

Video SpiceRack

**for the Casablanca Avio
and the Casablanca Kron**

User's Guide

Table of Contents

1. General	1.1
1.1 What is Video SpiceRack?	1.1
1.2 Installation	1.1
1.3 Setup & Functions	1.2
1.4 Safety Information	1.2
2. Tutorials	2.1
2.1 Tutorial 1: Framed Scene	2.1
2.2 Tutorial 2: Distorted Scene	2.3
2.3 Tutorial 3: Shards of Glass Scene	2.4
2.4 Tutorial 4: Serrated Transition	2.6
2.5 Tutorial 5: Spiral Transition	2.7
2.6 Tutorial 6: Pointers Transition	2.9
3. Reference	3.1
3.1 VME-Effects	3.1
3.2 Individual Buttons	3.2
4. Illustrations of the VME-Effects	4.1
VME Split Screen	4.1
VME Border Split Screen	4.1
VME Border Wipe	4.2
VME Color Wipe	4.2
VME Wipe	4.3
VME Color	4.3
VME Mask	4.4
VME Border	4.4

Chapter1: General

Thank you for purchasing **Video SpiceRack**.

We appreciate your trust in our company and we hope that this product will exceed all your expectations.

This user's guide will help you install and use **Video SpiceRack**. The functionality of this software application is described and explained in section **1.3 Setup and Functions**.

We're available to answer your questions and to hear any suggestions you may have for product improvement. Please refer to the addresses or phone numbers listed in your **Casablanca** manual for more details. (We ask that you have the serial number of your **Casablanca** ready each time you contact us.)

1.1 What is Video SpiceRack?

The **Video SpiceRack** software contains eight effects, five of which are transition effects and three image-processing effects. Each of these operators in turn offers a catalog of 200 **Video SpiceRack** masks which you can use to design your effects individually.

The **Video SpiceRack** masks, which blend your scenes into each other without any further changes, are based on effects developed by Pixélan Software. Two hundred of the best effects have been selected from their list, licensed and redesigned for **Casablanca II**. (In the appendix you can find both a list and images of the eight different effects.)

Each of the 200 **Video SpiceRack** masks offers different settings that enable **Casablanca Avio** and **Casablanca Kron** users to:

- Select a mask with a differentiation between positive and negative

- Select a border
- Select the stop position
- Select the direction of movement
- Select the aperture time

1.2 Installation

Video SpiceRack needs to be installed on your editor. This requires that you at least have version 1.5 (or higher) of the **Casablanca Avio** or the **Casablanca Kron** software and 64 MB of RAM. (You can check your current version in the information field within the **System Settings** screen.)

Note: If you have yet to install 64 MB of RAM or system software version 1.5 on your **Casablanca Avio** or **Casablanca Kron**, then you should first obtain the RAM and/or the free version of the software from your dealer and reinstall it. (If this is the case, please be sure that you are not working on an ongoing project, since reinstalling will delete all the data from your hard disk.)

Now leave your **Casablanca** powered on, enter the **System Settings** screen and select **Install Product**. Then insert the installation SmartMedia card into the disk drive of the **Casablanca**. After a moment you will see that the **Video SpiceRack** software from the SmartMedia card now appears in the window. Select it from the list and click on **License**, and an on-screen key pad will be appear.

You can use it to enter the registration code you received from your dealer. A message will then appear informing you that the installation is complete. You can now remove the SmartMedia card.

1.3 Setup and Functions

After you have installed **Video SpiceRack**, you will find five new alphabetically-ordered operators in the list of the transition effects.

The names of the effects start with the letters **VME** (abbreviation of **Video Mask Effect**), so that you can find them easily in the list. After the installation you will find three new operators in the list of the image processing effects (these effects are named **VME** as well).

The 200 **Video SpiceRack** masks have been installed together with the **VME** effects and are now located on your hard drive.

In order to use one of these five transition effects, you will need to have two scenes in your storyboard. If you want to use one of the three image processing effects, you will need only one scene in the storyboard. Of course, it's also possible to use the eight **VME** effects combined with other masks. For instance, if you have purchased and installed **Liquid Images**, you can choose among its 25 masks. (For more details about the selection of the masks refer to the reference section.)

1.4 Safety Information

We recommend that you read and follow this user's guide in order to prevent operational errors and remind you that **Video SpiceRack** has been designed for the amateur user.

Special attention has been paid to the programming and the testing of this software. Since a completely error-free software application cannot be guaranteed, we cannot completely rule out the presence of some faults. If, contrary to the expectations, this is the case, the discovered faults and bugs will be removed by revisions in the programming and the customer will receive the new software.

However, we cannot accept responsibility for a possible data or time loss and resulting damages, especially since we have none influence whatsoever on the correct installation and operation of the program by the customer.

MacroSystem Digital Video AG and its dealers are therefore not liable for faults and unintended damages in connection with the installation or the application of the **Video SpiceRack** software.

MacroSystem Digital Video AG and its dealers DO NOT guarantee the faultless application of the product nor do they declare that it is complete free of errors.

Any form of tacit warranty is ruled out, including the warranty for the qualification of the software or the user's guide for a specific purpose. Neither **MacroSystem Digital Video AG**, nor its dealers, are liable for direct or indirect damages that result from using the software or the user's guide, e.g. for loss of profit, incurred costs or any hardware or software problems.

Chapter 2: Tutorials

The following tutorials will help you to familiarize yourself with **Video SpiceRack**. We recommend that you work through these examples in the order in which they are presented, since familiarity of some of the buttons and functions will be assumed in the later examples.

We also suggest that since this software program has numerous settings and controls, you should ease yourself into it slowly.

The first tutorial (Example 1: Framed Scene) is particularly useful for **Video SpiceRack** beginners. It helps you to apply a **Video SpiceRack** mask onto a short scene, resulting in a nice, simple effect. You will only have to adjust a few settings as you become accustomed to using the **Video SpiceRack** interface.

As you become more familiar with the controls and substitute our suggestions with your own settings, you'll realize that making a just a few minor setting changes can produce very different results.

Note: The tutorial examples only give instructions regarding the settings you will use in this example. Other settings and controls will not be explained here. For appropriate and detailed explanations of all the buttons refer to the reference section of this manual.

2.1 Example 1: Framed Scene

For this first example, you will need a five-second scene featuring a portrait of a person or a romantic couple (newlyweds would be perfect).

Within the Edit screen, insert the scene into the storyboard and then go into the Image-processing Effects screen.

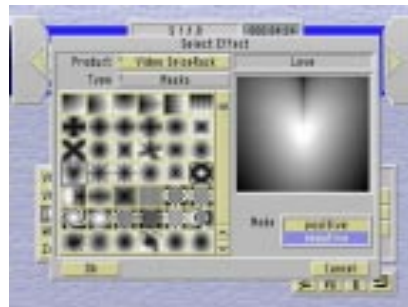
There you can see that three new effects

beginning with the letters **VME** have been added to the list of your image processing effects.

Select the **VME Mask** from the effect list, so that you see three related effect options - **Change Effect**, **Border** and **Movement** - on the right.



After placing the effect on the scene by clicking the **Insert** button, you can click on the first effect option (**Change Effect**) to open the following dialog box:



Make sure that the **Product** button in this dialog box (top left) displays the **Video SpiceRack** option.

Below this option you'll find a field where you can select between 200 **Video SpiceRack** masks. Select **Love**, which has already been set as the default mask. (If you've already set a different mask, you can find the **Love** mask within in the 4th line from the top, at the very left.)

Click on it to highlight its borders in gray and see it magnified in the right half of the dialog box.

You will find the **Mode** button underneath this magnification - set it to **Negative** for this example. (Since the dark area of the mask always represents the fade-in that's placed above the video scene, the heart should be represented by the white area so that it's replaced by the scene.) After you have finished these settings, click on **OK** to get back to the Image-processing Effect screen.

Now you can select the second effect option (**Border**), which will open another dialog box.



First, you will see the **Border Width** tool. Click on it to activate the scroll bar. Set the border width in this example to 60%. The border width indicates the width of the transition area, where the fade-in is soft in the border area. The higher the percentage, the softer or more fluent the outlines will be.

Below it, you will find the **Border Type** tool. Within it, select the **Color** option.

Then click on the **Border Color/Pattern** button to open the color box. Click on the top left corner of the color field to select the color **White**. After clicking on **OK**, you will return to the **Border** dialog box where you should click on **OK** to get back to the Image processing Effect screen.

Now you will see the third effect option (**Movement**). Click on the button to open a dialog box with two more options.



You can set the **Stop Position** to 40% for this example by using the scroll bar.

The stop position helps you to determine the percentage of the scene you want to be covered by the fade-in. The higher the set value, the larger the area of the scene that is covered, and the more the mask will be faded in to the video clip.

Select a setting of 00:00:00 as the **Aperature Time**. Since the dissolve time represents the sum of the fade-in and the fade-out, you will achieve by the recommended setting (0 images), that the faded-in mask lies over the scene during the whole scene; that is, it is not faded in or out.

Now render the effect so that you can look at the result afterwards. (If you're not certain whether you will like the result or not, you can always click on **Preview** to view a small version of the effect before actually initiating the rendering.)

If your video clip featured a newlywed couple, you will have created a scene that could actually be used in a wedding video!



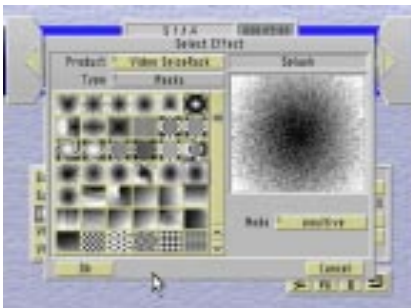
2.2 Example 2: Distorted Scene

Once again, you will apply an image-processing effect in this example. Take a five-second scene and insert it into the storyboard.

Go into the Image-processing Effect screen and select the **VME Border** effect (it features **Change Effect**, **Border Width**, **Border Type** and **Border Color/Pattern** options), and add it to the scene:



Now click on **Change Effect** to open the dialog box and select the **Splash** effect (at the far right, 7th line from the top).



Make sure that you have selected **Video SpiceRack** under **Product** and this time select **Positive** under **Mode**.

After clicking on **OK** in this dialog box, select the **Border Width** option and set it at 90% to make the border blurry (i.e. transparent).

Under **Border Type** choose **Color**, so you can select a color from the color box under **Border Color/Pattern**. You should select a color that is already present in the scene, but make sure the color is not too bright.

After making these settings you can have the program calculate the effect. After the effect has been created, you can watch the finished video scene.

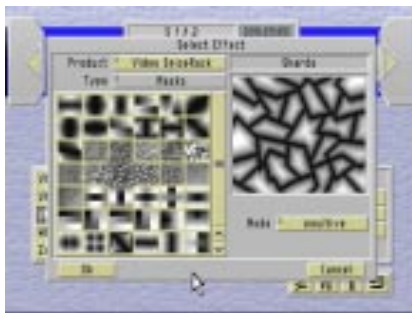


2.3 Example 3: Scene In Shards of Glass

Once again, you will edit a single five-second scene in this example. Insert the scene into the storyboard, go into the Image-processing Effect screen, select the effect **VME Mask** and insert it into the scene:



Now click on **Change Effect** to open the dialog box and select the **Shards** effect (19th line from the top, 3rd effect from the left).



This effect distorts the video scene to make it appear as if it's divided into shards of glass.

Select **Video SpiceRack** under **Product** and select **Positive** under the **Mode** option. After clicking on **OK** in the dialog box, select the **Border** effect option:



In the dialog box that opens up, set the effect's **Border Width** to 0% so that the scene will appear to be dissolved into shattered glass pieces without any border.

Under **Border Type** select **Pattern**, and then choose the **Select Pattern** option under **Border Color/Pattern**.

This dialog box is similar to the **Change Effect** dialog box. Make sure that you've selected **Video SpiceRack** under **Product** and the **Masks** option under **Type**. Now you should select the **Weave 2** mask, which you can find on the far left, in the 20th line from the top. You can now see that you have the **Color** option within this dialog box (under the magnified representation of the mask) which you can use to open the color box.

Select a color that is also present in the scene.



This colored pattern will be the background that can be seen behind the glass pieces. That is, it is a scene that is covered by your video scene and shown to a percentage that you set (under **Stop Position**).

After you have finished making these settings, click on **OK** in the **Select Pattern** dialog box to get back to the **Border** menu. Click on **OK** in this dialog box to get back to the Transition Effect screen.

Now you can select the third effect option (**Movements**), which will open another dialog box.



Stop Position can be set between 0 and 100%; select 15% for this example. (The higher the percentage, the more of the pattern behind the scene will be shown).

You can also set whatever **Aperture Time** you want.

After you've made these settings, click on **OK** to generate the scene with the added effect.

After the effect has been created, you can watch the finished video scene:



2.4 Example 4: Serrated Transition

In this example you will make two scenes merge into each other with the help of an effect – as you have already been doing with many effects in the Transition Effect screen.

You will need two five-second scenes for this example that do not contain too much movement.

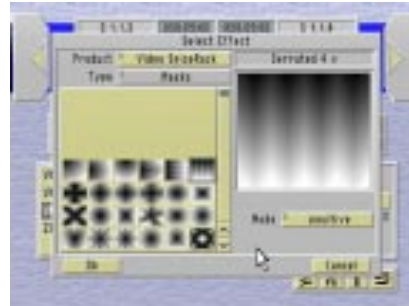
Add the scenes into the storyboard and then go into the Transition Effect screen. Select the **VME Wipe** option from the effect list, so that you see the two related effect options - **Select Effect** and **Border Width** - on the right.



After placing the transition effect between the two scenes by clicking on **Insert**, you can click on **Select Effect** to open the Selection dialog box.

Make sure that the **Product** area (top left) displays **Video SpiceRack**.

Below this option you can find the mask field where you can select the **Serrated 4 v** mask that's in the top line, at the right. Click on it to highlight its borders in gray and see it magnified in the right half of the dialog box.



You will find the **Mode** button under this magnification; set it to **Positive**. After you have finished making these settings, click on **OK** to go back to the Transition Effect screen.

Now you can select the second effect option (**Border Width**). Specify a setting of 20%. (The higher the percentage, the wider and blurrier the border.)

Now you have to set the effect length you want. In this example, you can select an effect time that continues for the entire length of the scene. The longer you set the effect time, the slower will the effect run through the scene. Render the effect and your transition is ready!



2.5 Example 5: Spiral Transition

This example is more complex than the previous ones as you will use an effect that has a larger number of options and settings.

Add two scenes into the storyboard and go into the Transition Effects screen. Select **VME Color Wipe** from the effect list, so that you see the three related effect options - **Change Effect**, **Border** and **Movements** - on the right.



After placing the transition effect between the two scenes by clicking **Insert**, you can click on the first effect option (**Change Effect**) to open the dialog box. Once again, make sure that you have selected **Video SpiceRack** as the **Product**.

Select the **Spiral 1** effect, which you can find on the left side in the 6th line from the top. You should set the mode to **Positive**.



After you've finished adjusting the settings, click on **OK** to get back into the Transition Effects screen.

Now you can select the second effect option (**Border**). This will open a dialog box in which you can set the **Border Width** and also make other settings:



You can use the scroll bar to set the **Border Width** to 10%. (The wider the border, the greater the area of the scene that is covered by the effect. At a setting of 0% no border is used at all, and the scenes blend into each other via the effect – that is, without any color or pattern.)

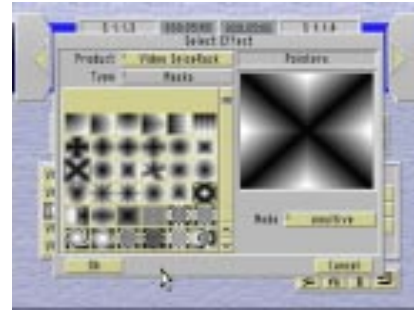
Select **Color** as the **Border Type** and open the color box by clicking on the **Border Color/Pattern** button. Select a color that is also present in the second scene.

Now click on **OK** in the **Border** dialog box, and you will see the **Movements** option in the Transition Effects screen. Selecting it opens a dialog box with the three functions: **Movement**, **Stop Position** and **Aperature Time**.

Set the **Movement** to **Through** and set the **Aperature Time** to 000:05.00 (which is the length of the scenes). You could use the scroll bar to set a dissolve time that is longer than the scenes, but it will only have the same effect as five seconds of dissolve time. (The **Stop Position** setting is irrelevant for this example, since it could only be used for a dissolve time that was shorter than the scene length.)



Set the effect length you want (five seconds). We think you'll be pleased by the results!



After placing the transition effect between the two scenes by clicking on **Insert**, you can click on the first effect option (**Change Effect**) to open the related dialog box:

Make sure that you have selected **Video SpiceRack** as the **Product** and select the **Pointers** effect, which you can find on the left side of the 3rd line from the top. This effect's mode should be **Positive**.

After you have finished adjusting the settings, click **OK** to get back into the Transition Effects screen.

Now you can select the second effect option (**Border**). This will open a dialog box where you can adjust many settings:



2.6 Example 6: Pointers Transition

In this example you'll work with an additional mask that's more extensive and complex than those in the previous examples.

For this example, you will need two storyboard scenes that feature either similar subjects (such as plants) or, at the very least, the same color.

Add the scenes to the storyboard and go into the Transition Effects screen. Select **VME Color Wipe** from the effect list and you will see three related effect options - **Select Effect**, **Border** and **Mask Direction** - on the right.



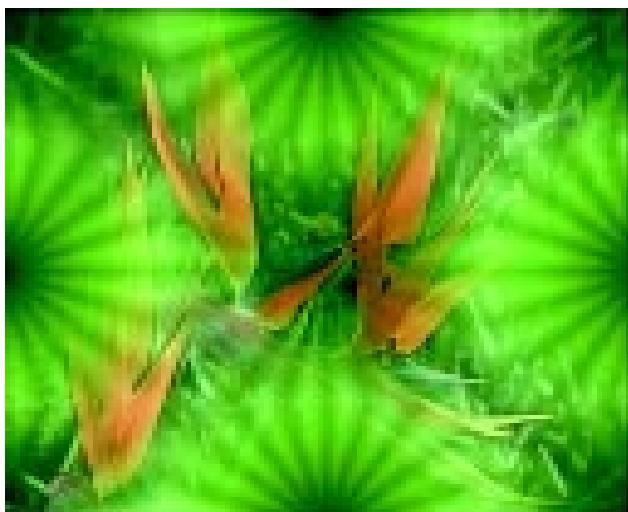
Set the border width to 100% with the scroll bar, so that the border becomes blurry and somewhat transparent. (The wider the border, the greater the area of the scene that is covered by the effect. For a setting of 0% no border will be covered at all and the scenes blend into each other by using the effect – that is, without any color or pattern.)

Now you can select **Pattern** as the **Border Type** and open the **Select Pattern** dialog box by clicking on **Border Color/Pattern**. Make sure that you've selected **Video SpiceRack** as the **Product** and **Masks** as the **Type**.

Now select the **Star 20** effect, which you can find in the 4th line from the top. You can see that you now have the additional **Color** option in this dialog box (under the magnified representation of the mask) which you can use to open up the color box.

Select a color that is present in both scenes (such as green, for example), set the mode to **Positive** and confirm these adjustments by clicking **OK**.

Click on **OK** in the **Border** dialog box, and you'll see the third effect option in the Transition Effects screen (**Mask Direction**). Within **Mask Direction**, select **Through**. After you have set the effect options according to your wishes, you can enter the effect length and have the program generate the effect.



Chapter 3: Reference

Since the **Video SpiceRack** mask collection for the **Casablanca** represents only a portion of the entire library of masks from Pixélan Software, you may find a mask named Mottle 2, for example, but none with the name Mottle 1. Some of the masks may have one of the letters d, h, v or x at the end. These letters give you a general idea about the direction of the movements (d = diagonal, h = horizontal, v = vertical, x = diagonal crossed). Again, since the Casablanca effects do not include the entire library of masks, you may have a mask that has an h-alternative, but no corresponding v-alternative.

The eight **Video Mask Effect** operators contained within the **Video SpiceRack** pack have different effect options, which are explained in section 3.1 below.

3.1 VME-Effects

Video SpiceRack features eight different effects (five Transition effects and three Image-processing effects) that can incorporate up to 200 different masks, a wide variety of patterns and an unlimited range of colors.

VME Border Split Screen (Transition Effect): This transition brings in the next scene within a masked border, plays the two scenes simultaneously and then the bordered scene expands across the screen, completing the transition. You can select the type of effect (mask), the border and the movement.

VME Border Wipe (Transition Effect): This transition dissolves one scene to another, preceded by a colored or patterned border.

You can select the effect (mask), border width, border type and border color/pattern.

VME Color Wipe (Transition Effect): This transition dissolves a burst of color or a pattern into a second scene, and then back again.

You can select the type of effect (mask), the border (choose color or pattern) and direction of the dissolve.

VME Split Screen (Transition Effect): This effect dissolves from one scene to the next (and back again, if you wish) while both scenes play simultaneously.

You can adjust the effect (mask), the border width and the direction of the movement.

VME Wipe (Transition Effect): This effect blends one scene into the next. You can select the effect (mask) and width of the border.

VME Border (I.P. Effect): This effect creates a masked outline (either a color or a background pattern) over a scene.

You can select the effect (mask), border width, border type and border color/pattern.

VME Color (I.P. Effect): This effect blends a scene into a colored or a patterned mask and then blends back to the scene.

You can select the type of effect (mask), the border (choose color or pattern) and direction of the dissolve.

VME Mask (I.P. Effect): This effect blends a scene into a color or pattern.

You can select the type of effect (mask), the border and the movement.

3.2 Individual Buttons

Change Effect

Click on this button to open the **Change Effect** dialog box, where you can choose a mask that determines the form and the type of the wipe.

On the left side of this window you'll see a list of 200 masks. You can move through the list by moving the available masks into the dialog box by using the scroll bar or the two individual buttons or by just clicking on the

different masks till the one you want appears in the gray frame.

The mask you select and mark with the help of the trackball will appear magnified in the right part of the dialog box. The other functions are as follows:

Product (Change Effect)

Here you can choose between the **Video SpiceRack** masks, the standard **Casablanca** masks that are included with your system or masks from other programs you may have already installed (such as **Liquid Images**).

Type (Change Effect)

Here you can see that the type is **Masks**.

Mode (Change Effect)

This button helps you to decide whether the mask should be shown as **Positive** or **Negative**.

The **light area** of the mask shows the first scene (in transition effects) and the storyboard scene (in image-processing effects) and the **dark area** represents the second scene (transition effects) or the mask (image processing effects). You can use the **Mode** to decide which area of the scene you want to be replaced by either the second scene or the mask.

Border

Clicking on this button will open the **Border** dialog box, which contains three buttons: **Border Width**, **Border Type** and **Border Color/Pattern** (explained below).

Border Width (Border)

You can use the scroll bar to set the width of the transition area between 0 and 100%. In the border area, the fade-ins are soft.

Border Type (Border)

This button will help you to set the transition area of the border with a **Color** or a **Pattern**.

Border Color/Pattern (Border)

If you select **Color** under **Border Type**, you

can open the color box you are already acquainted with by clicking on this button to select the border color you want or to load first a color from the archive you have saved before.

If you select **Pattern**, you can open **Select Pattern** to select a pattern (instead of a color) for the colored separation line or the outside color. This dialog box is very similar to **Change Effect**, except that you can choose here between **Masks**, **Single-Colored** and **Multi-Colored** under **Type**.

If you select **Masks**, you will see the masks that are contained in the program (which you have selected under **Product**). If you select **Single-Colored**, you can select one of many masks and specify their color if you have selected **Casablanca** under **Product**. (If you have set **Video SpiceRack** or **Liquid Images**, you can select only a single-colored area.)

With **Multi-Colored**, you can select between different patterns and determine the color if you have set the product as **Casablanca**. In the right area of the dialog window **Select Pattern** you will again see the magnified representation of the selected pattern. Below it you can open the color box by clicking on the button **Color** and color the pattern you have selected.

The **Mode** button (for **Positive** and **Negative**) is below.

Mask Direction

This button helps you to determine whether the direction of the movement of the effect should be in the same (**Through**) or opposite (**Back**) direction after the fade-in is finished.

Movements

Clicking on this button will open **Movements**, which shows **Movement**, **Stop Position** and **Aperature Time**.

Movement (Movements)

This button allows you to select **Through** (the second scene appears in the screen and

is blended over the first one) or **Back** (the second scene is faded in to the screen and then faded out again till the specified stop position, so that the first scene is set free).

Stop Position (Movements)

You can use the scroll bar to set the pause period of the blending between 0 and 100%. The stop position helps you to determine the percentage of the scene you want to cover by the fade-in. The higher the value, the greater the area of the scene that is covered – and the more will the mask be faded-in to the video clip.

Aperature Time (Movements)

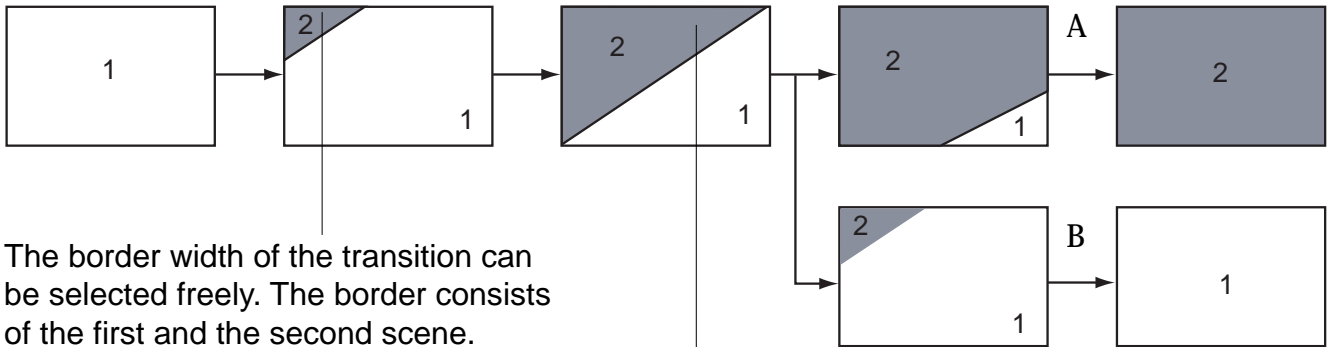
The aperature time represents the sum of the fade-in and fade-out times. You can use this button to set the whole aperature time, including the fade-in and fade-outs of the effect. In the remaining time the effect waits. You can set the time between 0 images and 12 seconds.

If you set the stop position for instance to 50%, the fade-in time and the fade-out time are the same. If you select, for instance, a dissolve time of four seconds and a stop position of 75%, three seconds will be used for the fade-in and one second for the fade-out.

If the aperature time is more than the effect length, the whole length of the effect will be used for blending. If you set the aperature time to 000:00.00, the stop position will be shown for the entire length of the effect.

Chapter 4: Illustrations of the VME Effects

VME Split Screen (Transition Effect)



The border width of the transition can be selected freely. The border consists of the first and the second scene.

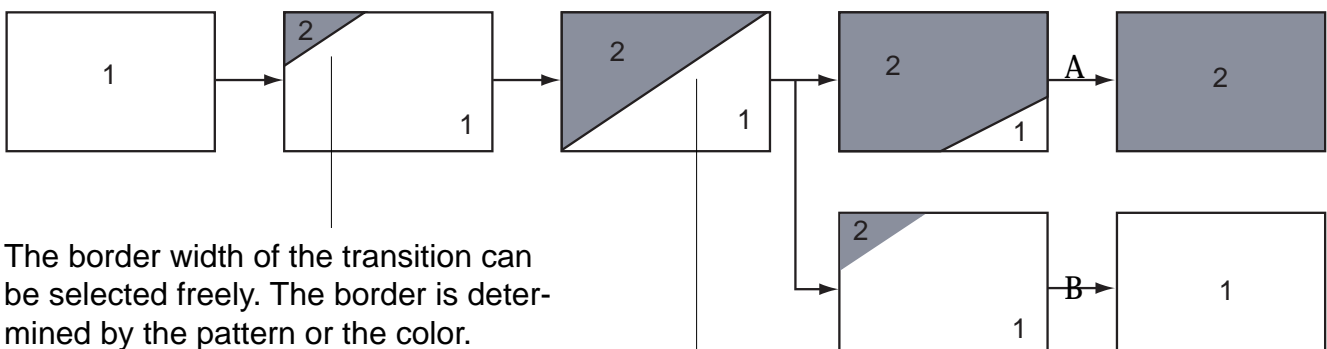
The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Movement (Button: Through/Back)
- Stop Position (Scroll Bar: 0 - 100%)
- Aperature Time (Scroll Bar: 000.00.:00 - 000.12:00)

The stop position can be selected freely. This results in the stopping of the effect time-aperature time.

Case A: Through Movement
Case B: Back Movement

VME Border Split Screen (Transition Effect)



The border width of the transition can be selected freely. The border is determined by the pattern or the color.

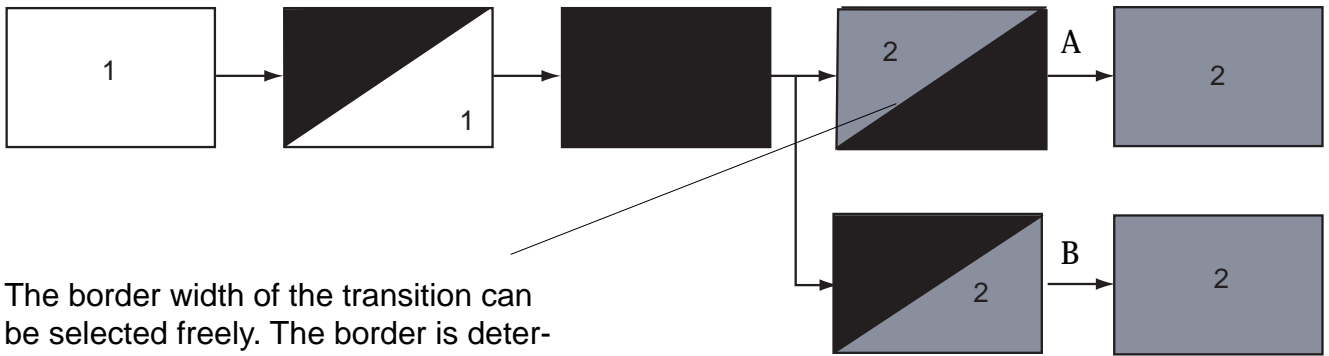
The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)
- Movement (Button: Through/Back)
- Stop Position (Scroll Bar: 0 - 100%)
- Aperature Time (Scroll Bar: 000.00.:00 - 000.12:00)

The stop position can be selected freely. This results in the stopping of the effect time-aperature time.

Case A: Through Movement
Case B: Back Movement

VME Border Wipe (Transition Effect)



The border width of the transition can be selected freely. The border is determined by the pattern or the color.

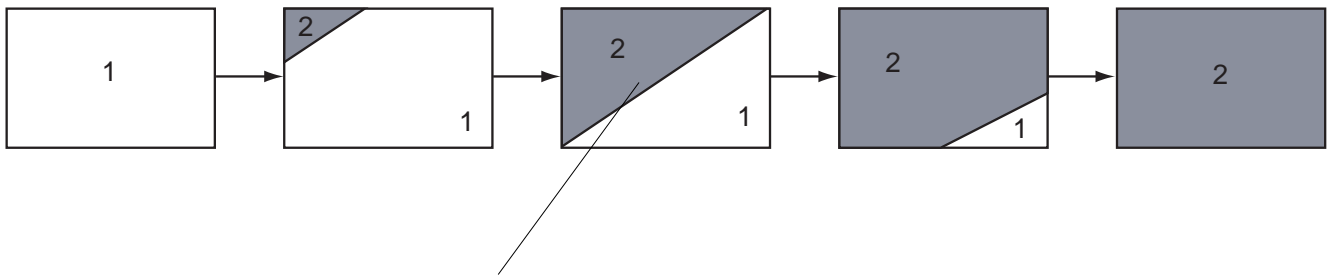
Case A: Through Mask Direction

Case B: Back Mask Direction

The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)
- Mask Direction (Button: Through/Back)

VME Color Wipe (Transition Effect)

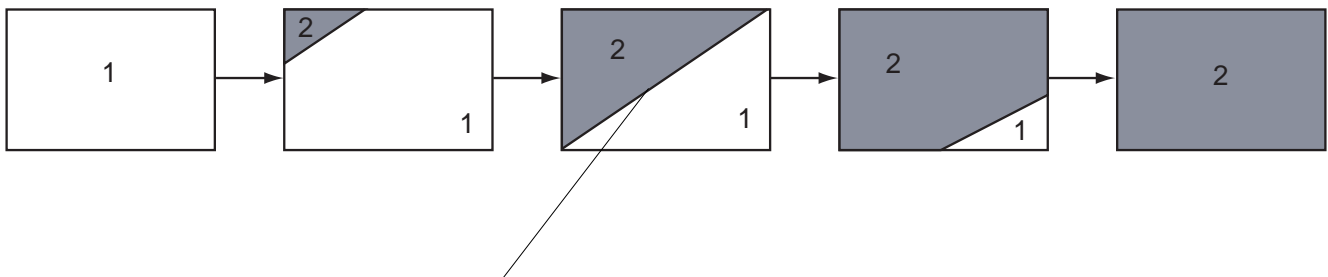


The border width of the transition can be selected freely. The border is determined by the pattern or the color.

The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)
- Mask Direction (Button: Through/Back)

VME Wipe (Transition Effect)

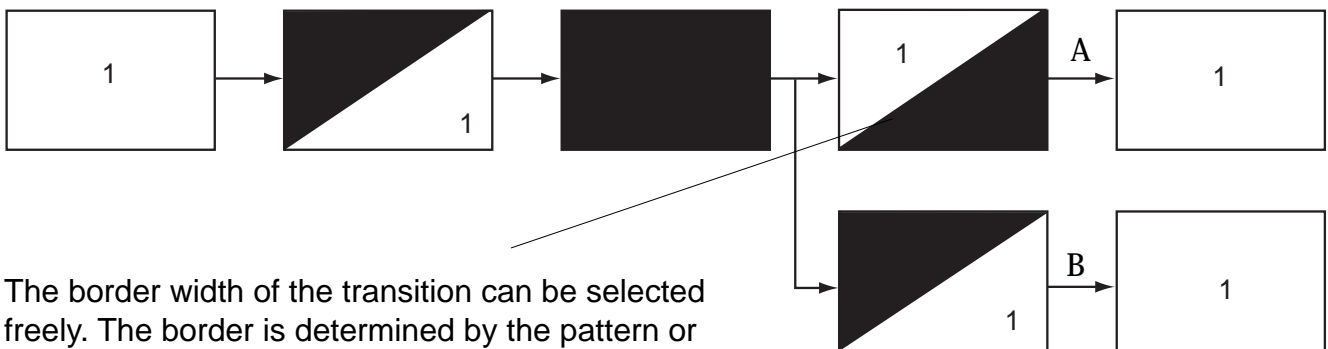


The border width of the transition can be selected freely. The border is determined by the pattern or the color.

The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)

VME Color (Image-processing Effect)



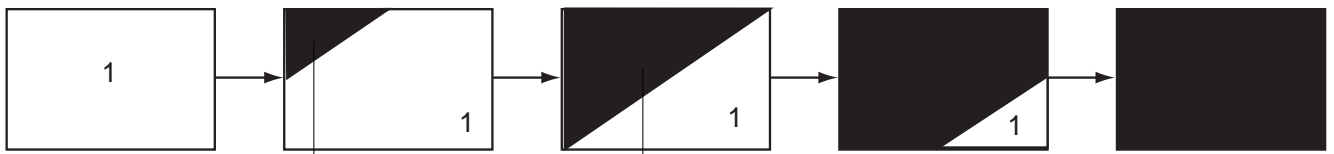
The border width of the transition can be selected freely. The border is determined by the pattern or the color.

The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)
- Mask Direction (Button: Through/Back)

Case A: Through Mask Direction
Case B: Back Mask Direction

VME Mask (Image-processing Effect)



The border width of the transition can be selected freely. The border is determined by the pattern or the color.

The stop position can be selected freely. This results in the stopping of the effect time-aperture time.

The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)
- Stop Position (Scroll Bar: 0 - 100%)
- Aperture Time (Scroll Bar: 000.00.:00 - 000.12:00)

VME Border (Image-processing Effect)



The following settings can be changed:

- Effect (Window: Change Effect)
- Border Width (Scroll Bar: 0 - 100%)
- Border Type (Button: Color/Pattern)
- Border Color/Pattern (Color Box/Select Pattern)

Stripe that moves across the image.

