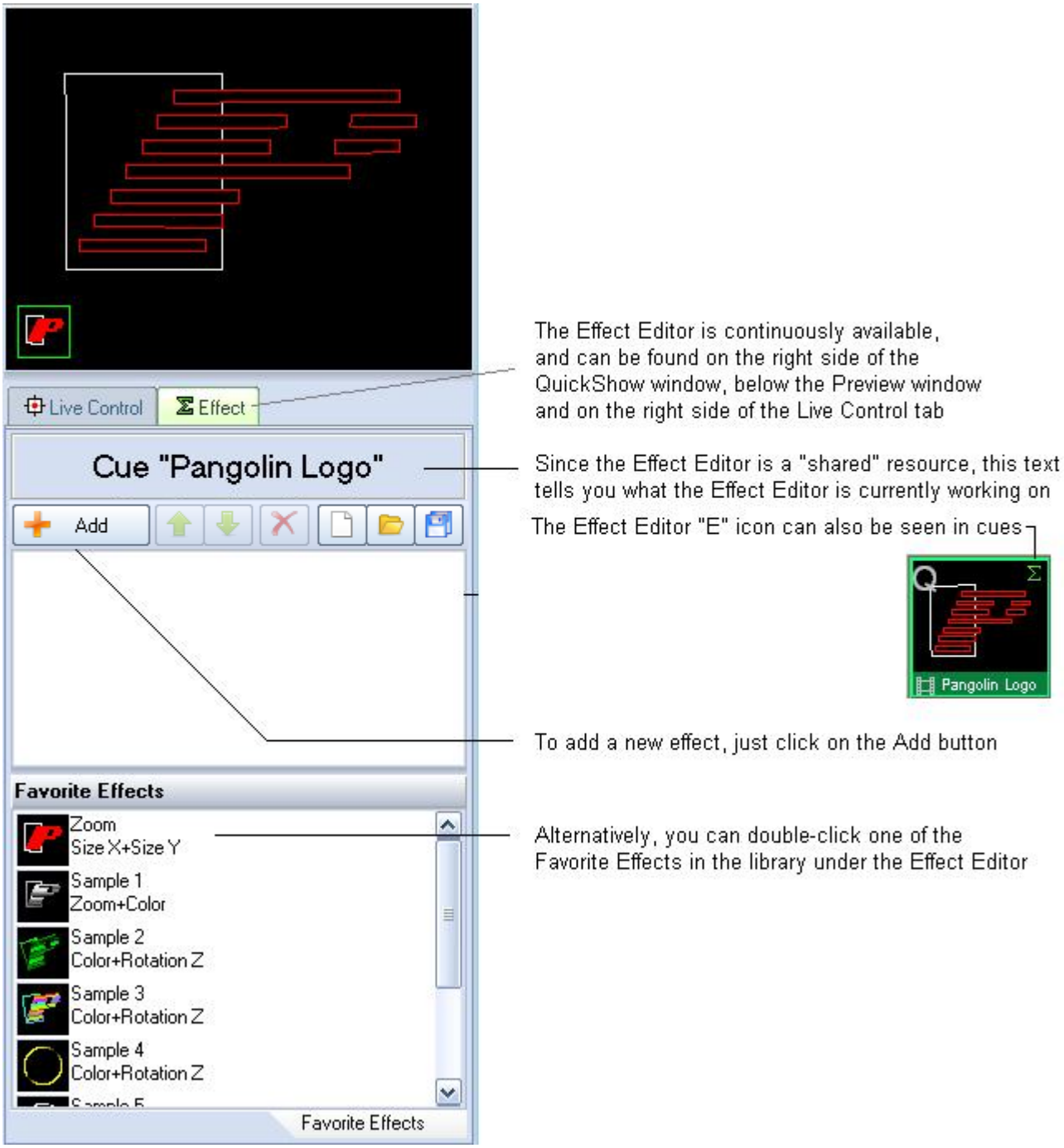
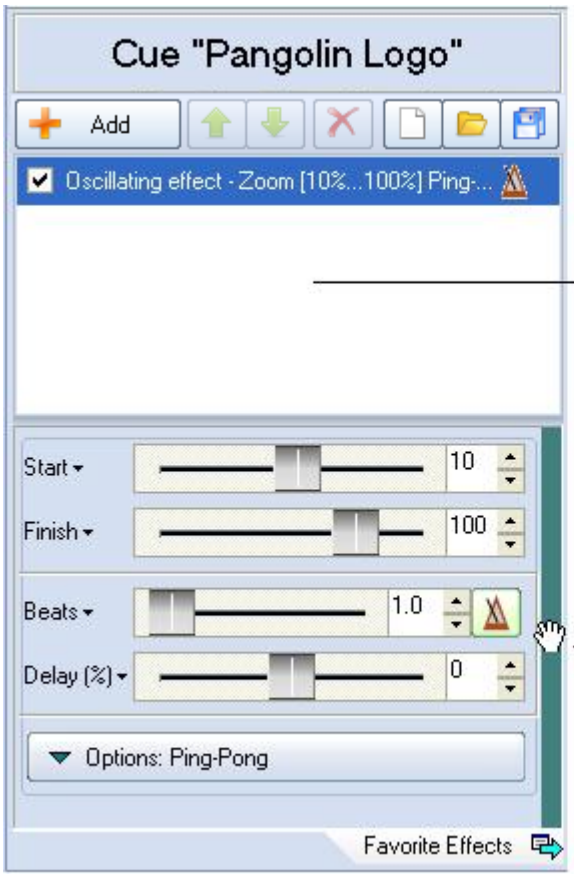
Effect Editor

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



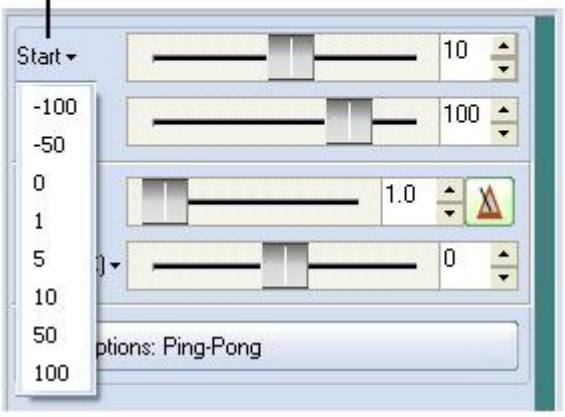
Once you have added one or more effects, the parameters for each effect can be found in the lower portion of the editor window

Placing your mouse in the green area to the right allows you to scroll the contents up and down

(this works just like the panels in 3D Studio MAX)

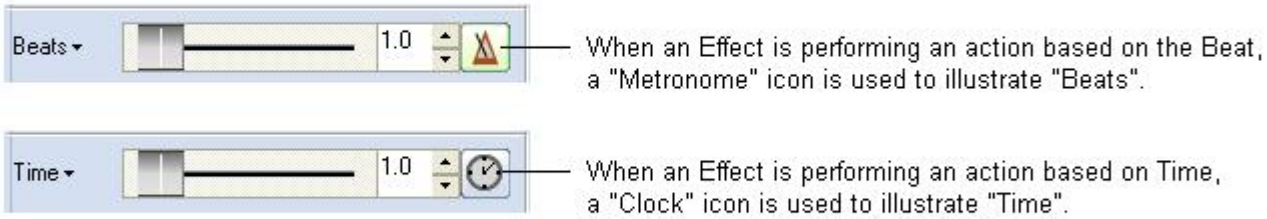
Quickly accessing often-used values

For most parameters, you can quickly access the most-used values by clicking on the down-ponting arrow. After that, simply click on the value you want.



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.

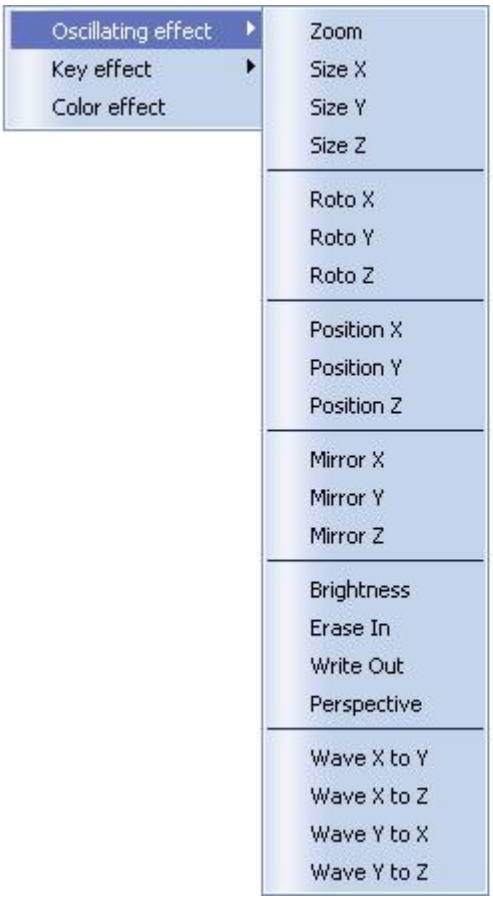
Types of Effects

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

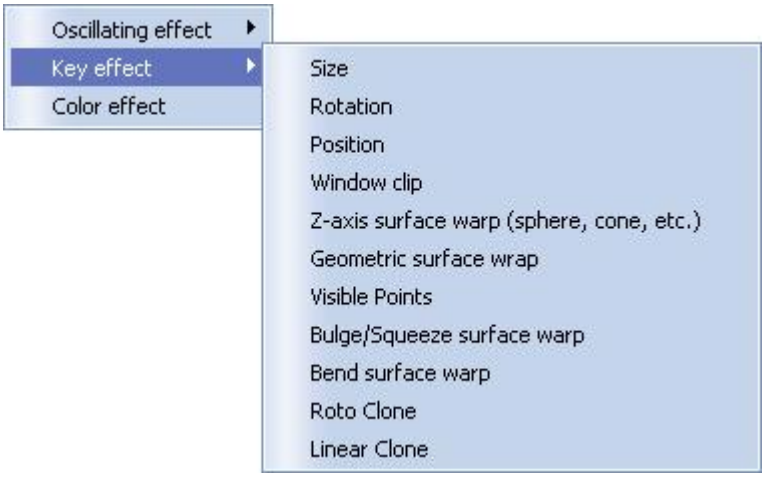
Oscillating Effects

The list of Oscillating Effects can be seen below.



Key Effects

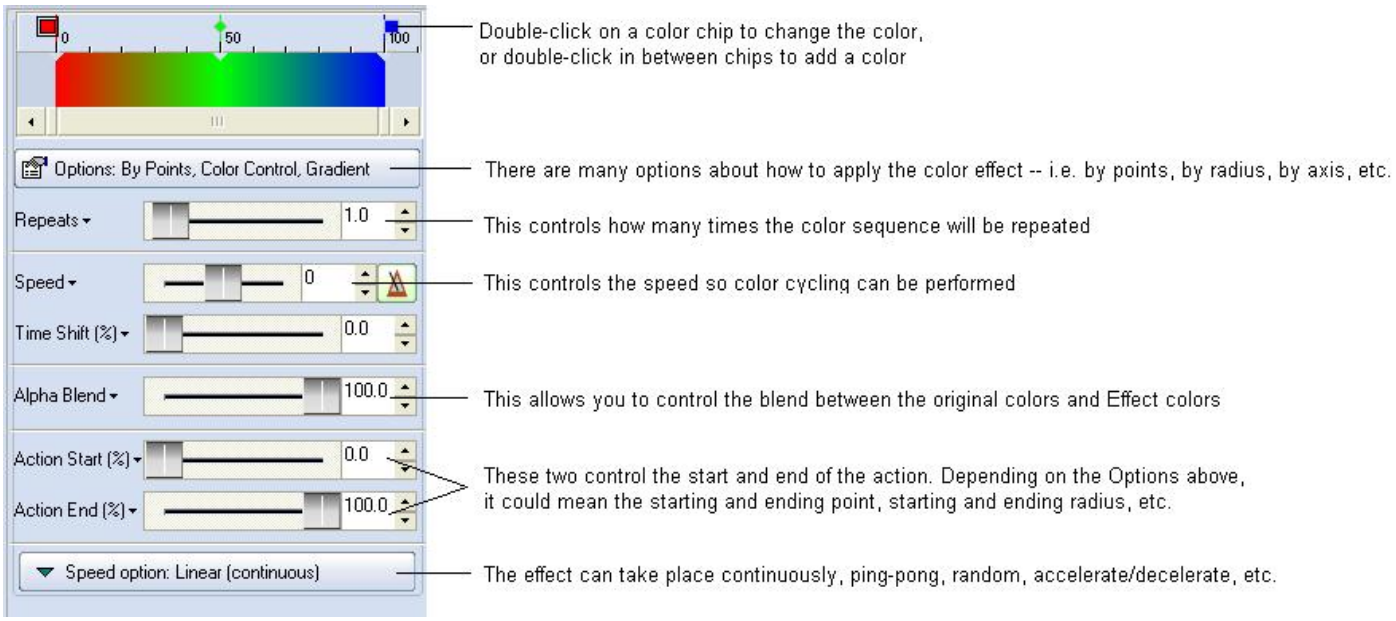
The list of Key-Effects can be seen below



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

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