

ALPHA MAGIC



User's Guide

Release 1

Macintosh and Windows

Revision 1.0



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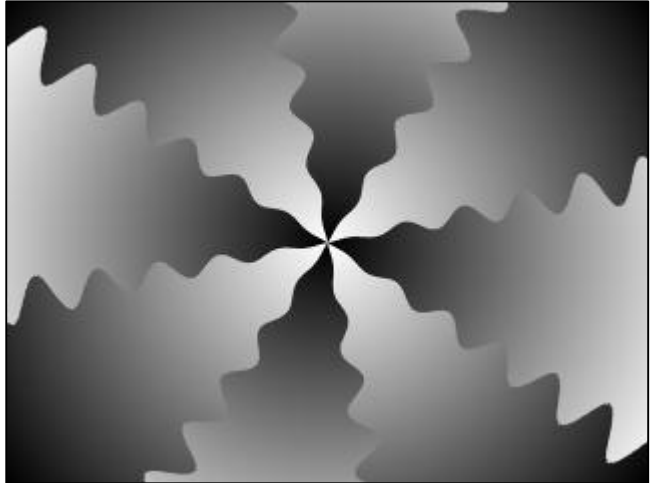
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Introduction

Thank you for purchasing Alpha Magic™. You have in your hands the best collection of gradients and a whole new way to create incredible transitions and effects. This chapter will introduce you to Alpha Magic, provide instructions for installation and give contact information for customer support.



What is Alpha Magic?

Alpha Magic is an incredible collection of over 400 gradients, carefully designed by video artists from around the world. These gradients are:

- **Easy To Use.** Gradients are a simple, fast and effective way to add style to your videos.
- **Organized.** Alpha Magic gradients are organized into groups to make them easy to find and use.
- **Flexible.** Alpha Magic gradients can be used to create exciting transitions and effects in any video editor, composition, or paint program.

What is Gradient Wizard?

Gradient Wizard is a powerful new plugin for your video editing software. Gradient Wizard lets you create an infinite variety of transitions using your Alpha Magic gradients. Gradient Wizard is:

- **Even More Organized.** Gradient Wizard gives you a quick and easy way to find the transition you want. With a dropdown list of groups, and icons for every gradient, you will get the results you want without any effort.
- **What You See Is What You Get.** Many video editors have built in gradient transition support, but they don't provide an immediate preview as you change options.
- **Infinitely Unique.** Alpha Magic lets you create wipes, dissolves and particle transitions using gradients. Each mode has incredible options for creating new and exciting results.
- **Powerful.** Without Gradient Wizard you would have to take your gradients into a photo-editing program to flip the direction or change the gradient's brightness range. With Gradient Wizard it's



all there at the touch of a button, and you get to see the results immediately.

- Open Ended. Gradient Wizard will work with any gradient images. It will work with additional gradients that Hollywood FX distributes in the future, gradients from other companies (like Pixelan Software's Video SpiceRack) and even gradients you create yourself.

Before You Start

Before getting started with Alpha Magic you should have a good working knowledge of your Macintosh or Windows system. You should be able to use the mouse to select menu options and should understand and be able to use the common controls.

You should also be thoroughly familiar with your video editing software. You should be able to use clips in the timeline and understand how to add and modify filters and transitions.



Installing Alpha Magic

There are multiple resolutions of the Alpha Magic gradients on the CD-ROM. You should choose the resolution(s) closest to the resolution you edit in. For example, if you are working with DV NTSC video, you should select the 720 x 480 images.

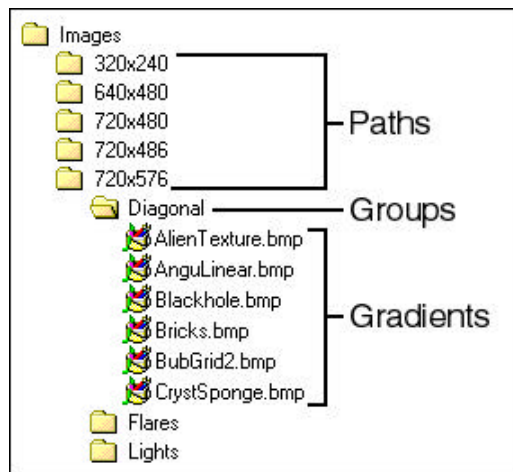
You can choose to install the gradients on your hard drive, or leave them on the CD-ROM.

The advantage to installing the gradients on your hard drive is that they are always ready to use, and can be accessed more quickly.

Leaving the gradients on the CD-ROM means you will need to insert the CD-ROM whenever you want to use an Alpha Magic gradient, but you will save hard drive space.

Gradient Organization

Gradients are organized into distinct **paths**. A path defines a complete set of gradients for a particular resolution (ie: 720 x 576). Within a path are subfolders that organize the gradients into **groups** or categories.





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Installation for Windows 98, NT 4, NT 2000

Before installing Alpha Magic, verify that you have the correct minimum requirements:

- PC compatible with at least a Pentium 90 MHz processor (or compatible equivalent).
- Windows NT 4.0 with **Service Pack 3** or higher, Windows 98, or Windows 2000.
- 16 MB RAM (more may be required by your video editing software)
- At least 10 MB Hard Disk space for Gradient Wizard, and as much as 100 MB for a single resolution installation of the gradients
- 16 or 24 bit display adapter

To install Alpha Magic:

- ☞ Insert the Alpha Magic CD into your CD-ROM drive. The CD-ROM Welcome screen will appear.
- ☞ Select **Install Alpha Magic**.

The installer consists of two distinct parts. The first installs the Gradient Wizard program files, letting you choose which host applications to install plugins for. The second part installs the Alpha Magic gradients and lets you choose which resolutions to install on your hard drive, and which resolutions to use from CD-ROM.

Obtaining Your Permanent License Key-Code

After installation you can use Gradient Wizard for 15 days before the temporary license expires. You must register to obtain a permanent license key-code for your software. During installation your unique machine id will be displayed which must be provided along with your serial number during registration. In return you will receive a key-code that can be entered by selecting **Programs->Alpha Magic Gradient Wizard->Enter Your Alpha Magic Permanent Key Code** from the **Start** menu.



You can register your software and obtain your key-code any of the following ways:

Via the web: **<http://www.hollywoodfx.com/html/register4>**
By Email: **register4@hollywoodfx.com**
By Phone: **1-801-281-0237**
By Fax: **1-801-281-0238**
By Mail: **Hollywood FX Incorporated**
300 East 4500 South Suite 100
Salt Lake City, UT 84107

You must provide the following minimum information when you register. Your Name, Company Name, Address, Phone Number, Serial Number, and Machine ID. The Machine ID is displayed during installation, and can be viewed again by selecting **About** in the Gradient Wizard, or by selecting **Programs->Alpha Magic Gradient Wizard->Enter Your Alpha Magic Permanent key Code** from the Start Menu.



INTRODUCTION

ALPHA
MAGIC

Customer Support

Hollywood FX Incorporated is dedicated to providing the best products and the best customer support. With your purchase of Alpha Magic you receive unlimited free customer support calls.

You can also receive free customer support at any time by sending email to **support@hollywoodfx.com**. You can also look for updated troubleshooting and hints & tips sections on our web site at **www.hollywoodfx.com**.

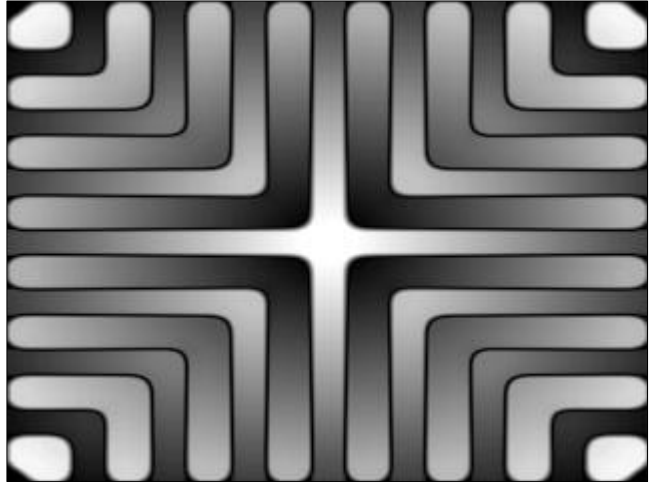
Please note, Hollywood FX Incorporated cannot provide support for using your video editing software. You should first make sure you fully understand the operation of your other software before calling Hollywood FX. You should also look through the Readme file and the **Troubleshooting** section of this guide before calling.

Hollywood FX Incorporated
300 East 4500 South Suite 100
Salt Lake City, UT 84107

Customer Support:	1-801-81-0237
Fax:	1-801-281-0238
Email:	support@hollywoodfx.com
World Wide Web:	www.hollywoodfx.com



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Getting Started

This chapter provides quick-start documentation for each video editor that Gradient Wizard plugs into. For each video editor, the basic procedure is described for adding and modifying Gradient Wizard transitions, as well as hints and tips specific to that video editor. After reading the section describing your video editor, you should continue to the next chapter for more information on using Gradient Wizard.

Important Note

The first time you add a Gradient Wizard transition to your timeline, the Gradient Wizard will build a database of icons for any gradient paths that you installed to your hard drive or selected for use from the CD-ROM. The process of building the database can take several minutes.



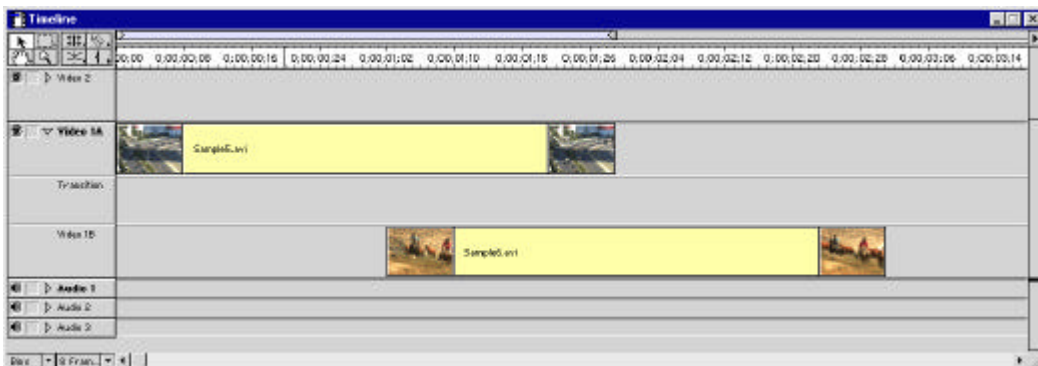
Adobe Premiere

Alpha Magic appears in the **Transitions** window in Adobe Premiere. If it does not appear, see **Troubleshooting** for more information.



Alpha Magic in the Transitions Window

Before adding an Alpha Magic transition, prepare two video sources on the A and B tracks of the timeline, so that there is some overlap between the two video clips.



Two video clips ready for an Alpha Magic transition



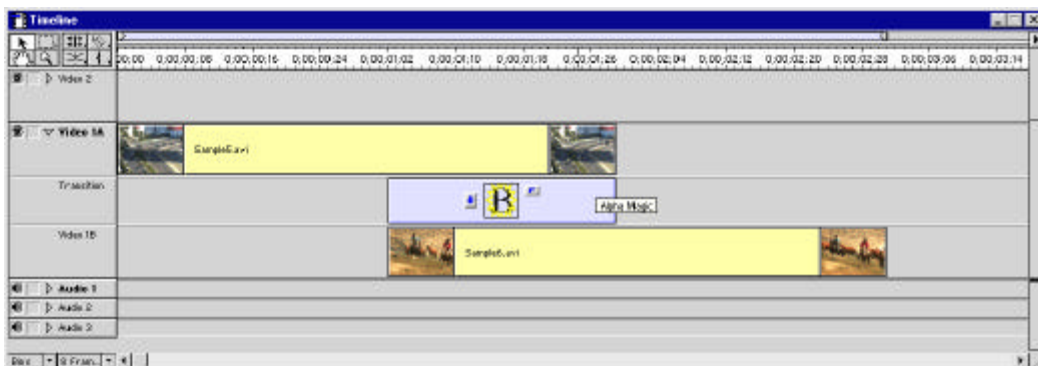
GETTING STARTED

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To add a transition to the timeline:

- ☞ Make sure the Transitions window is visible. If not, select **Transitions** from the **Windows** menu.
- ☞ Drag **Alpha Magic** from the Transitions window into the **Transition** track of the Construction window so that it is between the two video clips (the transition should automatically snap to fill the time between the two clips).
- ☞ Double-click on the transition block. The **Gradient Wizard** dialog should appear.

The **Gradient Wizard** dialog will appear, letting you choose a specific gradient, and change options for your transition.



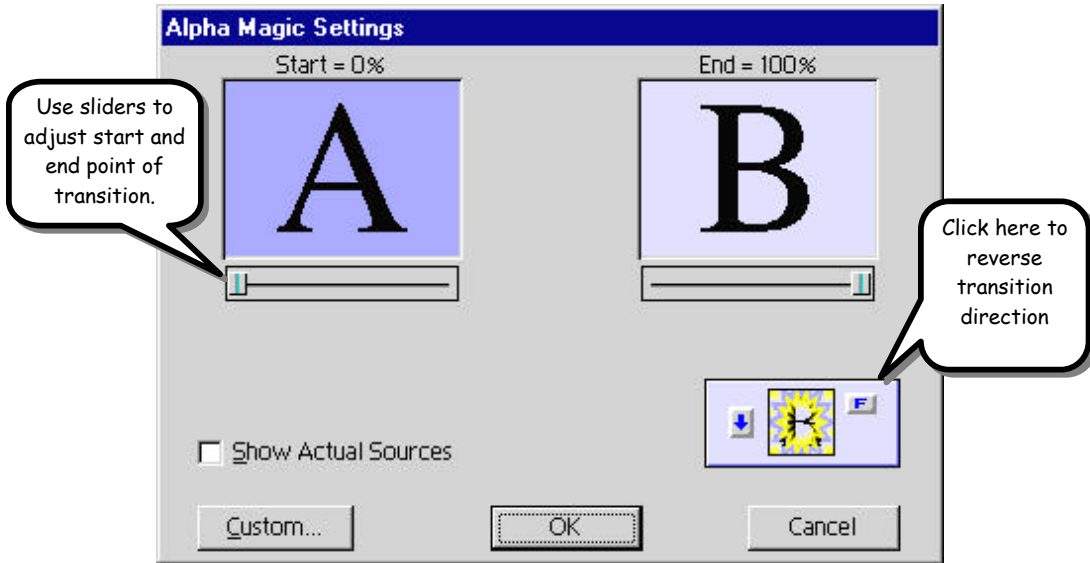
An Alpha Magic transition in the timeline

Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

- ☞ Double-click on the representation of the transition in the **T** track.
- ☞ The Adobe Premiere Transition Settings dialog will appear.
- ☞ Click on **Custom...** to display the **Gradient Wizard** dialog.
- ☞ Make your changes in the **Gradient Wizard** dialog.



The Adobe Premiere Transition Settings Dialog

Special Features

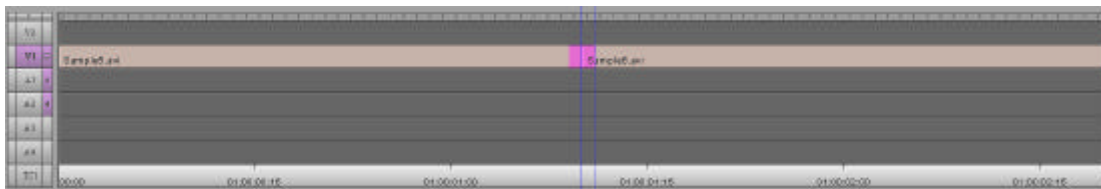
In the Adobe Premiere Transition Settings Dialog you can make a number of changes that can greatly affect the output of your transition. Use the Start and End sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the next at 50% to create a transition that is a combination of two separate transitions.

Also, click on the Forward/Reverse button (F/B) to change the transition so that source B flies on instead of Source A flying off (this is particularly useful for Particle transitions).



Avid AVX (Media Composer, Xpress, Symphony)

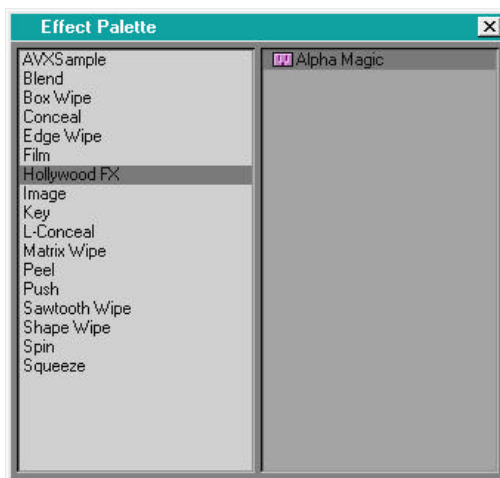
To add an Alpha Magic transition to the Avid timeline, first add two video sources that you want to transition between, and trim as necessary to create time for the transition.



Two video clips ready for an Alpha Magic Transition

To add a transition to the timeline:

- ☞ Open the Effect Palette (⌘-8 or Ctrl-8).
- ☞ Select the **Hollywood FX** group from the left side of the Effect Palette.
- ☞ Drag **Alpha Magic** from the right side of the Effect Palette into the timeline, between the two video clips.
- ☞ Once dropped into the timeline, switch to Effect Mode (so that the Effect Editor window is open, and click on the small **button** icon to the right of **Alpha Magic**).



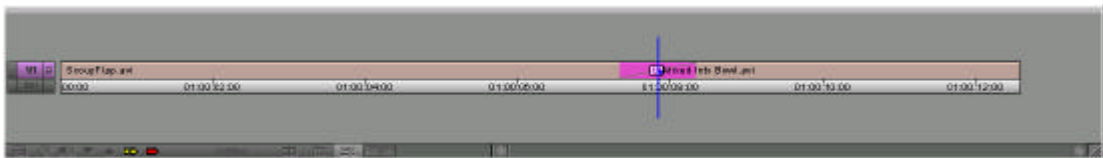
Alpha Magic in the Avid Effect Palette



The Gradient Wizard dialog will appear, letting you choose a gradient and transition options.

Changing an Existing Transition

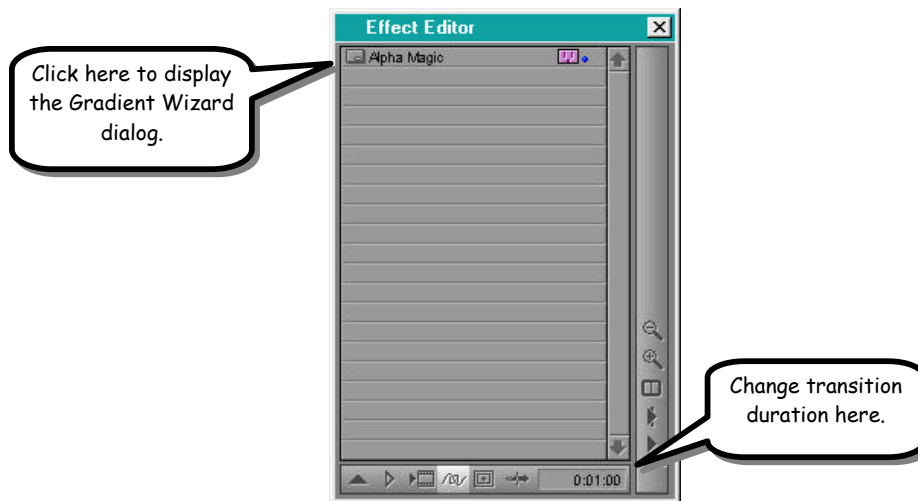
You can modify a transition that is already in the timeline, changing the selected gradient or any options for that transition.



An Alpha Magic transition in the Avid Timeline

To change a transition in the timeline:

- 👉 Switch to Effect Mode.
- 👉 Click on the plugin icon in timeline.
- 👉 Click on the button icon to the right of **Alpha Magic** in the Effect Editor window.
- 👉 Make your changes in the Gradient Wizard dialog.



Alpha Magic in the Effect Editor




Canopus Rex Edit

To add an Alpha Magic transition to the Rex Edit timeline, first add the two video clips to the timeline that you want to transition between.



Two clips ready for an Alpha Magic transition

 **To add a transition to the timeline**

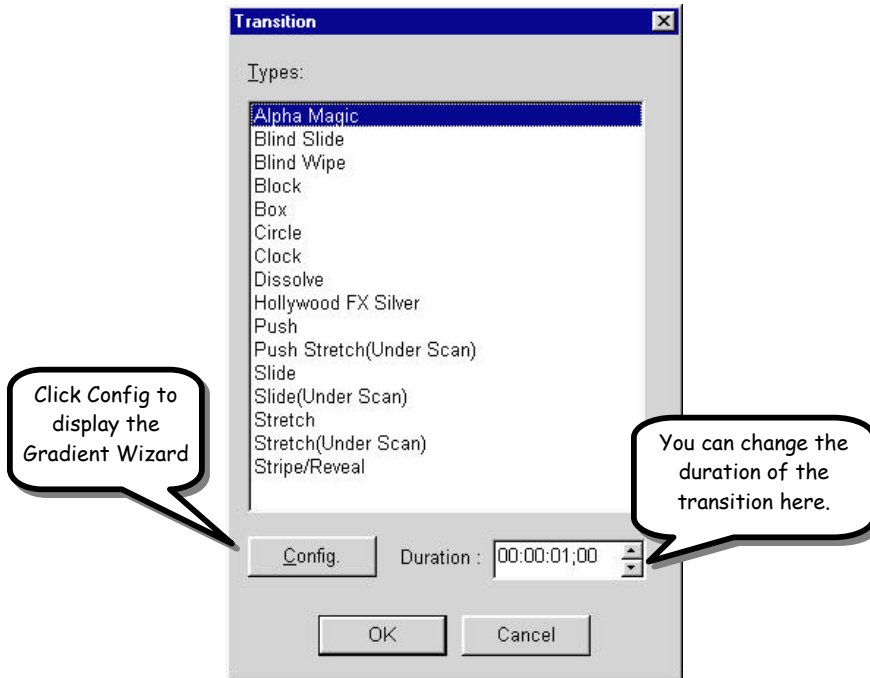
- Right-click between the two video clips and select **Transition->1 second** from the popup menu. A transition block will now appear indicating the transition.



The transition block in the timeline

- Right-click on the transition block and select **Settings** from the popup menu. The Rex Edit Transition dialog will appear.
- Click on **Alpha Magic** in the list of transitions.
- Click on **Configure**.

The Gradient Wizard dialog will appear, letting you choose a gradient and transition options.





The Rex Edit Transition dialog

Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options for that transition.

To change a transition in the timeline:

-  Right-click on the transition block in the timeline and select **Settings** from the popup menu.
-  Click on **Config** in the Rex Edit Transition dialog to display the *Gradient Wizard* dialog.

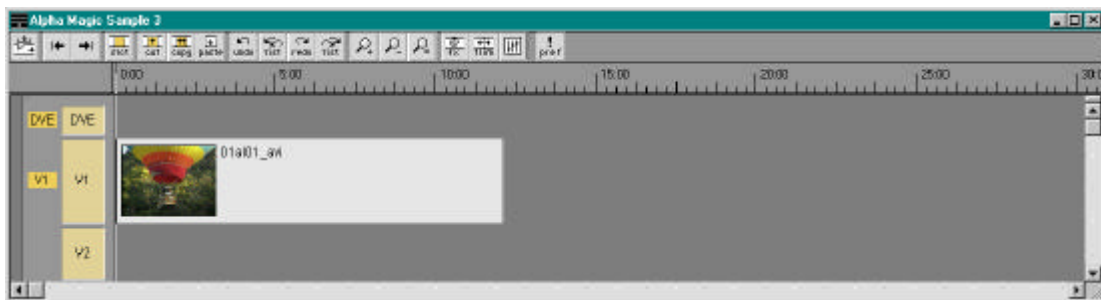
Discreet Logic Edit*

The following procedure describes the steps required to setup an Alpha Magic transition in Discreet Logic Edit. The procedure described here is slightly different than that described in the Edit manual in the **Using Software Plug-In Effects** section. Both methods achieve the same results, but the method described here requires less steps.

The first step in creating an Alpha Magic transition is to prepare two video clips (events) in the timeline for the transition.

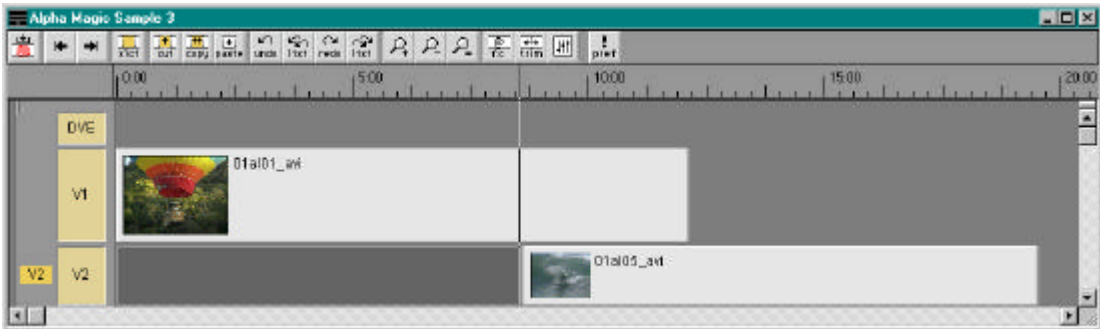
To Prepare The Video Events For Alpha Magic

- ☞ Make sure you have two video tracks and one DVE track in the Timeline, and make sure you are in Overrecord mode.
- ☞ Make sure the V1 track is tabbed, and place the first video clip to video track V1.



First video clip in the timeline.

- ☞ Set the **Timeline Cursor** to the time where you want the transition to begin, and make sure the V2 track is tabbed.
- ☞ Drag the second video clip onto video track V2 so that its start snaps to the timeline cursor.



Second video clip in the timeline.

You are now ready to add an Alpha Magic transition to the timeline.

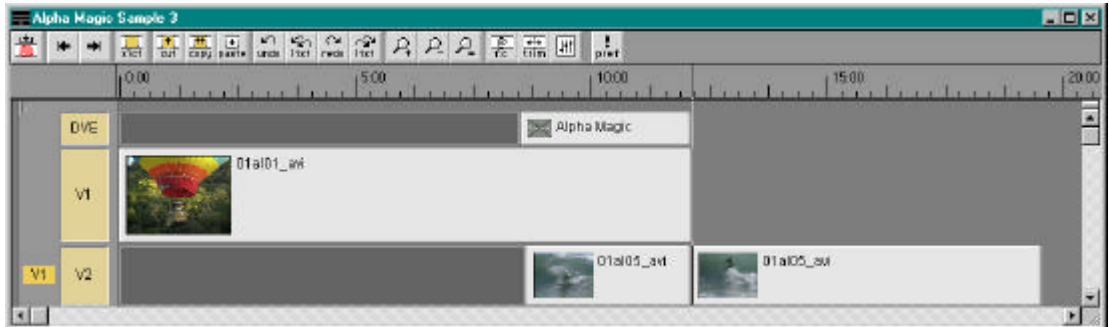
To Add Alpha Magic to The Timeline

- ☞ Right-click the Timeline, then choose **Effects->Software Plug-In Effects** from the popup menu.
- ☞ Set the duration of the transition (this can be changed by dragging the transition in the DVE track later).
- ☞ Select **Alpha Magic** in the Effects dialog then click on the **Custom Settings** button to display the Gradient Wizard.
- ☞ Select a gradient and set your options, then click **Ok** to exit Gradient Wizard (see the next chapter for detailed information on using Gradient Wizard).
- ☞ Click **Apply** to apply the effect to the Timeline.

Finally, you will split the V2 video clip, and move the remaining video (after the transition) up to the V1 track.

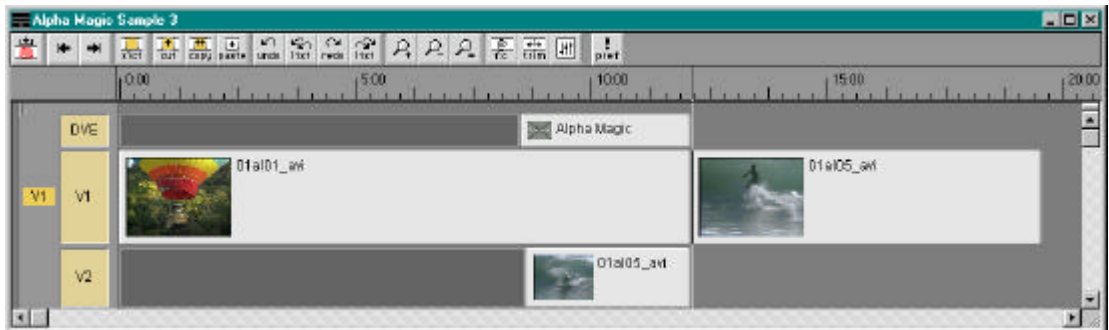
To split the video and render the transition.

- ☞ Move the **Timeline Cursor** to the end of the transition event on the DVE track.
- ☞ Make sure that only the V2 track is tabbed then select **Edit->Split Events** from the menus.



Second video clip split at end of Alpha Magic transition

☞ Tab the V1 track, then drag the split portion of the video clip on V2 up to V1.



Alpha Magic transition ready to render

☞ Render the transition by selecting **Tools->Build DVEs->Current**

Changing an Existing Transition

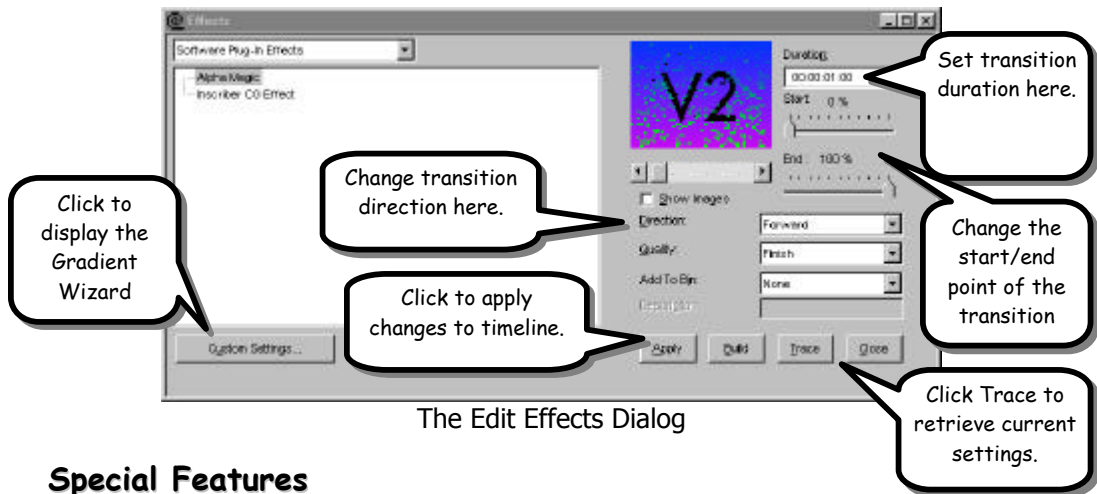
You can modify a transition that is already in the timeline, changing the selected gradient or any options for that transition.

To change a transition in the timeline:

- ☞ Place the Timeline cursor at the beginning of the transition event in the DVE track of the Timeline.
- ☞ Right-click in the Timeline and select **Effects->Software Plug-In Effects** to display the **Effects** dialog.
- ☞ Click the **Trace** button to retrieve the settings.
- ☞ Click the **Custom Settings** button to display the **Gradient Wizard**.



- ☞ Make your changes then click **Ok** to leave the Gradient Wizard.
- ☞ Click **Apply** to apply the new settings to the Timeline.



Special Features

In the Edit* Effects dialog you can make a number of changes that can greatly affect the output of your transition. Use the Start and End sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the next at 50% to create a transition that is a combination of two separate transitions.

Also, change the direction to Reverse to change the transition so that source B flies on instead of Source A flying off (this is particularly useful for Particle transitions).



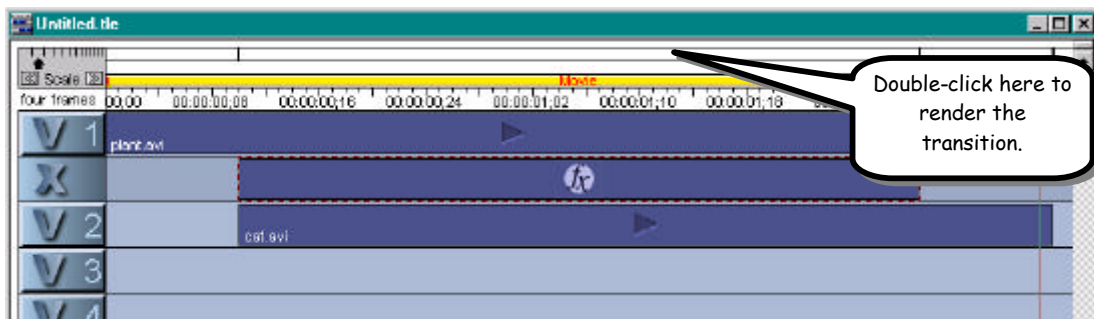
DPS Video Action NT

To add an Alpha Magic transition to the timeline, first drag two video clips from the gallery into the V1 and V2 tracks of the timeline, overlapping the clips in time to create a transition.

To select an Alpha Magic transition:

- ☞ Right-click on the transition block in the X track of the timeline.
- ☞ Select **Rendered Transitions** -> **Plugin Transitions** from the popup menus.
- ☞ Select **Alpha Magic** from the selection dialog. The Transition Viewer will now appear.
- ☞ Click on **Custom** to display the *Gradient Wizard*.

Once the Gradient Wizard appears you can select a gradient and set your transition options.



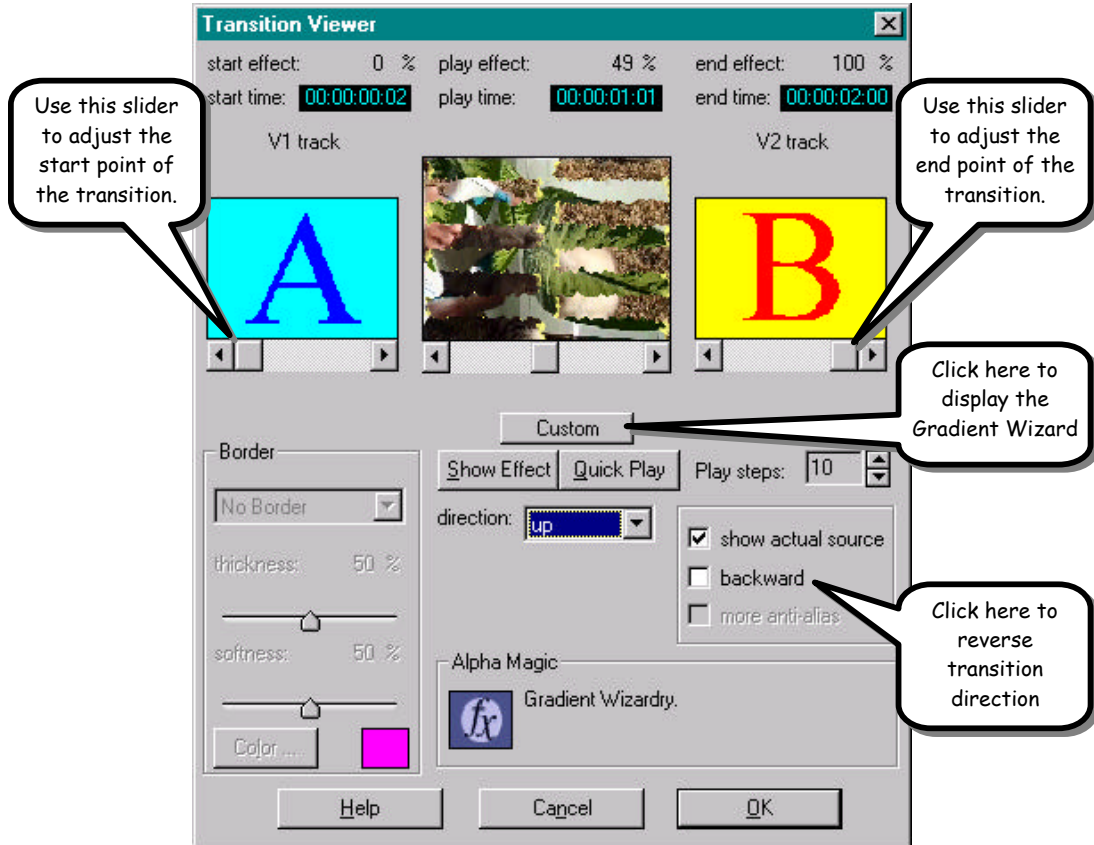
An Alpha Magic transition in the timeline

Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

- ☞ Double-click on the transition block in the X track.
- ☞ The Transition Viewer dialog will appear.
- ☞ Click on **Custom** to display the **Gradient Wizard** dialog.
- ☞ Make your changes in the **Gradient Wizard** dialog.



The Transition Viewer Dialog

Special Features

In the DPS Transition Viewer dialog you can make a number of changes that can greatly affect the output of your transition. Use the Start and End sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the next at 50% to create a transition that is a combination of two separate transitions.

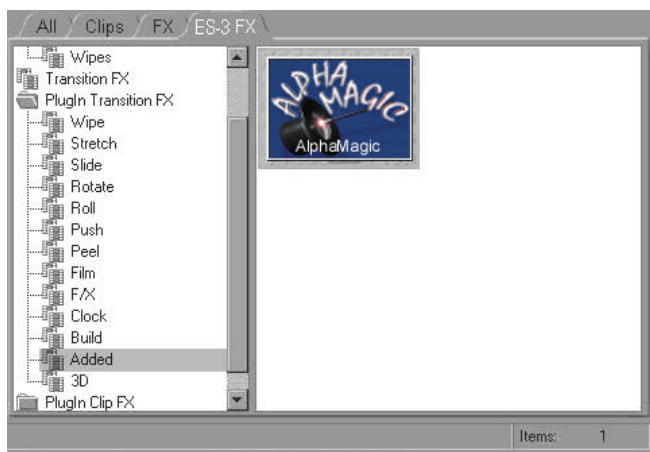
Also, click on the backward checkbox to change the transition so that source B flies on instead of Source A flying off.

FAST 601 & Sony EditStation ES-3

To add an Alpha Magic transition to the timeline, first add two video sources that you want to transition between, and trim as necessary to create time for the transition.

To add a transition to the timeline:

- ☞ In your Project window you will find the **Alpha Magic** transition icon in the **Added** folder under **Plugin Transition FX**.



The Alpha Magic icon in the Plugin Transitions FX/Added Folder

- ☞ Drag the **Alpha Magic** transition icon from the Project window into the timeline, and drop it between the two video clips you have prepared. The transition will now be represented on the timeline.
- ☞ Right-click on the transition in the timeline, then select **Edit** from the popup menu. The FAST/Sony Transition Options dialog will appear.
- ☞ Click on **Custom** button.

The Gradient Wizard appears, letting you choose a gradient and transition options.

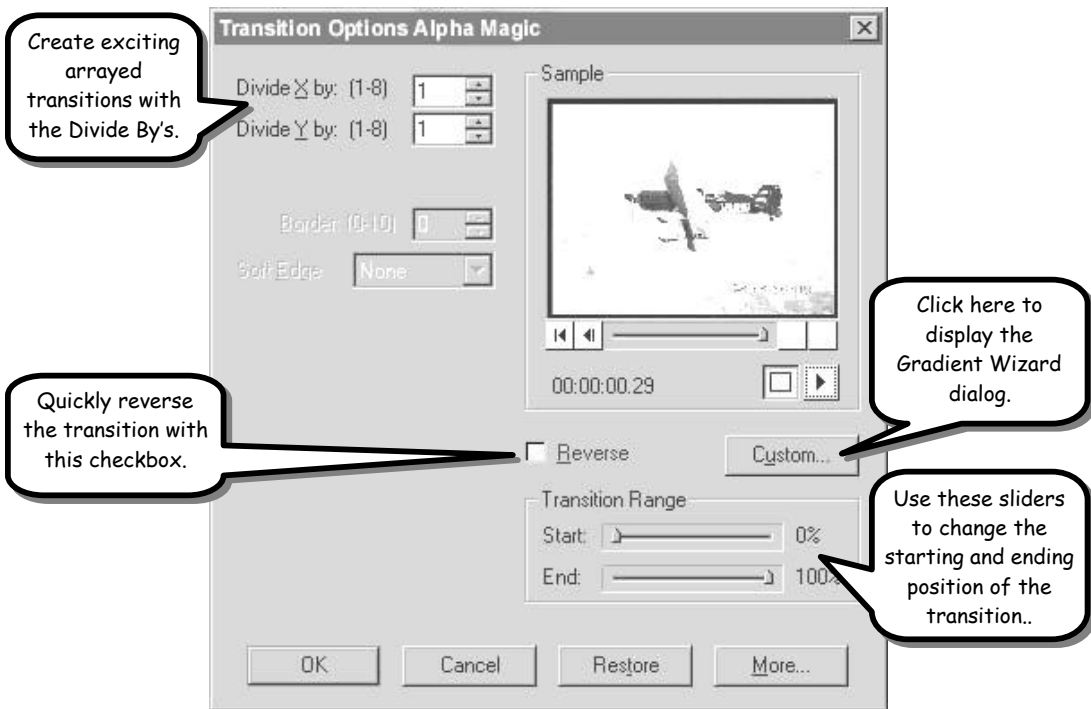


Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

- Right-click on the transition in the timeline, select **Edit** from the popup menu. The FAST/Sony Transition Options dialog will appear.
- Click on **Custom** to display the Gradient Wizard dialog.



The Transition Options dialog.

Special Features

In the Transition Options Dialog you can make a number of changes that can greatly affect the output of your transition. Use the Start and End sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the



next at 50% to create a transition that is a combination of two separate transitions.

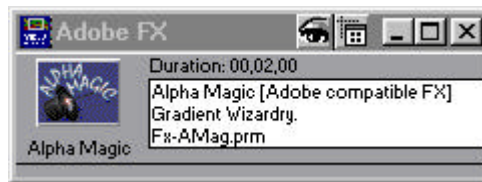
Also, click on the Reverse checkbox to change the transition so that source B flies on instead of Source A flying off (this is particularly useful for Particle transitions).

You can also use the Divide By controls to create an array of gradient wipes for the transition.



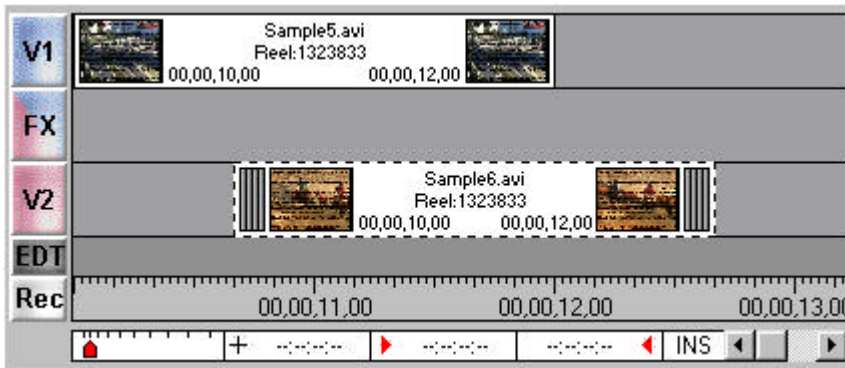
FAST Video Machine Plus

Alpha Magic appears in the Adobe FX group in FAST Video Machine Plus. If it does not appear, see the Troubleshooting chapter for more information.



Alpha Magic in FAST Video Machine Plus

To add an alpha Magic transition to the timeline, first add two video sources that you want to transition between to the **A** and **B** tracks of the timeline, overlapping the two clips in time.

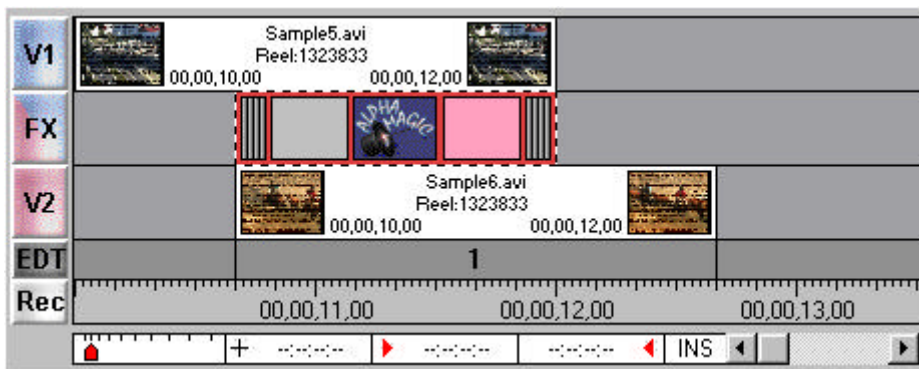


Two video clips ready for an Alpha Magic transition

To add a transition to the timeline:

- Drag the **Alpha Magic** icon from the **Adobe FX** group into the **FX** track of the timeline, between the two video clips.

The Gradient Wizard appears, letting you choose a gradient and transition options.



An Alpha Magic transition in the timeline

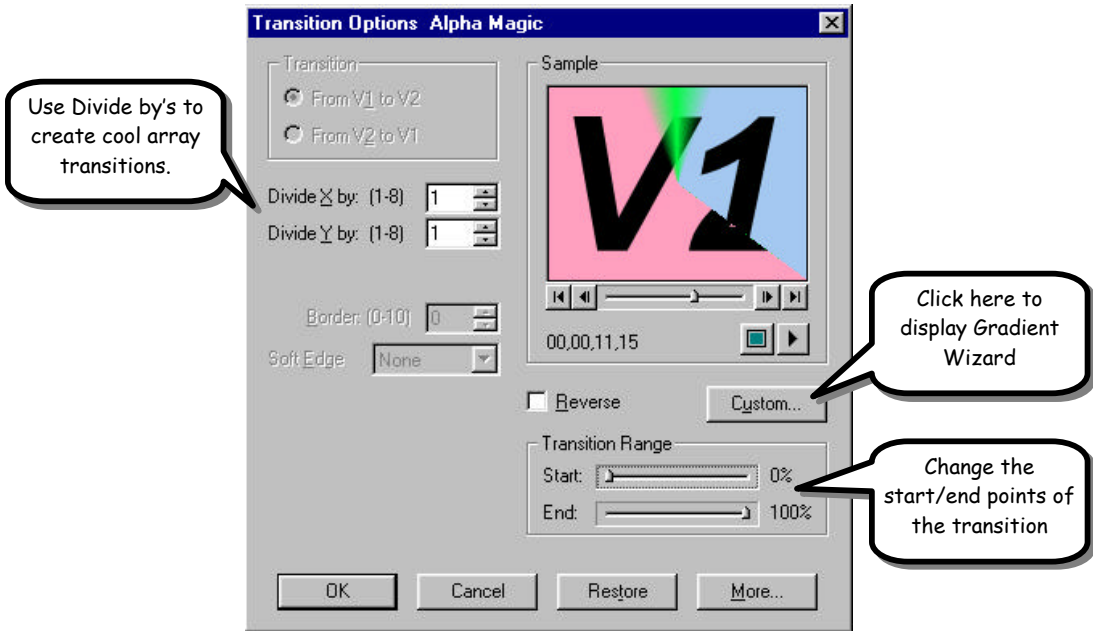
Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

- To change a transition in the timeline:**
 - Double-click on the representation of the transition in the FX track of the timeline. The FAST Transition Settings dialog will appear.
 - Click on **Options** and the Gradient Wizard dialog will appear.

Important Notes

If you are running VM Plus under Windows 98, the Transition Options and Gradient Wizard dialogs will not appear in the foreground when opened. You will need to press **Alt-Tab** to cycle through the dialogs to find those hidden dialogs.



The Transition Options Dialog

Special Features

In the Transition Options Dialog you can make a number of changes that can greatly affect the output of your transition. Use the Start and End sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the next at 50% to create a transition that is a combination of two separate transitions.

Also, click on the Reverse checkbox to change the transition so that source B flies on instead of Source A flying off (this is particularly useful for Particle transitions).

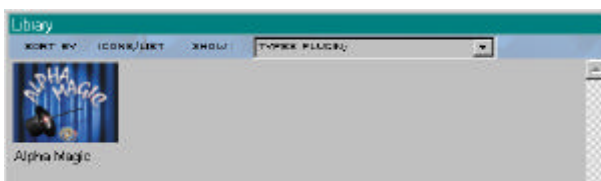
You can also use the Divide By controls to create an array of gradient wipes for the transition.

In-sync Speed Razor

Before using Alpha Magic in a project, you need to add it to the library.

To Add Alpha Magic To The Library:

- ☞ Left-click in the **Library** window, then select **Add Transitions...** from the menu.
- ☞ Change to the **Trans** directory within **Razor**.
- ☞ Double-click on **Alphamagic.tra**. The Alpha Magic transition icon should appear in your library window.

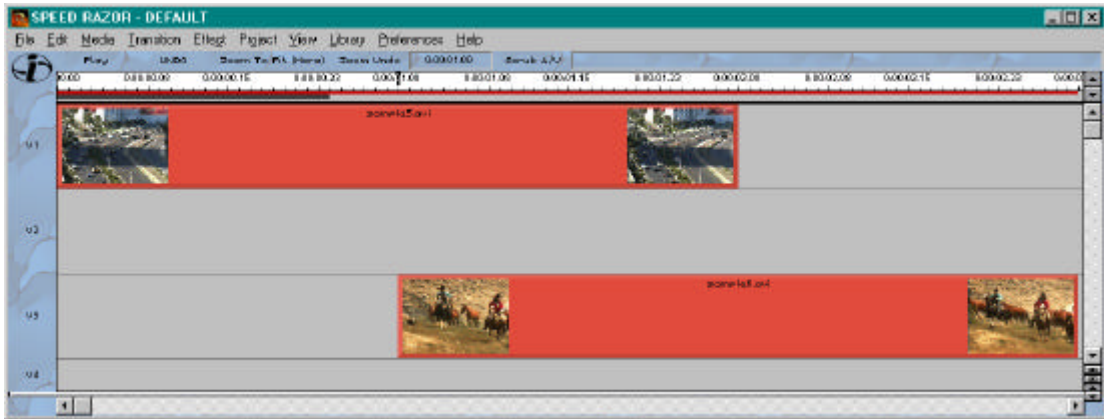


Alpha Magic in the Razor Library

Adding An Alpha Magic Transition

To add an Alpha Magic transition to the Razor timeline, first add two video sources that you want to transition between to the timeline. You should leave one track between the two clips and you should overlap the two clips in time to create the amount of time for the transition you wish.

Now that you have placed the video in the timeline, the next step is to place a transition between the two video clips.

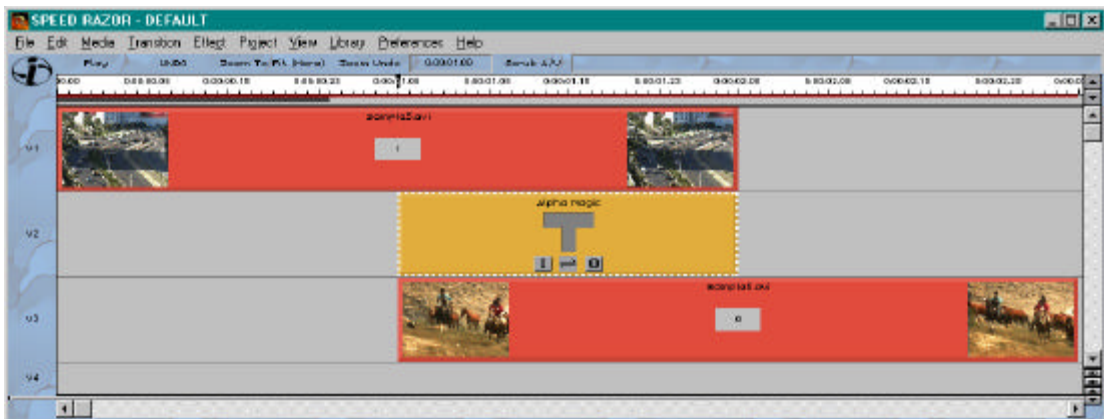


Two video clips ready for an Alpha Magic transition.

To add a transition to the timeline:

- Drag the **Alpha Magic** icon from the library into the timeline so that it snaps between the two video clips.

As soon as you drop the Alpha Magic icon into the timeline, the Gradient Wizard will appear, letting you choose a gradient and options for the transition.





Alpha Magic in the Speed Razor timeline



Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

-  Double-click on the representation of the transition in timeline. The *Gradient Wizard* will appear.
-  Make any changes then click **Ok** to complete.

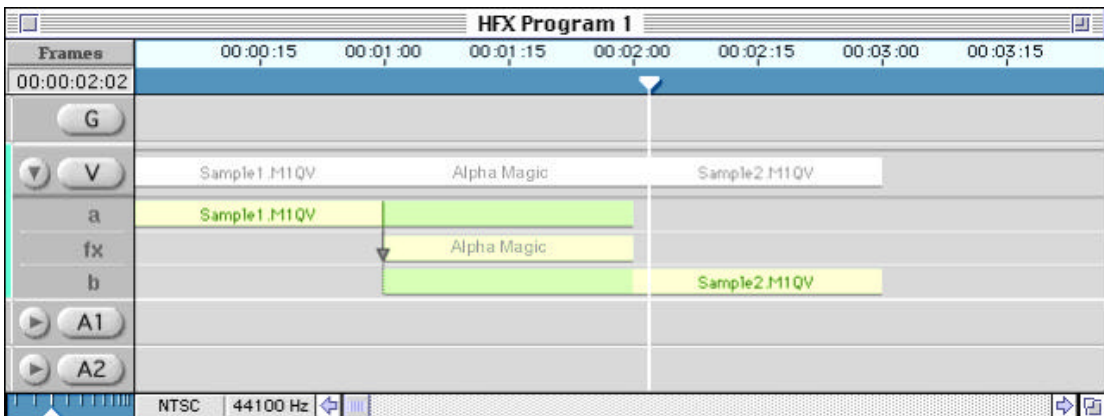
Media 100 (Media 100 and Finish)

Alpha Magic appears in the DVEs group in Media 100. If it does not appear, see the Troubleshooting chapter for more information.

To add an alpha Magic transition to the timeline, first add two video sources that you want to transition between the **a** and **b** tracks of the timeline, overlapping the two clips in time.

To add a transition to the timeline:

- Hold down the **SHIFT** key, and then click on the **Cut Down Arrow** between the two video clips, and drag to the right, creating a new transition. Drag all the way to the right so that the transition fills the overlap between the two clips.
- Double-click on the Transition block in the **fx** track. The **Edit Suite** window should appear, and should be in Transitions mode.
- Select the **DVE** transition group.
- Select **Alpha Magic** from the list of transitions.
- Click on the Panel Expansion button to expand the Edit Suite window.
- Click on **Custom Settings...** The Gradient Wizard dialog will appear.
- Select a gradient and set your options, then click **Ok** to return to the Edit Suite window.
- Click **Apply** to accept your options.



An Alpha Magic transition in the timeline

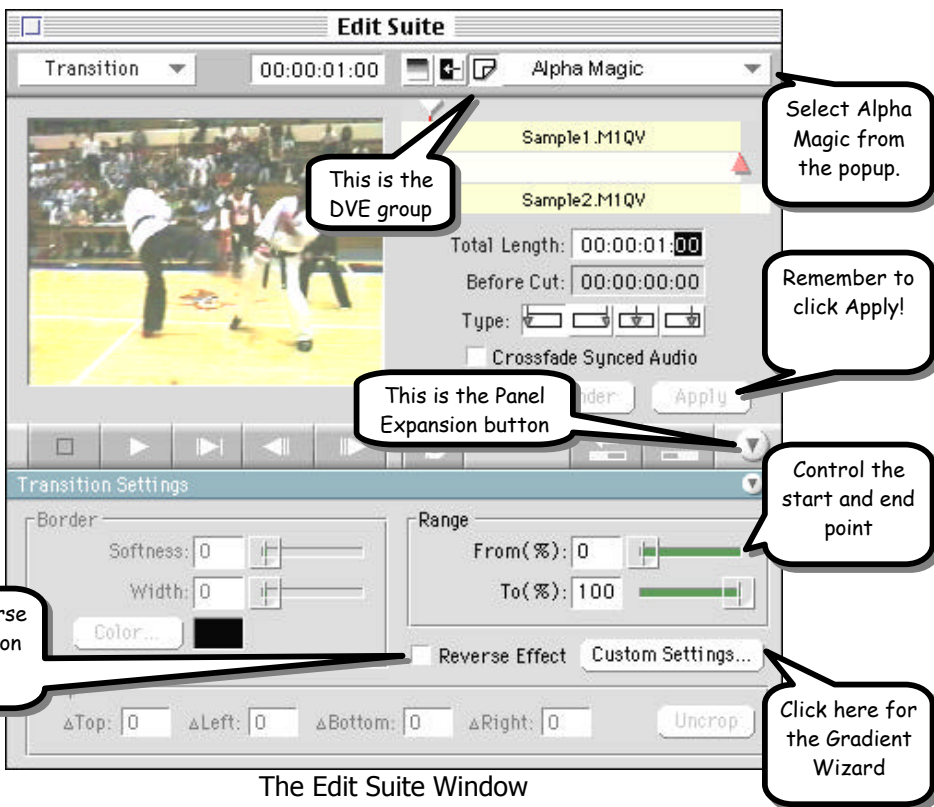


Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

- ☞ Double-click on the "Alpha Magic" transition block in the fx track. The Edit Suite window should appear.
- ☞ Click on the Panel Expansion button in the Edit Suite.
- ☞ Click on **Custom Settings...**
- ☞ Make your changes in the Gradient Wizard dialog then click **Ok**.
- ☞ Click **Apply** in the Edit Suite window to accept the changes.



The screenshot shows the 'Edit Suite' window for an 'Alpha Magic' transition. The window is divided into several sections:

- Top Bar:** Shows 'Transition' dropdown, a timecode '00:00:01:00', and the transition name 'Alpha Magic'.
- Preview Window:** Displays a video clip of a martial arts match. A callout points to it: "This is the DVE group".
- Source List:** Shows two video sources: 'Sample1.M1QV' and 'Sample2.M1QV'. A callout points to the first source: "Select Alpha Magic from the popup".
- Properties:** Includes 'Total Length: 00:00:01:00', 'Before Cut: 00:00:00:00', and 'Type' dropdowns. A callout points to the 'Apply' button: "Remember to click Apply!".
- Buttons:** Includes 'Reverse Effect' and 'Custom Settings...'. A callout points to 'Custom Settings...': "Click here for the Gradient Wizard".
- Transition Settings Panel:** Expanded at the bottom, showing 'Border' (Softness, Width, Color) and 'Range' (From (%), To (%)) sliders. A callout points to the 'From (%)' slider: "Control the start and end point".
- Bottom Bar:** Shows 'ΔTop: 0', 'ΔLeft: 0', 'ΔBottom: 0', 'ΔRight: 0', and an 'Uncrop' button. A callout points to the 'Reverse Effect' checkbox: "Quickly reverse your transition here."

The Edit Suite Window



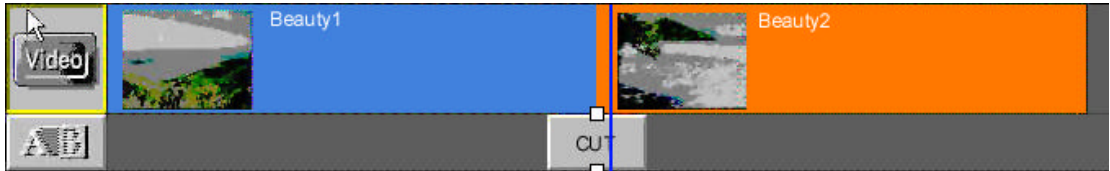
Special Features

In the Edit Suite window you can make a number of changes that can greatly affect the output of your transition. Use the Range sliders to adjust the starting and ending point of the transition. You can create interesting results by ending one transition at 50% and starting the next at 50% to create a transition that is a combination of two separate transitions.

Also, click on the Reverse checkbox to change the transition so that source B flies on instead of Source A flying off (this is particularly useful for Particle transitions).

Panasonic DVEdit

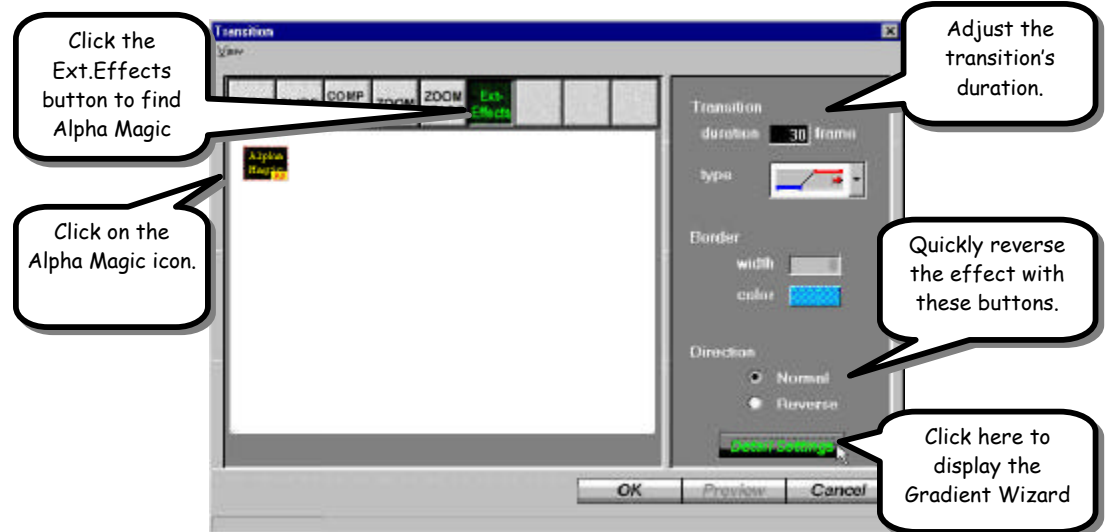
To add an Alpha Magic transition to the timeline, first add two AV or Vdo clips to the Video track of the Sequence Editor Timeline, and trim the clips to create margin for the transition (you should see a CUT icon below the Video track).



Two clips ready for an Alpha Magic Transition.

To add a transition to the timeline:

- ☞ Double-click on the **CUT** icon below the video clips, to display the DVEdit Transition window.
- ☞ Click on the **EXT. EFFECT** transition type icon above the display area in the Transition window. The icons for any extended effects (including Alpha Magic) will be displayed.
- ☞ Click on the **Alpha Magic** icon in the display area.
- ☞ Click on the **Detail Settings** button in the lower right of the Transition window.



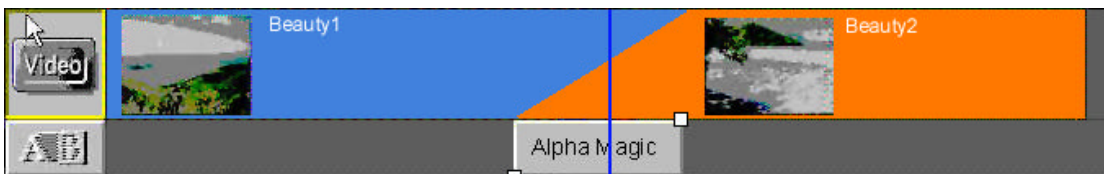
The DVEdit Transition window



The Gradient Wizard appears, letting you choose a gradient and transition options.

Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.



The Alpha Magic transition in the Sequence Editor Timeline

To change a transition in the timeline:

- ☞ Double-click on the "Alpha Magic" transition icon in the Sequence Editor timeline. The DVEdit Transition window will appear.
- ☞ Click on the **Detail Settings** button in the lower right of the Transition window. The Gradient Wizard will appear.
- ☞ Make any desired changes in the Gradient Wizard dialog then click **Ok**.
- ☞ Click **Ok** in the Transition window to return to the Sequence Editor.

Special Features in Panasonic DVEdit

The Transition dialog in DVEdit lets you control your transition quickly and easily. Click on the Normal/Reverse radio buttons to reverse the transition. This is particularly useful with Particle effects where you can have the B source fly on instead of having the A source fly off.

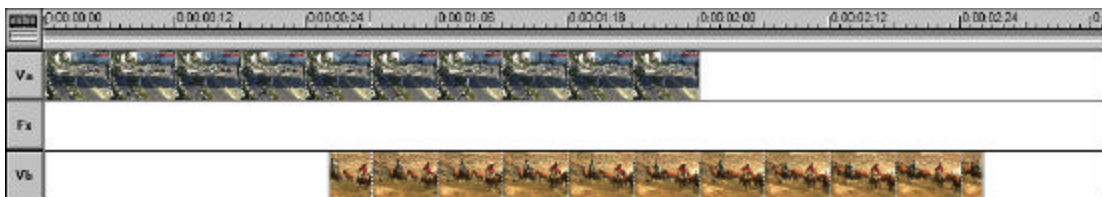
Ulead Media Studio Pro 5.2

Alpha Magic appears in the **Transitions** window in Ulead Media Studio Pro. If it does not appear, see **Troubleshooting** for more information.







Alpha Magic in the Production Library

To add an Alpha Magic transition to the timeline, first add two video sources that you want to transition between to the **A** and **B** tracks of the timeline, overlapping the two clips in time.



Two video clips ready for an Alpha Magic transition.

To add a transition to the timeline:

-  Switch to **Transition Effect** in the Production Library.
-  Double-click on the **HFX Inc** drawer.
-  Drag the **Alpha Magic** icon from the HFX Inc drawer into the **fx** track of the timeline, between the two video clips. The Transition Options window will appear.
-  Click on the **Options** button.



The Gradient Wizard appears, letting you choose a gradient and transition options.



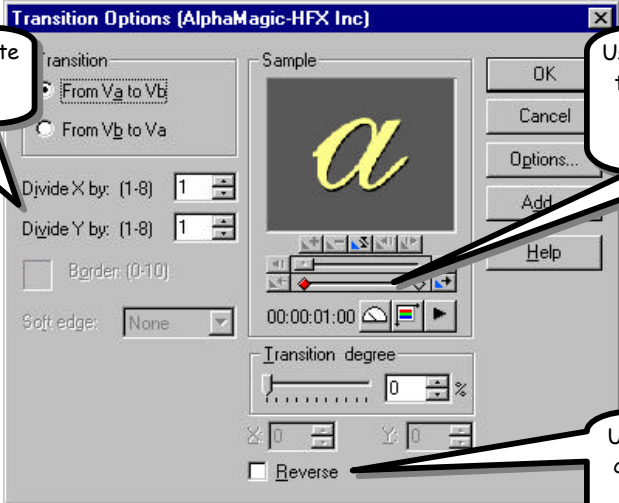
An Alpha Magic transition in the timeline

Changing an Existing Transition

You can modify a transition that is already in the timeline, changing the selected gradient or any options.

To change a transition in the timeline:

- Double-click on the representation of the transition in the **fx** track of the timeline. The Transition Options dialog will appear.
- Click on **Options** and the Gradient Wizard dialog will appear.
- Make your changes in the Gradient Wizard dialog.



The Ulead Transition Options dialog box is shown with the following settings:

- Transition: From **V_a** to **V_b**
- Divide X by: (1-8) **1**
- Divide Y by: (1-8) **1**
- Border: (0-10) **None**
- Soft edges: **None**
- Sample: **α**
- Transition degree: **0** %
- Reverse:

Callouts provide additional information:

- Use Divide by to create exciting results.
- Use the keyframe tools to create interesting transition holds and jumps.
- Use Reverse to quickly change the transition direction.

The Ulead Transition Options dialog



Special Features in Media Studio Pro

The Transition Options dialog in Ulead Media Studio Pro lets you control your transition quickly and easily. Click on the Reverse checkbox to reverse the transition. This is particularly useful with Particle effects where you can have the B source fly on instead of having the A source fly off.

You can also use the Divide By controls to create an array of gradient wipes for the transition.

Finally, the keyframe controls can be used to control the transition degree during the duration of the transition. This lets you do things like hold the transition halfway through or combine two partial transitions.



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Gradient Wizard

The Gradient Wizard is an incredibly powerful tool that will give you amazing new ways of using your Alpha Magic gradients. This chapter describes the Gradient Wizard dialog and all of its controls.



The Gradient Wizard Dialog

Alpha Magic - Version 1.0

See an immediate preview as you work. Set auto playback or use the time slider.

Gradient Wizard organizes your gradients into Paths, Groups, and Icons.

Instantly change the transition's direction.

Easily adjust unique options for each magic mode.

Use our presets or save your own for quick results.

Three unique magic modes give you countless transition options.

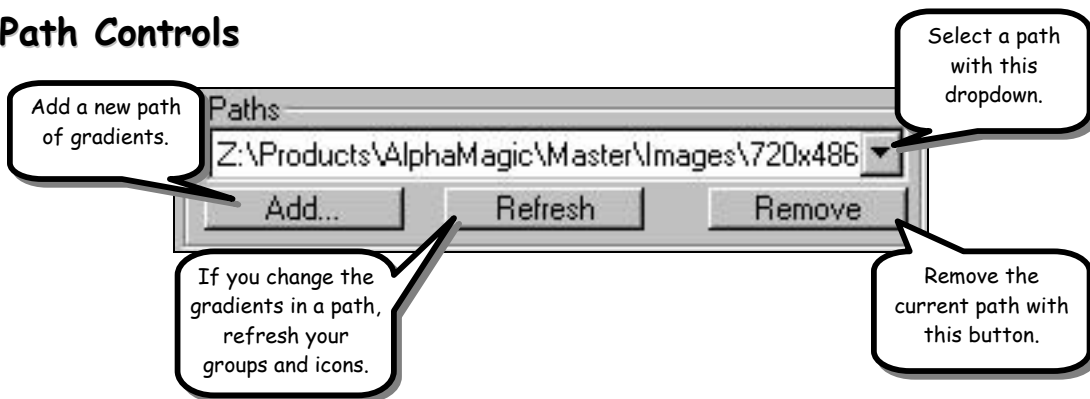
Change the number of colors in the gradient to create exciting "flash" transitions.

Gradient Wizard | Load Preset... | Save Preset... | About... | Cancel

The dialog box features a central preview window showing a spiral gradient on a landscape image. To the right is a grid of gradient icons, with 'Electro' selected. Below the grid are 'Magic Modes' (Wipe, Dissolve, Particles) and 'Flow Direction' controls. The bottom section includes 'Options' for Opacity, Border Size, and Border Color, and a 'Gradient Range' dropdown set to 256.



Path Controls



The **Path** dropdown at the top of the Gradient Wizard dialog lets you choose between distinct “sets” of gradients. A path is usually all of the gradients of a particular resolution. When you install Alpha Magic, the installer will automatically create icons for any **paths** that you install to the hard drive or select for use from the CD-ROM. Many users will have only a single path that they work with. You can add additional paths at any time for other sets of gradients you might use.

The Path Dropdown List

Use the dropdown list to change the current path. When you select a new path from the dropdown list, the groups and gradients will change to reflect the selected path. The Gradient Wizard will default to the last path used when new transitions are added to a project.

Add A Path

Click the **Add** button to add a new path to Gradient Wizard. When you click this button, a file requester will appear allowing you to select the path folder. For example, you could select the **320x240** folder within the **Images** folder on the CD-ROM. When you select the new path, Gradient Wizard will build icons for all of the gradients in that path. A requester will appear showing you the progress as the gradients are built. This process may take a few minutes.



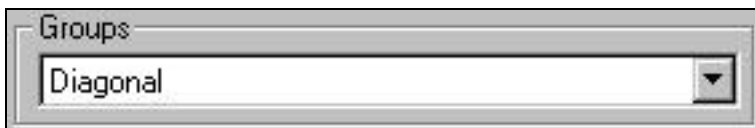
Refresh A Path

If you make changes to the contents of a path (add gradients, change names, move items around) you will need to **refresh** the path. When you select a path then click on the **Refresh** button, Gradient Wizard will rebuild its list of gradients and icons for that path. This process may take a few minutes.

Remove A Path

If you decide that you will not be using a particular path, you can remove it from Gradient Wizard's list. Select the path you want to remove from the dropdown list, and then click on the **Remove** button. The path will be removed from Gradient Wizard's list. No files or folders are actually deleted from your system, and the path can be added again at any time.

Groups



Within each path are folders that organize gradients into different groups. The gradients in Alpha Magic are already organized into useful groups, but as you work with gradients you might find that you use some more than others, or you might want to create a group of gradients for a specific project you are working on. You can reorganize gradients like you would any other files or folders using your operating system tools (Windows Explorer or Mac Finder). When you change the contents of any path you should click on the **Refresh** button for that path to rebuild its list of groups and icons.



GRADIENT WIZARD

ALPHA
MAGIC

The Group Dropdown List

The group dropdown list shows the current selected group and can be clicked on to select any group within the current path. When you select a group, the icons will change to show the gradients in that group.

Gradients

The current gradient has a blue border. Click any gradient to select.

Use the slider to see more gradients in a group.

Within each group are the gradients that you will use to create transitions. These are displayed as icons below the Group. The current selected gradient is shown with a blue box around the icon. If there are more gradients in a group than can be shown in the gradient box, you can use the scroll bar to move up and down through the entire list of gradients for that group.

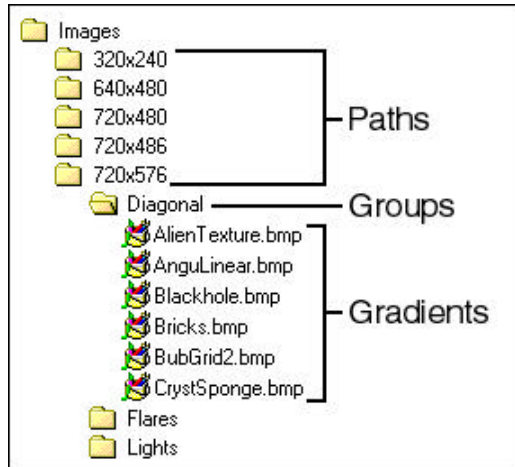
To select a gradient simply click on the icon for that gradient. The gradient will be highlighted with a blue box, and the preview will change to show the selected gradient.

Your Own Gradients

You can use your own images within Gradient Wizard by adding them to an existing Path or by creating an entirely new path. Gradient Wizard can even use color images, automatically converting them to grayscale gradients. For a list of supported image formats view the installed Read Me file.



Remember all gradients must be placed in folders (groups) within the specified path, otherwise, gradient wizard will not find them.



An example of Gradient organization



Preview Area

The preview area displays a low-resolution preview of the transition. Whenever you change any of the options, the preview is immediately updated to show those changes.

The Play Button

Below the preview itself is the play button. Click this button to play or stop the preview. When this button is pressed in, the preview will play continuously. When this button is out, the preview will stop, and a slider will appear allowing you to manually move between frames of the preview.

The Preview Slider

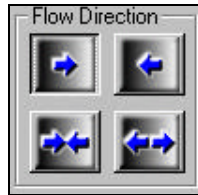
When the Play button is not pressed in, the preview slider appears. Move this slider back and forth to manually view different frames of the transition.

Changing The Preview Quality

The About dialog has a set of radio buttons that control the quality of the preview. Select Low, Medium, or High to change the preview quality. The preview quality will not change until the **next** time you display the Gradient Wizard dialog.



Flow Direction



By default a gradient transition starts at the darkest pixels and finishes with the lightest pixels. With the flow direction buttons you can quickly change the direction of the transition.

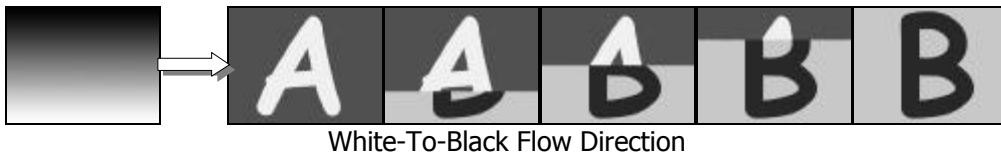
Black To White Button

The transition begins at the darkest pixels and flows to the lightest.



White To Black Button

The transition begins at the lightest pixels flows to the darkest.



To Grey Button

The transition begins at both the white and black pixels and flows to the middle-gray pixels.



From Grey Button

The transition begins at the middle gray pixels and flows towards both the black and white pixels.





Gradient Range

 ▾

Each gradient is a picture made up of up to 256 levels of gray from black to white. The gradient range control lets you cut down the number of gray levels to create a different transition. Internally Gradient Wizard will create a new gradient with fewer colors instantly. Often, cutting down the number of gray levels will create a transition that flashes in chunks rather than smoothly transitioning. This can create interesting and exciting results. To change the range of grays in the gradient, simply click on the dropdown list and select a new value. The valid values are 256, 128, 64, 32, 16, 8, 4, or 2.



The WipeV gradient with Range values of 256, 8, 4, 2.

Magic Modes



These are the heart of Alpha Magic. Selecting one of these modes changes the kind of transition that you are creating. These Magic Modes and their options will be described in detail in the following chapters. When you select a new mode, the options will change to show the possible options for that mode. The values for the options will default to the last options used.

Wipe

This button creates a standard wipe using the selected gradient. This is the wipe most users will be used to from their editing software, but Gradient Wizard offers additional controls to create a more interesting wipe.

Dissolve

The dissolve mode uses a pixelated dissolve to transition between the two images. You can select how large of an area to dissolve within, how large of 'blocks' to use for the dissolve, and you can create colored borders around the blocks.

Particles

When you select particles, Gradient Wizard 'breaks' the Source A image into particles and moves them around, using the gradient as a 'guide' for the particle movement. A number of different options are provided to create a wide range of different transitions using particles.



Options

The options area contains controls for adjusting options for the Magic Mode that is selected. Normally you will see sliders, color buttons, and checkboxes in this area. As you make changes to the options, the preview will update immediately to reflect those changes.

Gradient Wizard will keep track of the last options settings for each Magic Mode.

The specific options for each Magic Mode are described in the following chapters.



Presets



Presets let you save and load your current selections. This is handy when you find a gradient and set of options that creates a really interesting result, and you want to be able to reproduce that result later. Alpha Magic installs a number of presets that you can use to create exciting effects easily.

Save Preset

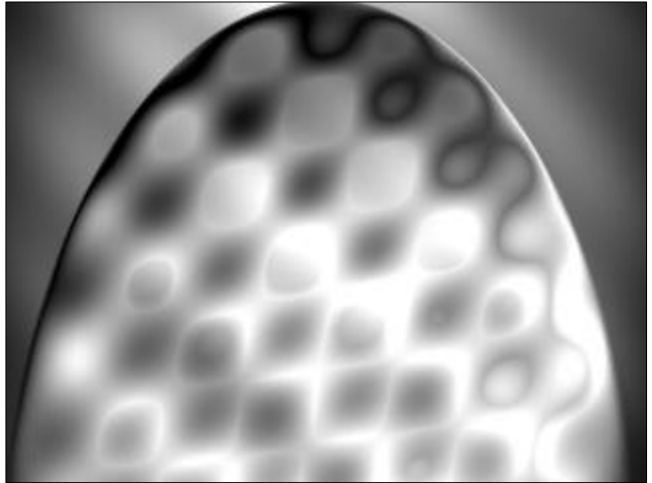
Clicking this button will display a file requester letting you select a folder and enter a filename to save the current settings as. When the preset is saved, it will save the current gradient, magic mode, flow direction, gradient range, and all options for the magic mode.

Load Preset

Click this button to load a preset from disk. A file requester will appear letting you select a preset from disk. When the preset is loaded, the gradient, flow direction, gradient range, magic mode, and all options will be modified. If Gradient Wizard cannot find the original gradient used for the preset, it will not change the current selected gradient.



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Wipes

When you select the **Wipe** magic mode, you can create simple wipes, add soft edges, and even create interesting colored borders. This chapter describes the options specific to the Wipe magic mode.

The image shows a control panel titled "Options" with three main settings: "Softness" with a slider and a value of 128, "Border Size" with a slider and a value of 52, and "Border Color" with a small pink square button. Three callout boxes provide instructions: one for Softness, one for Border Size, and one for Border Color.

Higher Softness values create a softer edge to the wipe.

The Border Size slider adjusts the size of the colored border. When set to 0, there is no border.

Click on the Border Color button to change the border color.

Wipe Options



Softness

This slider controls the softness of the wipe. When set to **0**, the wipe has a hard edge between the A and B sources. At **128**, the wipe will be very soft. In between you can create different levels of softness for different results.



Softness at 0, 64, 128

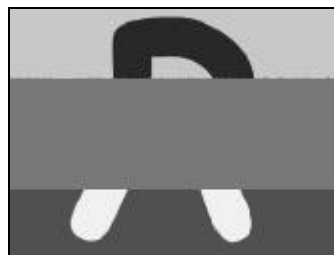
When a border is turned on, the softness slider controls the softness of the border itself.



Softness at 0, 64, and 128 with a Border Size of 80.

Border Size

This slider controls the size of the color border. It can have values from **0** (no border) to **128** (very big border). The border can be any color (see Border Color below), and can either have a hard edge, or a very soft edge (see Softness above).

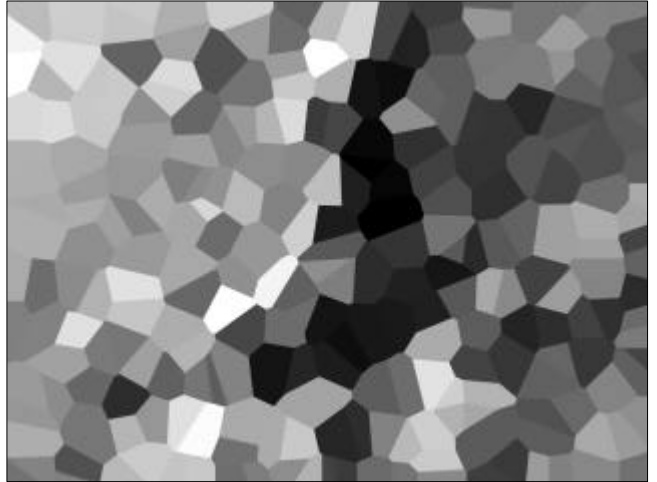


Border Size of 6, 64, 128.

Border Color

This button shows the current border color. Click on this button to display the Color Selection dialog. You can select one of the preset colors, or use the advanced controls to create any custom colored border. The border will only be visible if the Border Width is set to a value other than **0**.

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Dissolves

The **Dissolve** mode works a little differently than a wipe. It uses random pixels in a specified area of the gradient to transition between the two video clips.

Higher area values create a larger dissolve area.

Use block size to control the size of each dissolve 'particle'.

Adjust the size of the colored border around each 'particle'.

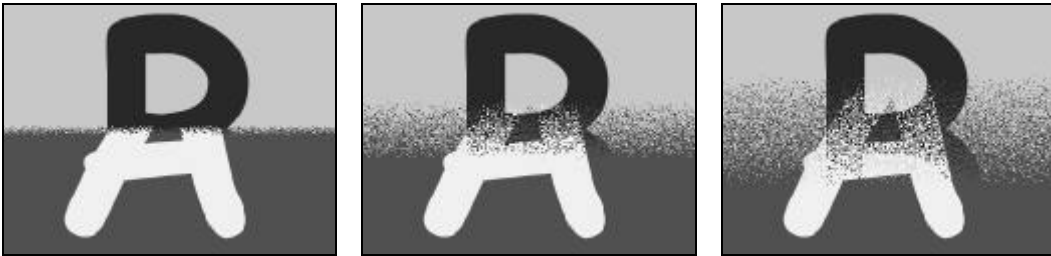
Click to select a color for the border.

Dissolve Options



Area

This slider defines how large of an area is used for the dissolve. At **0** this will look no different than a wipe. At **128** a large area will be used for the dissolve.



Dissolve area of 10, 64, 128

Block Size

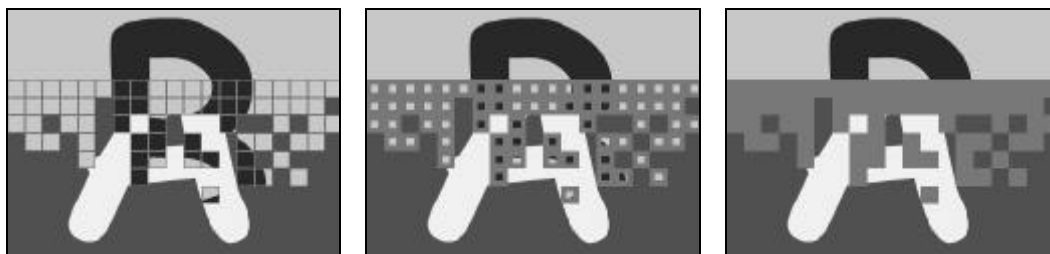
This slider controls the size of blocks the Dissolve uses. The larger the number, the bigger the blocks.



Block Size of 2, 14, 40

Border Size

This slider lets you create a colored border around each dissolve block. The larger the number, the thicker the border. By setting this to its highest value, you can create a dissolve that uses colored blocks to transition between the two video clips.



Border Size of 10, 50, 100

Border Color

This button shows the current border color. Click on this button to display the Color Selection dialog. You can select one of the preset colors, or use the advanced controls to create any custom colored border. The border will only be visible if the Border Size is set to a value other than **0**.



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Particles

The Particles magic mode provides controls to create interesting particle effects using the gradient as a guide for the particle flight path.

Options

- Start Direction from Gradient
- Start Time from Gradient
- Particles: 8
- Velocity: 5
- Pull: 0
- Chaos: 60
- Fade: 90

90

Callout boxes:

- Check this to have particles start moving in the direction of the gradient.
- If Start Direction is cleared, use the spinner to set the initial particle flight direction.
- With this checked, particles will start moving based on the gradient brightness.
- This sets the number of particles. The higher the number the longer the rendering time.
- Adjust how fast each particle moves.
- How much does the gradient "pull" the particles towards the lighter pixels.
- Change the percent in time that particles begin to fade out. The higher the value the later the fade begins.
- Add randomness for explosions and other interesting results.

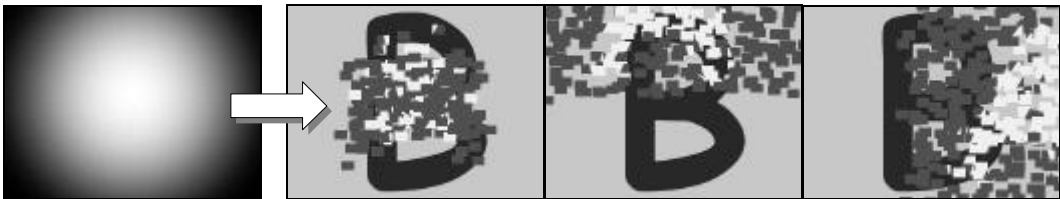


Start Direction From Gradient

When this checkbox is checked, the Gradient Wizard will calculate a starting direction for each particle based on the Speed setting and based on the gradient image. When this checkbox is cleared, you can use the Direction spinner control to manually set the starting direction of the particles.

Direction Spinner

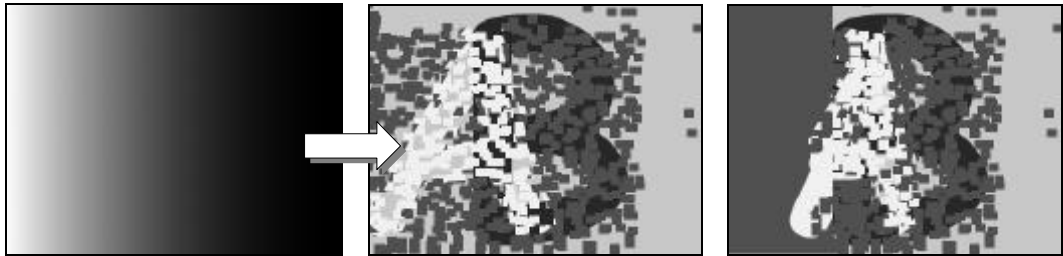
If you clear the Start Direction From Gradient checkbox, you can use this spinner to control the starting flight direction of all particles. Simply drag the spinner until it points in the direction you want the particles to begin their flight.



Start Direction From Gradient, Star Direction 0, Start Direction 90

Start Time From Gradient

Normally, all of the particles in the transition will begin flying at the same time. With this checkbox checked, you can change this so that the particles will start based on the gradient. Gradient Wizard will check the brightness of the gradient for each particle, and will start a particle's flight later if it is brighter.



Start Time From Gradient Off, Start Time From Gradient On

Number Of Particles

This slider controls how many particles are generated. The number indicates the number of particles across and down. So, a value of 10 means you will have 10 particles across and 10 down (100 particles total). Remember, the higher the value, the longer the rendering time. Usually values from 1 to 100 create good results with short rendering times.



Particle Count of 1, 10, 100

Speed

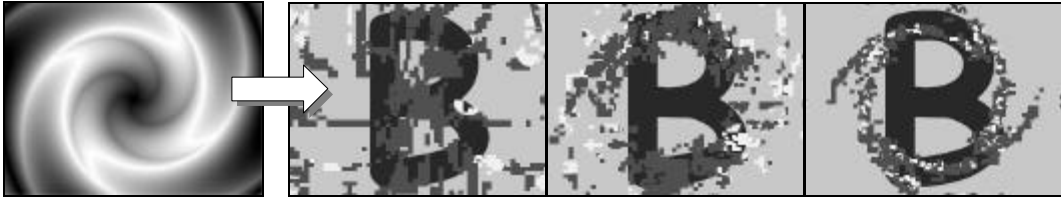
This indicates the speed of particles. The higher the number, the faster particles will fly.

Pull

This indicates how much the gradient can 'pull' a particle. If set to 0, the gradient will not change its original flight direction. The higher the



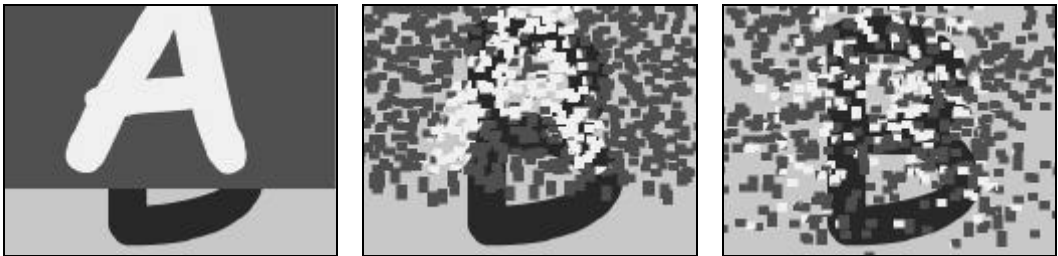
number the more each particle can change direction based on the gradient.



StarTwirl3 with a Pull of 0, 2, 6

Chaos

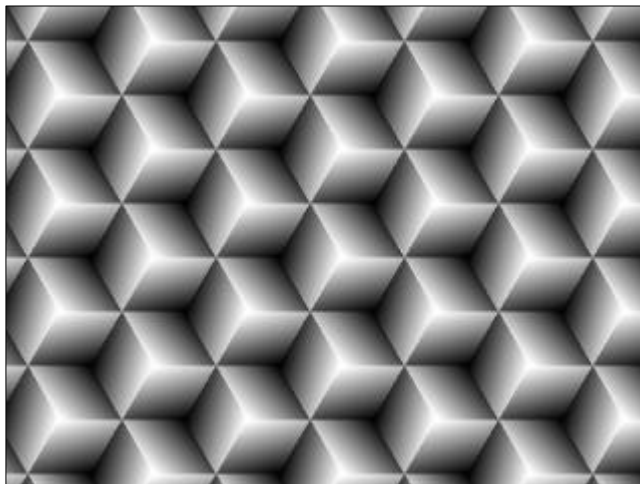
This slider introduces randomness into the effect. The higher the number the more random the speed and direction of each particle. This value affects the start time of each particle, the start direction of each particle, and the speed of each particle.



Chaos of 0, 15, 100

Interesting Particle Transitions

We have included a number of **Particles** presets that you can quickly load to see how the different options can be used to create interesting results.



Troubleshooting

This section provides a list of common problems and their solutions. If you can't find an answer to your problem in this list, or in the **ReadMe** file that is created during setup, then contact Hollywood FX customer support for more help.



Alpha Magic does not show up in my host application.

During installation Alpha Magic will attempt to find all compatible host applications and install the proper plugin files for that application. If Alpha Magic does not show up, try copying the files listed below from the **AlphaMagic:Plugins** folder into the folder listed.

Host Application	Plugin File	Copy To Folder
Adobe Premiere 5.0 (Windows)	Premiere\Fx-AMag.prm	Premiere 5.0\Plugin-Ins
Adobe Premiere 5.0 (Macintosh)	Premiere:Alpha Magic	Premiere 5.0:Plug-Ins
Adobe Premiere 4.2 (Windows)	Premiere\Fx-AMag.prm	Premiere42\Plugins
Adobe Premiere 4.2 (Macintosh)	Premiere:Alpha Magic	Premiere 4.2:Adobe Premiere Plug-Ins
Avid Media Composer and Xpress (Macintosh)	AVX:AlphaMagic.avx	Composer:SupportFiles:AVX_Plug-Ins
Avid Symphony and Xpress (Windows)	AVX\Alphamagic.avx	Symphony\AVX_Plug-Ins
Discreet Logic Edit	Premiere:Fx-AMag.prm	Edit\Plugins
DPS Video Action NT	Premiere\Fx-AMag.prm	VAProNT\Plugins
FAST 601	Premiere\Fx-AMag.prm	Fast 601\Plugins\Transitions
FAST Video Machine Plus	Premiere\Fx-AMag.prm	VMStudio\vfx_plug
In-sync Speed Razor	Ksync\AlphaMagic.tra	Razor\Trans
Media 100 Finish	Premiere\Fx-AMag.prm	Media 100\Transitions\DVEs
Media 100	Premiere:Alpha Magic	Media 100:Transitions:DVEs
Panasonic DVEdit	Premiere\Fx-AMag.prm	DVEdit\rndpi\type1
Sony EditStation ES-3	Premiere\Fx-AMag.prm	Sony ES-3\Plugins\Transitions
Ulead Media Studio Pro 5.2	Ulead\AlphaMag.vfx	MStudio25\vfx_plug

I get color/brightness jumps at the start and end of my effect.

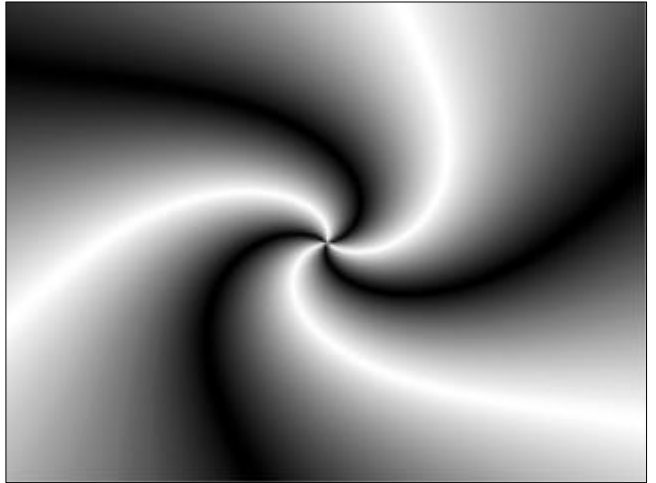
This is normally caused because the rendered effect is being recompressed while the surrounding video is not. Many non-linear editors have an option to **Recompress Always**. You should select that option. If your non-linear editor does not have a **Recompress Always** option, you can usually solve the shift by adding a **Brightness/Contrast** filter to



both the incoming video and outgoing video clips, but leave the Brightness/Contrast settings unchanged. This will cause the video to be recompressed, but not changed.



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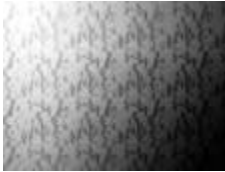


Gradient Catalog

The following pages contain a complete catalog of the gradients included in Alpha Magic, organized into the same groups that you will find them on disk (and in Gradient Wizard).



Diagonal



Alientexture



Angulinear



Blackhole



Bricks



Bubgrid2



Cryst sponge



Debris



Diagonalclouds



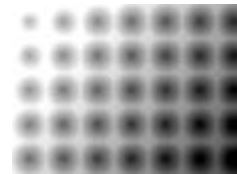
Diagonalmosaic



Emboss



Grid



Grid3



Linbubble



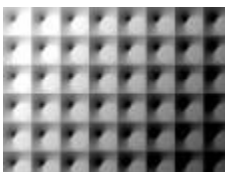
Linbubbleslice



Linq



Marbled



Querbubble



Random



Shred



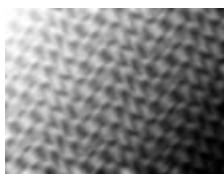
Smudgestick



Spayedstrokes



Tiles



Wacegrid



Flares



Brightflare1



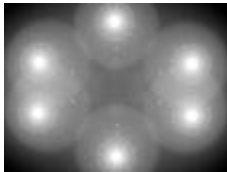
Brightflare2



Brightflare3



Brightflare4



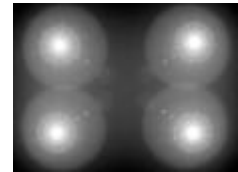
Brightflare5



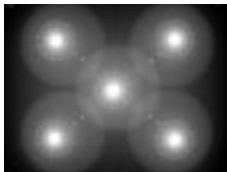
Flare2



Lensflare1



Lensflare2



Lensflare3



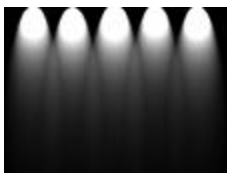
Lensflare4



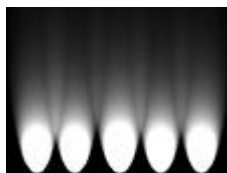
Morningstar



Spotlight1



Spotlight2



Spotlight3



Sunflare1



Sunflare2



Sunflare3



Sunflare4



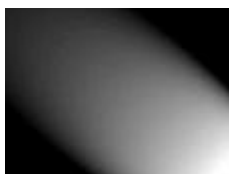
Triflare



Lights



Flare1



Light1



Light2



Light3



Light4



Light5



Quadlight



Shadowlight



Spot1



Spot10



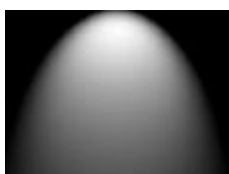
Spot12



Spot13



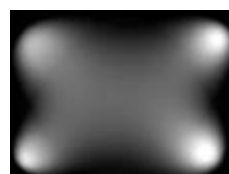
Spot2



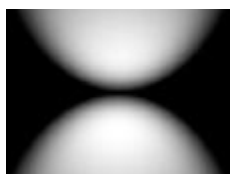
Spot3



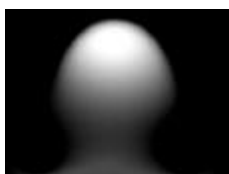
Spot4



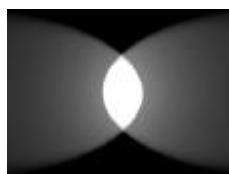
Spot5



Spot6



Spot7



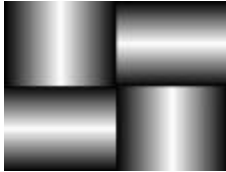
Spot8



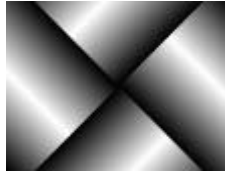
Spot9



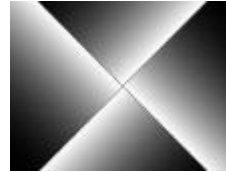
Linear



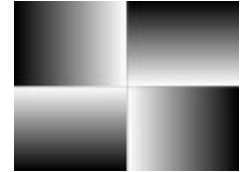
4boxes



4boxes2



4boxes3



4boxes4



Cubic



Cubicmosaic



Fire



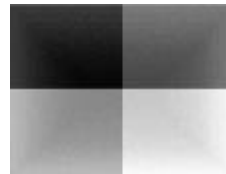
Fur



Jiggle



Linearsparkle2



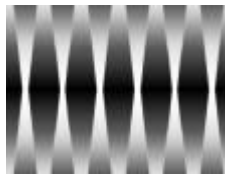
Noisesquare



Smoke



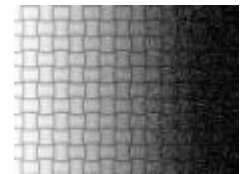
Stripes



Stripes5



Surface3



Weave1



Weird

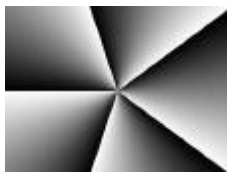


Zigzag

Misc



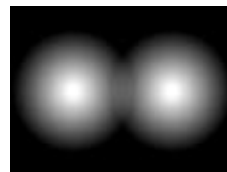
4sweep



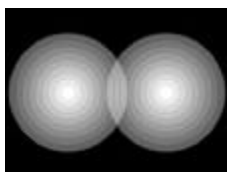
5sweep1



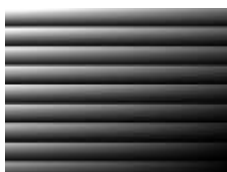
Backforth



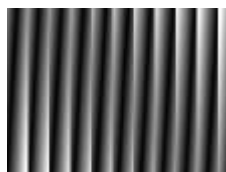
Binoc1



Binoc2



Blinds1



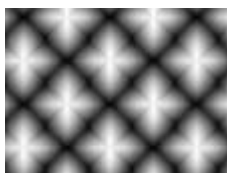
Blinds2



Blinds3



Circleheight1



Cross



Curtain1



Curtain2



Curtain3



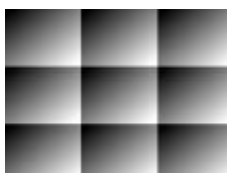
Curtain4



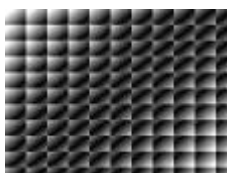
Diagblind



Diamond



Gradtil1



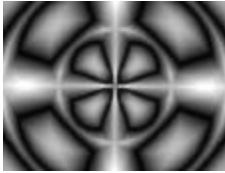
Gradtil2



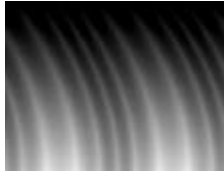
Hourglas



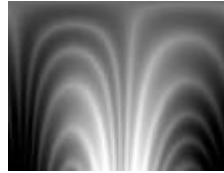
Merge21



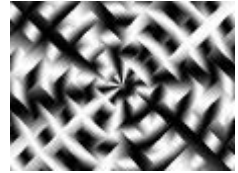
Merge22



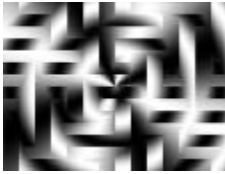
Polar1



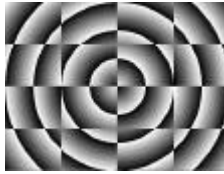
Polar2



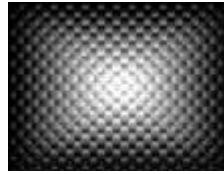
Raddiag



Radxy2



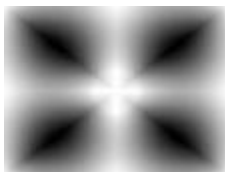
Ringblchk



Squarediamond



Misc2



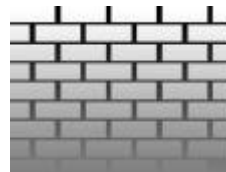
4holes



4x2



Blinds



Bricks1



Centerlogic



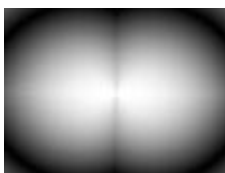
Cocoon3



Doublelinear



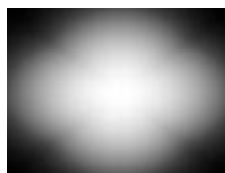
Doublelinear2



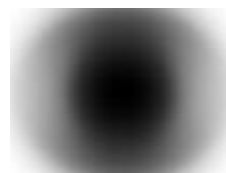
Doublesphere1



Jigglewaves2



Oldwipe



Pinch



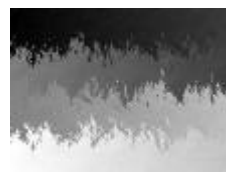
Polar



Puddlemaker



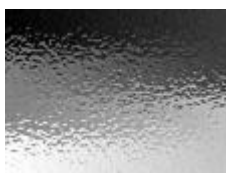
Quarterdown



Quarterdown4



Quarterdown5



Quarterdown7



Radpetals



Radwaves



Ripple



Stripedcircle



Stripedflag



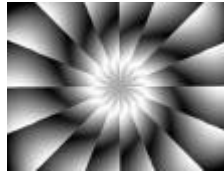
Triangle1



Triangle2



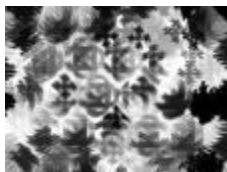
Triangle3b



Turbine



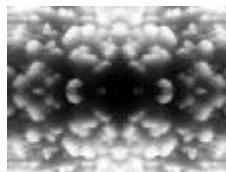
Mosaics



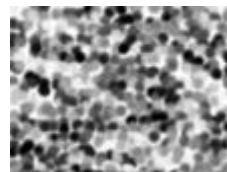
Bubbles7



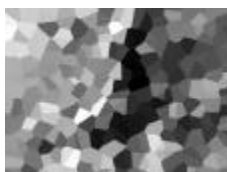
Chromeball



Cloudsmosaic



Confetti



Crystal



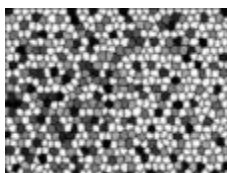
Crystal2



Crystalclouds



Hewwave



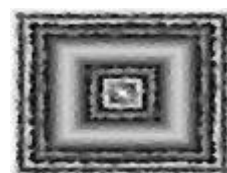
Honey



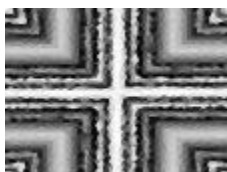
Lincry



Linearmosaic



Linearmosaic3



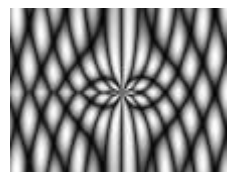
Linearmosaic4



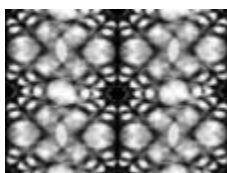
Linhex



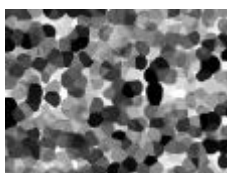
Linpointy



Magicmarm4



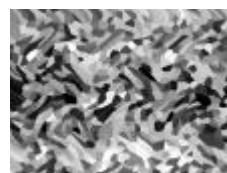
Mosai2



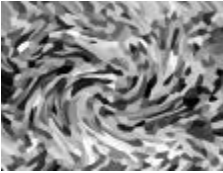
Pointy2



Qpoints



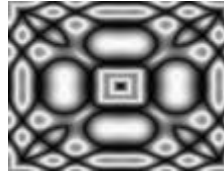
Ripcrystalwav



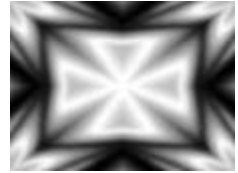
Ripcrystalwavtwirl



Shadowmosaix



Somethingcross



Somethingelse2



Stone15rip crystal



Stoneflower

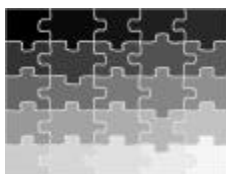


Texture2



Texture3

Puzzle



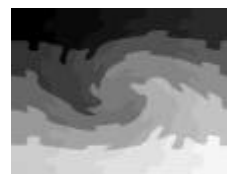
Puzzle2



Puzzle2a



Puzzle2b



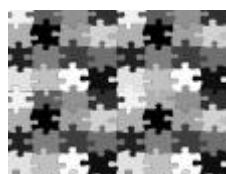
Puzzle2f



Puzzle2h



Puzzlea



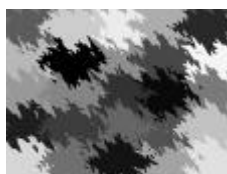
Puzzleb



Randompuzzle



Randompuzzle2



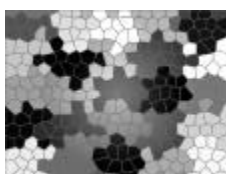
Randompuzzle2c



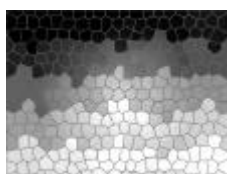
Randompuzzle2d



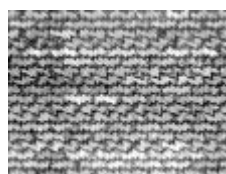
Randompuzzle2g



Stainedglass



Stainedglass2



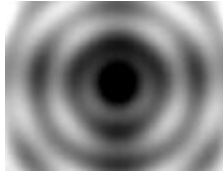
Stone15rip



Radar



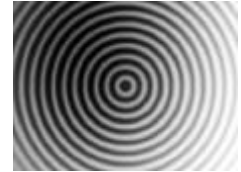
Amulett1



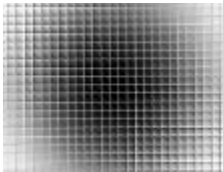
Cosmo1



Cosmo2



Cosmo3



Glas1



Glas2



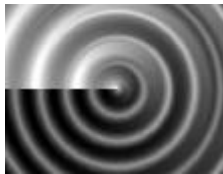
Glas3



Magnetic1



Magnetic2



Multiradar



Plategrad1



Plategrad2



Plategrad3



Plategrad4



Radfeed2



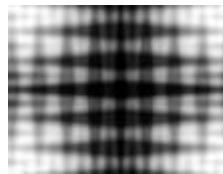
Radialfeeb1



Radialfeed3



Randomart1



Wavepattern



Wonderland2



GRADIENT CATALOG

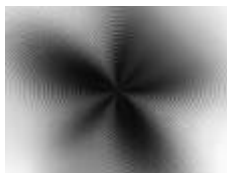
ALPHA
MAGIC



Wonderland3



Wonderland4



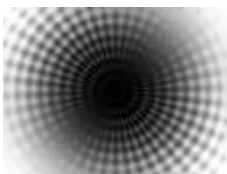
Wonderland5



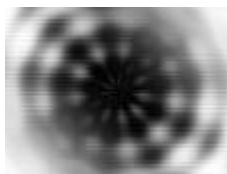
Wonderland6



Wonderland7



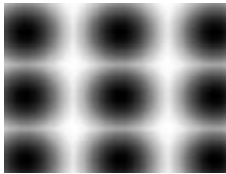
Wonderland8



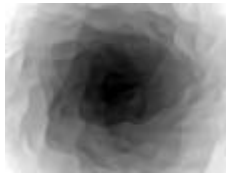
Wonderland9



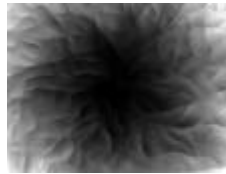
Radial



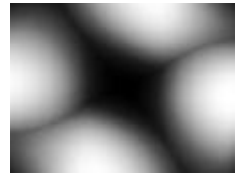
9net



Cave1



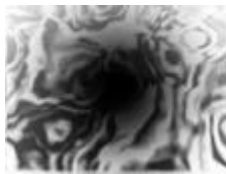
Cave2



Cocoon



Fire1



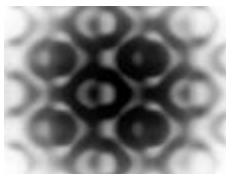
Fire2



Grid1



Grid2



Luna



Mechanical1



Mechanical2



Mechanical3



Mechanical4



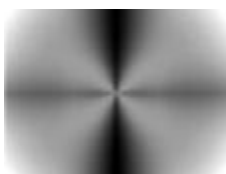
Microbes



Microbes2



Mosaic



Mouth



Painted



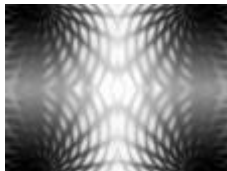
Pattern1



Pattern2



Pattern3



Prism1



Prism2



Sphere1



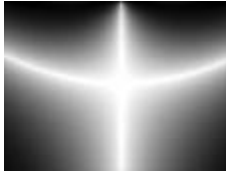
Sphere2



Water



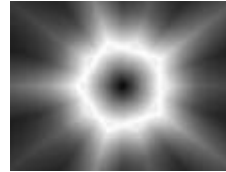
Rings



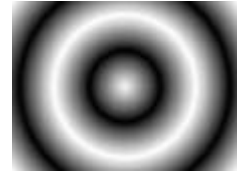
Bat



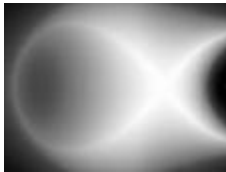
Clover



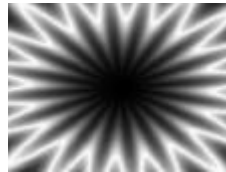
Dblpenta



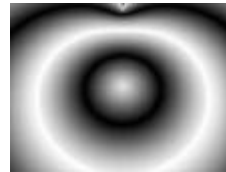
Doublingring



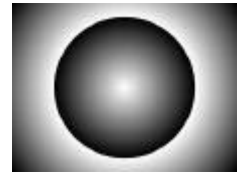
Fish



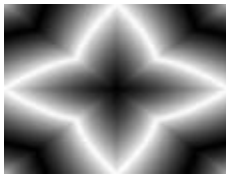
Flowerring



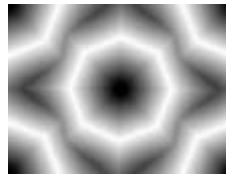
Fractalbat



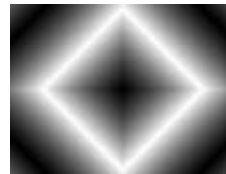
Invrad1



Octa



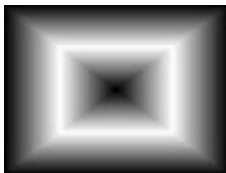
Octagon



Prisma



Ring



Square



Tristar



Wheels



Shapes



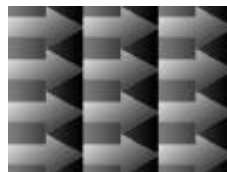
Bigarrow3



Bigarrow4



Bigarrow5



Bigarrow8



Bigheart1



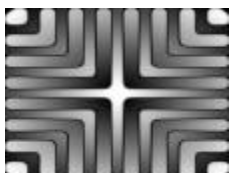
Bigheart4



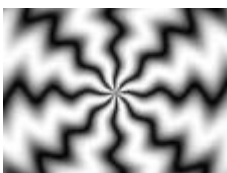
Diaglin1



Diagrad1



Quartersquares



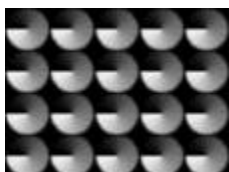
Rays



Sinesincircles



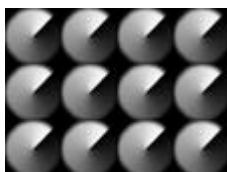
Stepwisecircles



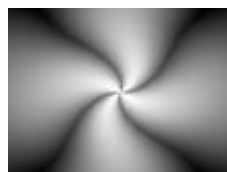
Stepwisecircles2



Sweepcircles



Sweepcircles2



Twirl



Twirling



Twisted2



Twisted4



Twisted5



Sines



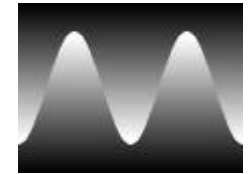
2cosgrad



2cosine1



2cosine2



2cosine3



2diagcos



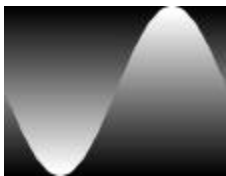
2diagsin1



2diagsin2



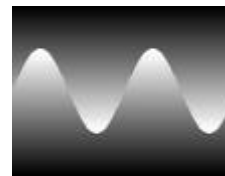
2diagsin3



2singrd1



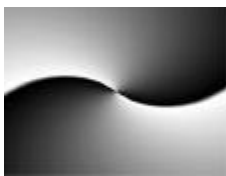
2singrd2



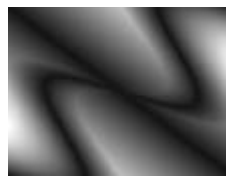
2singrd3



Diagsin



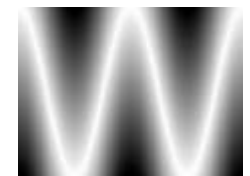
Doublesine



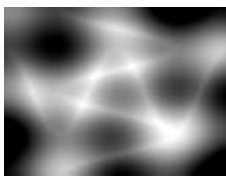
Sindiag



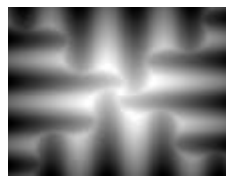
Sine1



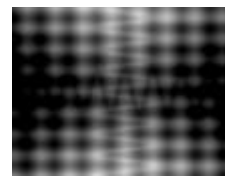
Sine2



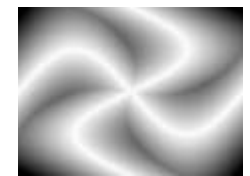
Sine3



Sine4



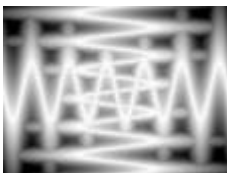
Sine5



Sine6



Sine7



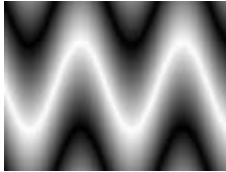
Sine8



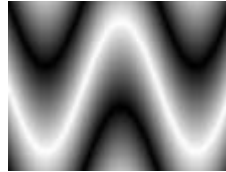
Sinusdiag



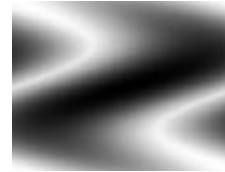
Sines2



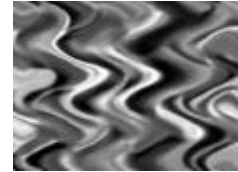
Cosin1



Cosin2



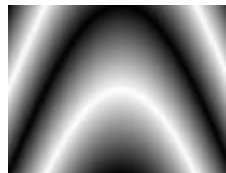
Doublesin



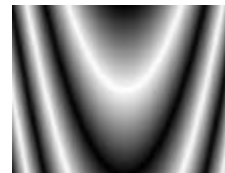
Earthwave1



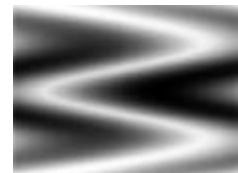
Earthwave2



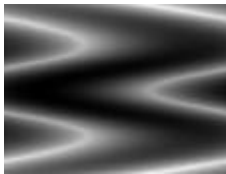
Largesin1



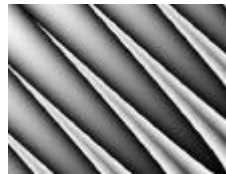
Largesin2



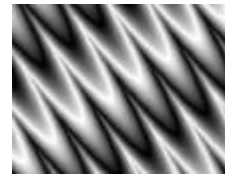
M1



M2



Metalspike



Metalspike2



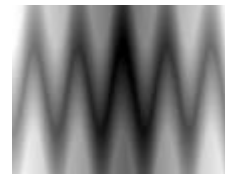
Metalwave1



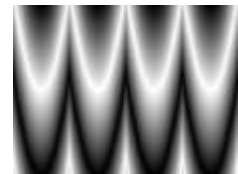
Metalwave2



Radiowave1



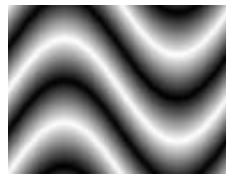
Radiowave2



Sincurtain1



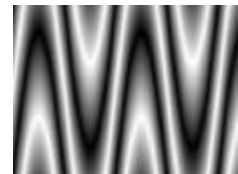
Sincurtain2



Sinus



Swave

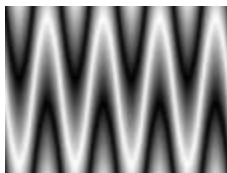


Triplesin1



GRADIENT CATALOG

ALPHA
MAGIC



Triplesin2



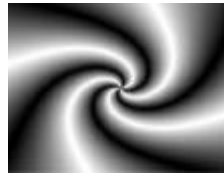
Spiral



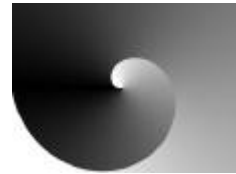
2waves



2waves2



4spiral



Archie2



Dblspiral



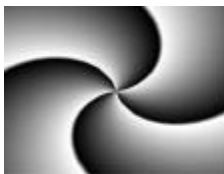
Helix1



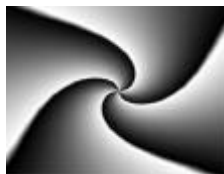
Helix2



Pentspiral



Quadsin



Quadspiral



Shellnut1



Snail1



Snail2



Snail3



Spiral1



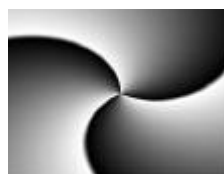
Spiral2



Spiral3



Spiral4



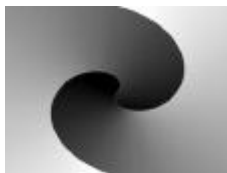
Trisin



Trispiral



Trispiral2



Yinyang



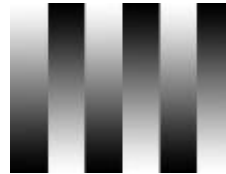
Standard



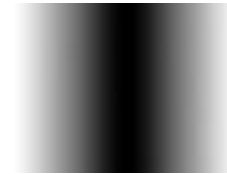
Bandwiped



Bandwipesh



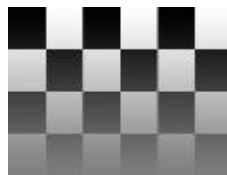
Bandwivep



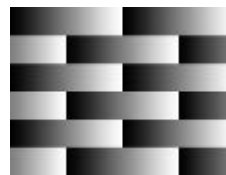
Barndoorsh



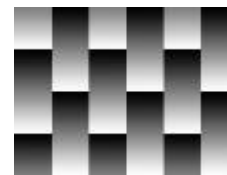
Barndoorstv



Checherboard



Checherwipesh



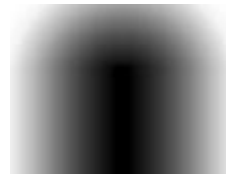
Checherwivep



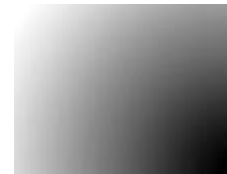
Clockwipe



Curtain



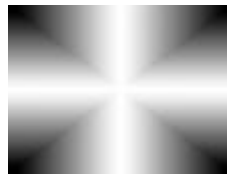
Door



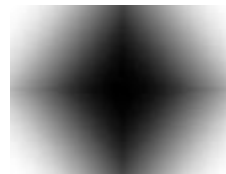
Edgewipe



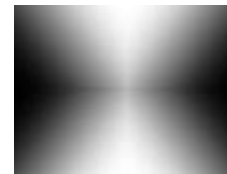
Inset



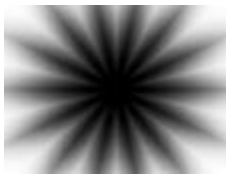
Iriscross



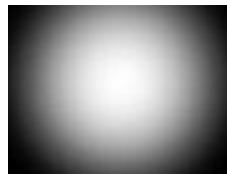
Irisdiamond



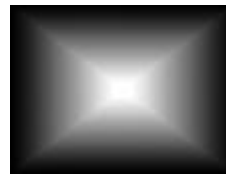
Irisdiamond2



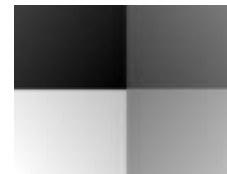
Irisflower



Irisround



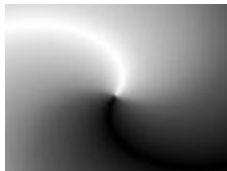
Irisquare



Peelback



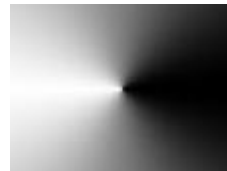
Radialwipe



Roundwedge



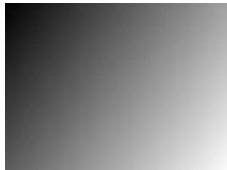
Wedgewiped



Wedgewipeh



Wedgewipev



Wiped



Wipeh



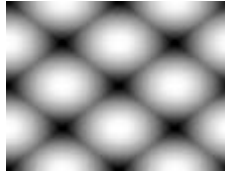
Wipev



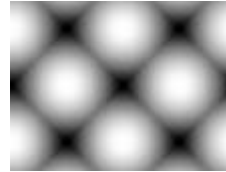
Tiles



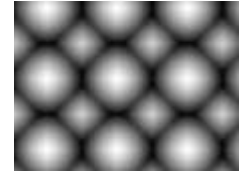
Blurstair1



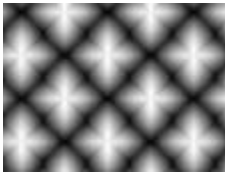
Bubbles1



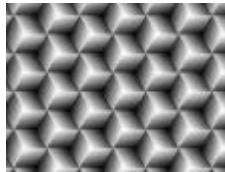
Bubbles2



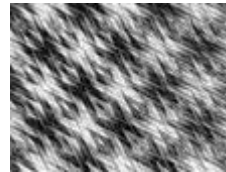
Bubbles3



Crosstile



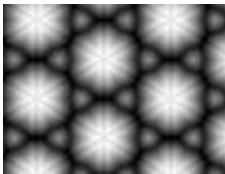
Cubes



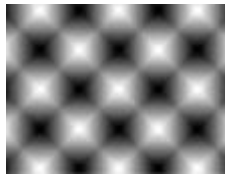
Diamondstexture



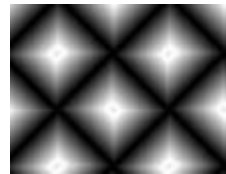
Electronic



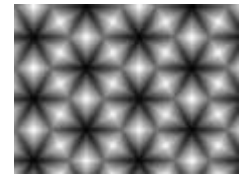
Flakes



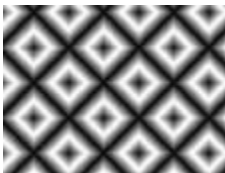
Gems



Gems2



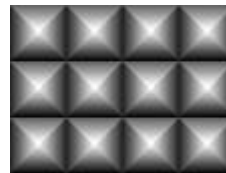
Gems3



Prism



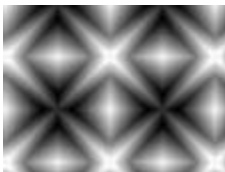
Prismgrad



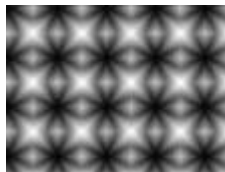
Pyramids



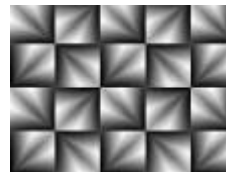
Squares



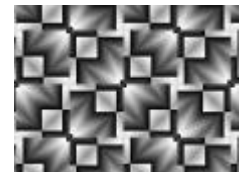
Stars1



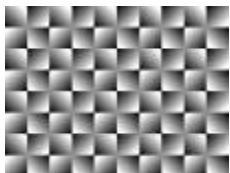
Stars2



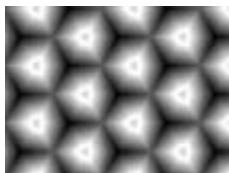
Tiles1



Tiles2



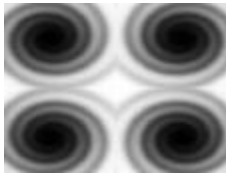
Tiles6



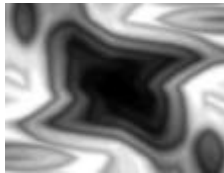
Triangles



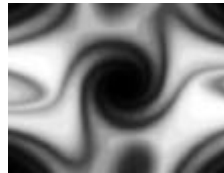
Twirl



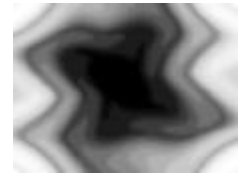
4twirls



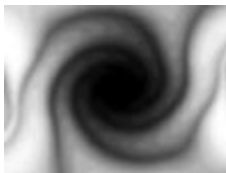
Blackhole1



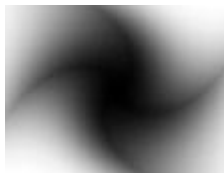
Blackhole2



Blackhole3



Cavetwirl



Flag



Gravswirl2



Gravswirl3



Prismtwirl



Startwirl3



Swirldist3



Tunnel1



Tunnel2



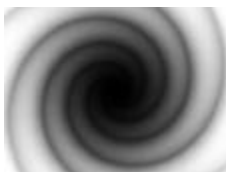
Tunnel3



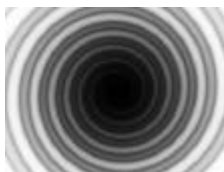
Tunnel4



Tunnel5



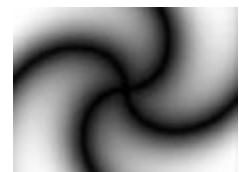
Twirl1



Twirl2



Twirl4



Zoom1