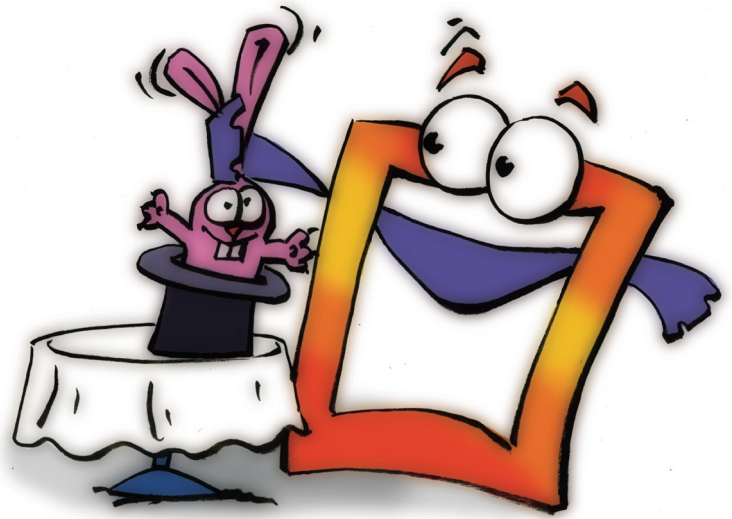


REF



Effect Box

REFERENCE

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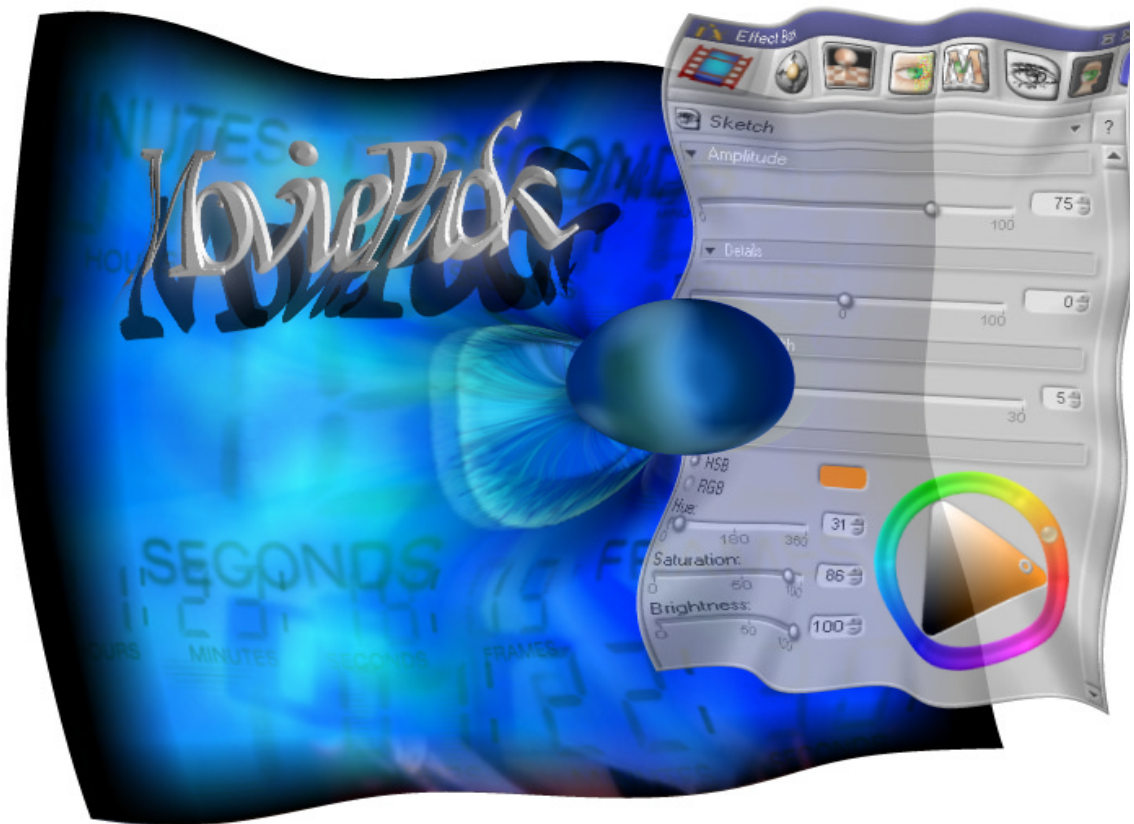
EFFECT BOX

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The **Effect Box** is the coordinating point for all changes made to the objects. User-friendly controls enable you to manipulate your animations and for greater precision numerical values can be entered for all effect parameters. The icon bar at the top displays the effects which have been applied to the selected object.

Each alteration takes place at the current Timeslider position and a keyframe (anchor point) is automatically created in the **Timegraph**. This booklet describes the basic functions of the **Effect Box**. Each individual effect and its parameters are explained in the 'FX' booklets.

Effect Box

Effect Box Window

The contents of the **Effect Box** changes according to your needs and adapts to the parameters of the selected effect.

Effect Box with Movie Clip as object

The **Transformations** icon is normally placed next to the object icon. This effect is automatically available for each visible object.

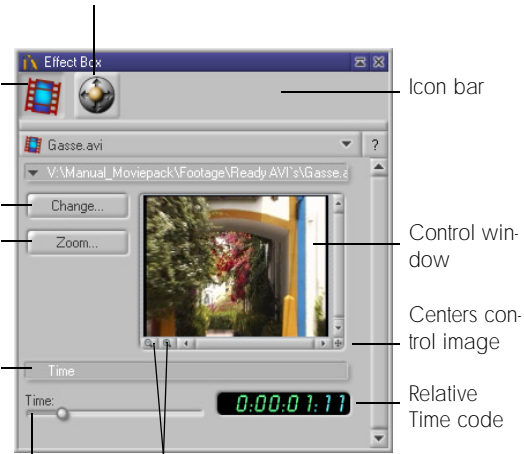
Icon of the current selected object

Changes the object

Displays image in very large format

Effect section button

Changes and manipulates the time



Control image zoom buttons

Icon Bar

The first icon in the icon bar is the icon for the current object you have selected. The above illustration shows the icon of a **Movie Clip**.

Changing the Objects

In the **Change** tab you can change to another visual object. In doing so only the original object without any of the manipulations is replaced. The effects that were previously applied to the first object remain and alter the new object. The new object also assumes the length of the first object.

This option can also be obtained under **Object / Change Content**.

Control Window

Click the object icon and a control window with the image of the current active object appears under the icon bar. No effect or parameter changes are shown.



The **magnifying glasses** of the control window enable you to view sections of the visual object in detail. Using the slider you can center the desired section.

In Detail

Press the **Zoom** button and an enlarged image of the source appears.

Zoom

Each effect is divided into sections which can be minimized or maximized. Too many parameters or controls can lead to confusion. Therefore parameters that belong together are organized into the same group. This function is particularly helpful if an effect has a lot of parameters. Small **Effect Box** windows are also easy to operate.

Effect Section

This function alters the time cycle of an object and operates only with moving images or movie clips (see the 'FX' and 'Reference - Timeline' booklets).

Time Manipulation

No matter which object has been selected the **Effect Box** always meets the requirements. If the **Effect Box** window is too small, you can scroll through the area using the scroll bar.

Effect Area



If the number of effects is too great to display all of them in the icon bar, a pull-down menu is available which enables easy access to all the effects which have been applied.

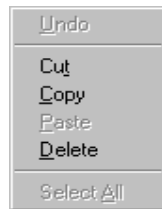
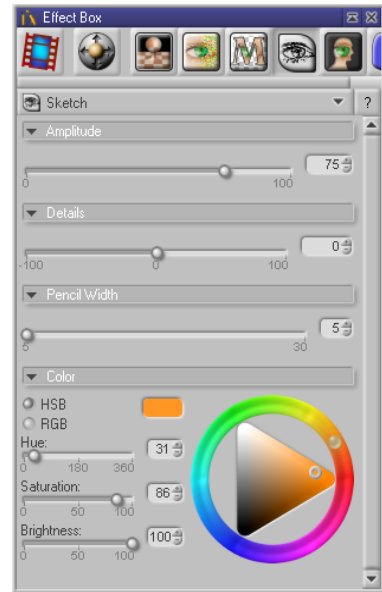
Effect Pull-Down Menu

Controls

Standard controls have been developed for all effects. Over 95% of all effects are adjusted using approx. 10 different controls.

- ❗ The advantage is obvious: Having familiarized yourself with the user-friendly controls you can now use almost all effects to their full capacity.

General controls (open, close etc.) are described in the 'Reference - Project manager' booklet.



The contents of the numerical input fields can be copied, deleted, cut and inserted. This proves helpful if the same (complicated) numbers are repeatedly used. A sub-menu containing these commands appears with a right-click in the number field.

Effects from Third Party Manufacturers



AIST not only offers you Moviepack effects but also enables you to use effects from other manufacturers thanks to its integrated UNI-Plug-In-Host.



Inserting and Deleting Effects



The **Browser** always opens with a **Root** folder at first. If the **Browser** has already been set up - from previous use - the previously used tabs and folders appear.

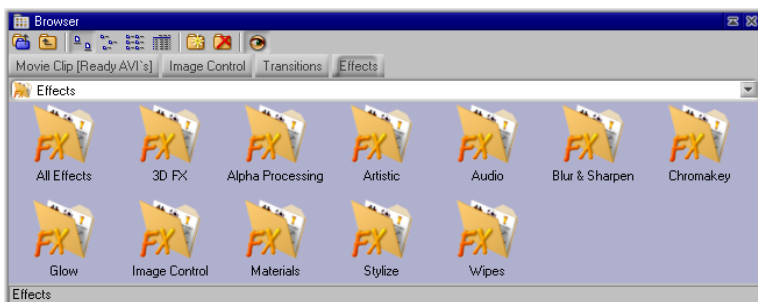
- ❗ Objects are **Movie Clips**, **Still Images** and also **Cameras**, **Lights** and procedural images. Regularly used objects are already stored in the **Root** while other objects can be found in the **Objects** folder.

Effects influence the behavior of an object and are always applied to the entire object.

- ▶ Click the **Effects** icon in the **Browser** to open the **Effects** folder. Here all effect groups are displayed as subfolders.
- ❗ In the subfolder **All Effects** you will find the effects of all the effect groups sorted into alphabetical order. All other subfolders are effect groups arranged according to type.

Finding Effects

Click the **Effects** icon to open the **Effects** folder in the **Browser**.



- ❗ Effects can only be used on objects on the **Canvas** or in the **Timeline**.

Inserting Effects

- ▶ Double-click an effect to apply it to the active object.

alternatively:

- ▶ Effects can be dragged into the **Timeline** or the **Canvas**.

- For each effect Moviestack generates an icon which appears in the **Effects** icon bar. Click the respective icon to access effect parameters.



Effect icons as well as buttons

Deleting Effects

- Click the desired effect icon. By pressing the **Del** key the effect is deleted from the **Effect Box** as well as from the object.

Adjusting Effects

All effects are described in detail in the 'FX' booklets.

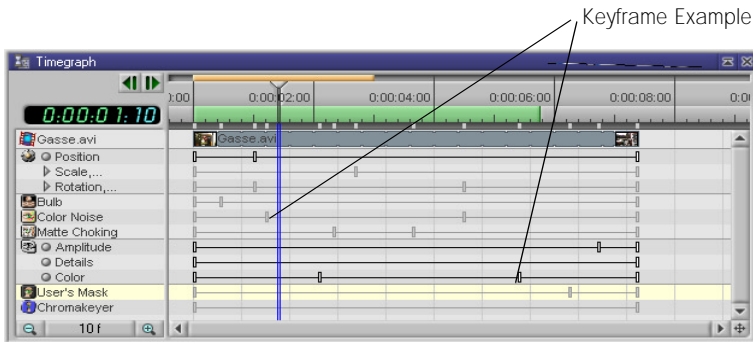
The point in time of a change is determined by the Timeslider in the **Timeline** or the **Timegraph**. It is important that the Timeslider is positioned on the object to which the effect will be applied. It makes no difference whether you work in the **Timeline** or **Timegraph**.

A keyframe is set at the point in time where a change to an object has been made, even if it is only a small alteration. All keyframes are visible in the **Timegraph** window where they can also be additionally edited.

- Effects can be applied only if the Timeslider is positioned at a point in time over the current selected object.
- The effect always extends over the entire time period of the object.
- Depending on the basic setting under **Tools / Options / General** the effects are at first set at 0, therefore nothing happens. Alternatively values may have already been set.
- Information on the effects being used is available in both the **Effect Box** and the **Timegraph**. In the **Timegraph** each effect being used is represented by a bar. The effect parameters are



subordinate to the effect and are also displayed as bars (see the 'Reference - Timegraph' booklet).




The effect values of an object can be entered numerically or using the graphic controls.

Example: Applying an Effect



Creating a new animation (Menu **File, New**):

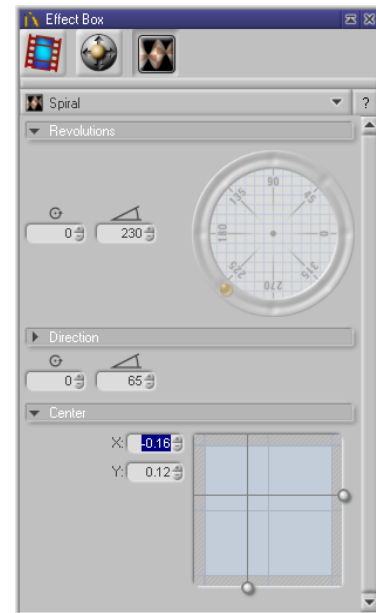
- ▶ Click **Browser**.
- ▶ Click the  **Add Tab** icon to insert a new tab into the **Browser**.
- ▶ Double-click **Objects** and then **All Objects**.
- ▶ Double-click the **Random Generator** icon to insert it into the animation.

Now add an effect:

- ▶ Double-click **Effects** and then **All Effects**.

- ▶ Double-click the **Spiral** icon to apply this to the **Random Generator** object. You can also drag the effect onto the **Canvas** or into the **Timeline**.

- ▶ Change the effect parameter **Revolutions** to 1 by entering the value numerically or by rotating the yellow ball in the graphic control.



Unifying

The values contained in each keyframe in the **Timegraph** are determined in the **Effect Box**.

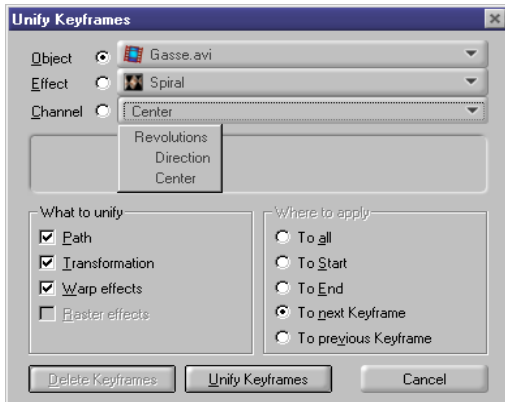
Each effect parameter is applied to the entire length of the object. Depending on the setting in **Tools / Options / General** 2 keyframes with parameter values set at 0 are placed at the beginning and end of the object. MoviePack works linear progressively. The parameter constantly changes its value from one keyframe to another. For example, if you change the motion path during the course of the object, an animation is developed.

By altering one or more effect parameters the object behaves differently by comparison to its original state. For this reason all the changes made to an object over time are called the behavior of an object.

In many cases this reaction to effect changes is desired, however Moviepack allows you to maintain the same value for the entire animation.

- ▶ To unify keyframes choose the **Unify** command from the **Object** menu (shortcut **Ctrl + U**) or right-click the object in the **Canvas** and choose **Unify** from the menu which appears.

Unifying Keyframes



- i** An exact description of this function can be found in the 'Reference - Timegraph' booklet which will familiarize you with the workings of the keyframes.

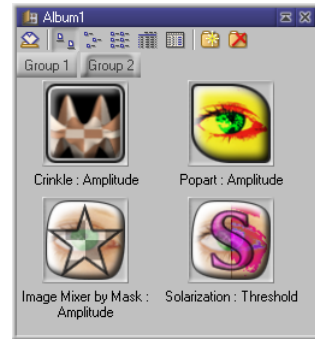
Settings and Behaviors

Saving Settings

All variables of an effect are called settings. Individual settings from the **Effect Box** can be saved onto an **Album**. To create a new **Album**, choose **New** from the **File** menu or click the **New Album** icon in the MoviePack icon bar.

▶ Drag the effect icon into a suitable group in the **Album**.

i The original name of the effect with one or more parameters tells you that you are dealing with a **Setting** and not an unaltered effect.



Loading Settings

If you want to apply an effect setting to another object, press **Ctrl + C** to copy the effect and its altered parameters to the clipboard and insert it into the **Effect Box** with **Ctrl + V**.

The active object now appears with this setting.

The **Behavior** is the combination of all the changes, which have been made to an object, i.e. the effects and movements. They are linked to an object and are saved under the object name.

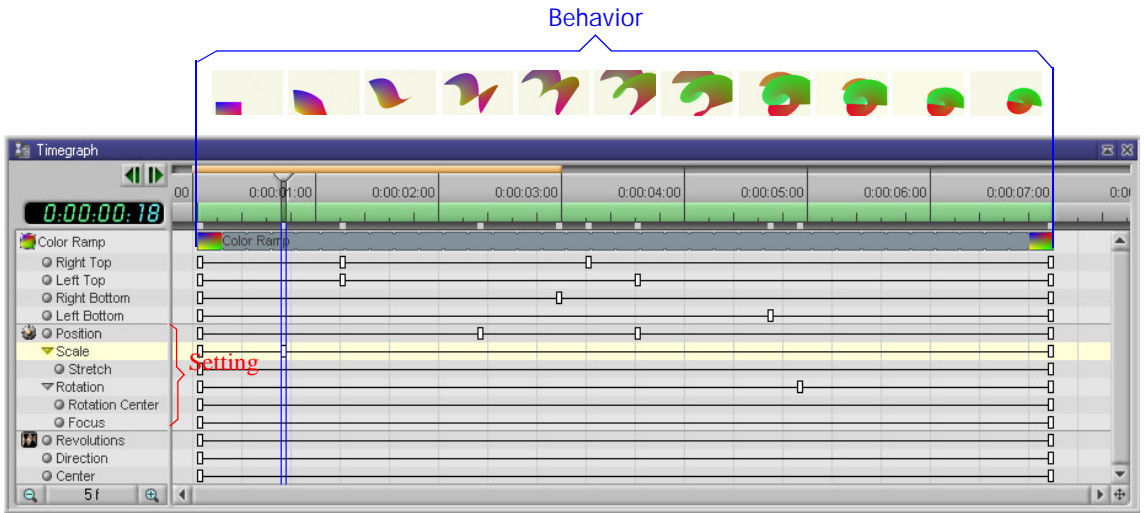
Numerous effects, from changes in shape to complex keying and color changes, can be applied to an object.

A distinction is made between

1. Setting
Settings of an effect which have been applied to an object.
2. Behavior
All the settings of all effects which are applied to an object.

The following example of a video sequence explains the principle of **Behavior**.




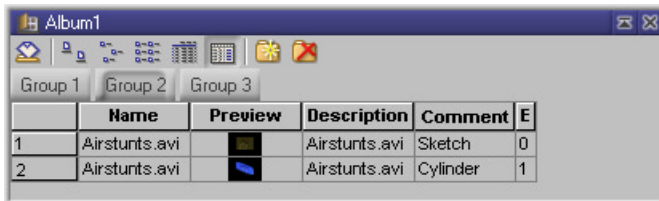



Behaviors can be dragged from the **Effect Box** or **Timeline** into the **Album**.

Saving Behaviors

If you want to apply this behavior to another object, swap the present object in the **Effect Box** for another.

-  As the icon and name of processed objects and altered effects are often similar or exactly the same as the original object and effect, they should be saved in different groups in the **Album**. In the **Album** you can also change the name and write a description to go with it.



-  Attention: When editing the text never use the **Del** key as this will delete the object. Use either the arrow keys or the **Back Space** key.



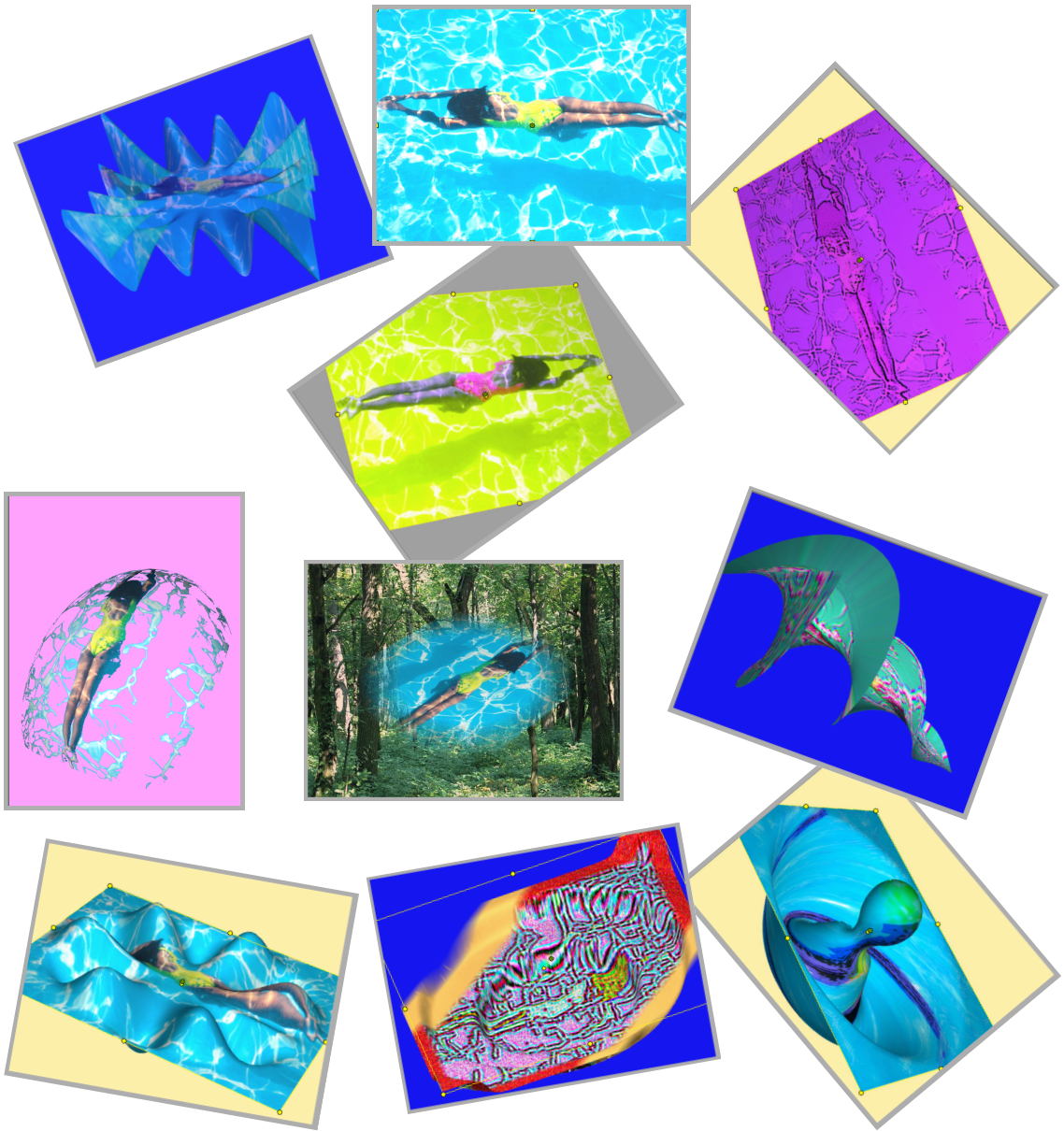
In this case the saved videos have the same name but the images are different due to the different effects applied to them.

More Effects and Parameters

Here is an example of what you can do with a simple image.

To become acquainted with the wealth of effects offered by MoviePack, please refer to the 'FX' booklets.





Time Machine

Slow/Fast Motion

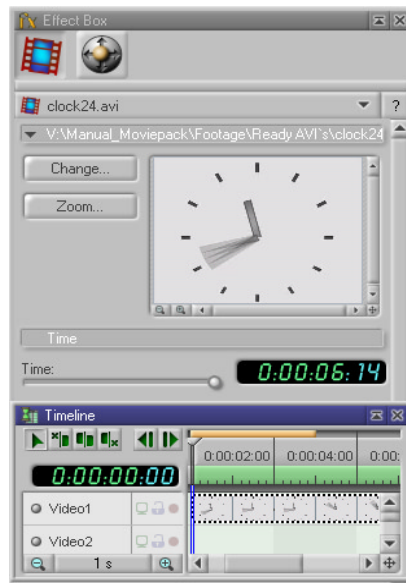
The time span of a clip can be adjusted using the Timeslider in the **Effect Box**. To make a part of the **Movie Clip** run slower, place the Timeslider in the **Timeline** on the position up to which the clip is to run slower. Next adjust the **Time** slider in the **Effect Box**, which runs in synchronization with the Timeslider in the **Timeline**, to an earlier position in the clip. The section will then run slower. To accelerate the section of the clip, adjust the **Effect Box Time** slider to a position in front of the **Timeline** Timeslider.

Freeze Frame

To obtain a freeze frame, mark the point in time where you want the image to be frozen. Move the **Timeline** Timeslider forward the amount of seconds you want the image to remain frozen and then adjust the **Time** slider in the **Effect Box** to the same point in time. As a precaution you should also set a least one intermediate value.

To avoid the rest of the video running faster, take a copy of the clip, cut away the front section up until the image in question, next cut away the rest of the material on the original clip and then place them both together.

Running Backwards



First of all set both Timesliders to 0, then move the **Effect Box** Timeslider to the end.

Now move the **Timeline** Timeslider to the end of the clip and reset the **Effect Box Time** slider to 0.

In the **Preview** the clip will now run backwards.

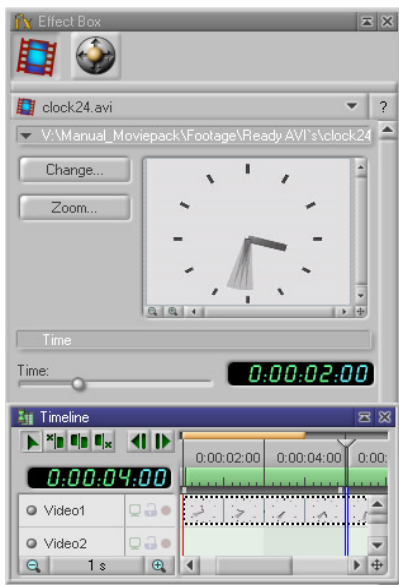


No doubt you have been entertained by football ballet in sports programs. With MoviePack you can produce your own children or dog ballets with accompanying music.

i For this effect the **Effect Box** Timeslider and the Timeslider in the **Timeline** or the **Timegraph** must work closely together again.

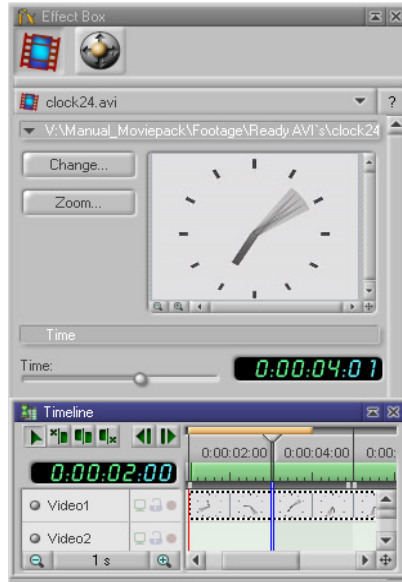
A section is now going to run forwards, backwards and then forwards again. Basic setting: reset both Timesliders to 0 , clip length 6 seconds.

First Forwards...



Set the **Timeline** Timeslider to 4:00, and the **Effect Box** Time slider to 2:00.


...then Backwards



Set **Timeline** Timeslider to 2:00, and the **Effect Box Time** slider to 4:00.

...and Forwards again

This way only a section of the clip runs backwards, i.e. in the **Preview** the clip runs forwards 2 seconds, however at this point in time has reached the position or frame that originally only appeared after 4 seconds. The clip now runs backwards for a duration of 4 seconds until it reaches the frame that was originally visible after 2 seconds. The clip finally runs forwards again.

-  Overall the 6 second clip now contains more movements than before and therefore runs faster.