FX

Wipes
Alpha Processing

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WIPES AND ALPHA PROCESSING

Contents

WIPES

Wipes are effects which completely or partially erase the image. This group of effects is particularly suitable for transitions.

Manual   Tutorial   Reference   Effects

Simple Wipe

This effect wipes part of the object and allows the background or an underlying object to become visible. The direction of the wipe can be selected and adjusted as desired.

Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	0 to 100
Angle	Rotation Direction	-27776 to 27777 0° to 360°
Border Softness (%)	Smoothness of the borders	0 to 100

Amplitude

This parameter determines which part of the image is to be wiped out. The effect is not applied to the image at a setting of 0. The higher the value, the greater the proportion of the image is wiped out.

> ❶ This effect is great as a transition when used at an amplitude of 100 as the entire image is wiped out. Changes in direction allow the edges of the wipe to move in circles over the image.
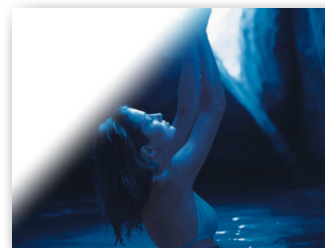
Angle

Angle determines the direction of the wipe. For example, at an angle of 0, the wipe moves from left to right.
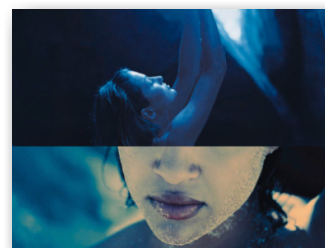
Rotation determines the number of full rotations the effect makes on the object.
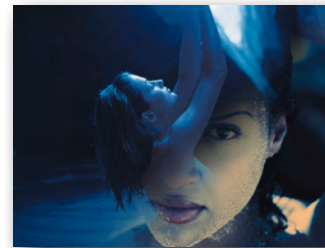
Border Softness

This parameter determines the sharpness or smoothness of the wipe border. At a value of 0 the contours are at their sharpest. The higher the value, the fuzzier the borders become and a foggy effect results.

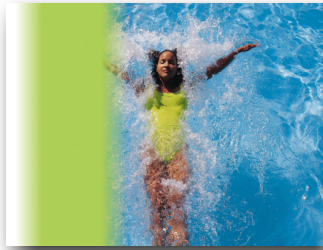On a white background.

Border softness 0, angle 90°.

Very soft borders.

Color Wipe

This effect wipes out a part of the image. The transition from image to background is overlaid with a colored border. The color of the wipe border can be selected as desired.
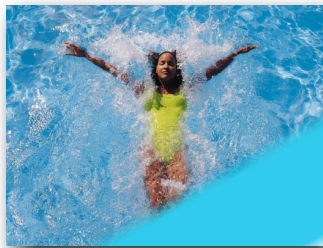
Parameter	Setting/Change	Range of Values
Main		
Amplitude	Strength of effect	0 to 100
Angle	Rotation Direction	-27776 to 27777 0° to 360°
Border width	Width of wipe edge	0% to 100%
Border softness	Smoothness of wipe edge	0% to 100%
Color		
HSB	Hue, Saturation, Brightness	0 - 360 / 0 - 100
RGB	Red, Green, Blue	0 to 255

Amplitude defines which part of the image is to be wiped out. The effect is not applied to the image at a setting of 0. The higher the value, the greater the proportion of the image is wiped out.

> 🛈 At an amplitude of 100 the entire image is wiped out. This is ideal as a transition as the background becomes visible, automatically.

Angle determines the direction of the wipe. **Rotation** determines the number of full rotations the effect makes on the image.

The **Border Width** of the colored wipe edge can be adjusted. At a value of 0 no wipe edge exists. The higher the value, the wider the edge of the wipe becomes. The **Border Softness** parameter determines whether the edge is sharp or smooth.

Color determines the color of the wipe border.

Manual   Tutorial   Reference   Effects

Two-sided Color Wipe

This effect wipes out parts of the object. Unlike the Color Wipe effect, this wipes out parts of the object from two opposite sides. The color of the wipe edge can be selected as desired and is the same for both sides.

| Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	-100 to +100
Angle	Rotation Direction	-27777 to 27777 0° to 360°
Border Width	Width of edge of wipe	0 to 100
Border softness	Sharpness/smoothness of wipe edge	0 to 100
Farbe		
HSB	Hue, Saturation, Brightness	0 to 100
RGB	Red, Green, Blue	0 to 255
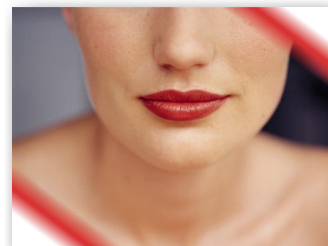
Amplitude

This parameter defines which part of the image is to be wiped out. The effect is not applied to the image at a setting of 0. The higher the chosen +/- values, the greater the proportion of the image that is wiped out. Increasing values during an animation create a wipe inwards, while decreasing values have the opposite effect. For example, an initial value of 0 and a final value of -100 results in the image being completely wiped from the inside out.
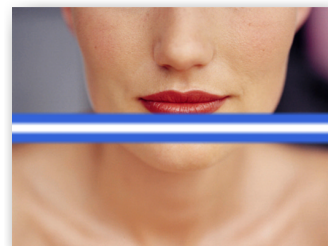
Angle determines the direction of the wipe. Changes in direction cause the wipe edges to circle the image.

Rotation determines the number of full rotations the effect makes on the object.

The **Border width** of the colored wipe edge can be adjusted with this parameter. The colored edges can be blurred using the **Border softness** parameter to create a smooth transition between the edge and the image.

The **Color** of the edges can be selected in **HSB/RGB** or by using the color wheel and chromaticity diagram.

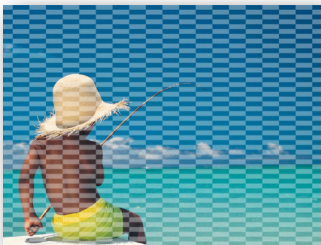Manual   Tutorial   Reference   Effects

Block Wipe

This effect wipes out individual blocks or stripes from the image, depending on the settings. The transparency of the horizontal and vertical segments can be altered. There is no limit to the designs possible with this wipe. It is as simple as altering the number of transparent areas or moving them in an animation. This effect is also ideally suited as a transition.

Parameter	Setting/Change	Range of Values
Amplitude	Transparency	2 x 0 to 100
Cell Number	Number of stripes in the vertical /horizontal direction.	1 to 100
Shift	Movement of stripes along the x or y axis.	- 100 to +100

Little contrast: One slider at 100, the other at 70.

Amplitude has two sliders in this effect.

Slider 1 - right-hand input field. This determines the transparency of the areas not wiped out. The higher the value, the more solid the areas become.

Slider 2 - left-hand input field. The second slider determines the transparency of the wiped out areas. The transparency increases for increasing amplitude values.

Only 1 cell in the x direction.

When both sliders are placed alongside each other, the erased and non-erased areas cannot be told apart. If one of the sliders is positioned at 0 the image remains solid and the effect makes no impact. At values > 0 the defined area will become immediately transparent. The further apart the sliders are, the greater the difference between the transparent and the solid areas of the image.

Cell Number

This parameter determines the number of rectangles or stripes which are to be wiped out of the image along the X and Y axes.

Shift

The stripes/blocks can be moved anywhere along the X or Y axes using this parameter.

50x20 cells on a white background.

Manual   Tutorial   Reference   Effects

ALPHA PROCESSING

Alpha Processing effects are used to create and edit alpha masks. Everything from blurring edges to subtle corrections is possible. The classic Transparency effect is also to be found in this group.
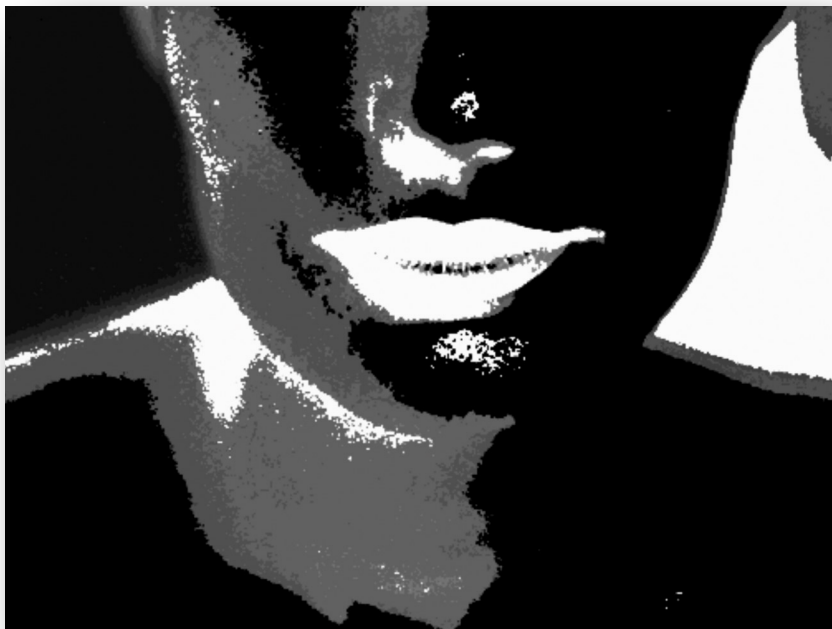
Transparency

This effect alters the transparency of the image or clip.

Parameter	Setting/Change	Range of Values
Transparency	Image transparency	-100 to 100

This effect is particularly interesting if another object is inserted into the track beneath. Unique transitions from one clip to another can be created.

Transparency

Transparency determines the strength of the effect. At a value of 0 the effect is not applied to the image. The higher the value, the more transparent the image becomes. Negative values affect the areas of the image which were previously transparent and they become more solid as the value decreases.

Manual   Tutorial   Reference   Effects
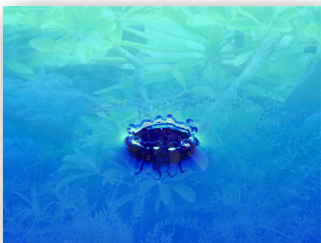
User's Mask

This effect erases parts of an object in conjunction with a source image (mask). The original image remains basically the same at lighter areas of the mask while darker areas of the mask make the original transparent.

Parameter	Setting/Change	Range of Values
Operation		
Amplitude	Strength of effect	0 to 100
Gradient	Gradient	On/Off
Invert	Invert Alpha	On/Off
Equalize	Contrast emphasis	On/Off
Mask		
Change	Select new mask	
Zoom	Enlarge mask	
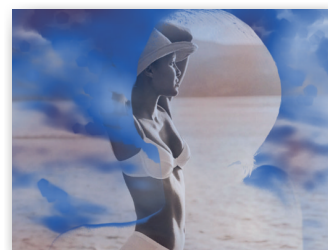
Invert is On. Blue sky is visible on the outside.

After selecting this effect a dialog box will appear where the mask (clip, still image or objects like Titler and Procedural Images) can be selected. The dialog box is laid out as in the **Browser**.

Operation

Amplitude determines the strength of the effect. The higher the value, the clearer the differentiation. This means that fewer and fewer areas of the source (mask) remain solid until the whole image becomes transparent.

If the **Gradient** is switched on the mask appears as a sequence of shades of gray. If it is switched off contours of the transparent area are well-defined and a mask with stronger contrasts (black and white) results.

Gradient is Off. Contours are clear.

Invert reverses dark and light areas of the mask as well as the transparent and solid areas of the image.

Equalize increases/decreases the mask contrast. This is similar to the Equalization effect from the Image Control group.

Mask

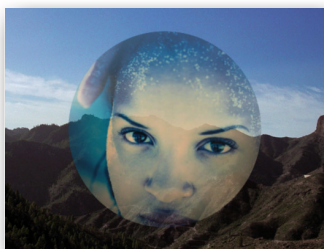A new mask can be selected using the **Change** button. **Zoom** enlarges the image.

Invert Off, Gradient On
at a high amplitude.

Alpha Blur

Alpha Blur applies a blur to the transparent areas (alpha) of an image. Thus the transition (contours) to the underlying object becomes smoother.
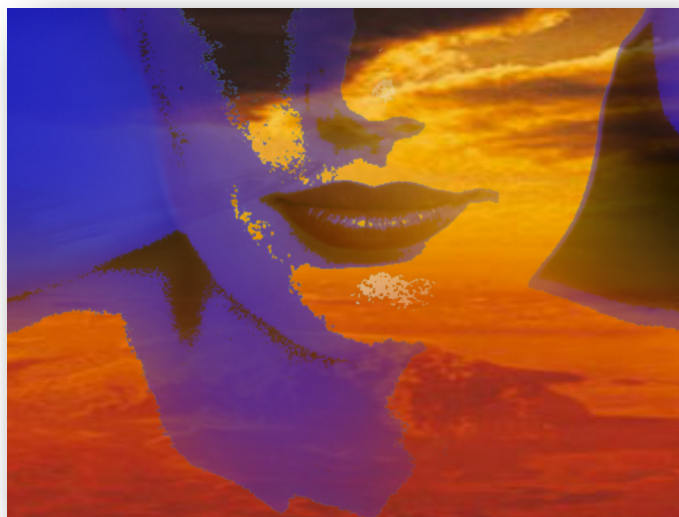

Affect Transparency is Off.

Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	0 to 100
Affect Transparency	Solid areas are not blurred	On/Off

Amplitude regulates the strength of the effect. The higher the chosen value, the more transparent the areas at the edges of the alpha mask.

If **Affect Transparent** is **On** the image is blurred on both sides of the edges. Solid areas become slightly transparent and vice-versa. If this parameter is **Off** the effect only affects the solid areas. As a result a relatively sharp edge is visible.

Affect Transparency is On, the edge is blurred.

Manual   Tutorial   Reference   Effects

Matte Choking

This effect eliminates small inaccuracies in an alpha mask (transparent area). It extends the transparent area of an alpha mask by softening the edges of the mask.

Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	0 to 100
Gamma	Gamma values	0,01 to 100
Top, Bottom,	Gradient of gamma curve	0 to 255
Right, Left		0 to 255
Show Alpha	Show Alpha Mask	On/Off

Amplitude determines the strength of the effect. The higher the value, the larger the transparent area becomes. Small, solid blemishes in the mask disappear and the contours become softer.
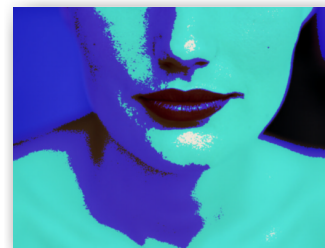
Gamma

More subtle corrections can be made with the help of the **Gamma Curve** (see Gamma effect in Image Control). A **Gamma value** above 1 reduces the transparent area and a value below 1 extends it.

The gradient of the curve can be set using the sliders or in the numeric entry boxes. A steep curve on the left-hand side reduces the transparent area, while a steep gradient on the right-hand side increases the transparent area.
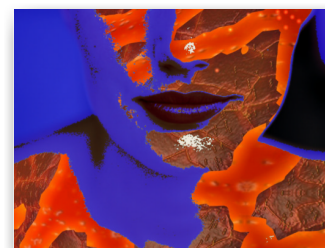
If the top slider is moved down, the solid areas become slightly and regularly transparent. Moving the bottom slider up creates a lightly colored mist on the transparent areas.
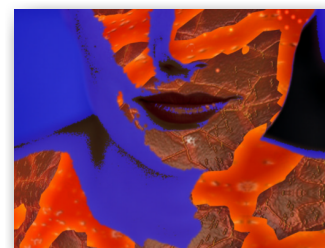
Show Alpha

On/Off switches determine whether the alpha mask is to be shown or not. Transparent areas become black, while solid areas become white.

Original.
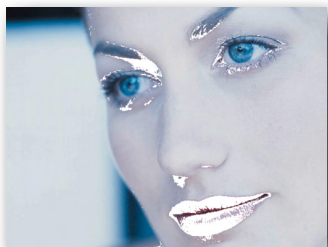

White and blue blemishes on face (Amplitude 0).

Amplitude 100, steep right-hand gamma curve - The blemishes have disappeared.
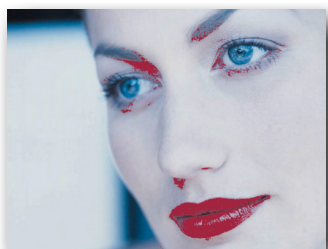
Matte Chunky

This effect eliminates small inaccuracies in an alpha mask (transparent area). It reduces the transparent area in order to erase any unwanted transparent blemishes in the image.
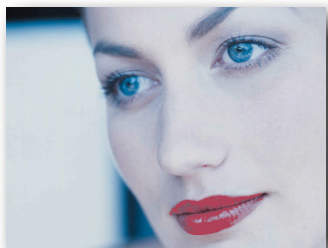
Parameter	Setting/Change	Range of Values
Amplitude	Strength of effect	0 to 100
Gamma	Gamma values	0,01 to 100
Top, Bottom,	Gradient of gamma curve	0 to 255
Right, Left		0 to 255
Show Alpha	Show Alpha Mask	On/Off

Amplitude determines the strength of the effect. The higher the value, the more the transparent area is reduced. Small blemishes in the mask disappear.

Gamma

More subtle corrections can be made with the help of the **Gamma Curve** (see Gamma effect in Image Control). A **Gamma value** above 1 reduces the transparent area and a value below 1 extends it.

The gradient of the curve can be set using the sliders or in the numeric entry boxes. A steep curve on the left-hand side reduces the transparent area, while a steep gradient on the right-hand side increases the transparent area.

If the top slider is moved down, the solid areas become slightly and regularly transparent. Moving the bottom slider up creates a light colored mist on the transparent areas.

Show Alpha

On/Off switches determine whether the alpha mask is to be shown or not. Transparent areas become black while solid areas become white.

Amplitude is 0, rough spots at the eyes and mouth.

Underlaid with red.

Amplitude of 100 and a steep gamma curve make the blemishes disappear.

Manual   Tutorial   Reference   Effects