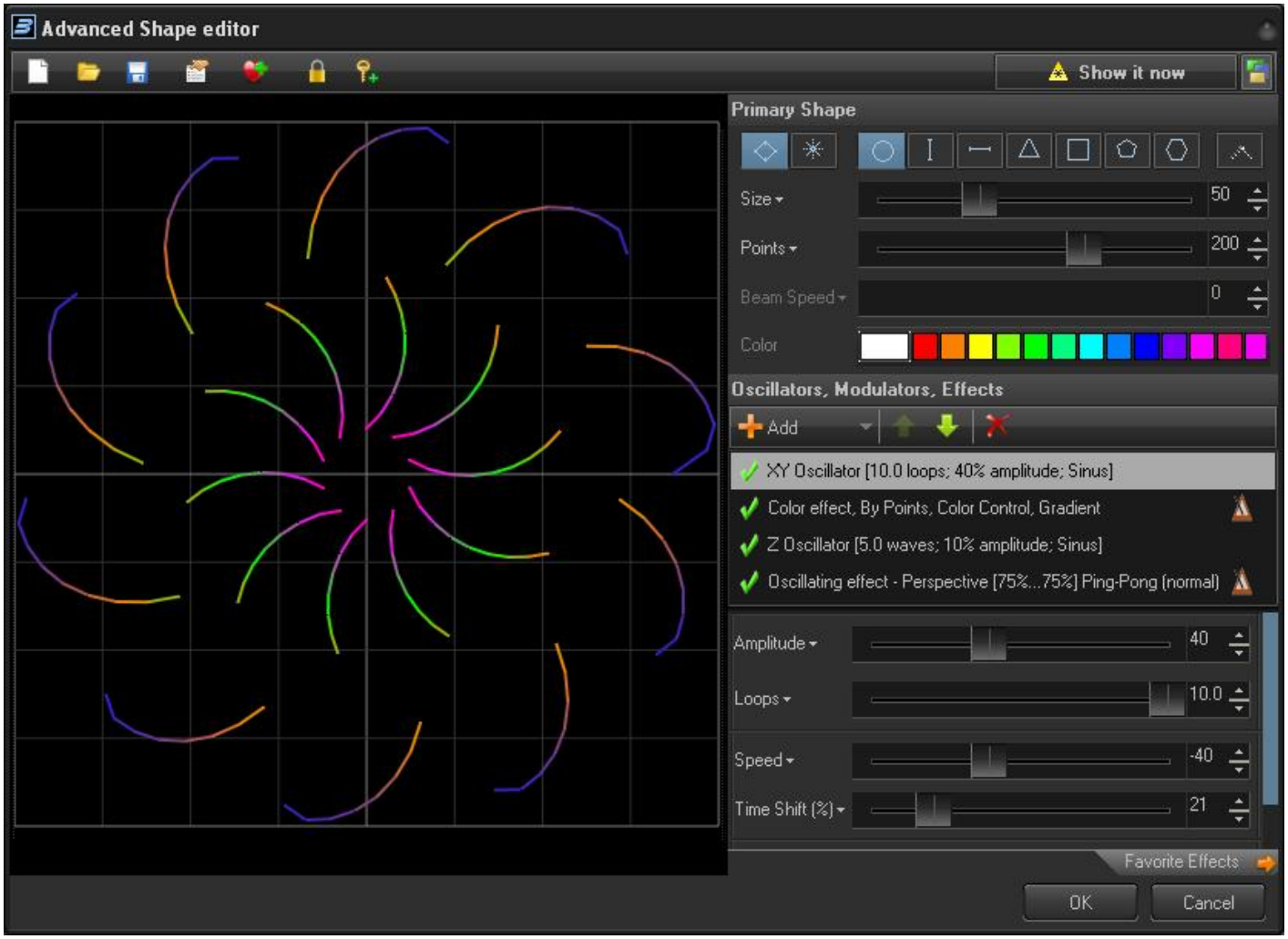
Advanced Shape (abstract) editor

In addition to the QuickShape feature, BEYOND also includes a full featured Advanced Shape (abstract) editor. The main window of the Advanced Shape (abstract) editor is shown below, along with a view of the main controls.



QuickShape plus effects = Advanced Shapes

Even though it's capable of stunning imagery, the Advanced Shape (abstract) editor is still very easy to use, since it is based on the easy concepts of QuickShape. You just pick a base shape, and then add Oscillators, Modulators and Effects to the base shape to create outstanding abstracts.

To add these, simply click on the Add button. The terminology has been designed to be easy to understand (for example, using terms like Loops and Speed instead of Frequency and other arcane language).

From:
http://wiki.pangolin.com/ - **Complete Help Docs**

Permanent link:
http://wiki.pangolin.com/doku.php?id=beyond:advanced_shape_editor&rev=1591896043

Last update: **2020/06/11 19:20**