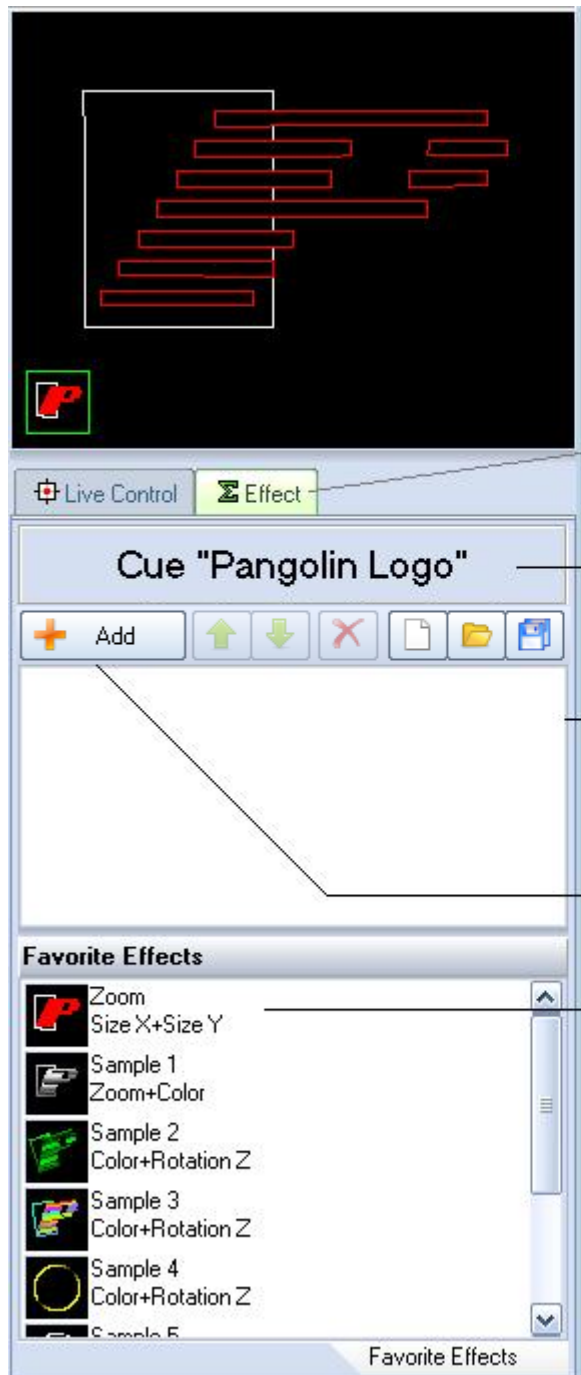# Effect Editor

The **Effect Editor** in QuickShow is continuously available and is found on the right side of the QuickShow window. The **Effect Editor** window shown below, along with an explanation of the main features.

The Effect Editor is continuously available, and can be found on the right side of the QuickShow window, below the Preview window and on the right side of the Live Control tab
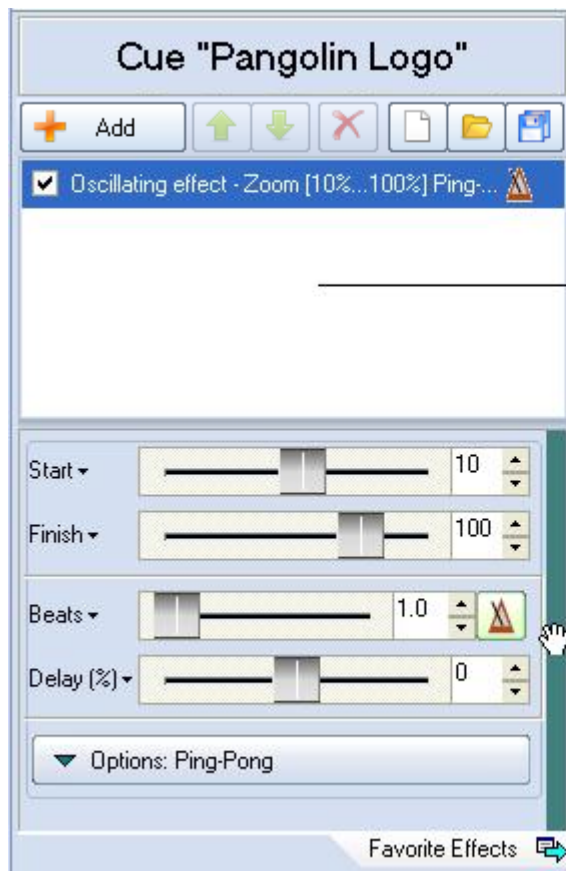
Since the Effect Editor is a "shared" resource, this text tells you what the Effect Editor is currently working on

The Effect Editor "E" icon can also be seen in cues

To add a new effect, just click on the Add button

Alternatively, you can double-click one of the Favorite Effects in the library under the Effect Editor

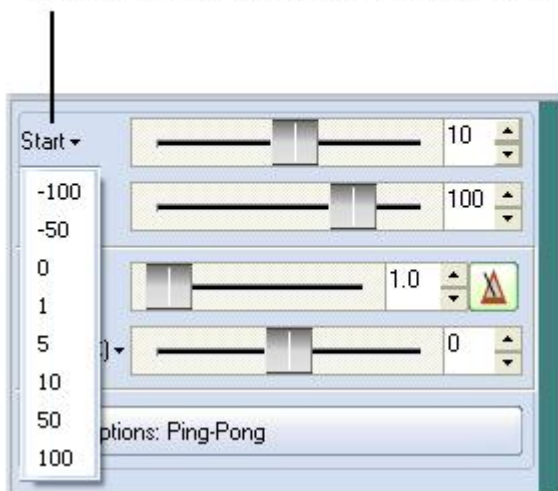## Adding an effect and adjusting parameters

Once you have added one or more effects, the parameters for each effect can be found in the lower portion of the editor window

Placing your mouse in the green area to the right allows you to scroll the contents up and down

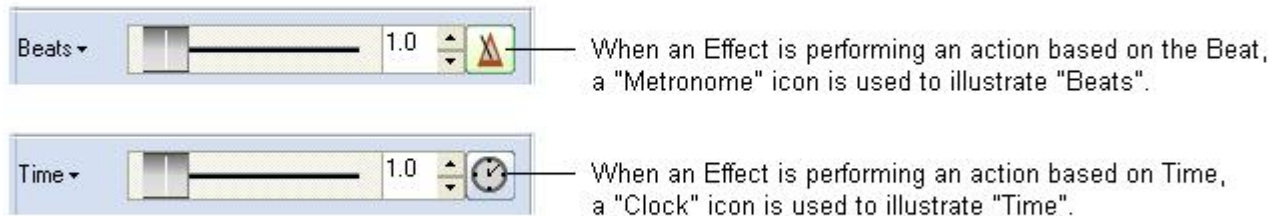(this works just like the panels in 3D Studio MAX)

Quickly accessing often-used values

For most parameters, you can quickly access the most-used values by clicking on the down-ponting arrow. After that, simply click on the value you want.

Actions can be based on the beat of the music, or based on time

Many Effects have the capability of performing an action based on the Beat of the music, or based on Time.

When an Effect is performing an action based on the Beat, a "Metronome" icon is used to illustrate "Beats".

When an Effect is performing an action based on Time, a "Clock" icon is used to illustrate "Time".

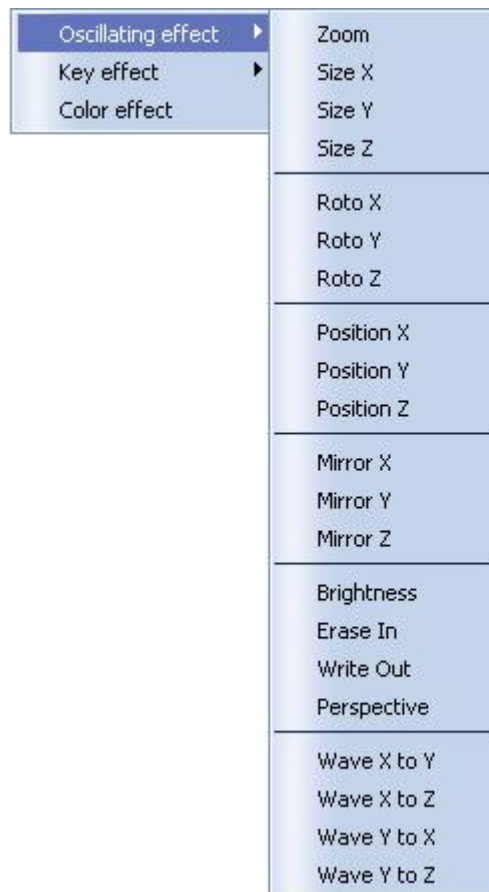You can change between Beats and Time by clicking on the icon to toggle it.

Types of Effects

QuickShow offers three different types of effects:

1. Ordered List ItemOscillating Effects (typically used to perform functions to the beat of the music, such as zooming, fading, rotating, etc.)
2. Key Effects (these are time-based effects which actually each of their own timeline, so they can do more complex actions)
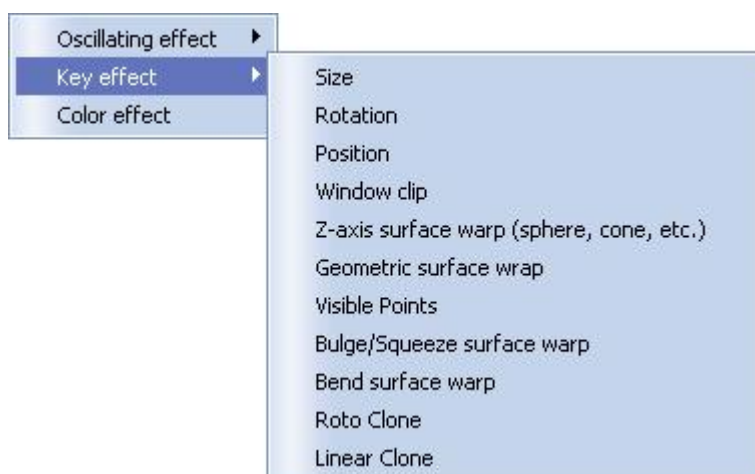3. Color Effects

Oscillating Effects
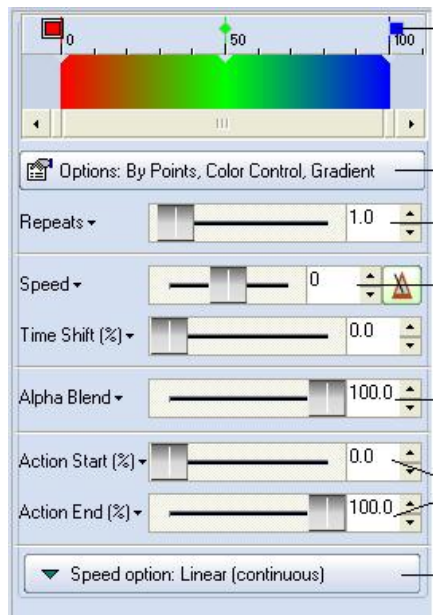
The list of Oscillating Effects can be seen below.

Oscillating effect ▶	Zoom
Key effect ▶	Size X
Color effect	Size Y
	Size Z
	Roto X
	Roto Y
	Roto Z
	Position X
	Position Y
	Position Z
	Mirror X
	Mirror Y
	Mirror Z
	Brightness
	Erase In
	Write Out
	Perspective
	Wave X to Y
	Wave X to Z
	Wave Y to X
	Wave Y to Z

Key Effects

The list of Key-Effects can be seen below

Oscillating effect ▶	
Key effect ▶	Size
Color effect	Rotation
	Position
	Window clip
	Z-axis surface warp (sphere, cone, etc.)
	Geometric surface wrap
	Visible Points
	Bulge/Squeeze surface warp
	Bend surface warp
	Roto Clone
	Linear Clone

Color Effects

Although QuickShow only has one Color Effect menu, the single Color Effect has many options which

make it very versatile.

Double-click on a color chip to change the color, or double-click in between chips to add a color

There are many options about how to apply the color effect -- i.e. by points, by radius, by axis, etc.

This controls how many times the color sequence will be repeated

This controls the speed so color cycling can be performed

This allows you to control the blend between the original colors and Effect colors

These two control the start and end of the action. Depending on the Options above, it could mean the starting and ending point, starting and ending radius, etc.

The effect can take place continuously, ping-pong, random, accelerate/decelerate, etc.

See Also

- QuickFX

Return to index