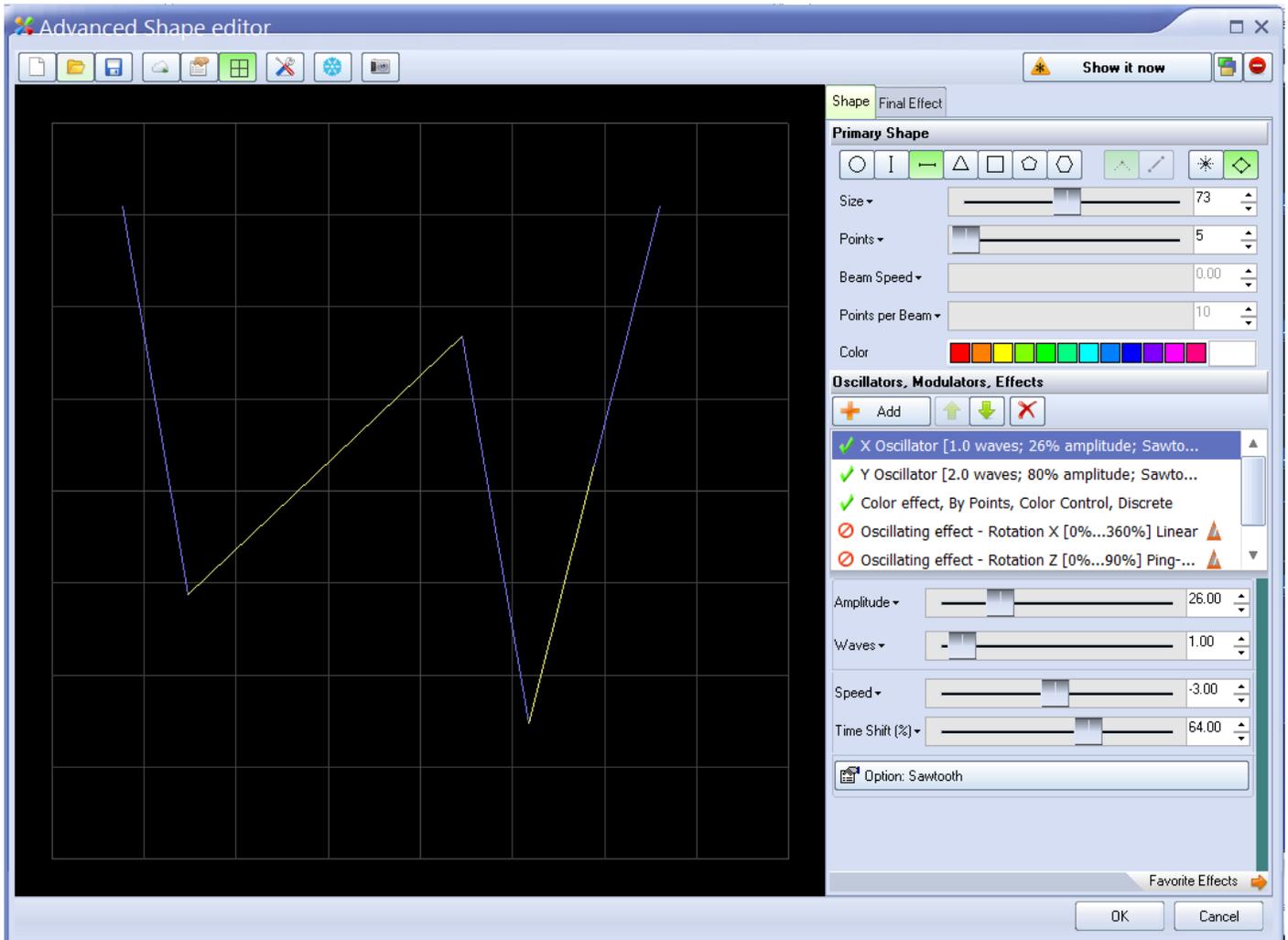# Advanced Shape editor

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

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