

FX



Artistic

EFFECTS

VOLUME 1

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AIST - Animated Image Systems Technology GmbH
Mobil-Oil-Str. 31
84539 Ampfing
Germany
Tel.: ++49 (86 36) 98 35 0
Fax: ++49 (86 36) 98 35 22
Internet: <http://www.aist.com> (English)
Internet: <http://www.aist.de> (German)
E-mail: info@aist.com

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Reference



Effects

ARTISTIC

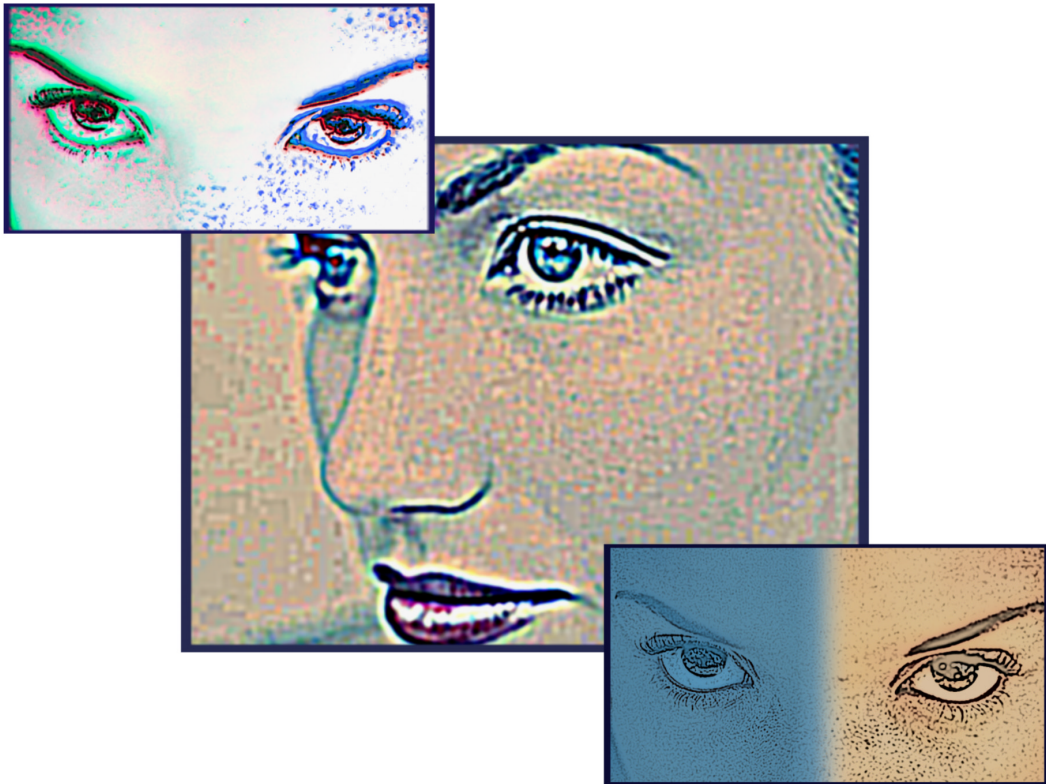
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ARTISTIC

The Artistic group of effects helps even the most reluctant artist to create their own masterpieces.

Sketch will turn your clip into an animated pencil or crayon drawing, while Cartoon will transform your vacation video into a cartoon; or why not follow in the footsteps of Andy Warhol using Popart.



Sketch



This effect underlays the object with a color of your choice and goes over the contours/edges as if with pencil or charcoal.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Details	Contour emphasis	-100 to +100
Pencil width	Width of pencil	5 to 30
Paper color	Background color	HSB / RGB

Amplitude determines how much of the original color shines through. At the maximum amplitude, the colored areas are transparent and only the contours and the new color are visible.

Accuracy and wealth of detail can be adjusted in **Details**.

The **Pencil width** determines the thickness of the contours.

The background color can be changed in **Paper color**.



A low amplitude allows the original colors to shine through.



Pencil width and lots of detail at a high amplitude.



With few contours and a low amplitude, the object looks like a watercolor.

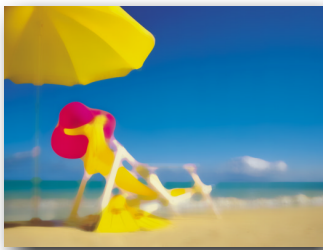


Fresco

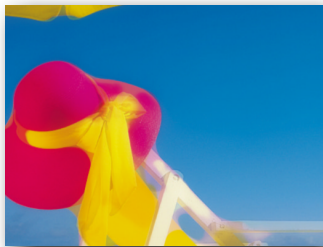
This effect blurs the image so it looks as if it has become wet. The contours disappear and the colors run together. However, contrasting areas are preserved. Corrections can be made at lower amplitudes - dust and scratches disappear.



This effect works almost like a blur when the amplitude is low.



Top amplitude and max. haziness make the object appear smudged.



The colors of the hat and the sky have run together.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Blue, Green, Red	Activates color channels Blue, Green and Red	On/Off
Haziness	Water level	1 to 20

Amplitude determines how much water is spilled over the image. The higher the value, the fewer contours and details remain visible. The contrast between colored areas is preserved.

The color channels **Blue**, **Red** and **Green** can be switched on and off.

The **Haziness** parameter intensifies or weakens the effect. The higher the value, the more blurred the colored areas become.



Abstract



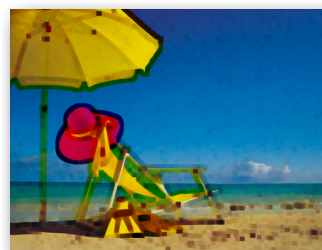
This effect merges similar and matching colored pixels into blocks of matching colored pixels. If the effect is used to full strength, the object resembles an abstract painting, while lower values make the object hazy.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Blue, Green, Red	Activates the color channels Blue, Green and Red	On/Off
Width	Pixel block width	1 to 30

Amplitude determines the strength of the effect. The original design is hardly visible at a high amplitude, while it still shines through at a lower value.

The color channels **Blue, Green and Red** determine the color of the effect and can be switched on and off as desired.

Width determines the size of the pixel groups.



High width value.



This effect works best with very colorful images and clips.





Glass Tiles

This effect merges similar and matching colored pixels into a monochrome area. The new colored area is light in color because it orientates itself to the lightest shade of the pixel groups. The tiles are light and transparent, as if made of frosted glass.



The object is still recognizable when the tile size is small.



The contours disappear when the tile size increases.



The red color channel has been switched off.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Blue, Green Red	Activates color channels	On/Off
Tile size	Determines size of the mono- chrome rectangles.	1 to 30

At a high **Amplitude**, the original image becomes a mass of tiles, while a lower amplitude allows more of the original image to shine through.

The individual **Color channels** can be switched on and off.

The larger the **Tile size**, the more the contours dissolve.



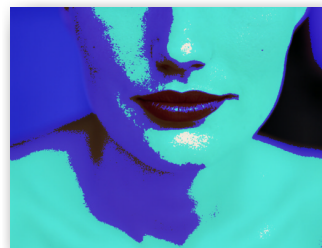
Popart

This effect alters the image's color and color saturation. Similar colors are merged into monochrome-contrasting colored areas. You get the impression that you are looking at a photocopy with only a few colors.

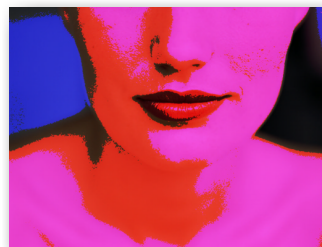
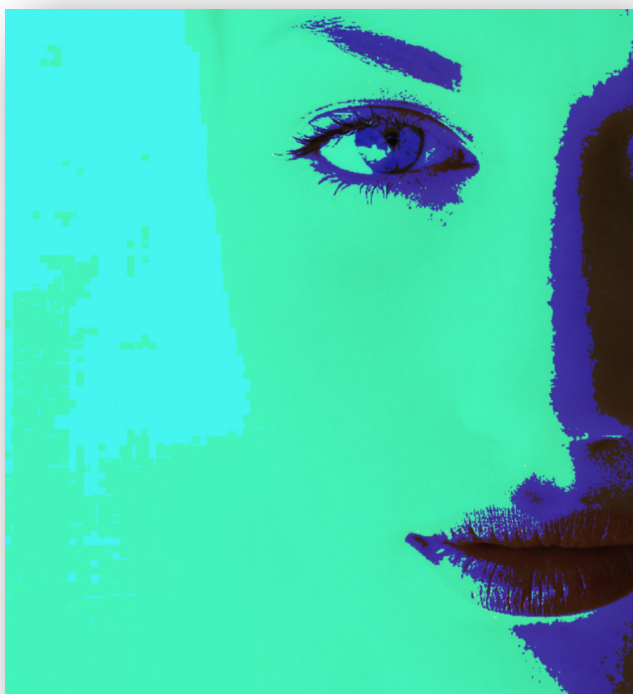
Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Color	Color change	HSB/RGB

Amplitude determines the strength of the effect. A high amplitude colors the whole image with the chosen color, while a lower value allows the original image to shine through.

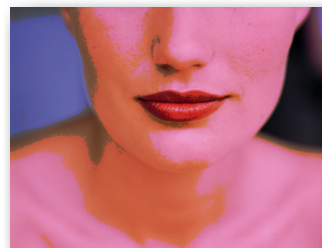
The **Color** parameter allows you to choose the dominating color. Contrasting areas change color depending on the setting. If a very dark color is selected the entire object will be darker.



Color between blue and green at a high amplitude.



Between red and blue.



Same colors as above but with a lower amplitude.



Poster

This effect alters all the colors of an image. Similarly colored areas are merged into large monochrome areas.



Original colors at a high amplitude.



With a color change.



The poster paint effect is not as strong when the amplitude is low.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Brightness	Brightness	0 to 100
Saturation	Color intensity	0 to 100
Color balance	Color displacement	-100 to 100

Amplitude specifies the strength of the effect. At lower amplitudes, the contours and colors of the original image shine through.

The **Brightness** of the entire image can be altered.

Saturation determines the strength of the new colors. Strong colors and large areas result at higher amplitudes.

Color balance is the main parameter of this effect. The entire color area of the image can be displaced with a slider. Each hue, displayed and altered in HSB, increases by a constantly specific amount.



Cartoon

This effect goes over the contours in black and makes the image look, well, just like a cartoon.



Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Details	Details	0 to 100
Outline	Outline thickness	1 to 10
Smooth colors	Uniform colors	On/Off

Amplitude determines how many contours are drawn over.

Details determines whether or not every last detail and color change influences the effect.

The width of the contours is set in **Outline**.

- i** Clearly structured patterns without subtleties are best suited for use with this effect. Highly detailed objects should be avoided as more black dots than accentuated contours will appear.

By switching on **Smooth Colors**, all the finer details are erased and large monochrome colored areas are created. The object now looks exactly like an animated cartoon.



Original.



The background looks artificial due to the blurred colors.

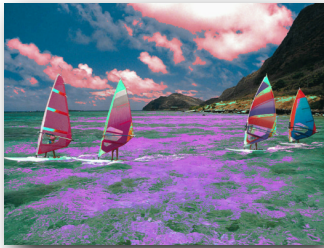


The more detail, the more black dots.



Color Shadow

This effect casts a colored shadow over the object and the color intensity and the hue can be altered. From a faint shimmer to extreme color changes - everything is possible.



Parameter	Setting/ Change	Range of Values
Hue	Angle (on color wheel)	-360° to 360°
	Complete rotations	-1 to 1
Brightness	Brightness	-100 to +100
Saturation	Color saturation	-100 to +100
Threshold	Effect strength	0 to 100
Invert	Reverse color and brightness	On/Off

The **Hue** can be altered using the color wheel. Settings in the +/- areas lead to completely different results.

The **Brightness** moves from black to very light, but the contours always remain clearly visible.



The color **Saturation** ranges from shades of gray to gaudy colors.

Threshold determines how strong the effect will be and where the color shadow will appear. At 100 the original object is unchanged, while at 0 the whole object is covered with a colored shadow.

If **Invert** is switched on, the colored and original areas are reversed.



Color Extract



This effect decolorizes a certain colored area defined by the key color. All areas, except those similar to the key color, are decolorized. You can also change the color of the remaining colored areas.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Key color	Selects key color	HSB/RGB Pipette
Threshold	Decolorization control	0 to 100
Smooth	Contrast	1 to 20
Advanced		
Hue	Hue	-100 to +100
Saturation	Color intensity	-100 to +100
Hide	Black or white	On/Off
Brightness	Brightness	-100 to +100
Blur	Contour blur	1 to 15



Key color = blue.

Main

Amplitude determines the strength of the effect. The original colors shine through when the amplitude is low. At a higher amplitude, the contours and decolorized areas are still visible in shades of gray.

The **Key color** determines which segments of the object will be exempt from decolorization. The color contrasts in the object are important here. In an object which, for example, only consists of red hues, an exact threshold setting has to be chosen.

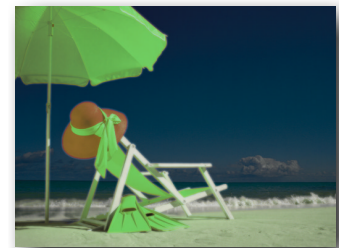
A quick and easy way to select the key color is to use the **Pipette** in the small preview window. You can select the color directly from the original object by clicking with the mouse. For precise selection, **Zoom** enlarges the object.

Threshold determines the decolorized area. A low value (<20) also decolorizes segments of the object that are very similar to the key color and therefore the whole object is often decolorized. The higher the threshold value, the more the decolorization is limited.

Smooth minimizes or maximizes the contrast in the original object. Values lower than 5 lead to a reduction in the transparent areas, while the higher the value, the larger the transparent areas become. This



Decolorized area has been underlaid with black and the color has been altered.



Key color = red.



parameter will not work to its full advantage when using objects with strong contrasts.

Advanced

The **Hue** slider changes the color of the remaining colored areas. The colors are displaced. This parameter affects the entire color palette.

Saturation is a scale for color intensity. Only the remaining colored areas are altered.

The **Brightness** of the entire remaining colored areas can be altered here.

Hide On means the decolorized areas are overlaid with black. Depending on the amplitude, colors can be made slightly darker or completely black.

Blur obscures the contours between the decolorized areas and the untouched original areas.



Hide is on with a high amplitude.



The effect is combined with an inversion effect.



Plastic Glass

This effect generates clearly visible crosses on the surface of the object, which merge to form a grid like pattern. When this effect is used on a video clip, you get the impression that you are looking through slightly distorted acrylic glass.



Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Brightness	Brightness	-100 to +100
Advanced		
Blue, Green, Red	Activates color channel	On/Off
Cell size	Subtleties of the grid pattern	5 to 20
Direction	Angle	0° to 360°
	Rotation	-27777 to 27777



Small cells at medium amplitude.

Main

Amplitude is responsible for the strength of the effect. The higher the amplitude, the fuzzier the object becomes.

Brightness determines the brightness of the colors. The impression that you are looking through acrylic glass is reinforced.

Advanced

When switched on, the three **Color channels** are included in the effect (original color), but when switched off, they change the color of the effect.

The **Cell size** determines the subtlety of the grid pattern.

Direction moves the grid pattern. If the **Angle** is changed over time, the object will look distorted and fuzzy. **Rotation** determines how many complete rotations are carried out.



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Effects



Felt Pen

This effect brings the object pixels together in small pixel groups, which look like felt tip dots. The effect is intensified by outlining the contours.

Parameter	Setting/ Change	Range of Values
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Main

Amplitude	Strength of effect	0 to 100
Saturation	Color saturation	- 100 to +100

Advanced

Spot size	Size of the felt tip dots	5 to 20
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Main

Amplitude defines how clearly the dots are shown and how heavily the pen is pressed.

The percentage of white in the object color can be adjusted with the **Saturation** parameter. The lower the saturation, the higher the percentage of white. On the other hand, the highly colored areas are no longer spotted when the saturation is high.

Advanced

As the **Spot size** increases, the spots merge together.



Spot size is 10.



High saturation.



Low saturation.



The Felt Pen effect has been combined with the Poster effect.



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Effects

Textured Felt Pen

This effect merges object pixels together in irregular colored dots, which gives the impression that the object is textured. The contours look as if they have been brushed over with a felt tip.



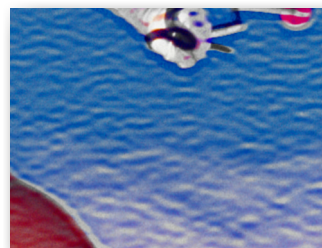
Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Saturation	Color saturation	-100 to +100
Advanced		
Irregularity	Blurs the relief contours	5 to 20
Direction	Angle	0 to 360°
	Rotation	-27777 to 27777



Main

The texture is heavily emphasized when the **Amplitude** is high and obvious contours are heavily accentuated.

Increased **Saturation** means that the colors become stronger and finer details are smoothed out. A saturation of -100 bleaches all colors, so that only the contours remain.



Advanced

The **Irregularity** parameter defines the thickness of the contours. High values result in softer contours.

Direction rotates the contours. If the **Angle** is changed, it is evident in images with fine structures that the effect has changed direction. **Rotation** determines how many complete rotations are carried out.



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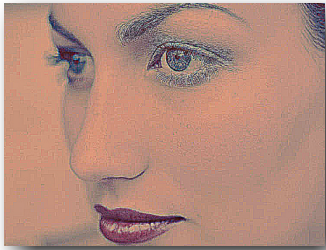


Effects

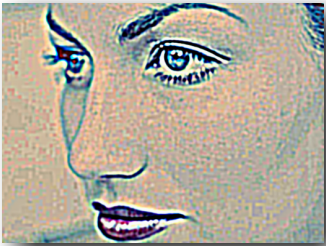


Crayon Sketch

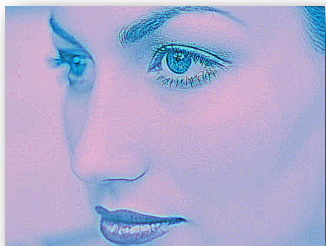
This effect gives the impression that the object has been drawn on a roughly textured page with a colored crayon. The contours become darker and surfaces are displayed as a large number of tiny colored strokes. You can choose the width of the strokes and the color of the paper.



Narrow crayon width on red paper.



Maximum brightness and thick strokes mean that only the contours are visible.



Red has been switched off.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Color balance	Color displacement	-100 to 100
Paper color	Choice of background color	HSB/RGB

Advanced

Blue, Green, Red	Activates color channels	On/Off
Crayon width	Width of crayon	1 to 20

Main

Amplitude determines the strength of the effect. The higher the amplitude, the more the object appears to have been sketched. Lower amplitudes result in the contours alone being slightly emphasized.

Color balance controls how much of the original color or the background color (paper color) shines through. The higher the positive values, the less original colors are visible and the more evident the chosen paper color becomes. On the other hand, when the value is negative the complimentary color gradually becomes the background color. White paper turns black, blue becomes yellow etc.

The coloring of the background is controlled in **Paper color**. Choose between HSB or RGB and then select the color using the sliders, the color wheel, chromaticity diagram or numerically.

Advanced

The **Red, Blue** and **Green** color channels control the emphasis of individual colors using the On/Off buttons.

The **Crayon width** regulates the stroke width of the crayon. The higher the value, the thicker the accentuated contours become, while the surface area appears more blotchy.



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Effects

Delirium

This effect goes over the obvious contours of an image with irregular, colored lines. The result is a blurred and hazy object which may make you think that you are delirious. The effect can be intensified by displacing all the object's colors.



Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Color balance	Color choice	-100 to +100
Advanced		
Diffusion	Contour width	5 to 20
Direction	Angle	0° to 360°
	Rotation	-27777 to 27777



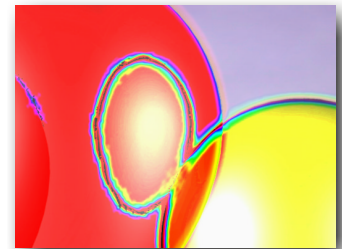
Are you tired or confused?

Main

Amplitude controls the intensity of the effect. The higher the amplitude, the more the contours are emphasised.

The **Color balance** parameter allows you to change the color of the object. All the colors of the image can be displaced.

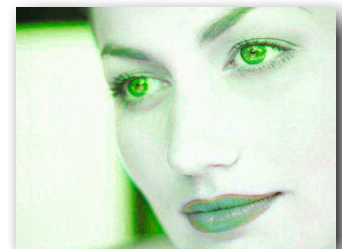
i Trial and error is the best way to discover this effect as the results vary depending on the original image.



Advanced

Diffusion changes the thickness of the lines parallel to the contours.

Under **Direction** the parameter **Angle** displaces the contour colors and the image becomes fuzzy, while **Rotation** determines how many complete rotations are carried out.



Color balance has been altered.



Pink and bright green contours.



The colors have been displaced to pink.



Color balance displaced in green direction.

Firework

This effect blurs obvious contours and gives them a bright green or pink shade, similar to watching a scene in the light of a firework.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Effect intensity	0 to 100
Color	Color balance	-100 to +100
Advanced		
Diffusion	Contour emphasis	5 to 20
Direction	Angle	0° to 360°
	Rotation	-27777 to 27777

Main

Amplitude controls the strength of the effect.

The **Color** covers the object with a green or red colored haze. The contours are maintained but in the complimentary color.

Advanced

Diffusion accentuates the colored contours even more.

By changing the **Direction (Angle)** the contour colors circulate within the object. This results in a flickering, blurred effect.

The **Rotation** determines how many complete rotations are carried out.



Hallucination



This effect goes over the contours in bright green and pink so that the image appears fuzzy and unreal. It may seem as if you are hallucinating, especially when the colors are changed over time.

Parameter	Setting/ Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Color	Object color	-100 to +100
Advanced		
Diffusion	Contour emphasis	5 to 20
Direction	Angle	0° to 360°
	Rotation	-27777 to 27777

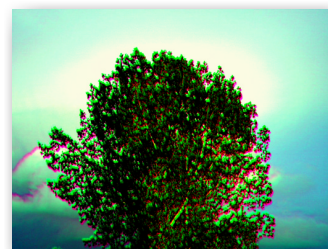


High amplitude with no change in color.

Main

Amplitude not only controls the intensity of the effect but also the number of contours gone over and how heavily they are affected.

The **Color** of the image can be changed using the slider. At zero the original colors remain and only the contour colors change. Negative values displace all the object's colors to pink, while positive values displace them to green.



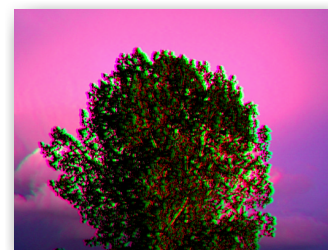
Faint green shimmer.

Advanced

Diffusion widens the contours and the object becomes hazy.

Angle changes the effect direction so that the red/green contours are displaced.

Rotation determines how many complete rotations are carried out. Several rotations in a short time gives the impression that the whole object is moving in circles. Changes in **Angle** make the object flicker.



Colors displaced towards pink.



Wet Brush

This effect gives the impression that water has been spilled over the object. The contours are washed over in color and the whole object seems irregularly coarse with an emphasis on the vertical, as if the paper is slightly wavy.



High amplitude without color change.



Color change. The wet paper is obvious in the sky area.



Original.

Parameter	Setting/ Change	Range of Values
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Main

Amplitude	Strength of effect	0 to 100
Color balance	Color balance	-100 to +100

Advanced

Wetness	Color run	5 to 20
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Main

Amplitude determines the colored contours and the texture of the object when the colors run into each other. The higher the amplitude, the stronger the effect.

Color balance changes the color of the image.

Advanced

Wetness controls the size of the wet blotches and the width of the colored edges.





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