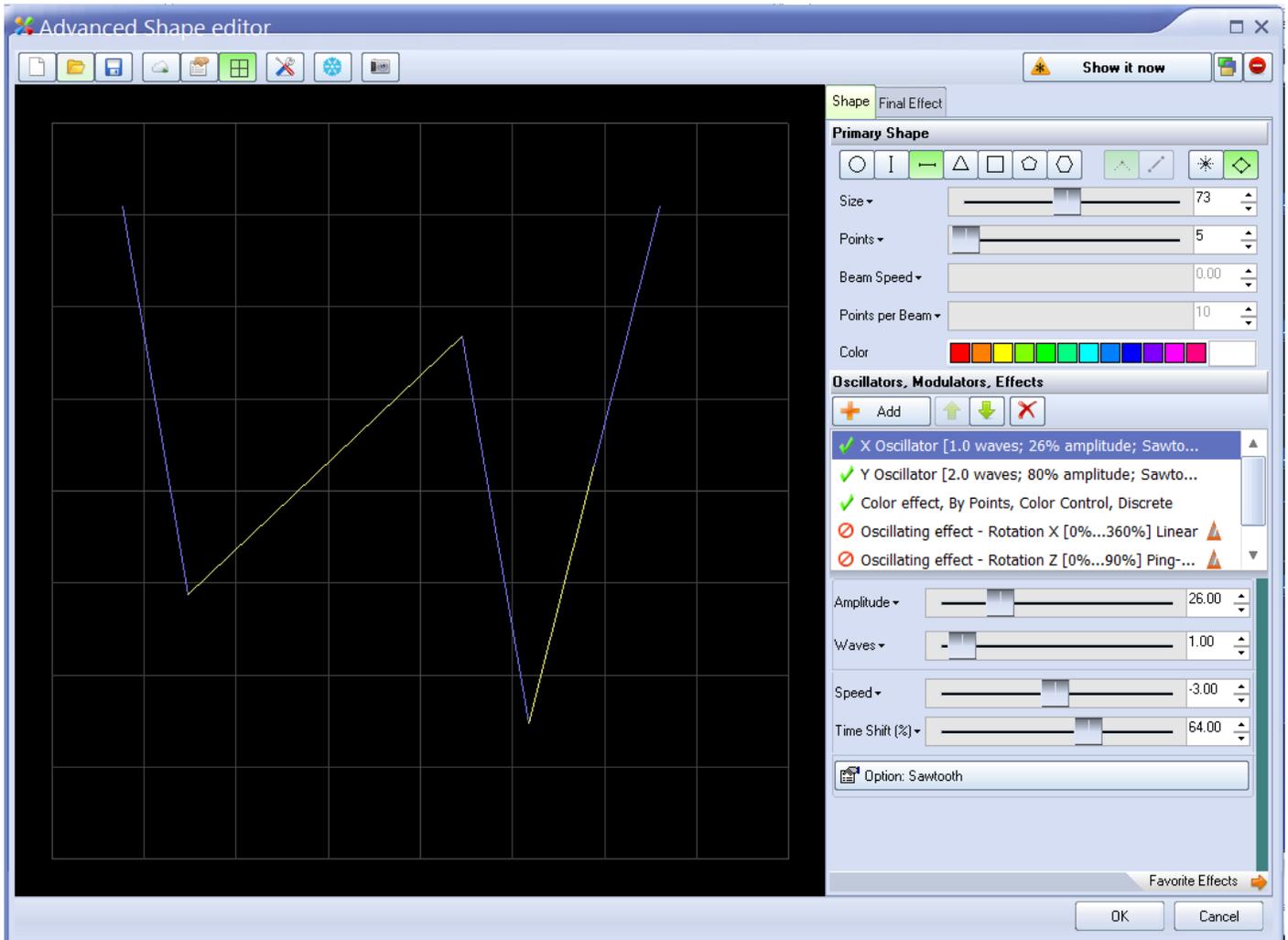


# Advanced Shape editor

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 (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.

On the shapes tab, you can click the color button to add color banks. Advanced shapes allow you to add many color banks. Every Bank allows you to add static or various other color Oscillations or cycles. Select the preferred method and add this to the shape.

On top of this, you can add effects. There is a main effect panel and a final effect panel.

To add effects, select the Main or Final tab and simply click on the Add button.

[More information about effects can be found here.](#)

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=1705588568](https://wiki.pangolin.com/doku.php?id=quickshow:advanced_shape_abstract_editor&rev=1705588568)

Last update: **2024/01/18 15:36**

