

FX



Stylize

EFFECTS

VOLUME 1

Copyright and Trademark

Please read the license agreement in the 'Getting Started' booklet carefully. Subject to technical alteration.

All rights reserved. Subject to change without notice.
Release 4700; Subject to technical alteration.

Printed in Germany

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

© 1997 - 2000 AIST - Animated Image Systems Technology GmbH



Manual



Tutorial



Reference



Effects

STYLIZE

Contents

Stylize	4
Colored Border	5
Color Noise.....	6
Meltdown.....	7
Puzzle.....	8
Torus Sliding	9
Transparent Border	10
Vignette.....	11
Emboss	12
Color Emboss.....	13
Monochrome Emboss.....	14
Edge Detection.....	15
Paint Brush	16
Old Carpet.....	17
Color Erosion.....	18
Sparkling Glass.....	19



Manual



Tutorial



Reference



Effects

STYLIZE

In Stylize you will find some effects that are ideally suited for transitions such as Colored Border, Puzzle and Meltdown.

Additionally, you can also restyle your clips using these effects. Your videos can slowly become monochrome embossed or you can place a colored sparkle (Sparkling Glass) on all lights - the choice is yours!



Colored Border

This effect applies a colored border to the image. The thickness of the border as well as the color and its position inside or outside the image can be selected as desired.



Parameter	Setting/Change	Range of Values
Width	Width of the border	-100 to 100
Color	Border color	HSB/RGB
Border Softness	Haziness of border contours	0 to 100

Width

This parameter defines the **Width** of the border. The higher the chosen value, the thicker the border will be. No border is visible at a setting of 0. At very high values the image will be completely covered by the border. If the value is slowly increased, an effect similar to a camera fade-out is created. A fantastic transition can be created when the object slowly emerges from or disappears in a colored haze.

Negative values create a border outside the outer edges of the image. This border is only visible if the image is smaller than the canvas.

Color

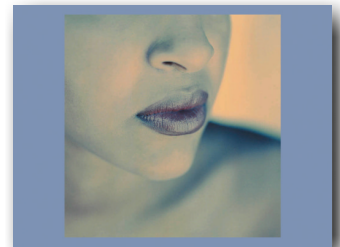
The **Color** of the border can be selected using either the slider on the color wheel, using the keyboard or by setting the RGB or HSB values (hue, saturation, luminance). Every color is available.

Border Softness

This parameter blurs the border. A low value results in a border with sharp edges. The higher the value, the softer the border becomes. The contours of borders which have a negative width will be blurred between the border and the canvas.



A thin blue border surrounding the image is determined by the **Width** and **Color** parameters.



Outer border.



The border blends into the image.



Color Noise

This effect applies a large number of different colored moving pixels to the image. This creates the impression of a colored blizzard.

Parameter	Setting/Change	Range of Values
Color Noise	Strength of effect	0 to 100%
Freeze	Motionless noise	On/Off
Color Components	Red/Green/Blue/Alpha	0 to 255



Lots of color noise.

Color Noise (%)

This determines the amount of pixels which cover the image or the percentage of the image to be covered. The object remains unchanged at a value of 0. The higher the chosen value, the larger the number of colored pixels covering the object. A very high value will result in so many colored pixels that the object will be almost unrecognisable.



Less color noise with emphasis on red and blue.

Freeze

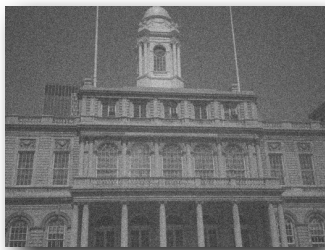
The On/Off button determines whether the pixels covering the object will move in the final animation (**Off**) or not (**On**).

Red/Green/Blue/Alpha

This parameter determines the color of the pixels. The chosen color is then dominant in the image. The percentage of red, green, blue and transparent pixels can be increased and decreased as desired.



The higher the resolution of the clip, the finer the colored pixels become. Very low resolutions result in a more coarsely grained color noise than in our example.



For a black & white snow storm the Black & White effect should be used.



Meltdown

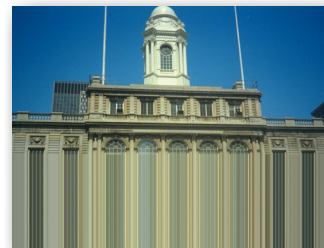


This effect distorts the image in all directions. Thus it seems as if all the colors have leaked or melted, but with no loss of intensity.

Parameter	Setting/Change	Range of Values
Percentage melted	Percentage of the object to melt	0 to 100%
Operation	Direction of the melt	top, bottom, right, left

Percentage melted

This parameter determines the percentage of the image that is to be distorted according to the length. A setting of 0 means the effect is not applied. The higher the chosen value, the greater the percentage of the object to be melted. The highest possible setting means 100% of the image is melted. The original image is no longer recognisable and only strips of color are visible.



Changing the setting from 100% to 0 gradually, over time, gives the impression that the object is forming from the flowing colors.

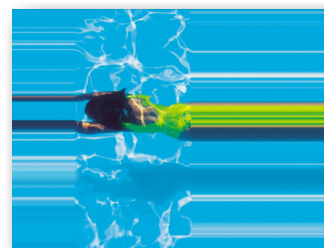
Operation

Four settings are available in the selection window.

The object can be melted in length or breadth from the **right, left, top** or **bottom**.



If this effect is used repeatedly, several sides of the object can be melted at once.





Puzzle

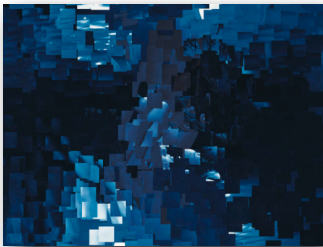
This effect cuts up the image into a multitude of squares which are then placed haphazardly onto the original.



Parameter	Setting/Change	Range of Values
Amplitude	No. of pieces (strength of effect)	0 to 100
Size	Size of the pieces	1 to 20

Amplitude

This parameter regulates the strength of the effect, i.e. the number of jigsaw pieces. The object remains intact at a setting of 0. The higher the chosen value, the greater the number of jigsaw pieces. Set in motion, more and more pieces are placed onto the original with increasing amplitudes.



Size

The size of the pieces is set using this parameter. At very low values the pieces are small, while higher values result in larger pieces.

The original is almost unrecognisable after the puzzle treatment.



Transition of two similarly colored clips with the Puzzle and Transparency effects.



Torus Sliding



This effect cuts away sections of the object from above, below, right or left. These cut sections are then reattached to the opposite side of the object.

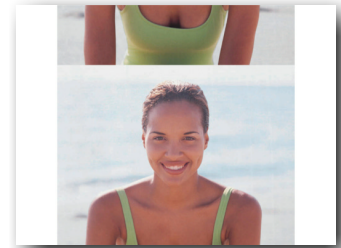
Parameter	Setting/Change	Range of Values
Shift	Cut direction X / Y	-10 to +10

Direction of Cut

The edge of the cut is chosen using the coordinate system. The settings can be entered using either the joystick and the wheel or by numeric entry.

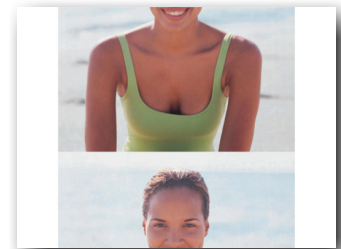
Basic settings:

X	Y	
0	0	Complete image
1	0	Cut on vertical central axis
0	1	Cut on the horizontal central axis
1	1	Double cut on the central axis

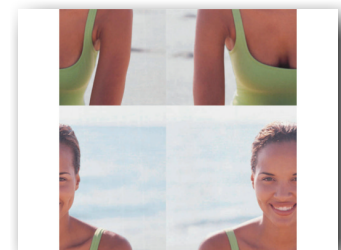


Intermediate values result in a displacement outside the center line.

0,5	0,0	Cuts left quarter vertically
0,0	0,5	Cuts bottom quarter horizontally
-0,5	-0,5	Cuts right and top quarter vertically



During an animation the image moves to the right or left or from top to bottom of the screen. The resulting animation is like a TV with faulty synchronization - the image jumps around the screen.





Transparent Border

This effect surrounds the image with a transparent border. Transitions can be easily created or the clip can simply be faded in or out using this effect.

Parameter	Setting/Change	Range of Values
Border Width	Width of the transparent border	0 to 100
Equal Borders	Evenness of the transparent border	On/Off



Border Width

This parameter determines the width of the transparent border. The higher the chosen value, the wider the border. The effect is not applied to the image at a setting of 0. At a very high value the border will be applied to the entire object.



Equal Border

This parameter determines whether the border is equal on all sides (**On**) or not (**Off**).



Vignette

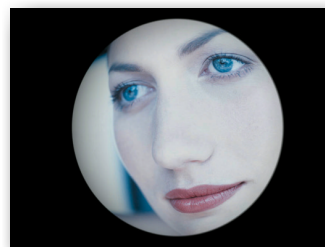


This effect cuts out a circle from the image so that the background of the **Canvas** or an underlying object becomes visible. Choose between a peephole or solid circle with a transparent periphery.

Parameter	Setting/Change	Range of Values
Amplitude	Size of cutting	-100 to +100
Border Softness	Smoothness of the contours	0 to 100
Scale	Image proportion	On/Off

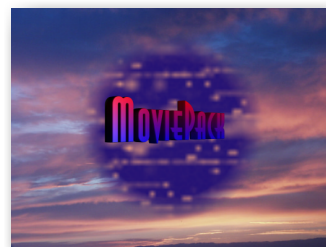
Amplitude

This parameter defines the size of the cut. The higher the chosen value, the smaller the vignette. The effect is not applied to the image at a setting of 0. At a very high amplitude the entire object will become transparent. A negative value creates a hole in the center of the object, which becomes increasingly larger the closer the slider is moved to -100.



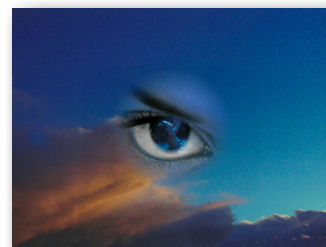
Border Softness

This parameter determines the softness of the edges of the cut. 0 results in sharp edges which become gradually more transparent and smooth as the value increases.



Scale

If this parameter is switched **On** the vignette adapts itself to the proportions of the image meaning it is often oval. If it is switched **Off** the vignette is always circular. The vignette always changes if the image is stretched or compressed whatever the **Scale** setting.





Emboss

This effect makes parts of the image seem raised by suppressing the colors or, rather, recoloring the image and going over contours in color. This gives the impression of a relief.



At low brightness the original colors shine through.

Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Color Balance	Degree of color cover	-100 to 100
Color	Color selection	HSB/RGB
Advanced		
Blue, Green, Red	Activation color channels	On/Off
Height	Height of relief	1 to 20
Direction	Angle Rotation	-360° to 360° -27777 to 27777

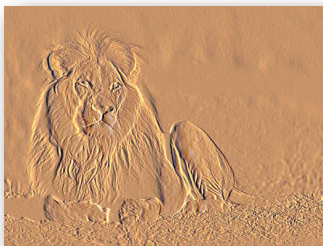


Main

Amplitude determines how prominent the relief is to be and also how many details are to be included in the effect.

Color Balance covers the whole object with the chosen color when the values are positive. At a value of 0 the original colors remain. With negative values, the image is gradually colored with the complimentary colors but it is never completely covered.

The chosen **Color** together with the appropriate brightness value can cover the object.



Advanced

Activating and deactivating the **Color Channels** alters the color of the entire image.

Height controls the relief effect. At very high values the image may appear fuzzy.

Direction alters the incidence of light on the object while **Rotation** determines how often this displacement occurs in a full circle.



Color Emboss



This effect makes parts of the image seem raised by clearly going over the contours. The contrast of the contours is emphasized by increasing light and shadow. This gives the impression that the foreground is protruding from the image, like a relief.

Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Lightness	Lightness of image	-100 to +100
Advanced		
Blue, Green, Red	Activation of color channels	On/Off
Height	Contour emphasis	5 to 20
Direction	Effect direction Rotation	0° to 360° -27777 to 27777



Original.

Main

The **Amplitude** determines how much the foreground will protrude and how many details are to be included in the effect.

A decreasing **Brightness** means the entire image becomes darker but the light relief contours are clearly visible.



Lights are brighter, contours are emphasized.

Advanced

Activating and deactivating the **Color Channels** determines which colors are to be included in the effect.

Height influences the strength of the contrasting highlights and shadows. At very high values the image becomes fuzzy.

Direction determines the incidence of light. The relief can be altered dramatically especially on images with few details. It can be set using the graphic slider or by numeric input.



Contours are particularly emphasized at low brightness values.

Rotation determines the number of full rotations the incidence of light makes on the object.



Monochrome Emboss

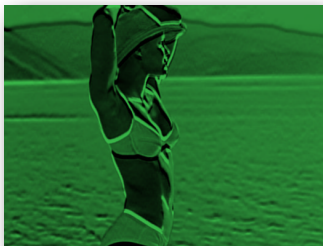
This effect goes over contours in black and intensifies the light and thereby the contrast of the contours. The image is colored in a chosen color but the original colors can still shine through, depending on the setting. This gives the impression that the foreground is protruding from the image, like a relief.



The higher the lightness value, the more unclear the background becomes.



Altered incidence of light results in the face becoming wider and longer.



Negative lightness values mean the highlights stand out more.

Parameter	Setting/Change	Range of Values
-----------	----------------	-----------------

Main

Amplitude	Strength of effect	0 to 100
Brightness	Brightness of object	-100 to +100
Color	Color selection	HSB/RGB

Advanced

Height	Set relief contours	5 to 30
Direction	Angle Rotation	0° to 360° -27777 to 27777

Main

Amplitude determines the scale of the contrast and color change. At lower values the original colors are still clearly visible.

Lightness determines the brightness of the image without influencing the light and shadows of the contours.

Color can be selected using either the color wheel and chromaticity diagram or the HSB and RGB sliders.

Advanced

Increasing **Height** values mean the contours become wider, which intensifies the effect. At very high values the image becomes unclear.

Direction determines the **Angle** of the incidence of light including highlights and shadows.

Rotation determines the number of full rotations the incidence of light makes on the object.

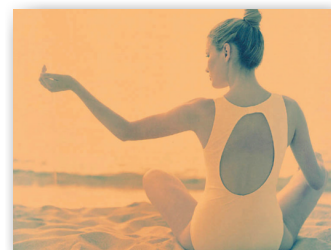


Edge Detection



This effect identifies areas of the object with lines and contours and emphasizes their highlights and shadows. This effect can be dramatically intensified by altering the brightness and by different angles of light.

Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Brightness	Brightness of object	-100 to +100
Advanced		
Blue, Green, Red	Activation of color channels	On/Off
Outline	Width of lights and shadows of contours	5 to 20
Direction	Angle Rotation	0° to 360° -27777 to 27777



Original.

Main

Amplitude determines the strength of the effect. The higher the value, the brighter the light and the darker the shadows on the emphasized contours.

Brightness either lightens or darkens the entire image.

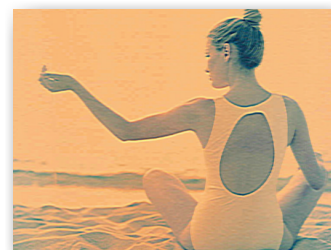
Advanced

Deactivating individual **Color Channels** results in the image acquiring a tinge of the respective complimentary color.

Outline also emphasizes the light and shadows of the contours. High values result in a very bright yet fuzzy effect.

The **Direction** of the effect is determined by the angle. It gives the impression that the image is being lit up from various different directions as if lights and shadows are moving.

Rotation determines the number of full rotations the incidence of light makes on the object.



Contours of the arm and back are emphasized.



Negative brightness, blue channel switched off, with thick contours and angle of 135°.



Paint Brush

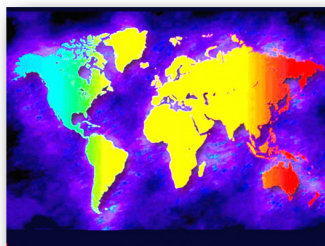
This effect combines several pixels into large colored areas. The nuance of pixels with varying hues lying next to each other is altered. This is the reason for the appearance of light and dark colored spots. Contours are outlined and, depending on the pattern and color displacement, the color of the object can be completely altered.



High amplitude with no change in color.



Color displacement changes the color of the sky and the hat.



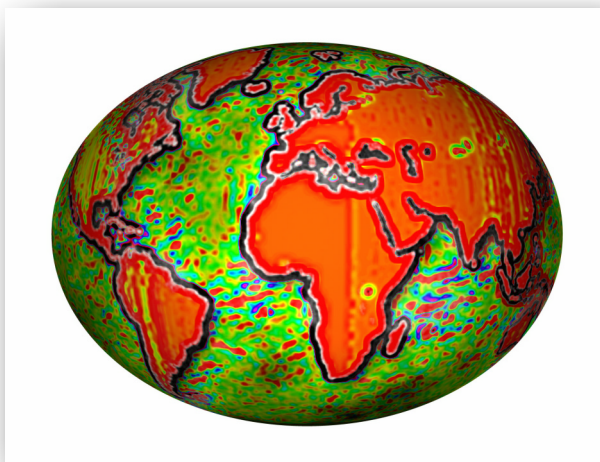
Original.

Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	0 to 100
Color Balance	Color displacement	-100 to 100
Brush Width	Width of brush strokes	5 to 20

Amplitude determines the strength of the effect. The higher the value, the more contours are outlined and the more spots of color appear.

Color balance alters the colors of the image. Even if the Amplitude is 0, the color balance can still be altered.

Brush Width determines the width of the contours.



Combined with the Globe effect



Old Carpet

This effect gives the impression that the image is covered by an irregular woven structure, like an old carpet.

Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strenght of effect	0 to 100
Brightness	Brightness of the object	-100 to +100
Advanced		
Thickness	Width of grid lines	5 to 10
Direction	Angle Rotation	0° to 360° -27777 to 27777

Main

Amplitude determines the intensity of the structure to be applied to the image.

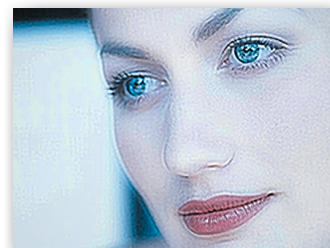
Extreme **Brightness** values mean only the contours of the image remain visible. Depending on the chosen image, small alterations in the value can intensify the texture.

Advanced

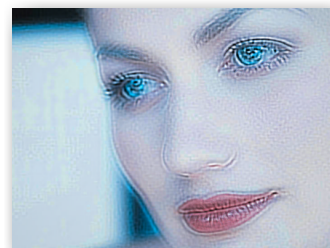
The image becomes unclear if the contours are very **Thick**.

Direction of the effect can be set using the slider or by numeric input. This determines the distribution of light and shadows.

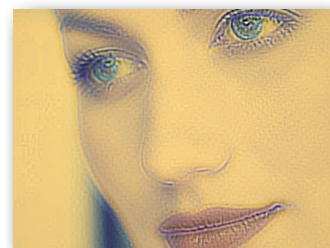
Rotation determines the number of full rotations of the effect on the image. In the animation this results in a flickering, hazy effect.



Low Amplitude.



The thick texture makes the image unclear.



The color change intensifies the effect of an old carpet.



Color Erosion

The Color Erosion effect intensifies the contrast of contours with colorful edges. It unites similarly colored pixels in monochrome colored groups, which gives the impression that spots of colors have been washed out.

Parameter	Setting/Change	Range of Values
Amplitude	Strength of the effect	0 to 100
Diffusion	Width of the contours	5 to 20

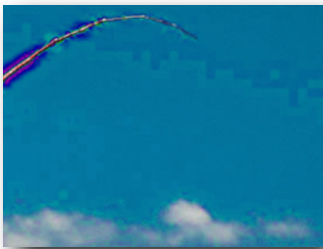
Amplitude

Amplitude determines the strength of the effect or how heavily the contours are to be gone over in color and how flecked the monochrome areas are to be. More different colored contours become visible with an increasing amplitude.

Diffusion

The colored contours can be made wider using this parameter.

i This effect works best on colorful images with lots of contrast.



At negative brightness values light areas are emphasized.



Original

With Color Erosion

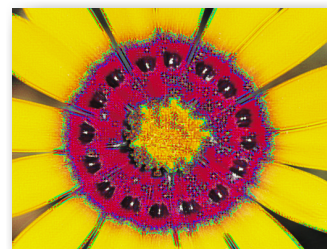


Sparkling Glass

This effect goes over contrasting areas and contours with multi-colored dots. Red elements are emphasized and this gives the impression that these areas are sparkling iridescently. This effect is limited to light/dark contrasts in objects with no red elements.



Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Color Balance	Color selection	-100 to +100
Advanced		
Cell Size	Size of colored particles	5 to 20
Direction	Angle Rotation	0° to 360° -27777 to 27777



Medium Amplitude.

Main

Amplitude determines the strength of the effect, meaning both the size of the area affected and the variegation.

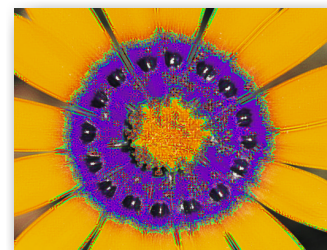
Color Balance can alter the color of the image completely. However the effect is only applied to the original red areas.

Advanced

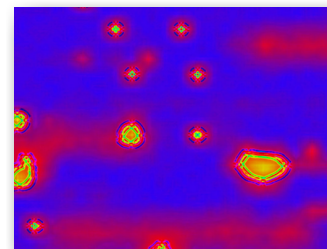
Cell Size controls the subtlety or the size of the colored particles.

If the **Direction** or angle is altered, the image changes color.

Rotation determines how often the particles change their color over the entire color wheel. This results in a sparkling effect in an animation.



Although the colors have been changed, the sparkling area stays the same.



In this close up the smaller elements are twinkling like stars.

