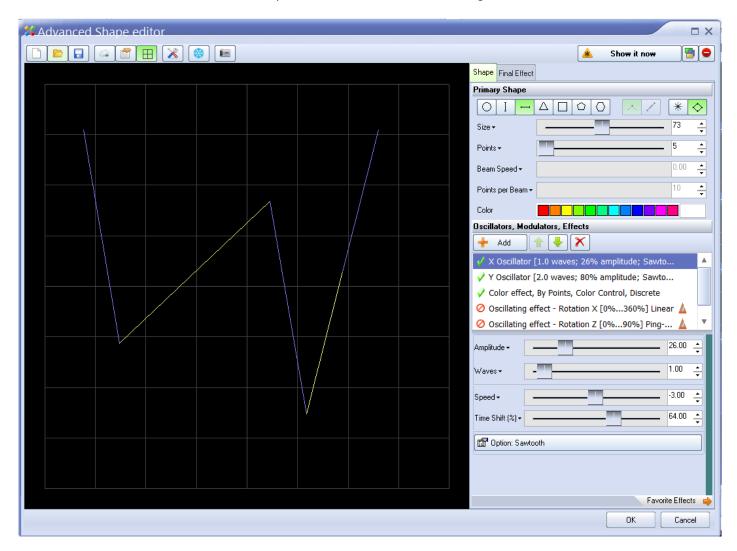
2024/04/28 08:01 1/2 Advanced Shape editor

Advanced Shape editor

In addition to the QuickShape feature, QuickShow also includes a full featured Advanced Shape editor. The main window of the Advanced Shape 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 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).

See Also

Advanced Tools overview

Return to index

From:

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

Permanent link:

http://wiki.pangolin.com/doku.php?id=quickshow:advanced_shape_abstract_editor&rev=1570544537

Last update: 2020/06/11 19:22



http://wiki.pangolin.com/ Printed on 2024/04/28 08:01