

## 17. Mix Effects Menu

The effect clips used to create mix (or fade) effects are collected in the MIX menu of the menu bar. You can place a mix effect in the reel by selecting the desired effect from the menu using the mouse.

If one or more clips are selected in the reel, an effect clip is created for each of them and placed on top of the bar in the reel. Its length will be exactly the same as the length of the underlying clip object. Its effect extent or scope will be set to comprise the clip the effect is “fitted” to.

If nothing is selected from the reel, the new clip is placed at the current position of the Reel cursor (see “Cursors and Markers” on page 43) and it will have a length of one (1) second.

Effect length and scope (see “Effects Clip: Fx (Red-Orange)” on page 50) can be changed any time with the dragging operations described in the Reel reference manual: With the right and left mouse button the clip can be trimmed, while the effect scope can be dragged with the mouse left button to the extent desired.

### Effect Parameters

Effect parameters can be adjusted by opening the Time Editor window (see “The Time Editor” on page 85) and selecting the clip to be modified. Its parameters, if any, will then be displayed as timecurves in the time editor window. For 3D effects and colors, special editors may be invoked from the timecurve editor window as well (see “3D View” on page 91 and “Color View” on page 96).

Effects may have no parameters, global parameters, track parameters or a combination of both. See “Timecurves” on page 89 for more information.

Some effects, like Mix Multiple, can be applied to any number of layers. The Time Editor by default only displays track parameters for the first layer. If more layers are added to the effect by changing the effect scope (see “Effects Clip: Fx (Red-Orange)” on page 50), for each additional layer the command AddTrack must be invoked from the Time Editor Track Menu. This will create a new set of parameters for the new layer. Likewise, when a layer is removed, parameter sets can be deleted using DeleteTrack (although it is possible to keep the unused parameter set for further reference or later reuse). See “Track” on page 99 for more information.

### Chapter Organization

The remainder of this chapter is organized as a separate manual page for each effect clip available. There is

- A short description of the effect
- A list of possible inputs, denoting if image information, alpha information, or both are used to calculate the effect
- A description of the output in image and mask (alpha) channel

- A parameter description. There can be two types of parameters:
  - Global parameters are present once, and control global effect operation
  - Track parameters are present once for each input track
- A comment section where applicable
- A reference to other related effects

## 17.1 Mix Linear 2 Up

### Description

A simple linear fade from the second (lower) input layer to the first (upper) input layer.

### Inputs:

1. Mix Target
  - Image only
2. Mix Source
  - Image only

### Outputs:

- Image: The result of the mix, blending over time from input 1 to input 2.
- Mask: An empty (opaque) mask

### Parameters

None. This is a predefined effect.

### Comments

None.

### See Also

“Mix Linear 2 Down” on page 152

“Mix Non Linear 2” on page 153

## 17.2 Mix Linear 2 Down

### Description

A simple linear fade from the first (upper) input layer to the second (lower) input layer.

### Inputs

1. Mix Source
  - Image only
2. Mix Target
  - Image only

### Outputs

- Image: The result of the mix, blending over time from input 2 to input 1.
- Mask: An empty (opaque) mask

### Parameters

None. This is a predefined effect.

### Comments

None.

### See Also

“Mix Linear 2 Up” on page 151

“Mix Non Linear 2” on page 153

## 17.3 Mix Non Linear 2

### Description

Fades between two layers in variable progression, controlled by a timecurve.

### Inputs

1. Mix target
  - Image only
2. Mix source
  - Image only

### Outputs

- Image: Channel 2, faded over time to image channel 1 according to the parameter curve.
- Mask: An empty (opaque) mask

### Parameters

1. Alpha: Blending factor between channel 1 and 2.
  - A level of 0 means only channel 2 is visible
  - A level of 50 is a 50% mix between channel 1 and 2
  - A level of 100 means only channel 1 is visible

### Comments

The user can define the mixing progression in the Time Editor by means of a curve. The default curve is a constant 50% mix. To do a fade effect, change the time curve to be animated from 0% (source only) to 100% (target only) over time in any shape you desire.

### See Also

“Multiple Mix” on page 154

“Non Additive Mix” on page 155

## 17.4 Multiple Mix

### Description

Mixes multiple layers. Transparency (or mix percentage) can be controlled for each input layer independently using a time curve.

### Inputs

As many as desired

- Image only

### Outputs

- Image: a mix of all the input channels, with each channel weighted according to its alpha time curve.
- Mask: an empty (opaque) mask

### Global Parameters

None.

### Track Parameters

1. Alpha: this value defines the transparency level (“volume”) of an input layer.

### Comments

This effect operates similar to a multiple track audio mixer. You can mix as many channels as you like, controlling each one’s influence to the result with the associated alpha curve.

Usually a large mix is easier to manage if it is broken up in a number of submixes with fewer input layers each and then in turn mixing the result of the submixes.

As usual, if more than one input track is desired, use Add Track from the time editor menu to add new tracks for the additional inputs.

### See Also

“Non Additive Mix” on page 155

## 17.5 Non Additive Mix

### Description

The non additive mix effect fades between two layers using a combination of transparency and luminance control. With the default parameters, the two images are combined depending on their luminance: For each output pixel, the brighter of the input pixels is used.

By animating the Alpha parameter from 0 to 100, a fade can be created in which the brighter parts of the target channel are revealed first.

Using the Autokey parameter, the effect can be setup to compare the alpha channel values of the input images instead of the pixel brightness. This can, for example, be used to generate very interesting effects that are a mixture between fades and wipes.

### Inputs

1. Channel 1
  - Image/Alpha
2. Channel 2
  - Image/Alpha

### Outputs

- Image: A parameter based mix of the input layers. Default is luminance based operation; as an alternative, the image alpha channel can be used.
- Mask: An empty (opaque) mask

### Global Parameter

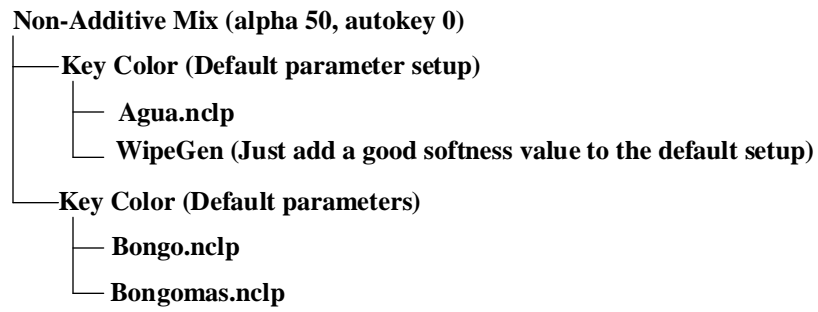
1. Alpha: The “mix” level between input channels and comparison results.
  - Default: 50 / Minimum 0 / Maximum 100
2. Grade: This determines the precision of the pixel comparison. A value of 0 practically degenerates the effect to a simple fade.
  - Default: 400 / Minimum 0 / Maximum: N/A
3. Autokey
  - A value of 0 will use the input alpha channels as mix parameter.
  - A value of 1, the default, will use the image luminance as the mix parameter.

### Track Parameters

None.

### Comments

With the default value of autokey (1), an interesting effect is a brightness based fade, achieved by an alpha parameter animation from 0 to 100. With autokey set to 0, try to use animated alpha channels with a constant value of alpha (50). An interesting combination is for example (Flow-Monitor notation):



**FIGURE 47. Non-Additive Mix Example**

**See also**

“Key Color (External Matte)” on page 167