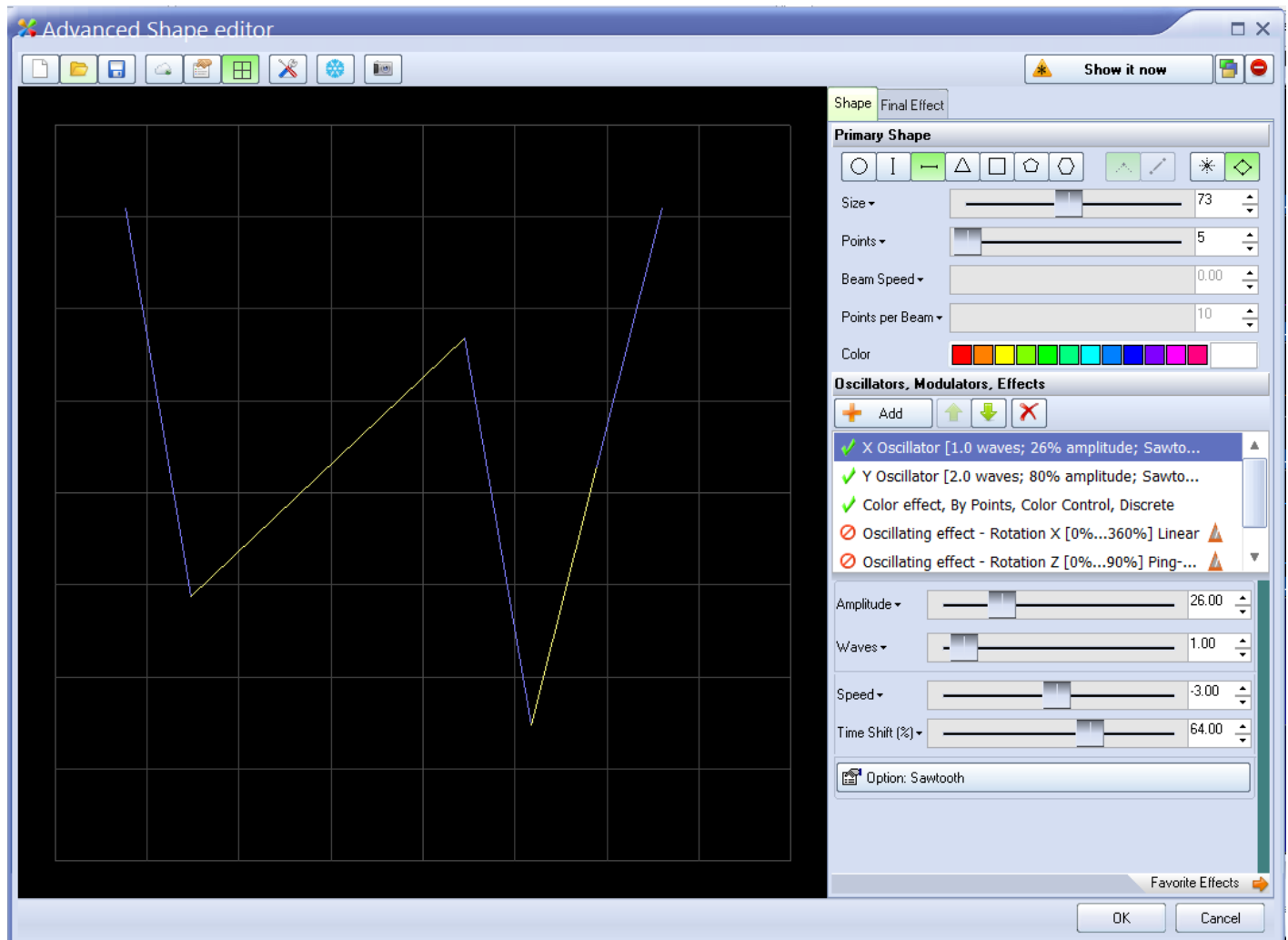


Advanced Shape editor

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:
<https://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:
https://wiki.pangolin.com/doku.php?id=quickshow:advanced_shape_abstract_editor&rev=1570548171

Last update: **2020/06/11 19:22**

