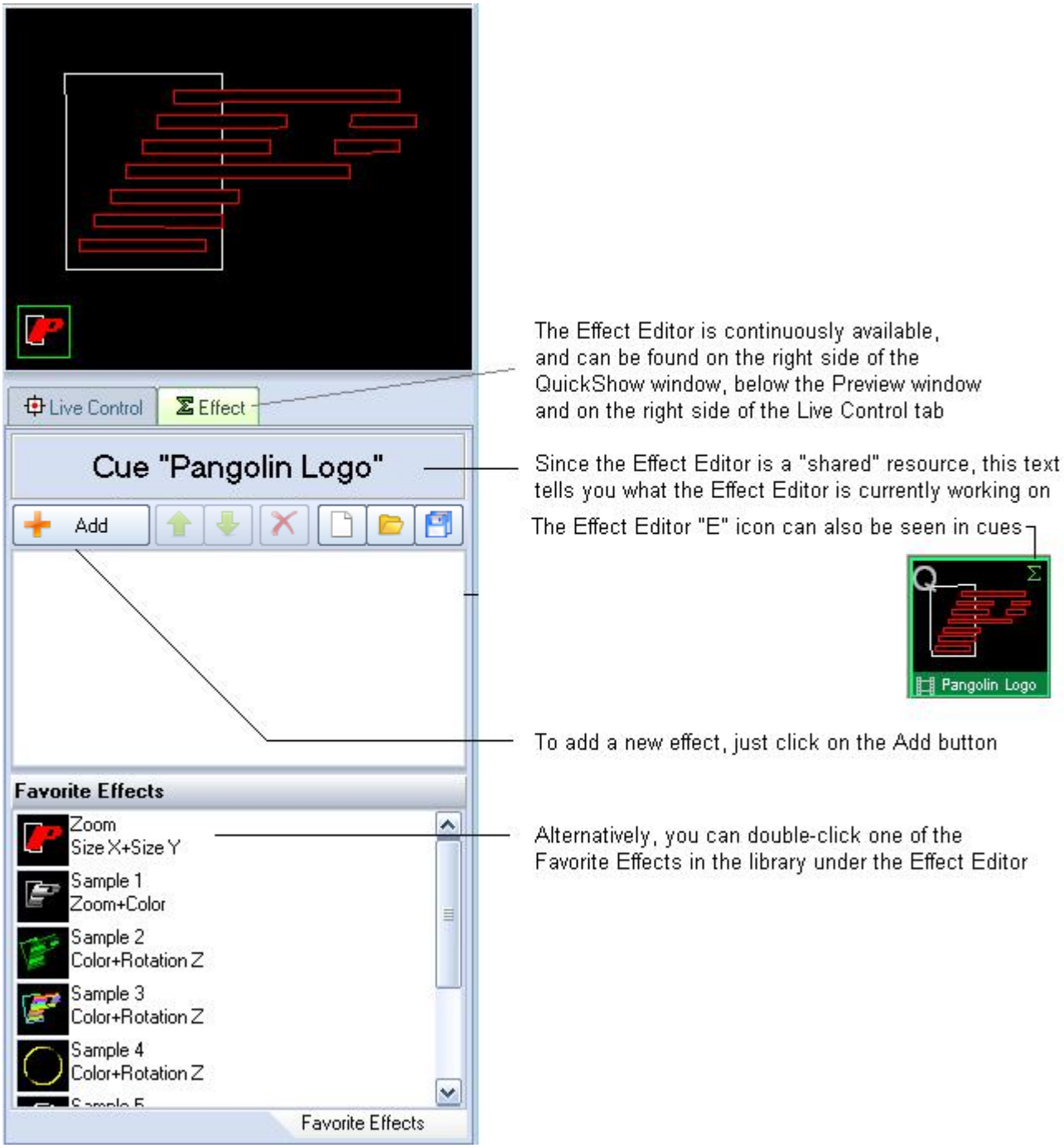
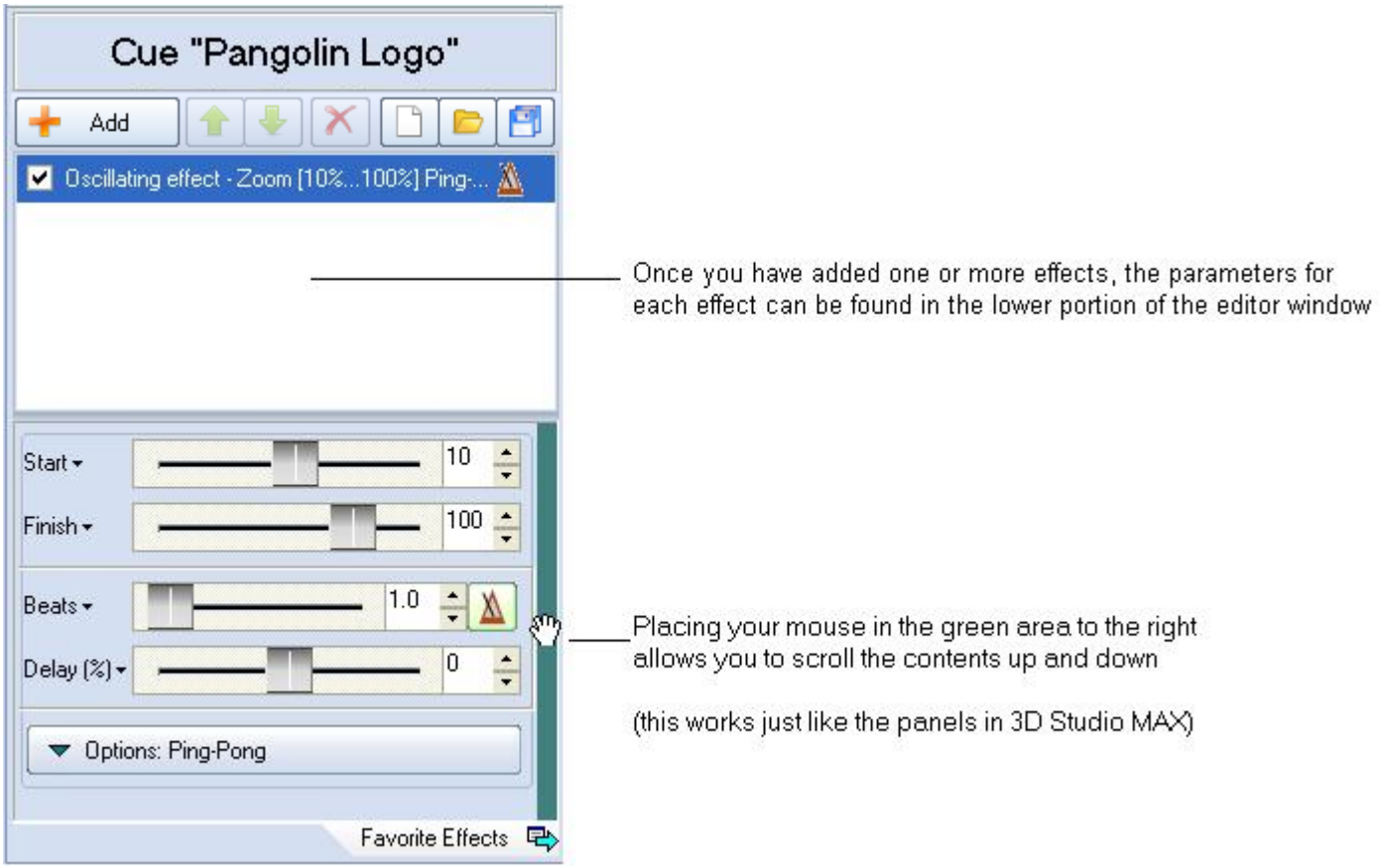
Effect Editor

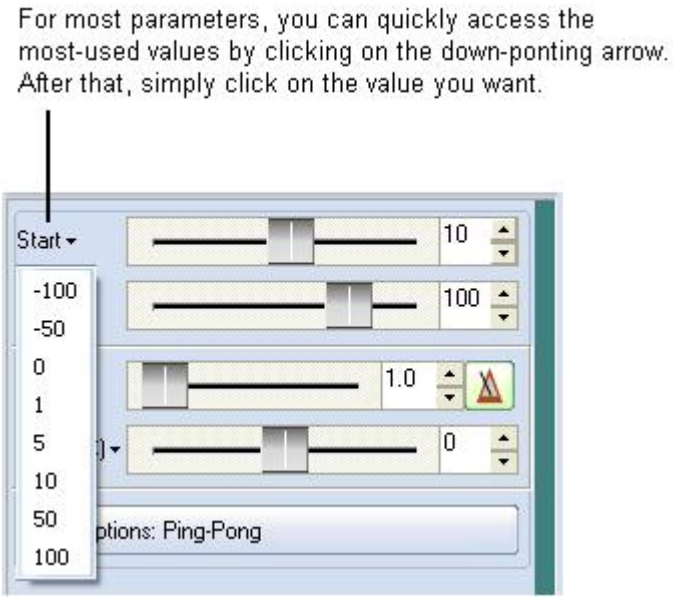
The **Effect Editor** in QuickShow is continuously available and is found on the right side of the QuickShow window. The **Effect Editor** window shown below, along with an explanation of the main features.



Adding an effect and adjusting parameters

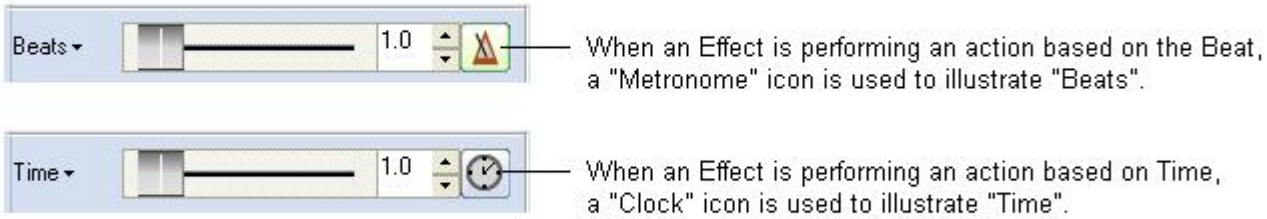


Quickly accessing often-used values



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.



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

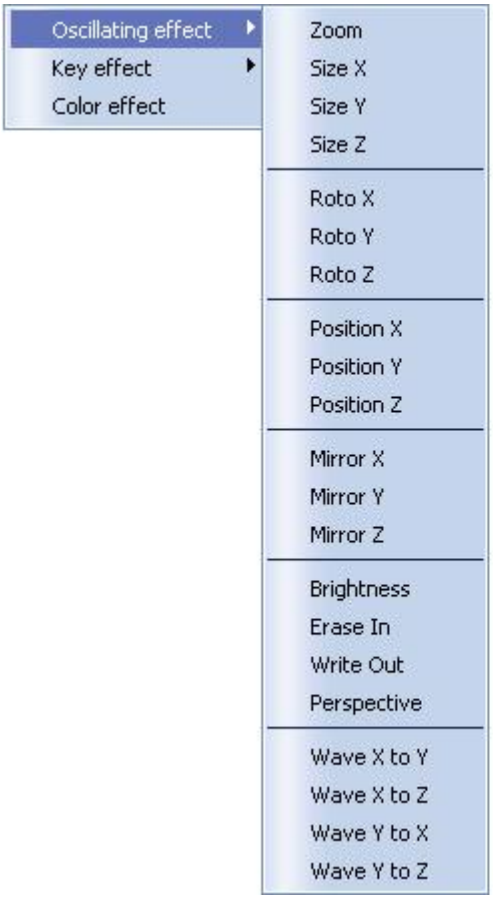
Types of Effects

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

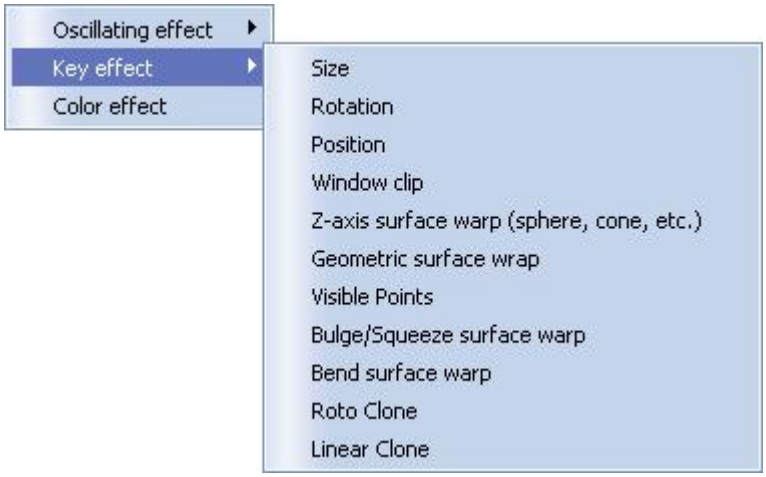
Oscillating Effects

The list of Oscillating Effects can be seen below.



Key Effects

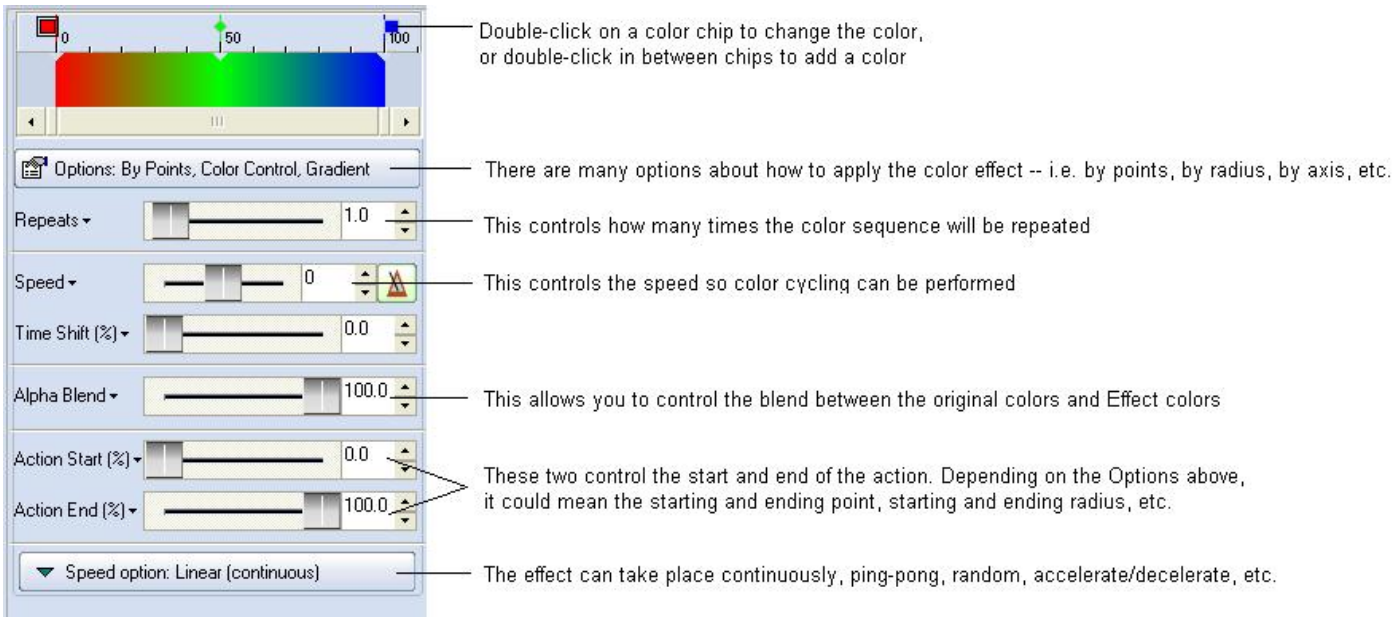
The list of Key-Effects can be seen below



Color Effects

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

make it very versatile.



See Also

- QuickFX

Return to index

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

Permanent link:
http://wiki.pangolin.com/doku.php?id=quickshow:effect_editor_overview

Last update: **2019/10/08 18:10**