make the ChromaWarp effect more subtle, choose [Blend > Normal](#). To vary the strength during the effect, [keyframeAmount](#).



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**\*\* To colorize text/logos in creative ways**, apply ChromaWarp to an imported GRAYSCALE logo/text image file or to title clips created from a built-in titler in your video editing program. Then set the **Blur** and desired **Warps** and **Channel Shift**. NOTE: ChromaWarp will not alter a still-image's alpha channel, thus you may need to key out the image's black background in your timeline using another key in your system.



Original bitmap      Example effects -- just a few from many creative possibilities

**STEP 3. Keyframe to vary the color effect over time (if desired)**, [Keyframing](#) the **Warp** sliders from their default value can make a color distortion gradually appear and/or recede. Keyframing the **Blur** slider can lead to interesting abstract defocusing color looks. Keyframing the **Channel Shift** sliders can form unusual color-cycling effects. The variability of a ChromaWarp effect is one of its most unique qualities, so be sure to try our easy [keyframing](#) -- it can open up a whole new realm of creative possibilities for you!

**STEP 4. Limit or animate the effect area with a Pixelan spice**. ChromaWarp utilizes the soft/organic power of Pixelan spices (derived from our popular SpiceMASTER plug-in) to geometrically mask where the effect (created from other ChromaWarp controls) will appear within the frame. Click the **Spice** tab to reveal spice controls to be used together with the [Choose Spice File button and related settings](#) in the center of the ChromaWarp window. The **Animate** menu under the **Spice** tab provides several choices: **Effect Mask**, **Warp**, **Channel Shift**, and **Both**.

With **Effect Mask** selected, you could have the ChromaWarp effect appear only where your subject is rather than over the entire image, for example, or keep the ChromaWarp effect in outer areas to colorfully frame your subject. By keyframing the **Position** control, you can even have the effect area track your subject's movement. By keyframing the **Progress** slider with an Iris spice, you could have the color effect flow from your subject organically outward to the frame edge. Or wash the blur effect across the screen. (If you are familiar with our SpiceMASTER plug-in, **Progress** is just like Completion in SpiceMASTER.)

Other **Animate** menu choices provide different looks than **Effect Mask**. **Warp** uses the chosen spice file to control where **Warp** will appear most **intense**. **Channel Shift** sets where **Channel Shift** will be most intense. **Both** activates both of the above options -- **Warp** and **Channel Shift**. For more info about these options, please see the [next page](#).



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To use the clip's luminance (instead of a spice file's luminance) to limit where the ChromaWarp effect appears within the image, set the **Mixer** slider to 100% at the bottom of the **Spice** section. To mix the spice geometry **AND** your clip's luminance, adjust the **Mixer** to an intermediate value, such as 50%. Experiment -- the **Mixer** is one of ChromaWarp's most unique and powerful controls. As shown in the image example above, the **Mixer** can be used to limit your effect only on your subject (or any other part of the scene). Last but not least, [keyframing](#) the **Mixer** slider can lead to INCREDIBLE color flows within your clip!



Original image

Start of effect...

Flowing...

Flowing...

Full frame

After creating a desired ChromaWarp effect, apply it by clicking the green "check mark" button in the lower right corner of the ChromaWarp window. [Click here for more applying tips.](#)

For more details and tips, click any link below:

[ChromaWarp Features](#)[ChromaWarp Controls In Detail](#)[Next page](#)[Keyframing an Effect](#)[Saving Favorite Effects](#)[How to Choose a Spice File](#)[Preferences](#)[Keyboard Shortcuts](#)



To access useful presets per section, click the "light-bulb" button at the top-right of the [Warp](#), [Channel Shift](#), or [Spice Effect](#) section.



## Warp

These sliders determine the intensity of the ChromaWarp effect per color channel, such as Red, Green, and Blue channels in the default [RGB](#) color space.

The [Multiplier](#) slider multiplies the value of the three sliders above, giving you a quick way to change ChromaWarp's strength in all channels at once. To vary the color warp over time, [keyframe](#) any of the sliders.

## Channels

ChromaWarp can process in several different color spaces, including RGB (the default), HSV, HLS, YUV and XYZ. This further expands the color effects it can create for a wide range of imagery. If you have high-contrast or very light or dark clips, for example, a different color mode may create a desirable effect in a way that RGB cannot. The [Input](#) submenu converts the event's image to the specified color space before the ChromaWarp effect is processed. Likewise, the [Output](#) submenu converts after the effect is processed. Several presets are provided to help you explore the endless array of creative possibilities. (For subtle looks, be sure to set the [Output](#) slider to 'return' the processing to the original color space, such as [Input > RGB to HSV and Output > HSV to RGB](#).)

## Blur

Combining a blur with ChromaWarp's unusual color effects can create an endless range of fresh treatments, from subtle to psychedelic. Possible blur values are from 0% to 100% and are of course [keyframable](#).

## Blend

Nine compositing options produce a wide range of blends between the ChromaWarp effect and the clip's source image. The options are similar to blending modes in programs such as Adobe Photoshop. To set the strength of the chosen [Blend](#) option, adjust the [Amount](#) slider. Higher values show more of the clip's source image. To vary the strength during the effect, [keyframe Amount](#). (For example images, see the [prior page](#).)

**Normal** -- Blends details from the source image uniformly throughout in the image, like a video dissolve. This is a handy way to make a ChromaWarp effect uniformly more subtle.

**Lighten** -- Only blends in pixels from the source image that are lighter than the ChromaWarp effect.

**Darken** -- Only blends in pixels from the source image that are darker than the ChromaWarp effect.

**Add** -- Combines color values in the effect and source image, creating lighter colors. Black pixels remain unchanged and white pixels remain white.

**Screen** -- Lightens/brightens all colors in the ChromaWarp effect. Black pixels remain unchanged, however, and white pixels remain white.

**Hard Light** -- Selectively screens colors to produce a result that appears like a harsh lighting on the effect image.

**Vivid Light** -- Similar to [Hard Light](#), but increases contrast in colors that are lighter than 50% gray. It therefore usually produces stronger colors than [Hard Light](#).

**Linear Light** -- Similar to [Hard Light](#), but further brightens colors that are lighter than 50% gray. It therefore usually produces stronger colors than both [Hard Light](#) and [Vivid Light](#).

**Color Dodge** -- The lighter the effect color, the brighter the resulting color with this option turned on. Black pixels remain unchanged, however, and white pixels usually remain white.

## Channel Shift

These sliders alter the color results per channel, **without changing the intensity** of the ChromaWarp effect. Any whole number value, such as 0.0 or 1.0 or 2.0, does not change the image. Intermediate values, though, such as 1.5, can alter the effect significantly. The [Multiplier](#) slider multiplies the value of the three sliders above, giving you a quick way to shift all channels at once.

## Spice Effect

Like our popular SpiceMASTER plug-in, ChromaWarp utilizes our top-rated, industry-standard "spices" to generate fresh effects -- in this case, to geometrically 'mask' **where** the ChromaWarp effect (established from the sections described above) will appear within the frame. Adjust [Spice Effect](#) settings together with the [Spice/Position](#) controls described at the bottom of this page.

**Animate** -- Each of the other options in this menu uses the luminance of a chosen spice file to alter the ChromaWarp effect in some way. [Effect Mask](#) limits where the ChromaWarp effect will **appear** in the image. [Warp](#) uses the chosen spice file to control where [Warp](#) will appear most **intense**. [Channel Shift](#) sets where [Channel Shift](#) will be most intense. **Both** activates both of the above options -- [Warp](#) and [Channel Shift](#).

**Progress** -- Based on the selected spice file, this slider sets where the above [Animate](#) effect will be visible. (If you are familiar with our SpiceMASTER plug-in, [Progress](#) is just like Completion in SpiceMASTER.) At 0% the effect will appear where blackest pixels reside (in the spice file's grayscale image, not your content). At higher values, the effect will be visible where lighter grays reside in the spice file's image, and at 100% where the whitest pixels exist in the spice file's image.

**Softness** -- Higher values soften the boundary of the spice mask.

**Effect only in soft area**-- Use this option to limit the ChromaWarp effect only to the [Softness](#) area (set by the above control). Increase the [Softness](#) value to widen the effect area. Adjust the [Progress](#) slider to determine where the effect area appears.

**Blur only in effect area**-- When turned on, the [Blur](#) effect appears only where the ChromaWarp effect appears, not in the area masked by the spice file.

**Mixer** -- This unique control blends the spice and source clip's luminance to create a mask shape that is determined by your clip. At 100%, purely the SOURCE clip's luminance is used as the effect mask. To mix using the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of ChromaWarp's most unique and powerful controls. NOTE: [Progress](#) must not equal 0 or 100 for the [Mixer](#) to have visual impact.

**Invert Mixer**-- Turn on this option to invert where the [Mixer](#) luminance mask forms in the source clip.

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## Spice/Position

In the center of the ChromaWarp window are the [Choose Spice File](#) button and related controls for positioning and modifying the [Spice Effect](#). If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details.](#)

**For more details and tips**, click any link below:

[ChromaWarp Features](#)[ChromaWarp Tutorial](#)[Next page](#)[Keyframing an Effect](#)[Saving Favorite Effects](#)[How to Choose a Spice File](#)[Preferences](#)[Keyboard Shortcuts](#)

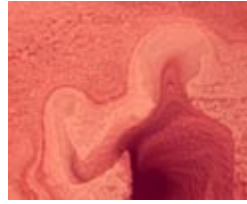
# OrganiBlur Features



Built-in directional/radial blur effects typically blur only in one direction, outwardly, or as a spin. All have become overused effects. In contrast, OrganiBlur can create thousands of fresh ORGANIC blur effects AND creative fluid-like looks -- by borrowing technology from our popular SpiceMASTER plug-in.



**Swirl and Animate.** Swirl and animate blurs over time to tie the effect into motion or other elements of your scene.



**Blur By Brightness.** Use the luminance of your clip to set the blur, leading to very unique effects that visually relate to your subject.



**Apply the Unique.** Easily create numerous organic blur directions that look truly FRESH and ORGANIC instead of cliché.



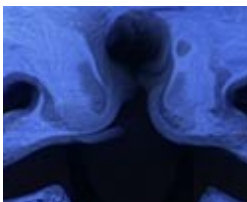
**Abstract & Symbolize.** Use OrganiBlur's power to abstract your subject into new forms or symbols.



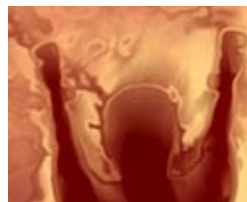
**Make It Flow.** Form incredible fluid/liquid effects quickly using OrganiBlur's intuitive controls.



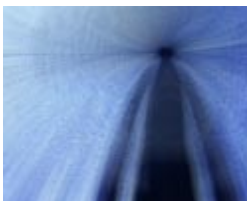
**Twist & Turn Titles.** Apply to titles/logos/graphics (in fact, any clip with an alpha channel) for terrific twists, spins, and flows.



**Position & Move.** Easily position the blur location in your scene and motion-track it with your subject if desired.



**Enjoy Creative Control.** Independently adjust position, intensity, softness, angle, spread and other useful blur qualities.



**Customize With Spices.** Choose from hundreds of Pixelan "spices" to determine the blur's origin, direction and power.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

With powerful bezier keyframing for each control, you can smoothly animate individual aspects of OrganiBlur over time -- such as to have the organic blur follow your subject's motion in the scene or to smoothly change in softness or other qualities. Cool!

[OrganiBlur Tutorial](#)  
[OrganiBlur Controls In Detail](#)

[Next page](#)





Apply OrganiBlur to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the OrganiBlur window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the OrganiBlur window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. Several subfolders are included, organized by style. Single-click any saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in OrganiBlur to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **more than FOUR THOUSAND combinations are provided!**

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of OrganiBlur is most easily accessed in three steps:

**STEP 1. Select the blur geometry.** OrganiBlur uses the luminance of your clip's image or the luminance of a selected spice file (or a variable mix of both) as the basis for the blur. To select from hundreds of available spice geometries (instead of using the default [Elliptic1 C](#) spice file), click the [Choose Spice File](#) button at the center of the OrganiBlur window. (For more details about this button and related controls, [click here](#).)

Note: With the [Angle](#) slider (described further in Step 2 below), you can control the blur direction, thus the default [Elliptic1 C](#) spice file for example can also be used for spin, zoom and even spiral blurs. There is no need to select a spice file with exactly the desired blur DIRECTION -- selecting the basic geometry alone is usually enough. [Spice files that are curved in their geometry instead of rectilinear usually work best with this effect.](#)

To instead use the clip's luminance to form the blur, set the [Mixer](#) slider in the [Extras](#) section of OrganiBlur to 100%. To mix the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of OrganiBlur's most unique and powerful controls. [Keyframing](#) the [Mixer](#) slider can lead to incredible organic flowing blur effects.



original image



elliptical spice blur



luminance blur



variation

Mixer = 100

Your adjustments will appear instantly in the built-in OrganiBlur preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will instead appear real-time in the Vegas preview.) Note you can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**STEP 2. Adjust the blur direction and power.** With [Progress](#) at its default 50%, adjust the [Angle](#) slider to the desired blur direction. Next use [Progress](#), [Amount](#), and [Spread](#) sliders to adjust the blur's power. [Progress](#) is typically used to ramp the entire effect over time from 0% to 100% or back. (If you are familiar with our SpiceMASTER plug-in, [Progress](#) is much like Completion in SpiceMASTER.) [Amount](#) controls the overall blur strength.

**STEP 3. Fine-tune the effect.** [Spread](#) controls how wide the blur appears from its origin. [Ramping](#) controls where within a directional blur the blur appears strongest. For example, with the default [Elliptic1 C](#) spice file, set [Progress](#) to 50% and [Spread](#) to 1.0. Now set [Ramping](#) to 100% -- you get a standard radial blur that has the maximum blur at the frame edge. Now set [Ramping](#) to 0%. You get a new radial blur effect with its maximum blur at the center.

The [Blur](#) menu offers two additional choices. [One-way](#) can add distortions to the blurred areas, such as splatter diffusions and other artistic effects. [Two-way](#) extends the blur length further.

Depending on OrganiBlur settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, at the bottom of the Main section increase the [Crop frame edge](#) by value. Or apply our powerful [CleanCrop](#) effect, if available to you.

After creating a desired OrganiBlur effect, apply it by clicking the green "check mark" button in the lower right corner of the OrganiBlur window. [Click here for more applying tips.](#)

For more details and tips, click any link below:

[OrganiBlur Features](#)  
[OrganiBlur Controls In Detail](#)

[Next page](#)

[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
[Preferences](#)  
[Keyboard Shortcuts](#)

# OrganiBlur Controls In Detail



To access useful presets per section, click the "light-bulb" button at the top-right of the [Blur](#) or [Extras](#) section.



NOTE: Words cannot do justice to the power of several of the controls below and their synergy. Please explore the available presets, as mentioned above, and experiment with modifying control values to create truly unique effects.

## Blur

**Progress** -- Progressively sets the extent of the blur established by other controls. Maximum is 50%. No blur appears at 0% and 100%. Thus the slider is designed, when [keyframed](#) from 0% to 100%, to gradually increase the effect to a maximum and then decrease back to no effect during a clip. To just set a static blur area during the entire clip, there is no need to keyframe -- just experiment with the slider to determine its best constant value for your desired effect.

**Blur** -- [Two-way](#) blurs in two opposite directions; [One-way](#) in one direction.

**Amount** -- Controls the overall blur power.

**Spread** -- Specifies the size of the blurred area, as determined by the chosen spice file and/or [Mixer](#) value (see below). Values less than 1.0 blur only part of the image. High values produce a uniform blur over the entire image, which is useful if you do not want to vary the blur amount within the image.

**Angle** -- The blur direction will follow the luminance gradient's direction unless you use this control to rotate the blur direction. [Keyframing](#) it can easily create swirling blur effects.

**Ramping** -- At its 50% default value, the blur power has its maximum at the center of the blurred area and decreases toward the edges. Other values move the blur maximum elsewhere within the blurred area. 0% moves the maximum to the beginning of the blurred area; 100% to the end.

**Crop frame edge by** -- Depending on OrganiBlur settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase this value. Or apply our powerful [CleanCrop](#) effect, if available to you.

## Extras

**Softness** -- Blurs the pixel [basis](#) used by OrganiBlur. Therefore, it can significantly smooth the blur direction/power variations, especially in fine-textured source images when the [Mixer](#) is activated.

**Input** -- Like our popular SpiceMASTER plug-in, when the default [Spice File](#) choice is active, OrganiBlur utilizes our top-rated, industry-standard "spices" to generate the effect. Use the [Spice/Position](#) controls described at the bottom of this page to adjust many aspects of the spice file. Or, you can base the OrganiBlur effect on the [Image's Luminance](#), which creates an entirely different/unique effect basis that relates directly to your image content.

**Multiplier** -- Only applies when [Input > Image's Luminance](#) is active. Controls how many times the blur repeats in each direction.

**Mixer** -- This unique control blends the spice and source clip's luminance to create a blur direction that is determined by your clip. At 100%, purely the SOURCE clip's luminance is used as the basis for the blur. To mix using the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of OrganiBlur's most unique and powerful controls. NOTE: [Progress](#) must not equal 0 or 100 for the [Mixer](#) to have visual impact.

**Invert Mixer**-- Turn on this option to invert where the [Mixer](#)-based blur forms in the source clip.

## Spice/Position

In the center of the OrganiBlur window are the [Choose Spice File](#) button and related controls for positioning and modifying the effect when it is based on a spice file (thus [Input > Spice File](#) is chosen). If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details.](#)

For more details and tips, click any link below:

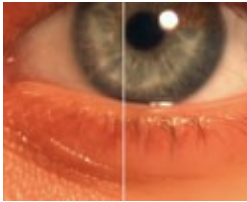
[OrganiBlur Features](#)  
[OrganiBlur Tutorial](#)

[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
[Preferences](#)  
[Keyboard Shortcuts](#)

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Typical blur effects alter the entire scene and are difficult to effectively mask, limiting their usefulness for digital video. BlurPro combines several blurs and unique blend/mask tools into one plug-in, making it easy to **SELECTIVELY SOFTEN** your clips and/or create fresh animated blur effects. You can even use it to nicely **SHARPEN** scenes without introducing typical sharpening artifacts. BlurPro therefore is very versatile for digital video. You gain the power to:



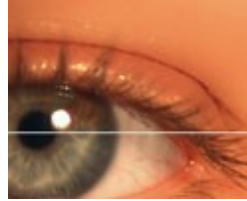
**Soften Yet Retain.** Soften areas AND retain edge definition (i.e. smooth skin but keep fine hair, eyelashes) so the overall scene does not blur or lose depth.



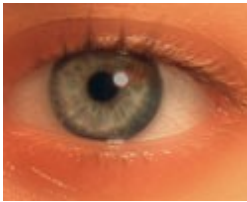
**Reduce Noise/ Artifacts.** INTELLIGENTLY reduce compression 'block' artifacts (i.e. from DV/MPEG/JPEG), and pixel 'noise' by targeting softness ONLY in low-light or solid color areas.



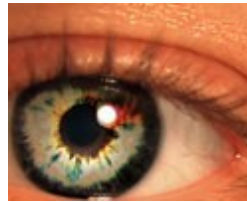
**Enhance the Sensual.** The opposite of above is also handy... easily soften ONLY certain details (i.e. blemishes, harsh reflections) to produce lush/sensual visuals.



**POP Your Subjects.** De-emphasize specific details or entire background areas to enhance your scene's center of interest -- where you want your audience to FOCUS.



**Be Dreamy/Surreal.** Apply just the right touch of SELECTIVE softness to make dreamy/surreal looks for wedding videos, dream segments, and other special scenes.



**Blur Uniquely/Animated.** Apply creative blurs and ORGANIC animation that are difficult/impossible with standard blurs, leading to uniquely new visual effects.



**Be Abstract/Arty.** Selectively soften scenes STRONGLY (while retaining edge definition) to easily create unique abstract/arty styles.



**Improve OTHER Effects.** Get better/cleaner results by pre-conditioning the image with BlurPro before applying OTHER video effects to a clip.



**SHARPEN Better, Too!** BlurPro is also for sharpening! SHARPEN only desired areas, accenting details more effectively and reducing unwanted sharpen 'halos.'

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
 \*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

BlurPro leverages the soft/organic masking power of Pixelan "spices" (derived from our popular SpiceMASTER plug-in) to control blur location and animation. With the powerful Mixer control, you can also use a clip's luminance to define effect areas -- an easy way to soften only light or dark regions, for example, or to create compelling new blur effects. Last but not least, BlurPro's bezier keyframing can form incredibly DYNAMIC blurs that smoothly change and evolve over time.

[BlurPro Tutorial](#)  
[BlurPro Controls In Detail](#)

[Next page](#)



Apply **BlurPro to a clip in your timeline, like any built-in video effect.** (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the BlurPro window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the BlurPro window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If BlurPro's **Saved Settings** folder does not appear, navigate to it.) Several subfolders are included, organized by style. Single-click a saved setting to quickly preview and compare it with others. Double-click your final choice.



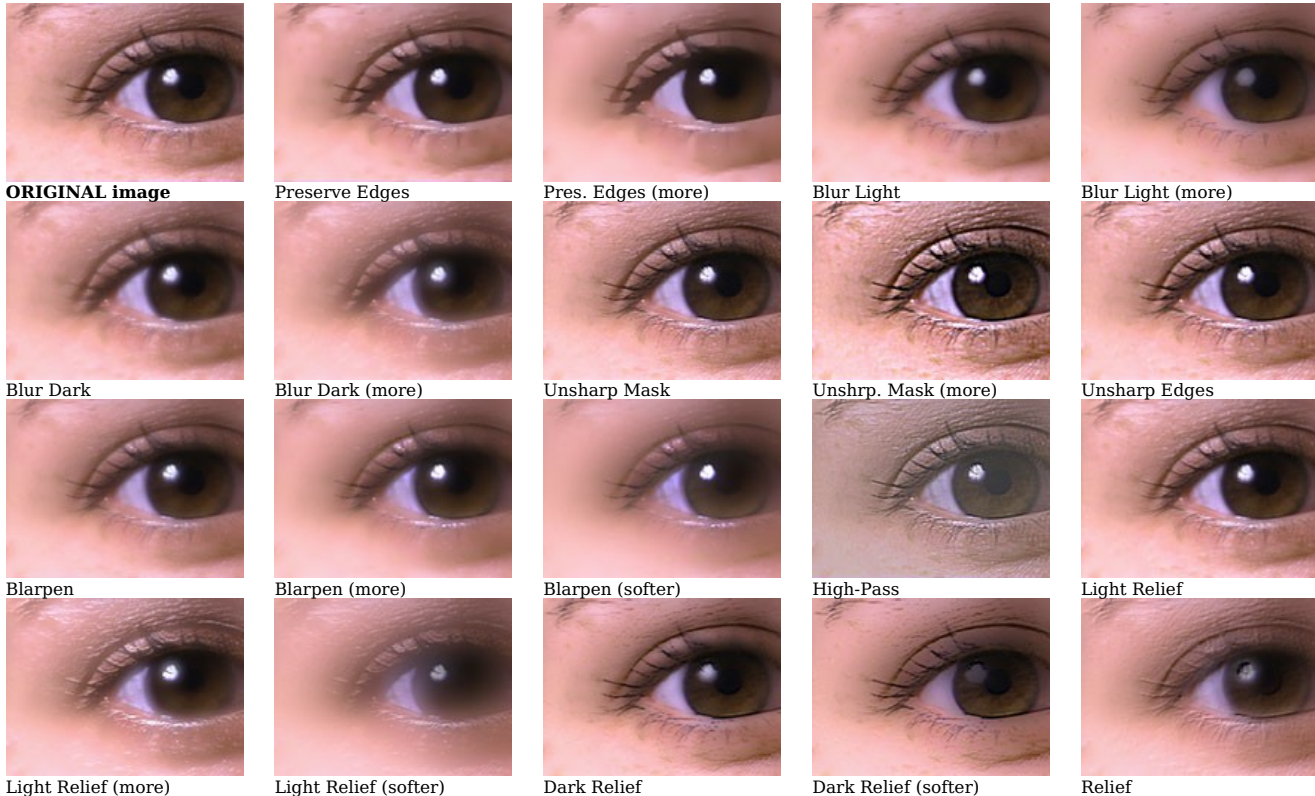
Click any light-bulb in BlurPro to **CHOOSE a preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **more than FIVE THOUSAND combinations are provided!**

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of BlurPro is most easily accessed in four steps:

**STEP 1. Select the type of blur and set its strength.** In the **Blur > Type** section, **Box**, **Fast**, and **Gaussian** options are available. **Gaussian** is highest quality but slowest to render. Adjust the blur's strength with the **Amount** slider. To vary the blur strength during the effect, [keyframeAmount](#).

Your adjustments will appear instantly in the built-in BlurPro preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will instead appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**STEP 2. Stylize the blur effect.** Use the **Style** section to selectively preserve edges, to keep highlights or shadows unchanged, or to sharpen the entire image or only certain edges. BlurPro makes it easy to selectively sharpen some image areas but soften others, thus a wide variety of uniquely beautiful custom looks are possible. Adjust the **Amount** slider to determine the style's strength. For **Preserve Edges**, **Unsharp Edges** and **Blarpen** options, **Amount** sets the "threshold" and therefore an optimal value is typically 10-30%. To vary the style's strength during the effect, [keyframeAmount](#). After activating a style, you may need to fine-tune **Blur > Amount** further (see Step 1 above).



\*\* **Blur > Amount** and **Style > Amount** can be set to extreme values to create some very unique looks, as shown above. And keep in mind you can apply BlurPro more than once to the same clip to emphasize certain features with each pass. Abstract effects, very cool animated looks, soft dreamy styles, and more are possible. Experiment!

\*\* Depending on BlurPro settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase the **Crop frame edge** by value located below **Blur > Amount**. Or apply our powerful [CleanCrop](#) effect, if available to you.

[Next page](#)



**STEP 3. Blend the effect with the source image (if desired).** Blending the effect with the source image can produce a different look than simply decreasing **Amount** sliders. Experiment with the **Source** control if you desire to strengthen detail or color in your clip while still retaining some softening. Higher values show more of the clip's source image. To vary the strength during the effect, [keyframe Source](#).



Original image

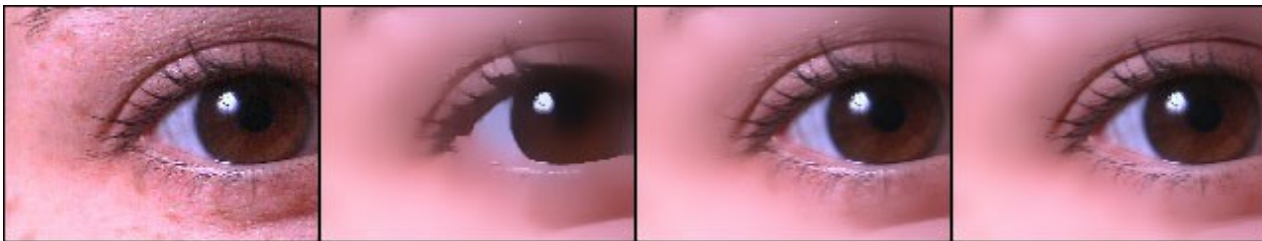
Preserve Edges (high)

Source &gt; Amount = 50

**TIP:** While adjusting settings for a subtle BlurPro effect, to more easily see where it will modify the image, temporarily choose **Style > High-Pass**.

**STEP 4. Limit or animate the effect area with a Pixelan spice.** BlurPro utilizes the soft/organic power of Pixelan spices (derived from our popular SpiceMASTER plug-in) to geometrically mask where the effect (created from other BlurPro controls) will appear within the frame. Click the **Spice** tab to reveal spice controls to be used together with the [Choose Spice File button and related settings](#) in the center of the BlurPro interface.

You could have the BlurPro effect appear only where your subject is rather than over the entire image, for example, or keep the BlurPro effect in outer areas to softly frame your subject. By [keyframing](#) the **Position** control, you can even have the effect area track your subject's movement. By keyframing the **Progress** slider with an Iris spice, for example, you could have the blur flow from your subject organically outward to the frame edge. Or wash the blur effect across the screen. (If you are familiar with our SpiceMASTER plug-in, **Progress** is just like Completion in SpiceMASTER.) Using the powerful and unique **Mixer** slider, you can alter the spice geometry to match your content, so that BlurPro effect is in just light or dark areas. The creative possibilities are nearly infinite!



Original image

Gaussian Blur (high)

Elliptic spice over eye to preserve detail.

Mixer applied to modify elliptic mask to match eye

Note that to see **Mixer** results, **Spice Effect > Effect** must be On and **Progress** must not equal 0 or 100.

**After creating a desired BlurPro effect, apply it by clicking the green "check mark" button in the lower right corner of the BlurPro window.** [Click here for more applying tips.](#)

**For more details and tips,** click any link below:

[BlurPro Features](#)  
[BlurPro Controls In Detail](#)

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[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
[Preferences](#)  
[Keyboard Shortcuts](#)

# BlurPro Controls In Detail



To access useful presets for each major section, click the "light-bulb" button at the top-right of the [Blur](#) or [Spice Effect](#) sections.



## Blur

These initial controls are simple and most familiar. [Box](#), [Fast](#), and [Gaussian](#) are available in the [Type](#) menu, with [Gaussian](#) highest quality but slowest to render (just like in Photoshop) and [Box](#) fastest but lower quality. Set the blur strength (radius) with the [Amount](#) slider. To vary the blur strength during the effect, [keyframe Amount](#).

Depending on BlurPro settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase the value of [Crop frame edge](#) by which is located below [Blur > Amount](#). Or apply our powerful [CleanCrop](#) effect, if available to you.

## Style

Use the [Style](#) section to create many useful variations of a standard blur. This is where BlurPro's unique power becomes evident. Ten options are available in the [Effect](#) menu. To set the strength of the chosen [Style](#) option, adjust the [Amount](#) slider. To vary the strength during the effect, [keyframe Amount](#). For example images of each option below, see the [prior page](#).

**Preserve Edges** -- This option blurs the image, but retains high-contrast details. It works especially well with the [Gaussian](#) blur. The [Amount](#) slider controls the extent of preserved details. This is a great way to nicely smooth/remove slight blemishes on a subject or image.

**Blur Light** -- Use this option to soften light areas of an image, while retaining detail in dark areas. Increasing the [Amount](#) reveals more dark area detail.

**Blur Dark** -- The inverse of the above option: blur only dark areas, while retaining detail in light areas.

**Unsharp Mask** -- This option increases contrast around high-contrast edges, just like the similar effect in Photoshop. The [Amount](#) slider sets the radius of the sharpened area. The greater the radius, the larger the edge effect and potential "halo". Unless you desire an abstract look, small values therefore usually appear best. What is unusual about BlurPro is the easy combination of blurring with [Unsharp Mask](#), allowing you to selectively blur AND sharpen the image. Note that you must have at least a some [Blur > Amount](#) active to apply this sharpening.

**Unsharp Edges** -- Similar to [Unsharp Mask](#), but here the [Amount](#) slider works as a threshold control instead of radius. The threshold determines how different a pixel must be from adjacent pixels to be sharpened by this option. Thus you can easily enhance only high-contrast details. Use the [Source](#) slider (see below) to decrease the overall effect.

**Blarpen** -- This funny-named option strengthens high-contrast edges but simultaneously softens the rest of the image. It is a great choice to easily produce surreal "dreamy" looks while retaining detail, such as for wedding videography. Like for [Unsharp Edges](#), the [Amount](#) slider works as a threshold control -- how different the pixels must be from adjacent pixels to be affected by this option. Useful values are typically from 10-30%. Use the [Source](#) slider (see below) to decrease the overall effect.

**High-Pass** -- This option retains only the image details engraved over a gray background. By itself, a high pass look is not often desirable, but in BlurPro it can be combined with the [Source](#) slider (see below) to variably bring color back into the image. Cool!

**Light Relief** -- Adds a light "relief" look selectively to highlights in the blurred image. A creative way to enhance highlights.

**Dark Relief** -- The inverse of the above option: adds a dark relief look only to darker areas in the blurred image.

**Relief** -- Choose this option to apply a relief effect to the blurred image. In combination with the [Source](#) slider (see below) you can selectively retain color and details.

## Source

Use this slider to variably blend the effect with the original image. Higher values decrease the overall effect's strength, usually creating a different look than simply decreasing the [Effect > Amount](#) slider.

## Spice Effect

Like our popular SpiceMASTER plug-in, BlurPro utilizes our top-rated, industry-standard "spices" to generate fresh effects -- in this case, to geometrically mask **where** the BlurPro effect (established from sections described above) will appear within the frame. Adjust [Spice Effect](#) settings together with the [Spice/Position](#) controls described at the bottom of this page.

**Effect** -- An on/off control for the spice effect.

**Progress** -- Based on the selected spice file, this slider sets the area where the BlurPro effect will be visible. At 0% the effect will appear where blackest pixels reside (in the spice file's grayscale image, not your content). At higher values, the effect will be visible where lighter grays reside in the spice file's image, and at 100% where the whitest pixels exist in the spice file's image.

**Softness** -- Higher values soften the boundary of the spice mask.

**Effect only in soft area** -- Use this option to limit the BlurPro effect only to the [Softness](#) area (set by the above control). Increase [Softness](#) to widen the effect area. Adjust the [Progress](#) slider to determine where the effect area appears.

**Mixer** -- This unique control blends the spice and source clip's luminance to create a mask shape that is determined by your clip. At 100%, purely the source clip's luminance is used as the effect mask. To mix using the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of BlurPro's most unique and powerful controls. NOTE: [Progress](#) must not be 0 or 100 for the [Mixer](#) to have visual impact.

**Invert Mixer** -- Turn on this option to invert where the [Mixer](#) luminance mask forms in the source clip.

## Spice/Position

In the center of the BlurPro window are the [Choose Spice File](#) button and related controls for positioning and modifying the [Spice Effect](#). If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details](#).

For more details and tips, click any link below:

[BlurPro Features](#)

[BlurPro Tutorial](#)

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[Keyframing an Effect](#)

[Saving Favorite Effects](#)

[How to Choose a Spice File](#)

[Preferences](#)

[Keyboard Shortcuts](#)



Although most video editing programs can apply depth to titles, such as bevels, the results tend to look "engineered" rather than artistic. Also, built-in lighting controls, if they exist at all, tend to provide unconvincing highlights and no ability to creatively gloss surfaces, unless you detour the title into complex motion graphics software. That's where the convenience and power of RiseShine pays big dividends. Instantly and easily add beautiful, realistic depth AND apply glossy/wet surface treatments as desired -- not only to titles, logos and graphics but ALSO to regular video clips!



**Leave Flat Behind.** Quickly add realistic, smooth depth to titles, logos, lower-thirds, or alpha-channel graphics -- forming attractive 'objects' rather than flat fonts.



**Synergize with Other FX.** RiseShine synergized with OrganiBlur, FlowTexture, or PosterWise easily creates a wide range of unique looks for titles, logos, graphics, etc.



**Polish the Gloss.** Apply an adjustable shiny gloss/polish to your title objects -- much more compelling than the typical dull glints in most built-in titlers.



**Look Uniquely Glassy.** By applying RiseShine together with OrganiBlur, you can create fantastic glass/marbled fonts unlike anything else in the industry.



**Adjust the Reflections.** Lighting is easily adjustable and bezier keyframable, allowing you to move reflections on objects as the title moves, for further realism.



**Add Shine/Depth to Video.** RiseShine isn't just for titles! It can also usefully add shine and depth to regular video clips, targeted to the luminance of the imagery.



**Light the Neon.** Incredibly cool and REAL neon looks can be instantly produced from virtually any regular font, and can be pulsed and flowed easily.



**Wet Your Subjects.** RiseShine can seamlessly add a convincing wet surface look to your video subjects, even if the footage was not originally shot with a wet look. Wild!



**Power Your Fonts.** Use RiseShine to quickly modify your existing common fonts into fresh, creative new looks that can change and evolve over time.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
 \*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all RiseShine controls are bezier keyframable, you can smoothly vary individual aspects of the effect over time to create incredible flowing font changes and effects!

[RiseShine Tutorial](#)

[RiseShine Controls In Detail](#)

[Next page](#)



Apply RiseShine to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the SpatterFlex window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the RiseShine window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. Several subfolders are included, organized by style. Single-click any saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in RiseShine to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- they're great!

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of RiseShine is most easily accessed in two steps:

**STEP 1. Set the general strength and gloss.** Adjust the first four sliders in the **Shine** section -- **Intensity**, **Softness**, **Gloss**, and **Height** -- until a desired look is generally reached. These controls tend to have the most profound impact on the RiseShine effect. If you are applying RiseShine to a title clip or other alpha-channel graphic, be sure to select **Alpha** in the **Channel** submenu AND turn on the **Mask with Alpha Channel** check box at the bottom of the **Shine** section.

Instead of using a clip's luminance (pixel brightness/darkness) or alpha channel to mask the RiseShine effect, you can choose an RGB color channel in the **Channel** submenu. This is handy if your scene features well-defined color objects that you want to focus the effect on.

Your adjustments will appear instantly in the built-in RiseShine preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will instead appear real-time in the Vegas preview.) Note you can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**STEP 2. Fine-tune the effect.** Use the remaining controls in the **Shine** and **Extras** sections to fine-tune the effect.

Depending on RiseShine settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, in the **Extras** section increase the **Crop frame edge** by value. Or apply our powerful [CleanCrop](#) effect, if available to you.

**After creating a desired RiseShine effect, apply it by clicking the green "check mark" button in the lower right corner of the RiseShine window.** [Click here for more applying tips.](#)

For more details and tips, click any link below:

[RiseShine Features](#)  
[RiseShine Controls In Detail](#)

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[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
[Preferences](#)  
[Keyboard Shortcuts](#)



# RiseShine Controls In Detail



To access useful presets per section, click the "light-bulb" button at the top-right of the [Shine](#) or [Extras](#) sections.



## Shine

**Intensity** --Determines the strength of the overall effect, from 0% to 100%, produced by all other controls below.

**Softness** -- Blurs the light source to soften the overall effect and reduce details.

**Gloss** -- Higher values increase the visual hardness of the reflections, thus creating a realistic wet/glossy look.

**Height** -- Higher values increase the height of the shine/reflections (or font depth if applied to a title or other alpha channel graphic).

**Ambient** -- Adds a constant value to the overall lighting, which can moderate font depth produced by the Height control.

**Shadow** -- Strengthens shadows/relief in the effect, which can produce a feeling of greater depth especially with a title or other alpha channel graphic.

**Channel** -- **Luminance** is the default and the most likely choice for most video clips, which uses the clip's luminance (pixel brightness/darkness) to mask the RiseShine effect. If your scene features well-defined color objects that you want to focus the effect on, instead choose an RGB color channel. For titles or other alpha channel graphics, however, always choose **Alpha**.

**Mask with Alpha Channel** -- To create RiseShine's unique depth/shine effects in titles or other alpha channel graphics, always turn on this option.

## Extras

**Angle** -- Sets the angle of the simulated light, from 0 degrees (image right) rotating counter-clockwise to 360 degrees (return to image right).

**Blend** -- In addition to the usual **Normal** light blending, **Add** and **Multiply** are provided to vary the effect.

**Light 2** -- Adds a secondary light source, which in a video clip can bring more detail back into the effect. On a font or other alpha channel graphic, it extrudes the edge of the text/graphic, which sometimes can better define the element against its background.

**Invert Light 2** -- Inverts the above control's effect.

**Crop frame edge by** -- Depending on RiseShine settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase this value. Or apply our powerful [CleanCrop](#) effect, if available to you.

For more details and tips, click any link below:

[RiseShine Features](#)

[RiseShine Tutorial](#)

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[How to Choose a Spice File](#)

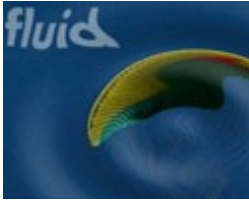
[Preferences](#)

[Keyboard Shortcuts](#)

# FlowTexture 2 Features



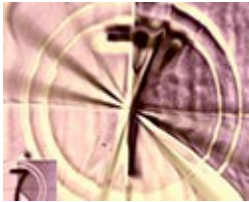
FlowTexture 2.0 is the next generation of our unique flowing displacement effect tool. It is much more powerful than standard displacement effects, which tend to be not very adjustable and only create a few kinds of (mostly unattractive/unusable) wave/ripple/emboss looks. FlowTexture instead creates fully-adjustable realistic water drops AND creates an almost infinite array of other liquid-like effects -- from abstract 'etchings' to amazing organic flows.



**Add Fluid Dynamics.** Easily create custom water drops and other dynamic fluid effects that are more attractive than standard wave effects.



**Animate and Flow.** Quickly form amazing smooth liquid looks and molten effects that ebb and flow over time.



**Aim At Your Subject.** Easily position the flowing effect wherever desired within your images, such as where your subject is located.



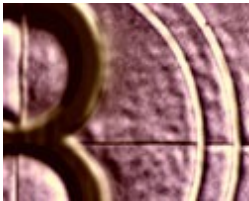
**Invigorate Backgrounds.** Use FlowTexture to improve/freshen stock clips in your collection for use in new projects.



**Create Depth Interest.** Subtly deform and texture your images in unconventional but realistic ways to add visual interest.



**Energize Stills/Titles.** Use FlowTexture to easily provide realistic flex and change to still-image clips and titles.



**Match Your Content.** Use the unique [Mixer](#) tool to build waves or distortions shaped like your clip's content.



**Enjoy Full Creative Control.** Control reflections, lighting, softness, and other visual qualities to enhance the effect's realism.



**Deform with Spices.** Base the wave/distortion geometry on any one of hundreds of Pixelan top-rated 'spices'.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

With powerful bezier keyframing, you can smoothly vary individual aspects of the FlowTexture effect during your clip, leading to incredibly dynamic distortions.

[FlowTexture Tutorial](#)  
[FlowTexture Controls In Detail](#)

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Apply FlowTexture to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the FlowTexture window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the FlowTexture window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. Several subfolders are included, organized by style. Single-click any saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in FlowTexture to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **THOUSANDS** of combinations are provided!

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of FlowTexture can be most easily accessed in four steps:

**STEP 1. Select the displacement geometry.** FlowTexture uses the luminance of your clip's image or the luminance of a selected spice file (or a variable mix of both) as the basis for displacement. To select from hundreds of available spice geometries (instead of using the default [Elliptic1 C](#) spice file), click the [Choose Spice File](#) button at the center of the FlowTexture window. (For more details about this button and related controls, [click here](#).) To instead use the clip's luminance to form the displacement, set the [Mixer](#) slider to 100% at the bottom of the [Displacement](#) section. To mix the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of FlowTexture's most unique and powerful controls. [Keyframing](#) the [Mixer](#) slider can lead to incredible flowing distortion effects. If you prefer a static (constant) distortion instead of a flowing effect, right-click the green [Keyframe light](#) button next to the [Progress](#) slider to clear the default keyframing of the control.



Original clip



Oval spice waves



Mixer = 20



Mixer = 50



Mixer = 100

Your adjustments will appear instantly in the built-in FlowTexture preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips](#).

Depending on FlowTexture settings, noise along your image's edge may be emphasized. To avoid that, increase the [Crop frame edge](#) by value. Or apply our powerful [CleanCrop](#) effect, if available to you.

**STEP 2. Fine-tune the displacement.** Generally, you should first set the [Waves](#) slider (overall number of waves) and the [Spread](#) slider (distance between waves). Then fine-tune further by adjusting the [Height](#) slider (overall refraction strength). Additional sliders provide more subtle fine-tuning. The [Ramping](#) slider moves the maximum wave height from the inner wave toward the outer wave. The [Rotation](#) slider controls the refraction direction. And the [Softness](#) slider blurs the distortion to create a more liquid-like look. All of these controls are [keyframable](#) to create wonderful evolving effects.

**STEP 3. Adjust the lighting (if desired).** Depending on the look you desire, controls in the [Light](#) pane of FlowTexture can add further realism. [Intensity](#) adjusts the light's power and [Angle](#) sets its direction. The [Softness](#) slider controls light/shadow details independent of the [Displacement](#) > [Softness](#) slider. Use the [Blend](#) menu to make the light brighter/harsher if desired.

**STEP 4. Add texture to the effect (if desired).** Click the [Texture](#) tab to access additional enhancements to consider. If you have our SpiceMASTER 2.x plug-in, the [Texture](#) controls here are similar. They provide variably-sized organic particle texturing to the effect. Many useful presets are provided (click the light-bulb button), but to experiment further first adjust the [Amount](#) slider to set a desired strength. [X Size](#) and [Y Size](#) control the texture's size. [Density](#) sets the extent of texturing, and activating the [Motion](#) slider will put the texture into random motion. As mentioned above, all of these controls are [keyframable](#) to vary the texture enhancement during your clip.

After creating a desired FlowTexture effect, apply it by clicking the green "check mark" button in the lower right corner of the FlowTexture window. [Click here for more applying tips](#).

For more details and tips, click any link below:

[FlowTexture Features](#)  
[FlowTexture Controls In Detail](#)

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[Preferences](#)  
[Keyboard Shortcuts](#)

# FlowTexture 2 Controls In Detail



To access useful presets per section, click the "light-bulb" button at the top-right of the [Displacement](#), [Light](#), or [Texture](#) sections.



## Spice/Position

In the center of the FlowTexture window are the [Choose Spice File](#) button and related controls for positioning and modifying a spice file. Choose from lots of Pixelan's top-rated, industry-standard "spices" to form the basic geometry of FlowTexture's displacement effect. If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details.](#)

## Displacement

Seven sliders determine the basic character of the displacement effect. To vary the effect over time, [keyframe](#) any of the sliders.

**Progress** -- Sets the progress of the effect, typically keyframed from 0% to 100%. Note that 0% and 100% are identical, which is handy for creating a FlowTexture effect that smoothly grows and then recedes during the clip.

**Height** -- Determines the "refraction strength" -- how much the image is distorted by the displacement waves.

**Waves** -- Sets the number of waves radiating from the displaced edge. The slider can range from 0.0 to 10.0 waves (up to 100.0 can be entered in its text box), but for most effects values below 3.0 or 4.0 will be ideal.

**Softness** -- Can significantly smooth the wave results, especially in fine-textured displacements. And reduce potential banding in very simple spice geometries. An important control for creating realistic waves.

**Spread** -- Sets the relative distance between waves. The slider can range 0.0 to 1.0, but up to 10.0 can be entered in its text box.

**Ramping** -- Higher values move the maximum wave point from the inner wave toward the outer wave. The slider ranges from 0.0 to 1.0.

**Rotation** -- Controls the refraction direction.

## Light

This section determine the character of the simulated light on the waves.

**Intensity** --Sets the strength of the simulated light on the waves, from 0% to 100%.

**Softness** -- Controls light/shadow details independent of the displacement detail set by the [Displacement > Softness](#) slider.

**Crop frame edge by** -- Depending on FlowTexture settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase this value. Or apply our powerful [CleanCrop](#) effect, if available to you.

**Angle** -- Sets the angle of the simulated light, from 0 degrees (image right) rotating counter-clockwise to 360 degrees (return to image right).

**Blend** -- In addition to the [Normal](#) light blending, [Add](#) and [Multiply](#) are available for harsher light looks.

**Mixer** -- Use the [Mixer](#) slider to mix the luminance of the selected spice file and the luminance of the image as the basis of the displacement effect.

**Invert Mixer** -- Inverts the image's luminance to provide a variation.

## Texture

This section can add variably-sized organic texturing to the displacement effect.

**Amount** -- Determines the intensity of the texture.

**X Size** and **Y Size** --These sliders stretch the texture horizontally or vertically. Values range from 1 (single pixel) to 100 (frame width or height). This enables you to create random streak effects (increase one slider much more than the other), large particles (increase both sliders, but stay below the 100 maximum), weaves, and other cool textures. Several presets show the creative possibilities.

**Density** -- Higher values reduce the density of the texture elements.

**Motion** -- Progressively adds random movement/animation to the texture elements during the effect.

For more details and tips, click any link below:

[FlowTexture Features](#)

[FlowTexture Tutorial](#)

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# GrainPlus 2 Features



Standard noise plug-ins are all similar -- not very customizable and with only limited usefulness for video. At the other end of the spectrum are third-party film-grain plug-ins which tend to be hard-to-learn, single-purpose and relatively expensive. GrainPlus is an affordable, versatile, easy-to-use alternative to both. It gives you the power to:



**Add Filmic Grain.** Apply subtle luminance-based grain to emulate contemporary film. This is very different than just lightly applying noise, as in standard effects.



### Synergize With Spices.

Use Pixelan 'spices' to easily mask the grain/noise effect to only where you want it within the image, such as specific words in titles.



### Customize The Look.

Quickly form and compare hundreds of creative variations of grain/noise effects -- great for video as well as titles/logos/graphics.



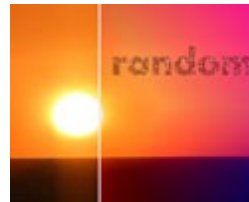
### Mutate Bigger.

Turn noise into other amorphous objects in your scene, located wherever you desire. Independently adjust strength, height, width, softness, and color.



### Maintain Brightness.

Apply grain/noise without changing the image's brightness (unlike usual noise effects) to keep your clip sequence consistent.



### Change Randomly.

Experiment with random luminance/hue changes and other abstract time-based effects. Then blend the effect with your source clip.



**Streak & Scratch.** Add film scratches, streaks, single-color noise tints, and other creative noise variations -- all easily customizable.



**Age Your Footage.** Scratch and decay your footage to emulate old film looks.



**Buzz & Flash.** Create visual buzzing, roving lights/flashes, and dynamic weaving patterns. Work in different color spaces (RGB, HSV, HLS, YUV and XYZ) to further expand the range of effects.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all GrainPlus controls are bezier keyframable, you can smoothly vary individual aspects of the effect during your clip. With the powerful **Mixer** control, you can also use a clip's luminance to define the effect areas, a very easy way to add grain to light or dark regions, for example.

[GrainPlus Tutorial](#)

[GrainPlus Controls In Detail](#)

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Apply GrainPlus to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the GrainPlus window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the GrainPlus window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If GrainPlus's [Saved Settings](#) folder does not appear, navigate to it.) Several subfolders are included, organized by style. Single-click a saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in GrainPlus to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **THOUSANDS of combinations are provided!**

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of GrainPlus can be most easily accessed in three steps:

**STEP 1. Set the grain.** First work with the [Location](#) and [Strength](#) controls, plus the three checkbox options at the bottom of the [Grain](#) section. When the grain has the basic look you desire, next adjust [Density](#) and [X Size/Y Size](#) sliders. Setting one or both [Size](#) sliders to high values (but less than 100), for example, can create cool horizontal/vertical streaks or large particles. The [Density](#) slider increases the quantity of grain particles in the image. The [Motion](#) slider puts the grain into random motion during the clip.



Original (100% crop)



Strength = 10



Strength = 20



Y increased



Density decreased

Your adjustments will appear instantly in the built-in GrainPlus preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**STEP 2. Enhance further with cool Extras.** The [Channels](#) controls give you the flexibility to adjust the grain/noise in each color channel individually. This makes it easy to set a desired color of monochromatic grain/noise, or to balance a color noise mix as desired. Working in other color spaces of the [Model](#) menu further expand the possible colors and looks. For example, you can apply noise only to the [S](#) (saturation) channel of the [HSV](#) or [HLS](#) color model to produce a desaturated or over-saturated grain instead of typical noise. For more extreme effects, experiment with [YUV](#) and [XYZ](#) models.

Also available in the Extras section is a [Blend](#) menu. Nine compositing options produce a wide range of blends between the GrainPlus effect and the clip's source image. The options are similar to blending modes found in programs such as Adobe Photoshop. To set the strength of the chosen [Blend](#) option, adjust the [Amount](#) slider. Higher values show more of the clip's source image. To vary the strength during the effect, [keyframeAmount](#).



Unblended grain



50% Normal



100% Lighten



100% Hard Light



100% Color Dodge

**STEP 3. Limit or animate the effect area with a Pixelan spice.** GrainPlus utilizes the soft/organic power of Pixelan spices (derived from our popular SpiceMASTER plug-in) to geometrically mask where the effect (created from other GrainPlus controls) will appear within the frame. Click the [Spice](#) tab to reveal spice controls to be used together with the [Choose Spice File button and related settings](#) in the center of the GrainPlus window.

You could have the GrainPlus effect appear only where your subject is rather than over the entire image, for example, or keep the GrainPlus effect in outer areas to frame your subject. By keyframing the [Position](#) control, you can even have the effect area track your subject's movement. By keyframing the [Progress](#) slider with an [Iris](#) spice, for example, you could have the grain effect flow from your subject organically outward to the frame edge. Or wash the grain effect across the screen. (If you are familiar with our SpiceMASTER plug-in, [Progress](#) is just like [Completion](#) in SpiceMASTER.)

To use the clip's luminance (instead of a spice file's luminance) to limit where the GrainPlus effect appears within the image, set the [Mixer](#) slider to 100% at the bottom of the [Spice](#) section. To mix the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of GrainPlus's most unique controls. [Keyframing](#) the [Mixer](#) slider can lead to unique grain/noise flows within your clip!

After creating a desired GrainPlus effect, apply it by clicking the green "check mark" button in the lower right corner of the GrainPlus window. [Click here for more applying tips.](#)

For more details and tips, click any link below:

[GrainPlus Features](#)  
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[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
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# GrainPlus 2 Controls In Detail



To access useful presets per section, click the "light-bulb" button at the top-right of the [Grain](#), [Channels](#), or [Spice Effect](#) sections.



## Grain

Six controls in the [Grain](#) section determine its basic character:

**Location** -- Choose from these options to create uniformly distributed noise or to concentrate more noise in light or dark areas of your clip.

**Strength** -- Determines the intensity of the noise.

**X Size and Y Size** -- These sliders stretch the grain/noise horizontally or vertically. Values range from 1 (single pixel) to 100 (frame width or height). This enables you to create random streak effects (increase one slider much more than the other), large particles (increase both sliders, but stay below the 100 maximum), old film looks (increase **Y Size** only, then increase **Density** to provide random occasional film scratches), weaves, and other cool textures. Several presets show the creative possibilities.

**Density** -- Lower values decrease the density of the grain/noise elements.

**Motion** -- Progressively adds random movement/animation to the grain/noise during the effect.

Three checkbox options can modify [Grain](#):

**Color noise** -- Turn on to create color noise instead of monochromatic noise.

**Light & dark grain** -- Adds light **AND** dark noise particles instead of only light **OR** dark ones.

**Invert** -- Inverts the grain/noise if **Light & dark grain** is **ON**; otherwise it switches light and dark grain/noise particles.

## Channels

**Model** -- Allows you to add grain/noise in different color spaces. RGB (the default), HSV, HLS, YUV and XYZ are available. Working in other color spaces can dramatically change the noise's look. For example, adjusting the **S** (saturation) channel in the **HSV** or **HLS** model creates a desaturated or over-saturated grain instead of typical noise. For more extreme effects, experiment with **YUV** and **XYZ** models.

**R, G, B** -- Three sliders are available to control the grain/noise intensity in each color channel. For example, you can set the color for monochromatic noise. Note: Dark noise particles visually appear in an opposite color to the light ones. If you add noise in Blue channel, for example, the light noise particles will appear blue, but the dark ones will be yellow.

## Blend

Nine compositing options produce a wide range of blends between the GrainPlus effect and the clip's source image. The options are similar to blending modes found in programs such as Adobe Photoshop. To set the strength of the chosen **Blend** option, adjust the **Amount** slider. Higher values show more of the clip's source image. To vary the strength during the effect, [keyframe Amount](#).

**Normal** -- Blends details from the source image uniformly throughout the image, like a video dissolve. This is a handy way to make a GrainPlus effect uniformly more subtle.

**Lighten** -- Only blends in pixels from the source image that are lighter than the GrainPlus effect.

**Darken** -- Only blends in pixels from the source image that are darker than the GrainPlus effect.

**Add** -- Combines color values in the effect and source image, creating lighter colors. Black pixels remain unchanged and white pixels remain white.

**Screen** -- Lightens/brightens all colors in the GrainPlus effect. Black pixels remain unchanged, however, and white pixels remain white.

**Hard Light** -- Selectively screens colors to produce a result that appears like a harsh lighting on the effect image.

**Vivid Light** -- Similar to **Hard Light**, but increases contrast in colors that are lighter than 50% gray. It therefore usually produces stronger colors than **Hard Light**.

**Linear Light** -- Similar to **Hard Light**, but further brightens colors that are lighter than 50% gray. It therefore usually produces stronger colors than both **Hard Light** and **Vivid Light**.

**Color Dodge** -- The lighter the effect color, the brighter the resulting color with this option turned on. Black pixels remain unchanged, however, and white pixels usually remain white.

## Spice Effect

Like our popular SpiceMASTER plug-in, GrainPlus utilizes our top-rated, industry-standard "spices" to generate fresh effects -- in this case, to geometrically "mask" **where** the GrainPlus effect (established from the other sections described above) will appear within the frame. Adjust [Spice Effect](#) settings together with the [Spice/Position](#) controls described below.

**Effect** -- An on/off control for the spice effect.

**Progress** -- Based on the selected spice file, this slider set the area where the GrainPlus effect will be visible. At 0% the effect will appear where blackest pixels reside (in the spice file's grayscale image, not your content). At higher values, the effect will be visible where lighter grays reside in the spice file's image, and at 100% where the whitest pixels exist in the spice file's image.

**Softness** -- Higher values soften the boundary between the GrainPlus effect and no effect areas -- as determined by the selected spice file's geometry.

**Effect only in soft area** -- Use this option to limit the GrainPlus effect only to the **Softness** area (set by the above control). Increase **Softness** to widen the effect area. Adjust the **Progress** slider to determine where the effect area appears.

**Mixer** -- This unique control blends the spice and source clip's luminance to create a mask shape that is determined by your clip. At 100%, purely the SOURCE clip's luminance is used as the effect mask. To mix using the spice geometry **AND** your clip's luminance, adjust the **Mixer** to an intermediate value, such as 50%. Experiment -- the **Mixer** is one of GrainPlus's most unique and powerful controls. NOTE: **Progress** must not equal 0 or 100 for the

**Mixer** to have visual impact. **Invert Mixer** -- Turn on this option to invert where the **Mixer** luminance mask forms in the source clip.

## Spice/Position

In the center of the GrainPlus window are the [Choose Spice File](#) button and related controls for positioning and modifying the [Spice Effect](#). If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details](#).

For more details and tips, click any link below:

[GrainPlus Features](#)  
[GrainPlus Tutorial](#)

[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
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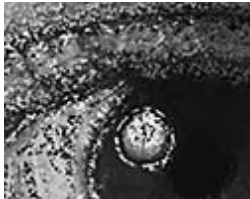
Spatter looks have been around for years, but are not compelling or useful because their grain tends to randomly appear UNIFORMLY over the ENTIRE image. Ugh. In contrast, SpatterFlex gives you wonderful Pixelan 'spices', our trademark adjustable softness, our industry-unquie Mixer tool, and many other intuitive controls to give you complete creative control over the spatter look. That transforms spattering into a sensitive, organic, artistic tool for your video images -- as well as terrific distortions for titles and graphics.



**Enjoy the Organic.**  
SpatterFlex's organic, variable, flowing visual quality is far more compelling than standard texture effects or overlays.



**Flex Titles/Graphics.**  
Randomly distort titles, logos, graphics, etc. easily without having to detour into motion graphics software.



**Add Artistry.** Break out of the box of cliché "art" effects bundled in most editing programs, by utilizing SpatterFlex's many controls to create attractive new looks.



**Enhance Sensitive.**  
Enhance your title fonts with sensitive texture/grain that is not applied uniformly, creating attractive new (yet readable) looks.



**Flex the Particles.** No longer are you stuck with a few particle/grain looks. Instead, flex the shapes over time, emphasizing horizontal or vertical if desired.



**Be Creatively Free.** Powerful but easy-to use bezier keyframing and intuitive controls allow you to focus on creativity instead of reading a thick manual.



**Control WHERE.** Use the amazing power of Pixelan spices and the industry-unique Mixer tool to easily set where the effect will appear, to choose what to accent.



**Adjust the Density.** Reduce the grain density in SpatterFlex to create flying debris and other particle swarms that fly over your subject. Cool!



**Distort Your Subjects.** Use very large "invisible" particles to form organic, random distortions -- a fresh look compared to the usual wave effects.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all SpatterFlex controls are bezier keyframable, you can smoothly vary individual aspects of the effect over time to create fantastic flowing effects!

[SpatterFlex Tutorial](#)

[SpatterFlex Controls In Detail](#)

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Apply SpatterFlex to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the SpatterFlex window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the SpatterFlex window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. Several subfolders are included, organized by style. Single-click any saved setting to quickly preview and compare it with others. Double-click your final choice.



Click any light-bulb in SpatterFlex to choose a **preset**, which will instantly configure controls **ONLY IN THAT SECTION** into a powerful combination. Keep in mind you can do this while the preview plays. Presets are a great way to QUICKLY build USEFUL effects from scratch, or to modify a saved setting. Try a few -- **more than FOUR THOUSAND combinations are provided!**

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of SpatterFlex is most easily accessed in three steps:

**STEP 1. Set the general location and amount of spatter.** Use the [Type](#) and [Amount](#) controls in the [Main](#) section of SpatterFlex, together with the [Spice](#) and [Mixer](#) controls in the [Extras](#) section. (Clicking the [Dual Pane](#) button in the top right of the SpatterFlex window can help, so you can see [Main](#) and [Extras](#) sections side-by-side.)

SpatterFlex uses the luminance of your clip's image or the luminance of a selected spice file (or a variable mix of both) as the basis for where spatter particles will appear. To select from hundreds of available spice geometries (instead of using the default [Elliptic1 C](#) spice file), click the [Choose Spice File](#) button at the center of the SpatterFlex window. (For more details about this button and related controls, [click here](#).)

To instead use the clip's luminance to form where spatter particles appear, set the [Mixer](#) slider in the [Extras](#) section of SpatterFlex to 100%. To mix the spice geometry **AND** your clip's luminance, adjust the [Mixer](#) to an intermediate value, such as 50%. Experiment -- the [Mixer](#) is one of [OrganiBlur](#)'s most unique and powerful controls. [Keyframing](#) the [Mixer](#) slider can lead to incredible organic flowing blur effects.

Your adjustments will appear instantly in the built-in SpatterFlex preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will instead appear real-time in the Vegas preview.) Note you can even loop-play the effect while making adjustments. [Click here for more preview tips](#).

**STEP 2. Adjust the spatter size, softness, and motion.** With [Progress](#) at its default 50%, adjust [X Size](#) and [Y Size](#) sliders in the [Grain](#) section. Turning on the [Hard particles](#) check box can create a more variegated look. To change the spatter to more of a molten effect, use the [Softness](#) slider. To set spatter particles in motion during the clip, which is almost always desirable for a more realistic look, increase the [Motion](#) slider.

**STEP 3. Fine-tune the effect.** In the [Main](#) section, [Type > One-way](#) tones down the overall spatter effect. [Spread](#) affects how wide the spatter appears from its origin. [Ramping](#) controls where within the effect spatter will appear strongest. [Angle](#) can add a various [OrganiBlur](#)-like swirling blurs behind the spatter look.

Depending on SpatterFlex settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, in the [Extras](#) section increase the [Crop frame edge](#) by value. Or apply our powerful [CleanCrop](#) effect, if available to you.

After creating a desired SpatterFlex effect, apply it by clicking the green "check mark" button in the lower right corner of the SpatterFlex window. [Click here for more applying tips](#).

For more details and tips, click any link below:

[SpatterFlex Features](#)  
[SpatterFlex Controls In Detail](#)

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[How to Choose a Spice File](#)  
[Preferences](#)  
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# SpatterFlex Controls In Detail



To access useful presets per section, click the "light-bulb" button at the top-right of the [Spatter](#), [Grain](#) or [Extras](#) section.



NOTE: Words cannot do justice to the power of several of the controls below and their synergy. Please explore the available presets, as mentioned above, and experiment with modifying control values to create truly unique effects.

## Spatter

**Progress** -- Progressively sets the extent of the spatter established by other controls. Maximum is 50%. No spatter appears at 0% and 100%. Thus the slider is designed, when [keyframed](#) from 0% to 100%, to gradually increase the effect to a maximum and then decrease back to no effect during a clip. To just set a static spatter effect during the entire clip, there is no need to keyframe -- just experiment with the slider to determine its best constant value for your desired effect.

**Type** -- **Two-way** spreads the spatter effect in two opposite directions from any origin point; **One-way** in one direction. Generally, **Two-way** creates a stronger effect.

**Amount** -- Controls the overall spatter power.

**Spread** -- Specifies the size of the spatter area, as determined by the chosen spice file and/or **Mixer** value (see below). Values less than 1.0 spatter only part of the image. High values produce a uniform spatter over the entire image.

**Angle** -- The underlying blur under the spatter look will follow the luminance gradient's direction unless you use this control to rotate the direction. [Keyframing](#) it can easily create swirling OrganiBlur-like effects underneath the spatter particles.

**Ramping** -- At its 50% default value, the spatter power has its maximum at the center of the spatter area and decreases toward the edges. Other values move the spatter maximum elsewhere within the spattered area. 0% moves the maximum to the beginning of the spatter area; 100% to the end.

## Grain

**X Size** and **Y Size** -- These sliders stretch the spatter particles horizontally or vertically. Values range from 1 (single pixel) to 100 (frame width or height). Several presets show the creative possibilities.

**Softness** -- Determines the edge softness of the spatter particles. High values can create molten looks.

**Density** -- Lower values decrease the density of the spatter elements.

**Motion** -- Progressively adds random movement/animation to the spatter during the effect. Highly desirable for a more compelling look.

**Hard particles** -- Turn on this checkbox to create a more variegated spatter look.

## Extras

**Mask** -- Like our popular SpiceMASTER plug-in, when the default **Spice File** choice is active, SpatterFlex utilizes our top-rated, industry-standard "spices" to generate where the spatter effect will appear within the image. Use the **Spice/Position** controls described at the bottom of this page to adjust many aspects of the spice file. Or, you can base the SpatterFlex effect on the **Image's Luminance**, which creates an entirely different/unique effect basis that relates directly to your image content.

**Softness** -- Alters the spice/luminance pixels used by SpatterFlex, especially when the **Mixer** is activated.

**Mixer** -- This unique control blends the spice and source clip's luminance to the spatter look will appear within the clip's image. At 100%, purely the SOURCE clip's luminance is used as the basis for the spatter. To mix using the spice geometry **AND** your clip's luminance, adjust the **Mixer** to an intermediate value, such as 50%. Experiment -- the **Mixer** is one of SpatterFlex's most unique and powerful controls. NOTE: **Progress** must not equal 0 or 100 for the **Mixer** to have visual impact.

**Invert Mixer** -- Turn on this option to invert where the **Mixer**-based blur forms in the source clip.

**Crop frame edge by** -- Depending on SpatterFlex settings, edge fringing or noise along your image's edge may be emphasized. To avoid that, increase this value. Or apply our powerful [CleanCrop](#) effect, if available to you.

## Spice/Position

In the center of the SpatterFlex window are the **Choose Spice File** button and related controls for positioning and modifying the effect when it is based on a spice file (thus **Input** > **Spice File** is chosen). If you also have our SpiceMASTER plug-in, the controls work identically. [Click here for more details](#).

For more details and tips, click any link below:

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# StepMotion 2 Features



StepMotion is a simple but powerful plug-in for image ghosting, trailing, and other time-delay effects which are especially useful in high-motion footage. Unlike standard "echo" or "ghosting" effects that simply combine frames from two or more instances during a clip, StepMotion can produce a more attractive, progressively-faded visual echo to motion in a scene. StepMotion allows you to:



**Enjoy Independence.**  
Independently control/vary the delay and intensity of the effect, from bold "time echos" to very soft "time blurs."



**Go Dark.** Adjust StepMotion to only emphasize dark ghosting when desired for a unique effect.



**Look Dreamy.** Slow down your clips and apply StepMotion to create terrific dream looks -- for special segments, wedding or religious videos, etc.



**Trail Titles/Graphics.** Add beautiful dissolving motion trails to titles, logos, and graphics that are more attractive than standard echo effects.



**Emphasize Light.**  
Independently emphasize light elements while not ghosting dark areas.



**Play with Motion.** Use StepMotion to softly hint at, or slowly reveal/hide, moving objects within a scene.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since all StepMotion controls are bezier keyframable, you can smoothly vary individual aspects of the effect during a clip, leading to wonderfully evolving imagery.

[StepMotion Tutorial](#)  
[StepMotion Controls In Detail](#)

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Apply StepMotion to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's Start > Program Files > Pixelan > CreativEase menu.) After the StepMotion window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the StepMotion window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If StepMotion's **Saved Settings** folder does not appear, navigate to it.) Several subfolders are included, organized by style. Double-click your choice.



Click the light-bulb in StepMotion to choose a **preset**, which for StepMotion are identical to saved settings. The main advantage in StepMotion of choosing a preset instead of a saved setting is you can switch presets while the preview plays continuously.

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of StepMotion can be most easily accessed in two steps:

**STEP 1. Adjust the Delay times.** Higher values create longer delay times. For ghosting and soft dream-like effects set **Light** and **Dark** to the same value. To instead create dark or light object trails behind the moving subject, set **Light** and **Dark** to different values. Long delay times can produce interesting effects. You can make some objects slowly appear and/or disappear, or even completely remove moving objects from the background. For example, you can modify a high-speed sunrise clip to be without people/cars flashing by and without wind-blown trees jerking.

**STEP 2. Adjust the Reaction sliders.** While **Delay** sliders vary the delay time (thus set the ghosting/trails length), the **Reaction** sliders control the trail's style/visibility. Negative values add blur to moving elements in the scene; positive values produce contrast trails that visually enhance the moving objects.

**Sony Vegas IMPORTANT NOTE:** Clicking in the Sony Vegas (or Vegas Movie Studio) timeline to preview individual frames of a StepMotion effect may not show accurately your final output. It is due to a limitation in Vegas regarding time-based effects. For best preview results, temporarily disable RAM preview in Vegas and then preview in Vegas by playing the ENTIRE clip that has the StepMotion effect.

After creating a desired StepMotion effect, apply it by clicking the green "check mark" button in the lower right corner of the StepMotion window. [Click here for more applying tips.](#)

For more details and tips, click any link below:

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# StepMotion 2 Controls In Detail



To access useful presets, click the "light-bulb" button in StepMotion.



## Delay

**Light/Dark** -- These sliders allow you to individually control whether the ghosting develops from darker or lighter areas (or both). The higher the value, the more the ghosting will appear. To vary these values during the effect, [keyframe](#) either or both sliders.

## Reaction

**Light/Dark** -- These sliders control whether the ghosting is dark or light (or both). Values range from -1.0 to 1.0. Positive values tend to posterize the image (limit the color range); negative values tend to create dreamy, ephemeral looks. To vary reaction during the effect, [keyframe](#) either or both sliders.

\*\* A good way to approach these controls is to compare the four combinations of extreme values (-1,-1; -1,1; 1,-1 and 1,1) with your particular visual event, then moderate the values as desired.

\*\* In the Sony Vegas/Vegas Movie Studio version, a **Fields** check box is available to optionally process the StepMotion effect per field rather than per frame.

For more details and tips, click any link below:

[StepMotion Features](#)  
[StepMotion Tutorial](#)

[Keyframing an Effect](#)  
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Standard "posterize time" effects output a lower frame rate to create a simple stop-action 'stutter' look to motion in a scene. Standard "echo" effects provide multiple "trailing" frame images but do not dissolve those attractively or flexibly. StepTime goes further than either, giving you the ability to easily:



**Blend Stop-Action.** Freeze frames per a desired interval, then adjustably blend the action in-between, leading to a more attractive/unique stop-action effect.



**Adjust the Source.** Adjustably blend the effect with your source clip to further customize the effect.



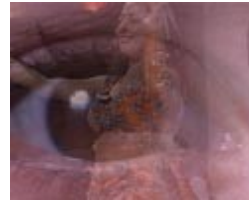
**Echo Only Light or Dark.** Choose to visually echo only light or dark pixels in your image, if desired, for a more sophisticated look.



**Add a Hot Strobe.** (Sony Vegas /Vegas Movie Studio version only) Easily apply an adjustable strobe flash (any color) to the stop-action effect if desired.



**Control the Dissolving.** Get independent control over the stop-action timing AND the amount of dissolve/blending of in-between frames.



**Strobe Transparent.** (Sony Vegas /Vegas Movie Studio version only) Strobe to show lower tracks clips instead of a flash -- a very cool effect.

\*\*\*\*\* To view **LARGER**, click on any image \*\*\*\*\*  
\*\*\*\*\* To view a cool movie of this effect, [click here](#) \*\*\*\*\*

Since virtually all StepTime controls are bezier keyframable, you can smoothly vary individual aspects of the effect during a clip, leading to terrific evolving imagery.

[StepTime Tutorial](#)  
[StepTime Controls In Detail](#)

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Apply StepTime to a clip in your timeline, like any built-in video effect. (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the StepTime window appears, either:

**Choose a pre-made effect.** Choose a **saved setting** or one or more section **presets** to INSTANTLY form a particular look.



Click this button in the black bar area of the StepTime window to select a **saved setting**, which will instantly configure **ALL CONTROLS** into a cool effect. (If StepTime's [Saved Settings](#) folder does not appear, navigate to it.) Several subfolders are included, organized by style. Double-click your choice.



Click the light-bulb in StepTime to choose a **preset**, which for StepTime are identical to saved settings. The main advantage in StepTime of choosing a preset instead of a saved setting is you can switch presets while the preview plays continuously.

**OR create a custom effect by manually adjusting.** For this latter approach, generally the power of StepTime can be most easily accessed in two or three steps:

**STEP 1. Adjust the effect's tempo.** You may find it easiest to set the [Tempo](#) value while the effect's preview plays.

**STEP 2. Fine-tune the effect's style.** Adjust the [Style](#) and [Blend](#) menus ([Strength](#) and [Mix](#) sliders in the [Sony](#) version) and [Hardness](#) slider as desired. Blending the source video and the StepTime effect produces more of a ghosting/echo look rather than a low frame rate or stop-action effect.

**STEP 3. (Sony Vegas/Vegas Movie Studio version only) Add a strobe effect, if desired.** Enter a [Strobe Frames](#) value to activate the strobe effect. To create 3 frames of strobe and 10 frames of image repetitively, for example, you would set [Strobe Frames](#) to 3 and [Tempo](#) to 10. Use the [Color](#) palette/eyedropper to choose a strobe frame color, if black is not desired. To reveal overlapping lower content in strobe frames instead of a color, turn on the [Key](#) check box. To only apply a strobe effect and no other StepTime look, turn on the [Strobe only](#) check box.

**NOTE:** A clip's mask and any previously applied effects are ignored when StepTime is applied. The workaround is to pre-render the clip's other effects before applying StepTime.

**Sony Vegas IMPORTANT NOTE:** Clicking in the Sony Vegas (or Vegas Movie Studio) timeline to preview individual frames of a StepTime effect may not show accurately your final output. It is due to a limitation in Vegas regarding time-based effects. For best preview results, temporarily disable RAM preview in Vegas and then preview in Vegas by playing the ENTIRE clip that has the StepTime effect.

**After creating a desired StepTime effect, apply it by clicking the green "check mark" button in the lower right corner of the StepTime window.** [Click here for more applying tips.](#)

For more details and tips, click any link below:

[StepTime Features](#)  
[StepTime Controls In Detail](#)

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[Keyframing an Effect](#)  
[Saving Favorite Effects](#)  
[How to Choose a Spice File](#)  
[Preferences](#)  
[Keyboard Shortcuts](#)

# StepTime 2 Controls In Detail



To access useful presets, click the "light-bulb" button in StepTime.



Below are StepTime controls in all versions EXCEPT the Sony version (see the next section below).

**Style** -- Selects the style of the stop-action effect. **Stop-Action** shows a 'classic' stop-action look -- frozen frames appearing periodically. **Freeze Behind** shows stop-action frames that dissolve behind the video action, much like a progressive "echo" look. **Freeze Ahead** creates the inverse effect: video action plays into a frozen frame that appears ahead.

**Blend** -- Controls the blending that occurs between full-strength frozen frames. **Standard** produces a traditional dissolve. **Darken** accents dark object area; **Lighten** accents light object areas.

**Tempo** -- Sets how often a frozen frame will appear -- in number of frames. A maximum value of 30, for example, means that a full-strength frozen frame will appear once per second in a 30 frames-per-second clip.

**Hardness** -- Determines the strength of StepTime's dissolve between full-strength frames. From 0% to 100% is possible. Low values retain the dissolve. 100% creates a "hard" look -- only full-strength frames appear with nothing shown between.

**Source** -- Higher values show more of the source video blended with the effect, thus this is another way to moderate the effect's visual strength.

To vary any of the above slider/color controls during the effect, [keyframe](#) one or more of them.

**ONLY in the Sony Vegas/Vegas Movie Studio version are the following controls:**

**Strength** -- Sets the intensity of the entire StepTime effect, from 0% to 100%. Intermediate values can create interesting pulsating effects, as shown by several presets.

**Mix** -- Determines the dissolve style that StepTime creates between full-strength frames. 0% is a traditional cross-dissolve -- the first full-strength image weakens as the second strengthens. 100% dissolves frozen frames behind the video action, like a progressive "echo" look. Intermediate values mix both dissolves together.

**Tempo** -- Sets how often a frozen frame will appear -- in number of frames. A maximum value of 30, for example, means that a full-strength frozen frame will appear once per second in a 30 frames-per-second clip.

**Hardness** -- Determines the strength of StepTime's dissolve between full-strength frames. From 0% to 100% is possible. Low values retain the dissolve. 100% creates a "hard" look -- only full-strength frames appear with nothing shown between.

**Strobe** -- Sets how many frames will appear as a strobe. To create 3 frames of strobe and 10 frames of image repetitively, for example, you would set **Strobe** to 3 and **Tempo** to 10.

**Color** -- Changes the color of strobe frames from the default black. Use the eyedropper to select a color from anywhere on your screen, or the color palette to choose via Windows.

**Key** -- Automatically keys out strobe frames to reveal overlapping events in lower tracks. Try it -- it's a great way to create new flash-image effects!

**Strobe only** -- Turn this on to only produce hard, full-strength strobe frames -- no stop-action dissolving between. It therefore overrides the **Strength** slider.

**Fields** -- Turning on sets the Tempo Frames and Strobe Frames slider values to fields rather than frames.

To vary any of the above slider/color controls during the effect, [keyframe](#) one or more of them.

For more details and tips, click any link below:

[StepTime Features](#)

[StepTime Tutorial](#)

[Next page](#)

[Keyframing an Effect](#)

[Saving Favorite Effects](#)

[How to Choose a Spice File](#)

[Preferences](#)

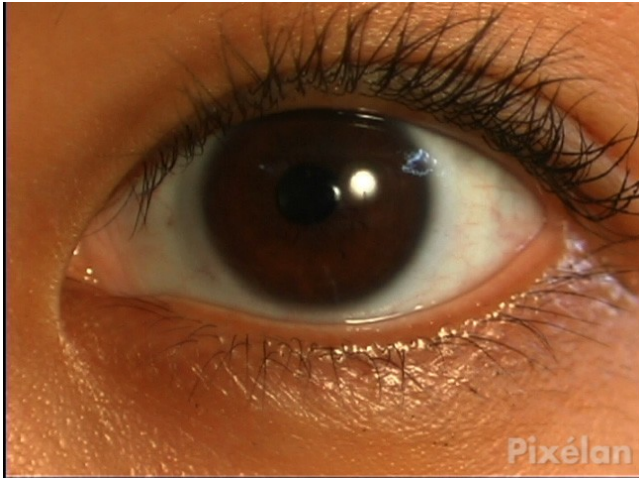
[Keyboard Shortcuts](#)



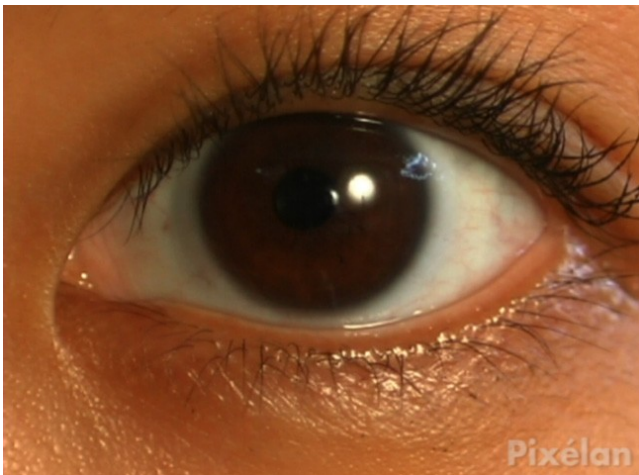


Cropping removes unwanted frame edge 'noise' in video clips, such as from tape-based camcorders. However, standard tools stretch/zoom the remaining (inside) image out to the frame edge, introducing distortion and loss of sharpness. Or they cover up noise with a simple hard-edged color border, forcing you to edit with a sometimes-inappropriate look to get clean images. Amazingly, over digital video's history, nothing has solved this well -- until CleanCrop!

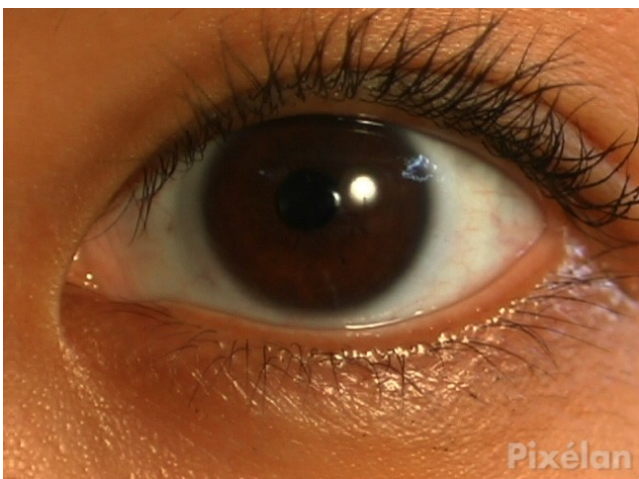
CleanCrop retains the original image's clarity/sharpness by replacing noise with SIMILAR pixels as nearby source pixels, creating NATURAL-LOOKING results. Detailed/textured areas continue to the edge, as do soft/solid color areas. CleanCrop also can SOFTLY BLEND the frame edge (corrected or not) to any color or to show lower clip layers, either of which can be more appealing and useful than a hard-edged border.



This 648x480 clip has extensive noise & chromatic errors along the left edge, luminance errors along the bottom edge, and a subtle graying for one pixel along the right edge. All typical problems with source video clips.

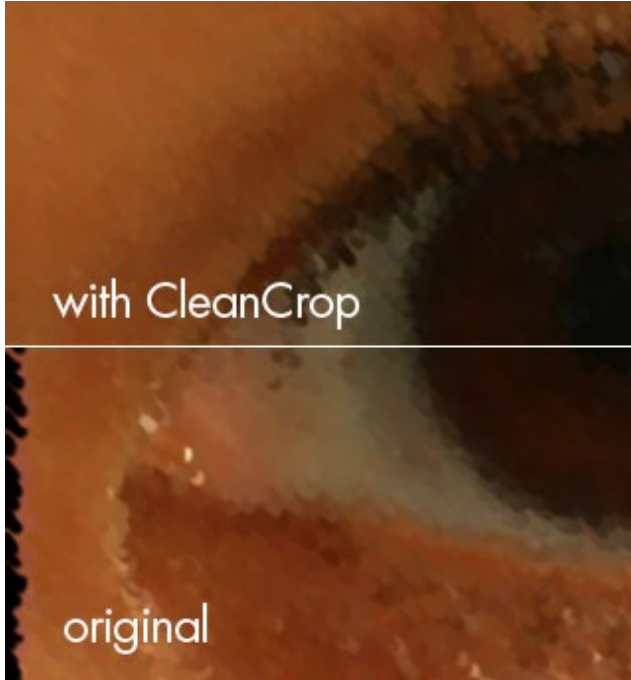


Standard built-in crop applied from a popular editing program, stretching the image to hide problems. Note the loss of sharpness throughout the clip.



CleanCrop's magic! Edge problems are seamlessly removed, no matter if there is detail or smoothness -- AND original sharpness/positioning is retained!

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CleanCrop also can pre-condition your clips to greatly improve the edge results of ANY OTHER video effects that rely on blurring, sharpening, or distortion in some way.

[CleanCrop Tutorial](#)

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**Apply CleanCrop to a clip in your timeline, like any built-in video effect.** (Don't know how? See the [Please Read FIRST](#) file in your Window's [Start > Program Files > Pixelan > CreativEase](#) menu.) After the CleanCrop window appears, either:

**Choose a pre-made effect.** Choose a **preset** to INSTANTLY form a particular look.



Click the light-bulb in CleanCrop to choose a **preset** that will instantly configure CleanCrop to a useful result. Presets even can be chosen while the preview plays.

**OR create a custom effect by manually adjusting.** The first four submenus set the quantity of cropped pixels for each frame edge. To quickly set all sides equally and simultaneously, turn on the [Adjust all](#) checkbox.

**To adjust the appearance of replacement pixels,** use the [Mirror](#) slider. That submenu determines the relative blending of mirrored "good" pixels to linearly extended "good" pixels. Although the default of 50% is good for many images, some clips may require a different mix.

**To replace cropped pixels with a soft blend to a chosen color,** increase the [Amount](#) slider that is under the [Color](#) control. Click the [eyedropper](#) in the [Color](#) control to choose a color from anywhere on-screen, such from your clip. Or use the standard Windows color palette to set a color.

**To instead replace the color with lower clip content,** turn on the [Show lower clips](#) check box. The [Amount](#) slider will then set the blending of lower clip content to replacement pixels.

Your adjustments will appear instantly in the built-in CleanCrop preview. (In the Sony Vegas/Vegas Movie Studio version, the effect will appear real-time in the Vegas preview.) You can even loop-play the effect while making adjustments. [Click here for more preview tips.](#)

**After creating a desired CleanCrop effect, apply it by clicking the green "check mark" button in the lower right corner of the CleanCrop window.** [Click here for more applying tips.](#)

**For more details and tips,** click any link below:

[CleanCrop Features](#)

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[Saving Favorite Effects](#)

[Preferences](#)

[Keyboard Shortcuts](#)

# Keyframing

## Simple Keyframing



To set a CreativEase control to a new **CONSTANT** value, you do **NOT** need keyframes. Just drag the control's slider or enter a new value in its text box. To **VARY** a control's value during an effect, however, use the simple technique below:

### Simple Keyframing (varying a control **LINEARLY** during an effect)

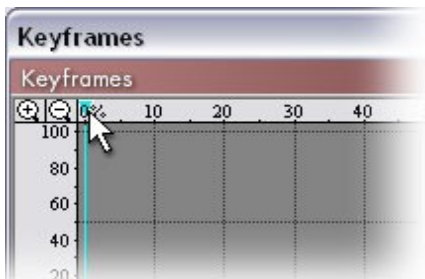
**1. Go to the clip's FIRST frame.** In all versions except the Sony version, Drag the CreativEase effect's **preview scrub control** all the way to the left, as shown below. Other easy ways to do this are clicking the **First Frame** button under the preview, or entering "0:00" in the **Current Time** box to the left of the preview buttons.



In the Sony version, the above controls are not available since Vegas' real-time built-in preview is used. Instead, click the brown **Keyframes** button in the lower left of any CreativEase effect window.



In the **Keyframes** window that will open, drag the **blue vertical frame marker** all the way left to the clip's first frame, as shown below.



**2. Set a value for the effect's FIRST frame.** In the example below, we have set the **Pre-blur** value of the PosterWise plug-in to 15 by dragging its slider.



**3. Click the round keyframe button** to the left of the control. This turns on keyframing for that control (as indicated by the button's light turning on and the **Keyframes** window appearing if not already visible) and sets a keyframe at the first frame to the value (in this example, 15). The effect will therefore start with that value.



**4. Go to a different frame of the clip** by dragging the **blue vertical frame marker** left or right in the **Keyframes** window. In all versions except the Sony version, you can instead use the **preview scrub control** (shown below), click a preview button under the preview, or enter a frame's relative timecode in the **Current Time** box to the left of the preview buttons. In the example below, we've moved to the clip's last frame.



In the Sony version ONLY, to match the **blue vertical frame marker** in the **Keyframes** graph of CreativEase to the Vegas timeline marker's position, Alt-click in the **Keyframes** graph's background (or right-click there and choose **Sync to Vegas timeline**).

**5. At the different frame, change the keyframed control's value** by dragging the control's slider or entering a new value in its text box. For example, say we've increased **Pre-blur** to 25 at the last frame of the effect. Between first and last frames, therefore, **Pre-blur** will smoothly increase linearly between 15 and 25. For example, the middle frame during the effect will automatically have a **Pre-blur** value of 20.

To set different values for other frames during the effect, repeat Steps 4-5 for any other frames. That's all!

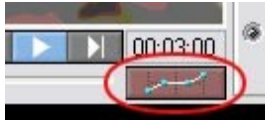
**The above process works for any control that is keyframable (has a round keyframe button to the left of the control).** To learn advanced keyframing, such as using bezier curve acceleration/deceleration to smoothly ramp up or down a control, see the next page.

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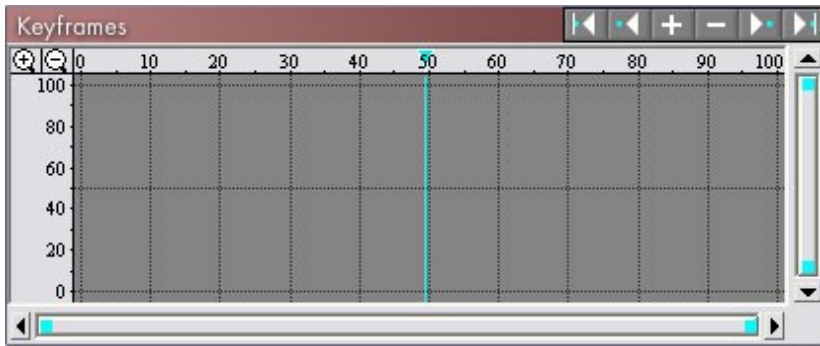
# Advanced Keyframing



The powerful keyframer built into CreativeEase effects can easily make sophisticated keyframe adjustments. You can adjust and move keyframes in a graph, for example, using **bezier curves** to smoothly ramp up or down an effect quality. The keyframer is easy to learn and intuitive. **To access the keyframer**, click the brown **Keyframes** button in the lower left of a CreativeEase window.



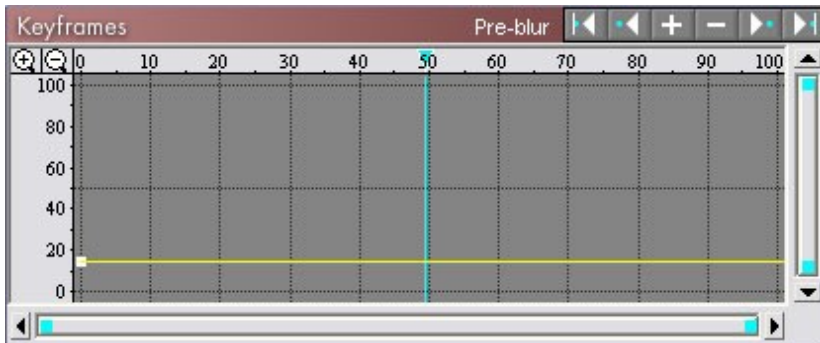
A **Keyframes** graph window will then appear, as shown below.



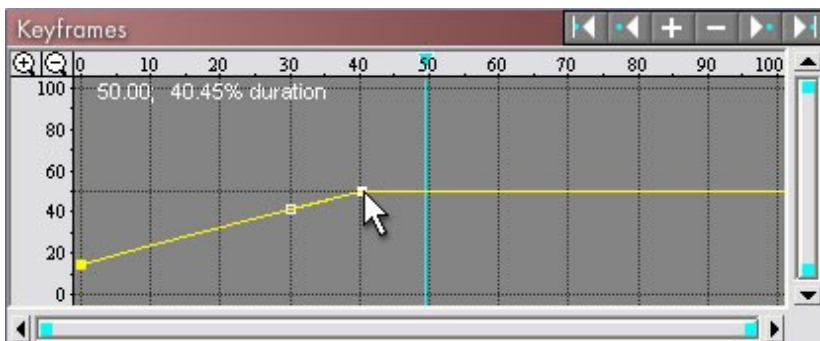
The horizontal scale of the graph represents the clip's **duration**, from 0% to 100%. The vertical scale represents the control **value**. **Each keyframable control has its own keyframe graph. To see the graph for a control, click the round "light" that is left of the control you want to keyframe.** The light will turn on brightly to indicate keyframing is active for that control.



That control's graph will then appear in the **Keyframes** graph -- initially as a horizontal line to show (so far) a constant value.



To add a new keyframe, **click anywhere on the graph line** to create a new keyframe. (Or click the "+" **Add Key** button at the top right of the **Keyframes** window.) Then drag the keyframe "dot" to a desired position. Drag it up, down, or sideways. As you drag the keyframe, its coordinates will appear in the top left corner of the graph, and the effect's preview will instantly update.



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## Advanced Keyframing (continued)

Note that if the **Keyframes** window is already open, you can drag the **blue vertical playback marker** (shown above at approximately the 50% duration position) to go to wherever you want to preview or add a new keyframe. To drag it, drag its top triangular head left or right.

### How to Delete Keyframes

**To delete one keyframe**, right-click it in the Keyframes graph and choose **Delete keyframe**. Or click the keyframe if it is not already active (it will appear brighter if active), then click the **Delete Key (-)** button at the top of the **Keyframes** window.

To freely experiment with keyframes and revert to an earlier keyframe profile, you can also use the **Undo/Redo** buttons (shown below). **More than 100 undo/redo's are available** so you can easily experiment with different settings. To undo a change, click the yellow **Undo** button (or tap **Ctrl-Z** keys). To redo the change, click the adjacent green **Redo** button (or tap **Ctrl-X** keys). If either is not available, the button will be dim.

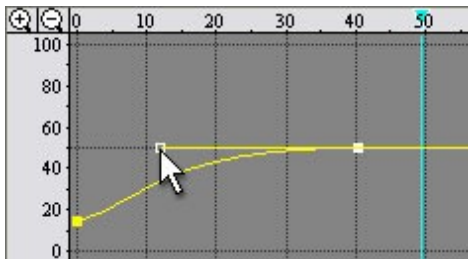


**To delete ALL keyframes for a control**, right-click the control's round keyframe light and OK the dialog that will appear (if "Confirm clearing/exiting" **Preferences** option is on). **To delete ALL keyframes for a control AND revert to the control's default value**, right-click in the keyframe graph's gray background and choose **Revert to default**.

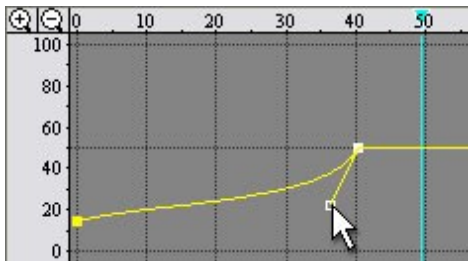
### How to Accelerate/Decelerate a Keyframe

Now for powerful fun! Straight segments of a keyframe line represent a linear (constant) rate of change in an effect's value -- thus no acceleration or deceleration. To smoothly accelerate or decelerate an effect's quality, "curve" the keyframe line by dragging a **bezier curve** handle attached to any active keyframe.

**To decelerate over time**, drag the keyframe's **bezier handle** to create an downward curved line, as shown below.



**To accelerate a change in an effect's value**, drag the keyframe's **bezier handle** to create an upward curved line.



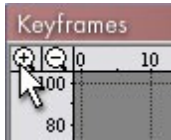
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## How to Move a Keyframe Precisely

Although dragging a keyframe in the **Keyframes** graph is the easiest way to position it, sometimes you may want more precision. Use any of the following methods.

**To move a keyframe only horizontally or vertically** in the **Keyframes** graph, **Shift**-drag it. To fine-tune the position, click the **Zoom (+)** button (shown below) to zoom into the graph and then drag as needed. (For more zoom techniques, [click here](#).)



**To precisely position an existing keyframe**, right-click the keyframe in the graph and choose **Enter coordinates**. Then enter the desired values as percentages (from 0% to 100%).



Note that the keyframe's **Time** position may not end up exactly as entered if there are not enough frames in the effect to precisely match the percentage.

**To match a keyframe's value (vertical height in the graph) with another keyframe**, right-click the keyframe that has the desired value, then choose **Copy value**. Then right-click the other keyframe and choose **Paste value**.

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## Navigating in the Keyframes Graph

Jumping to a specific keyframe can be useful when several keyframes are clustered tightly together. Zooming the keyframe graph is handy when you want to more precisely position a keyframe, or have several keyframes that are very close together.

### How to Jump to a Specific Keyframe

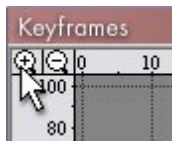
To jump to a keyframe, just click on it in the **Keyframes** window. But among tightly clustered keyframes, sometimes that can be difficult. Also, sometimes you may want to activate a keyframe without perhaps accidentally changing its position by clicking on it. Here is an alternative: **To select the next or previous keyframe, or first or last keyframe**, click the corresponding button that is above the **Keyframes** graph area. For example, to activate the next keyframe, click the **Next Key** button.



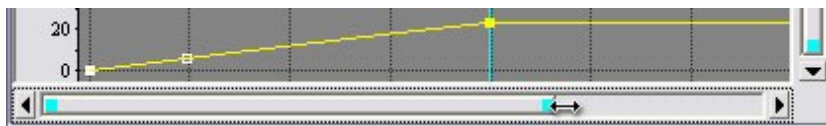
### How to Zoom In/Out of the Keyframes Graph

Do any of the following. **To zoom IN**

☐ **horizontally toward the graph's center**, click the **Zoom In (+)** button at the top left of the **Keyframes** graph. Repeat to zoom in further, if desired.



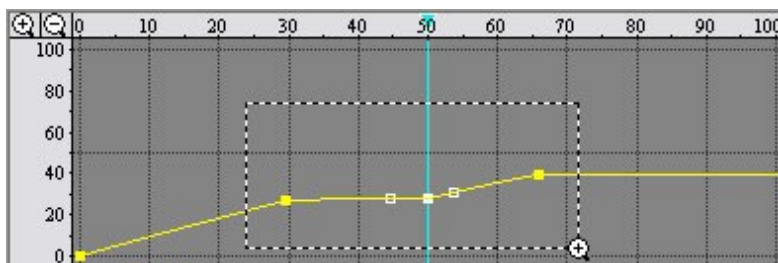
☐ **horizontally toward either end of the graph**, drag inward either light blue tip of the **Keyframes** graph's horizontal scroll bar. **Likewise, to zoom in vertically to magnify the graph's top or bottom**, drag inward either light blue tip of the vertical scroll bar.



☐ **vertically only**, **Shift-click** the **Zoom In (+)** button. **Shift-click** the **Zoom Out (-)** button to vertically zoom out.

☐ **vertically to the range where keyframes exist**, right-click the graph's gray background, then choose **Fit graph to keyframes**. This can help you to fine-tune values in relatively flat keyframe profiles.

☐ **wherever you define**, **Alt-drag** in the graph to define where you want to zoom. Or **Alt-click** the **Zoom In (+)** button (or right-click the graph's gray background and choose **Drag to zoom in**), then drag to define where you want to zoom.



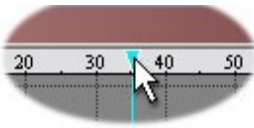
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## Navigating in the Keyframes Graph (continued)

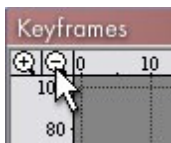
To scroll horizontally or vertically from where you zoomed, drag the gray background of the graph, or drag the center of either keyframe scroll bar (or click their arrows). To bring the blue vertical playback marker into the zoomed region of a graph, click in the numerical bar above the graph.



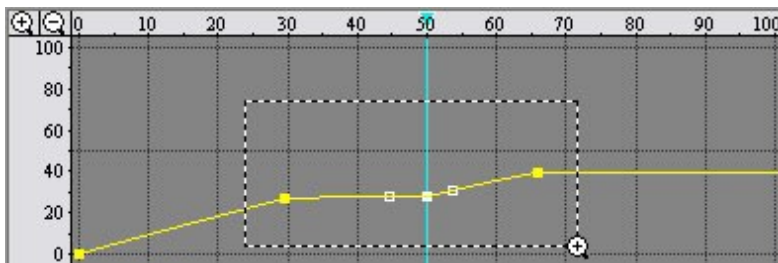
To zoom back OUT by 2X, click the Zoom Out (-) button. To instantly return the keyframe graph to show the entire duration (0% to 100%), double-click the Zoom Out button.

### Tips

\*\* To jump to a different area of a zoomed graph, first double-click the Zoom Out (-) button to return to the graph's default (full) view.



Then Alt-drag in the graph to define where you want to jump to.



\*\* You can drag a keyframe horizontally beyond a zoomed graph area. Although the graph will not scroll horizontally as you drag, you can use the coordinates reported in the top left corner of the graph to see your position. Or, use the graph's horizontal scroll bar to reveal the target area before dragging.

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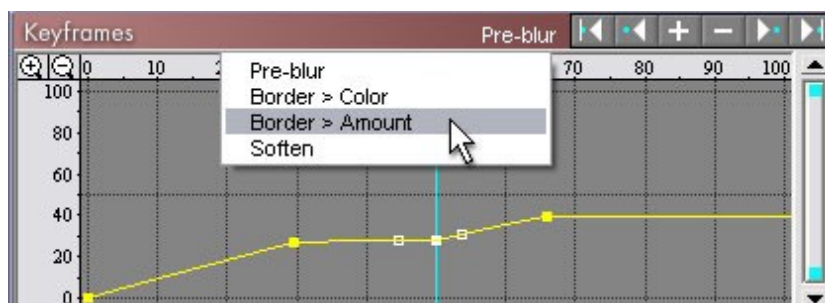
## More Keyframing Tips

Below are additional handy tips that will enhance your keyframing.

- \*\* [How to switch to a different keyframe graph](#)
- \*\* [How to copy and paste keyframing](#)
- \*\* [How to flip, invert, scale or move a keyframe line](#)
- \*\* [How to customize the Keyframes graph display](#)
- \*\* [How to move a bezier handle that is on top of a keyframe](#)
- \*\* [How to stay at a frame while adjusting keyframes elsewhere](#)
- \*\* [How to snap a keyframe to the vertical playback marker position](#)
- \*\* [How to make automatic bezier curve adjustments](#)
- \*\* [Understanding keyframe lights](#)

### \*\* How to switch to a different keyframe graph

When keyframing several controls in a CreativEase effect, to switch to a particular control's graph just click the round **keyframe light** at the left of the control. Or right-click the copper-colored **Keyframes** label in the **Keyframes** window, then choose the desired control (as shown below).



### \*\* How to copy and paste keyframing

To copy and paste an entire keyframe line from one control to another, right-click in the **Keyframes** graph background and choose **Copy** and/or **Paste**. Note that if the copied values do not fit within the parameters of the paste location, they will be modified. To copy and paste only the value of a single keyframe, right-click a keyframe and choose **Copy value**, then choose **Paste value** in the other keyframe.

### \*\* How to flip, invert, scale or move a keyframe line

Right-click in the **Keyframes** graph background, then choose the applicable option -- a great time-saver compared to manually modifying an entire keyframe line with many keyframes.

### \*\* How to customize the Keyframes graph display

Right-click in the **Keyframes** graph background to access four **Appearance** options. Toggle **Show grid** to hide grid lines in the graph. Toggle **Show scroll bars** to hide scroll bars (to slightly enlarge the graph area). Two other options may be useful, depending on your screen space/layout. **Save window position** opens the **Keyframes** window at a consistent screen location. **Attach to main window** keeps the **Keyframes** window attached if you move the main window. Any change will be remembered automatically the next time you apply the effect.

### \*\* How to move a bezier handle that is on top of a keyframe

If you happen to drag a bezier handle directly on top of a different keyframe, later dragging may move both points. To move only the bezier handle, first click the keyframe that "owns" that handle -- to activate it. Then **Ctrl**-drag the bezier handle where desired.

### \*\* How to stay at a frame while adjusting keyframes elsewhere

The effect's default behavior is to show the image that corresponds to wherever you drag or adjust a keyframe in the graph. The **blue vertical playback marker** therefore follows your movement in the graph. Sometimes, however, you may want to keep viewing a particular frame while adjusting a keyframe elsewhere. Perhaps you want to adjust a bezier curve while seeing how it alters an earlier or later frame's look. To do that, right-click in the graph's gray background and deselect **Sync preview**.

### \*\* How to snap a keyframe to the vertical playback marker position

When **Sync preview** is off (see above), sometimes you may need to move a keyframe to the **blue vertical playback marker** position, such as when aligning a keyframe in one graph to a keyframe in another graph. To do that, position the playback marker where desired, then right-click the keyframe you want to move and choose **Snap to Time**. The keyframe will then move to the frame the playback marker is on. If that position is not possible because it is beyond an adjacent keyframe, the command will not be available.

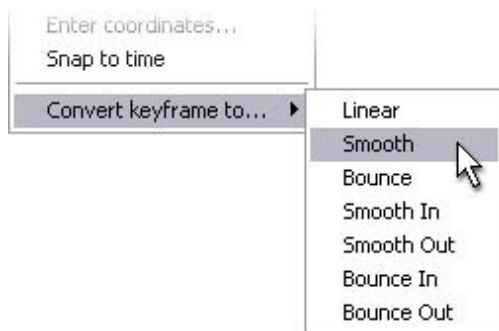
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## More Keyframing Tips (continued)

### \*\* How to make automatic bezier curve adjustments

Instead of dragging a bezier handle to curve a keyframe line, you can right-click the keyframe and choose [Convert keyframe to](#). Then choose from the options shown below. To modify **ALL** keyframes in a graph, right-click in the keyframe graph gray background and choose [Convert all keyframes to](#). Then choose from the options shown below.



**Linear** -- remove all curves in the keyframe

**Smooth** -- decelerate before & accelerate after

**Bounce** -- accelerate before & decelerate after (opposite of smooth)

**Smooth In** -- decelerate before

**Smooth Out** -- accelerate after

**Bounce In** -- accelerate before

**Bounce Out** -- decelerate after

### \*\* Understanding keyframe lights

When the round keyframe light next to a control appears **BRIGHT**, the control's keyframing is active (thus its graph appears in the [Keyframes](#) window).

**BRIGHT** green means there is **NO** keyframe for this control at the current frame (but you can [add one](#)).



**BRIGHT** blue means there **IS** a keyframe for this control at the current frame, which you can adjust in value by dragging the control's slider.



A **DULL** light means the control is **NOT** active, but has been turned on previously. **DULL** green means there is **NO** keyframe for this control at the current frame.



**DULL** blue means there **IS** a keyframe for this control at the current frame. This is useful to know if you want to sync a keyframe for one control with another control's keyframe.



\*\* You can do any keyframing steps (such as adding or moving keyframes) while the effect preview is stopped (the traditional method), or while the preview plays.

\*\* The maximum number of keyframes for a single control is 128. The maximum total number of keyframes for all controls is 1,000.

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## Saving Favorite Effects



Each CreativEase effect includes a HUGE number of pre-made effects. You can also save your own custom effects. Favorite effects, or even just certain settings or keyframes, can be instantly reapplied, saving time. Also, CreativEase's [100+ undo/redo](#) capability can temporarily retain settings so you can experiment further before applying an effect.

CreativEase (like our popular SpiceMASTER plug-in) has two ways to apply previously created effects -- section presets and saved settings. Each offers different advantages to you: **Section presets** are accessed by a "light bulb" button atop certain control sections -- they only affect controls **in that section**. **Saved settings**, unlike section presets, typically affect **ALL** controls in the effect.

### How to Apply a Section Preset

Click a light bulb at the upper right corner of a section, then choose a **preset** from the submenu. Trying presets is a quick and easy way to overview a section's effects capabilities. Keep in mind you can do this while the CreativEase preview plays.



### How to Apply a Saved Setting

1. Click the blue **Load Saved Settings** button in the black bar, as shown below. An Open dialog will appear to choose the desired saved settings file. (If the `CreativEase\[effect name]\Saved Settings` folder is not open, navigate to it.)



2. Several subfolders of saved settings, organized by style, will appear in the Open dialog. Go into any subfolder and click a **save settings** file. The settings will preview in the Animate box within the dialog, making it easy to choose a desired file.

### How to Create a New Saved Setting

1. Click the blue "+" **Save Current Settings** button in the black bar, as shown below. A Save As dialog will appear.



2. Name the file (be descriptive) and click the **Save** button.

### Tips

\*\* **To save settings that (when loaded) will NOT change the current spice file**, turn **OFF** the **Include Spice** check box in the Save As dialog box when you create the saved setting.

\*\* **To load a saved setting but NOT change certain existing effect settings**, before double-clicking the desired saved setting file, activate the **Choose Settings** check box in the Open dialog. In the **Import/Export Settings** dialog that will appear, use the **OFF** buttons to protect one or more sections of existing settings you want to keep.

\*\* **To undo any saved setting or section preset choice**, click the Undo button at the top right of the effect's window. A 100+ undo/redo capability can temporarily retain settings so you can easily experiment!

\*\* **To select from most recently used saved settings**, Ctrl-click the blue **Load Saved Settings** button.

\*\* **Saved settings can be transferred to other editing stations** that have the same CreativEase effects installed. Just put the saved settings file(S) you created in the other station's `CreativEase\[effect name]\Saved Settings` folder.

\*\* **If you have a cool saved setting to share with other users**, please email attach it to [support2@pixelan.com](mailto:support2@pixelan.com), include your full contact info, and we will evaluate it for our web site, with you credited if it is posted.

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## Changing the Default Settings

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The new default will determine the spice file and settings that will appear initially the **NEXT** time you apply a CreativEase effect. Changing the default is quick and easy:

1. **Apply the CreativEase effect in your timeline** so that its main dialog appears.
2. **Choose a desired spice file and adjust effect controls** as desired.
3. **Click the Prefs tab**, then click the **Set** button at the bottom of the pane.



**To revert to the effect's "Factory" default**, do **either** of the following steps:

\*\* **Click the Prefs tab**, then click the **Clear** button (shown above). **Clear** will **NOT** change the current effect -- the new default will appear the **NEXT** time you apply the effect. **Note:** **Clear** will not change the effect's preferences, which are retained automatically when changed.

\*\* **To do the above AND clear the current effect's spice and settings to the "factory" default**, **Alt-click** the yellow **Clear Settings (-)** button in the CreativEase effect's black bar area.

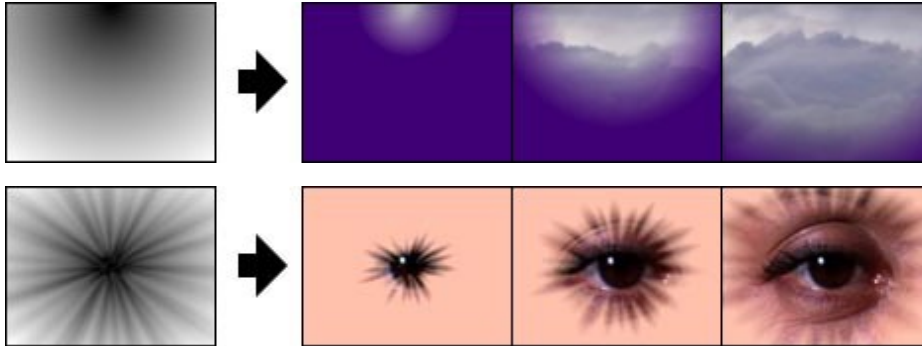


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## How to Choose a Spice File



Several CreativEase effects can utilize Pixélan's unique 'spice' files to guide where the effect will appear within the image. Adapted from our popular SpiceMASTER plug-in, spices are simple in concept but wonderfully organic, flexible, and useful. Two-hundred **resolution-independent** spices are provided, [with additional spices available as an add-on from our web site](#). Spices work much like an alpha channel mask, but are **variable** based on the value of the **Spice Effect > Progress** slider. Setting **Progress** to 0, the effect appears only where blackest pixels reside in the spice file's image (NOT your clip's image) located at the center of a CreativEase effect's window. Intermediate values mask the effect to appear only where grays reside in the spice image. And finally, a Progress value of 100 limits an effect to only where the whitest pixels exist in the spice image. By [keyframing](#) the **Progress** slider, the CreativEase effect will **animate/flow** during the clip, as shown below, which can add powerful visual dynamics to the effect.

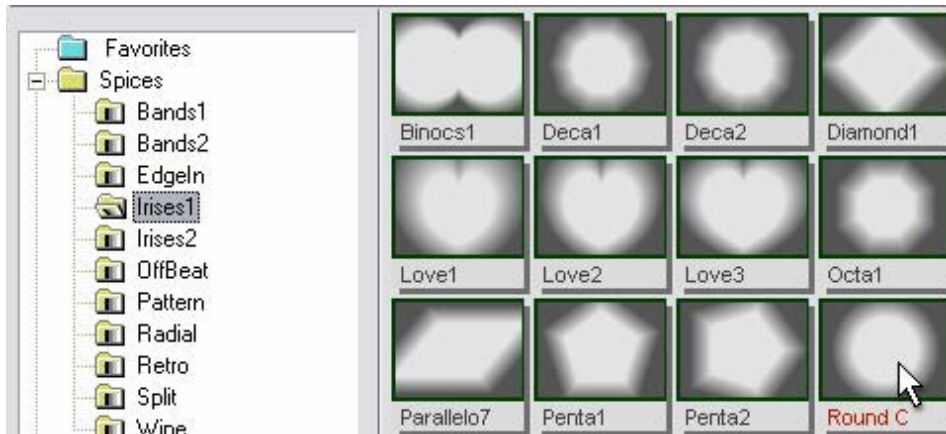


### How to Choose a Spice File

1. Click the large **Choose Spice File** button located at the top middle of the CreativEase effect window. The Library window will then appear.



2. Click a **subfolder in the Library's left pane**, as shown below. Thumbnail-size previews of available spices will then play side-by-side in the right pane so you can visually compare and choose the best design for your desired effect.



**Note:** To see subfolders, click the "+" next to a folder in the left pane, if necessary. Subfolders organize the huge quantity of effects into distinct styles.

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## How to Choose a Spice File (continued)



**3. Double-click a thumbnail** in the Library's right pane to select the effect and close the Library. The grayscale image of the chosen spice will then appear at the top center of the CreativEase effect's window, and its file name will be in the **Choose Spice File** button. The effect's built-in preview will also immediately update to the effect. **Or, single-click a thumbnail** to load the effect while keeping the Library open. Then you can try different spices "live" while loop-previewing the results! It's a powerful way to compare and match spice effects to your content.



### Tips

\*\* Use the **Mixer** slider to modify the spice's geometry partially or entirely by the luminance (grayscale values) of your clip. This powerful feature can quickly produce an enormous new range of mask geometries that visually relate to the imagery in your clips. Try the slider and see for yourself!

\*\* To quickly choose a spice you have used recently, click on the **Prior Choices** area below the **Choose Spice File** button. Up to nine prior choices will appear in a pop-up list -- most recent first. (Note: "Prior Choices" are those that have been selected AND applied in the effect, not just viewed from the Library.)



\*\* Almost **ANY** still-image can be loaded as a custom spice file, giving you even more creative flexibility. For example, you may want to use a client logo graphic to define the effect area. The luminance (grayscale values) of the loaded image will determine the geometry of the mask. To load a custom spice file (bypassing the Library), **Ctrl-click the Choose Spice File** button to get a standard **Open** dialog box. Then navigate to and select the file. To instead add one or more new still-images into the Library **PERMANENTLY** (so they are always available to you), see [Adding/Deleting Effects in the Library](#). Note that such images are NOT resolution-independent like our unique spice files. For cleanest results, therefore, any loaded still-image should match the **final frame size** of your output (such as 720x480 pixels for DV).

\*\* To combine spice designs to create a 'new' spice effect, apply the effect more than once to the same clip, but choose different spice files each time (or invert, flip or move the same spice). This technique multiplies hundreds of provided spices into an near-infinite range of effect designs!

\*\* CreativEase opens with a default effect. To change the default to a different spice file and/or effect setting, choose a spice and adjust the effect as desired, then click the **Set** button in the **Prefs** pane. The new default will appear the **NEXT** time you apply the CreativEase effect.

Make current FX settings the default

Set

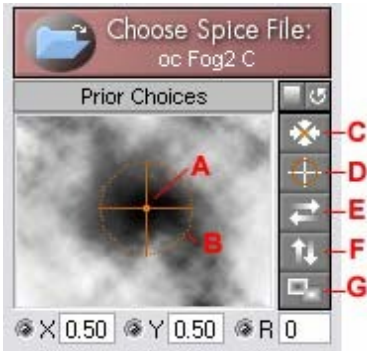
Clear

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## Flip, Reverse, Move, or Rotate the Spice Mask

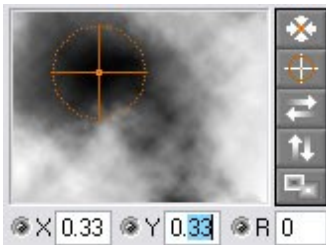
After choosing a spice file, it will appear at the top center of the CreativEase effect window. Then you can adjust it several ways, such as flipping or reversing the effect mask, moving it to a new position, or putting it in motion. You can even rotate it and create terrific spin effects. Use these controls to better tie the effect to your content, or to add variety when repeating an effect.



- A. Position** -- Drag the orange handle's center to move the effect. To move ONLY horizontally/vertically, **Shift**-drag.
- B. Rotate** -- Drag the outer circle of the orange handle to rotate the effect.
- C. Center** (Alt-5) -- Re-center a moved effect.
- D. Clear Rotation** (Alt-6) -- Remove rotation from a rotated effect.
- E. H Flip** (Alt-7) -- Flip the effect horizontally.
- F. V Flip** (Alt-8) -- Flip the effect vertically.
- G. Invert** (Alt-9) -- Invert the effect mask.

### More About Moving an Effect

**\*\* To set a precise position,** enter X and Y coordinates under the spice image, as shown below. The top left frame corner is 0,0 and the bottom right corner is 1,1. To position an iris spice effect precisely at the top left third point, for example, enter X = .33 and Y = .33.



**\*\* To move the effect over time**

1. Turn on a keyframe light next to the X or Y box. (Both will turn on together.)



2. Go to a desired frame that you want to set a rotation value for. There are many ways to do this. You can click the playback buttons or drag the slider below the built-in preview. (In the Sony Vegas/Vegas Movie Studio version, instead just go to a different frame of the same clip in your Vegas timeline.) In all versions of CreativEase, you can also drag the blue vertical frame marker in the [Keyframes graph](#).

3. Now move the spice to a new position, as explained at the top of this page. With the X/Y keyframe lights on, that will form a new keyframe, which you can further modify in the [Keyframes area](#). Repeat this step as desired to set additional keyframes for the movement.

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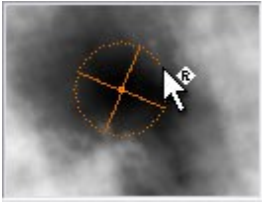




## Flip, Reverse, Move, or Rotate the Spice Mask (cont.)

### How to Rotate or Spin the Effect

**To rotate the spice mask**, drag the outer ring of the orange handle in the spice file image. Or enter a rotation value in the **R** box below the image. From -3600 degrees to 3600 degrees is possible (20 full rotations in either direction).



**To remove rotation**, click the **Clear Rotation** button shown at the top of this page. (Or tap Alt-6 keys.)

**To rotate or spin the effect over time** □

1. Turn on the keyframe light next to the **R** box.



2. Go to a desired frame that you want to set a rotation value for. There are many ways to do this. You can click the playback buttons or drag the slider below the built-in preview. (In the Sony Vegas/Vegas Movie Studio version, instead just go to a different frame of the same clip in your Vegas timeline.) In all versions of CreativEase, you can also drag the blue vertical frame marker in the [Keyframes graph](#).

3. Now rotate the spice, as described above. With the **R** keyframe light on, that will form a new keyframe, which you can further modify in the [Keyframes area](#). **Be sure to also turn on the Oversize to Spin button (shown below) if you are using an Iris spice** -- to keep the spice size consistent during spins. (CreativEase normally will slightly vary a rotated spice's size to ensure it covers the entire frame.)



\*\* **Moving or rotating certain spices** may reduce the range of grayscales in the visible frame. If you also are keyframing the **Progress** slider from 0 to 100, the spice mask may not start/end exactly at the actual beginning or end of the effect. To compensate (especially if an iris-like effect), turn on the **Auto-Adjust** button. Applying some **Softness** also can be useful, especially for effects that last several seconds.



**If the results are not satisfactory**, turn off the **Auto-Adjust** button and [manually adjust the effect's first \(and/or last\) Completion keyframes up \(and/or down\)](#) (such as 20% - 80% instead of the default 0% - 100%) to fine-tune the effect's visual timing.



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## Customizing the Library

With hundreds of available spices, choosing one could be tedious. Fortunately, CreativEase (like our popular SpiceMASTER plug-in) includes a visual, interactive Library -- a great tool to compare and select the best spice for your desired effect. The Library shows spices as small side-by-side thumbnail animations -- much better than trying to choose from a long list of file names or icons!

How to choose a spice file is covered on [this page](#). Below shows how you can customize the Library and use its powerful management features. For example, you can create virtual folders of favorite (or project specific) spices. Spice file names can be color-coded for later reference or to help you mark and narrow choices. Also, you can adjust viewing options to tailor the Library to your working style.

### Customizing the Library Display

To customize the Library display, click its **Toolbar** buttons to change the thumbnail style, softness, play direction, speed, and size. Equivalent commands are also in Library menus.



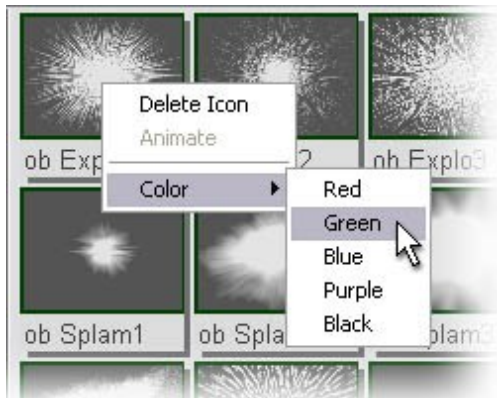
- a. **Play/Stop Preview** -- Play or stop the thumbnail animations. Stopping will reveal the grayscale design that represents each spice's geometry.
- b. **Preview Speed** -- Speed or slow the animation.
- c. **Reverse Preview** -- Play forward only or reverse loop.
- d. **Preview Softness** -- Play with or without edge softness.
- e. **Change Preview Size** -- Increase or decrease the thumbnail size.

Keep in mind you also can adjust the size and location of the Library window (and drag between its two panes to adjust their width). You also can minimize the Library window.

#### Tips

**\*\* To play only one spice animation in the Library while others do NOT play**, click the **Play/Stop Preview** button to stop all animation. Then right-click a thumbnail and choose **Animate**. Repeat as often as desired, such as when you have narrowed your choice to two or three spice candidates.

**\*\* To color a thumbnail name as a way to mark possible effects** (such as favorites, or potential choices), right-click the thumbnail and choose a color. The color will remain until you right-click and choose **Black**.



**\*\* To hide part of the Library to have more viewing space for thumbnails**, you can uncheck the status bar, toolbar, or left pane in the **Options** menu of the Library. Also, you can toggle the Library window's tiling (automatic placement under the main CreativEase effect window) with the **Tile Library Window** command.

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## Customizing the Library (continued)



### Organizing Existing Spices

Create "virtual folders" to further organize Library spices into any group, such as spices for a particular project or type of production. Virtual folders only exist within CreativeEase. Create as many as you want, with no penalty in disk space or speed. **A Favorites virtual folder is already created for you,** ready made to accept spices from anywhere else in the Library. **To create another virtual folder,** click the blue **Add Virtual Folder** button (shown below) in the Library toolbar (or choose **Edit > Add Virtual Folder**).



Then enter the desired name of the folder in the small dialog box that will appear. The new virtual folder will then appear at the top of the Library's left pane. To later rename of the virtual folder, right-click it and choose **Rename Folder**.

**To add a spice effect to the Favorites folder (or your virtual folder),** first display the spice in the Library's right pane, then drag and drop its thumbnail into the **Favorites** folder (or your virtual folder) in the Library's left pane. A duplicate will then reside there (no additional disk space required).

#### Tips

**\*\* To create a subfolder within a virtual folder,** right-click the blue virtual folder in the left pane and choose **Add SubFolder**.

**\*\* To delete an unwanted spice or folder,** right-click any thumbnail (or folder) in the Library, then choose **Delete Icon** (or **Delete Folder**). Or select a folder in the left pane and choose **Edit > Delete Selected Folder**. Either way, a warning dialog box will appear to confirm your choice. **Deletion will ONLY remove it from the Library display, NOT from your drive. That way it can be restored later if desired (see below).**

**\*\* To refresh/restore/update a Library folder's contents,** right-click the folder in the Library's left pane, then choose **Refresh Folder**.

### Adding/Deleting Effects to the Library

The Library holds several hundred spices that ship with CreativeEase, plus there are [additional collections available as add-ons from our web site](#). This provides a range wide enough to cover most effect mask designs you will ever need. However, the Library is open-ended so you can add other still-images you have created (or acquired elsewhere). For example, you may want to use a client logo graphic to define the effect area. **The luminance (grayscale values) of the still-image will determine the geometry of the mask.**

**An existing Your Custom Files folder is already visible in the Library, handy for adding other still-image files to the Library.** That folder is located at `..\Pixelan\CreativEase\Shared Files\Spices\Your Custom Files` within your editing software's folder (except for the Sony Vegas/Vegas Movie Studio version which has a separate **Program Files\Pixelan** folder). Simply drop a new file into the **Your Custom Files** subfolder and it will automatically appear the next time you open the Library.

**To add an individual effect to a different Library folder than the Your Custom Files folder,** first create a [virtual folder](#) in the Library (unless you want to add it to the existing **Favorites** virtual folder). Then right-click the virtual folder and choose **Add Spice**. (Or with that folder selected, click the **Add Spice** button in the toolbar, or choose **File > Add Spice**.) In the Open dialog that will appear, navigate to and select the desired file.

**To permanently add an entire folder of additional effects to the Library,** click the yellow **Add Source Folder** button (shown below) in the Library's toolbar (or choose **Edit > Add Source Folder**). This can be handy if you have a entire set of gradient or alpha wipe files, for example, from another product that you wish to have available in the Library.



In the dialog that will appear, double-click the drive that holds the additional folder of effects. Navigate until you can select that additional folder of effects, then click OK. The selected folder will then appear in the Library's left pane, like any spice folder.

**To delete an effect or folder,** right-click any thumbnail (or folder) in the Library, then choose **Delete Icon** (or **Delete Folder**). Or select a folder in the left pane and choose **Edit > Delete Selected Folder**.

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# Preferences

Preference settings are in the **Prefs** pane at the right half of the effect's interface. All preferences there are global -- thus will be retained for each future time you apply the same CreativEase effect. (Note that changing preferences in one effect, such as PosterWise, will not change the same preferences in a different CreativEase effect.)

The Sony version of CreativEase previews real-time in the Vegas preview window. In other versions, the built-in preview in CreativEase effects can usually maintain a real-time pace, even on older/slower computers. If you find that the preview falls below a real-time pace, turn on either of the two options below to speed an effect's built-in preview toward real-time performance and to make effect adjustments update quickly. To **temporarily turn on** an option ONLY for the next time you preview, use the keyboard shortcut shown below with the blue **Play** button located under the preview.

**No UI update [Alt-Play]** *Not available in Sony version*

Turn on to have the effect's interface (sliders, etc.) not update during playback.

**Drop frames if necessary [Ctrl-Play]** *Not available in Sony version*

Turn on to drop frames if necessary to maintain the clip's pacing. Therefore a 2-second clip will actually preview in 2 seconds, for example. Dropped frames appear only in the preview, not final output.

**Compare effect to source** *Not available in Sony version*

Turn on to show the effect in only half of the built-in preview (shown below). This can be handy when evaluating the visual impact of a particular effect.

**Match to Monitor** *Not available in Sony version*

When on, CreativEase will preview just like your editing system's timeline preview, thus including any other effects that also may be applied to the clip. Turn off to see only the CreativEase effect, which in some editing situations may be more useful for making adjustments.

**Broadcast colors**

While on, selected **Border** colors will more likely be "safe" for broadcast -- not too saturated or pure white/black. (Awareness of the safe issue while choosing colors is the best precaution, though.) It constrains RGB values to 16-235. For multimedia output, turn this option off to have the full color range available.

**Reverse fields** *Not available in Sony version*

Certain editing system configurations may produce reverse field artifacts in CreativEase output where motion occurs. This option solves the problem.

**Reverse spice** *Not available in Sony version*

If **Reverse fields** is on (see above), sometimes this option should also be turned on to show a clean edge around curved spice geometries. Only applicable to CreativEase effects with spices.

**Auto-close Video Event FX window** *Sony version only*

Turn on if you prefer that the Video Event FX window of Vegas disappears automatically after applying a CreativEase effect.

**Hide Video Event FX window** *Sony version only*

Turn on if you prefer that the Video Event FX window of Vegas disappears when a CreativEase window is open, reducing on-screen clutter.

**Time Units** *Not available in Sony version*

This option affects the display of the **Current Frame** and **Duration** indicators below the effect's preview. Choose relative **Timecode** or relative **Frames**.

**Show pop-up text**

On shows a brief text description when the cursor is held over certain interface areas. Turn it off if that info becomes a nuisance.

**Confirm clearing/exiting**

With this option on, when clearing keyframes you will be asked for confirmation -- a good safety net for most users to prevent accidental deletion. Also, you will be asked for confirming before exiting the window without changes so you won't accidentally lose a cool effect you've set up.

**Make current FX settings the default**

To set a new **default** effect, adjust settings as desired, then click the **Set** button. To set the default (except for preferences) back to the effect's "factory" default, click the **Clear** button. With either button, the new default will appear the **NEXT** time you apply the effect.



To clear the **current effect's** settings back to your default, click the yellow **Clear** button in the black bar area of the effect.



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# Keyboard Shortcuts

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Help -- **F1**

Undo -- **Ctrl-Z**

Redo -- **Ctrl-X**

## Control Values

0 -- **Home**

100 -- **End**

Decrease by 20 -- **Page Up**

Increase by 20 -- **Page Down**

Increase by .1 -- **Right** or **Down Arrow**

Decrease by .1 -- **Left** or **Up Arrow**

Cycle through controls -- **Tab**

## Keyframes

Select first keyframe -- **A**

Select prior keyframe -- **S**

Select next keyframe -- **D**

Select last keyframe -- **F**

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## Playback

Play/Stop -- **X**

First frame -- **Q**

Prior frame -- **W**

Next frame -- **E**

Last frame -- **R**

No image update -- **Shift-Play**

No UI update -- **Alt-Play**

Drop frames if necessary -- **Ctrl-Play**

## General

Apply current settings -- **Enter**

Load Saved Settings -- **Alt-L**

Save Current Settings -- **Alt-S**

Clear Settings -- **Alt-C**

Exit without changes -- **Esc**