



VERSION 8.0.1.XXX - DEVELOPED BY: AVOLITES MEDIA LTD. POWERED BY: SALVATION (TM)  
HARRISON DIGITAL MEDIA INC. DRIVEN BY: DAVE GREEN, TREY HARRISON, STEVE WARREN, J.B.  
CIARAN ABRAMS, SELVIN COOPER, ARRAN ROTHWELL-EYRE, SIMON GRAHAM, MARY, PRADS,  
GREG, ADAM, OLIE, ALL AT AVOLITES AND YOU. SPECIAL THANKS MARK CALVERT. LETS ROCK!

## Effects

### VERSION 8.X

**By Arran Rothwell-Eyre December 2014**

with Additions by Dave Green & Ciaran Abrams

## **Effects**

The effects system used in Ai – known as SVFX – is based around patches made using the Salvation Node based programming tools. This approach allows unparalleled flexibility and performance. For further information on the SVFX format see the SVFX User Effects And Blend Modes

For details of how to control the effects from Artnet please see the ArtNET / DMX channel definitions Tutorial.

### ***Descriptions & Example images***

The following pages contain an example image showing the result of each effect when applied as well as a guide to which parameters are available for each effect

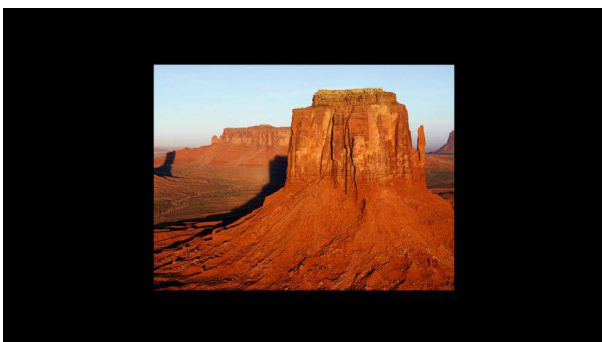
#### **Blur**



#### **Parameters**

1. Horizontal Amount
2. Vertical Amount

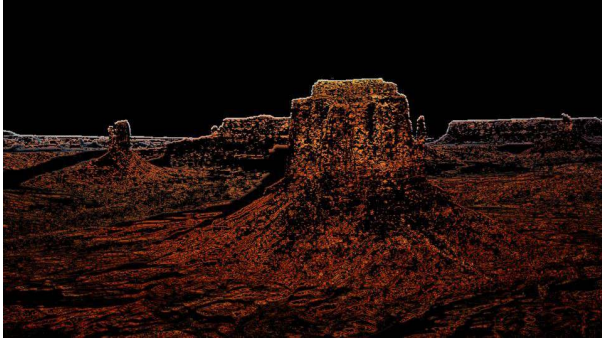
#### **Crop**



#### **Parameters**

1. Left
2. Right
3. Up
4. Down

### Edge Detect



### Parameters

1. Threshold

### Hue Rotate



### Parameters

1. Hue Shift
2. Saturation
3. Value

### Invert



### Parameters

1. Opacity

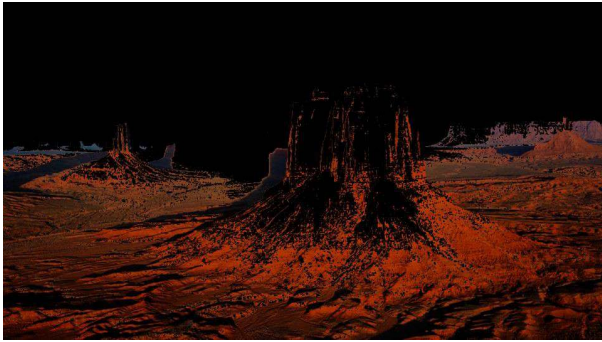
### Levels



### Parameters

1. Min In
2. Max In
3. Min Out
4. Max Out
5. Mid Point

## **Luma Key**



## **Parameters**

1. Threshold
2. Opacity
3. Luma Value

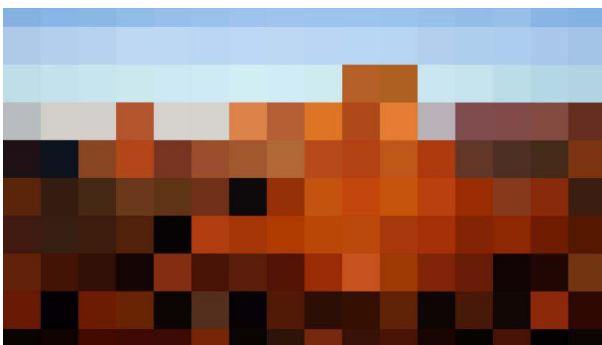
## **Mirror Adjust**



## **Parameters**

1. Horizontal Distance
2. Vertical Distance
3. Horizontal Offset
4. Vertical Offset
5. Horizontal Flip
6. Vertical Flip

## **Pixelate**



## **Parameters**

1. Pixelation

## **Pixel Grid**

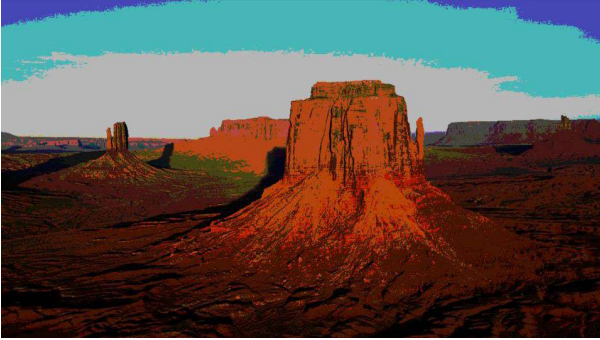


## **Parameters**

1. X Spacing
2. Y Spacing
3. X Size
4. Y Size



### **Posterize**



### **Parameters**

1. Gamma
2. Colours

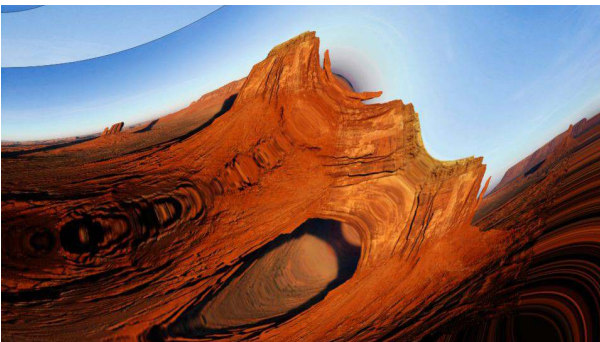
### **RGB Multiply**



### **Parameters**

1. Red Channel
2. Green Channel
3. Blue Channel

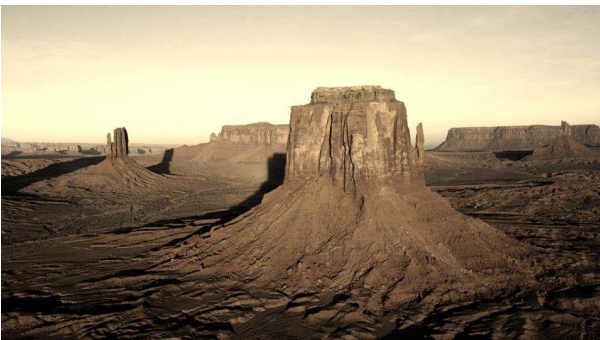
### **Ripple**



### **Parameters**

1. Ripple

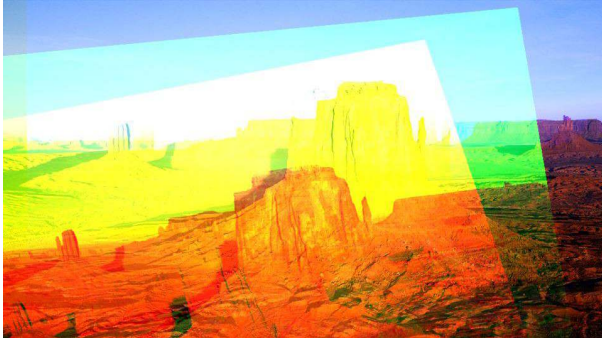
### **Sepia**



### **Parameters**

1. Opacity

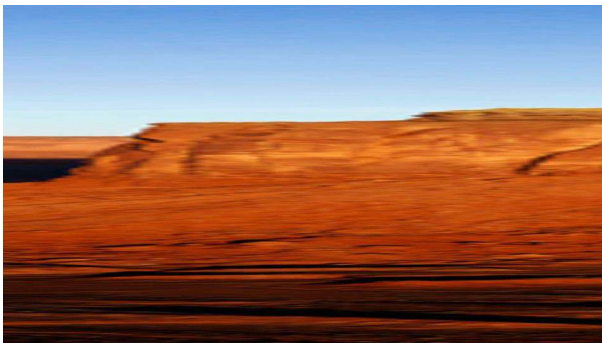
### **Shift RGB**



### **Parameters**

- |                  |                   |
|------------------|-------------------|
| 1. R X Translate | 9. G Y Rotate     |
| 2. R Y Translate | 10. G Z Rotate    |
| 3. R X Rotate    | 11. B X Translate |
| 4. R Y Rotate    | 12. B Y Translate |
| 5. R Z Rotate    | 13. B X Rotate    |
| 6. G X Translate | 14. B Y Rotate    |
| 7. G Y Translate | 15. B Z Rotate    |
| 8. G X Rotate    |                   |

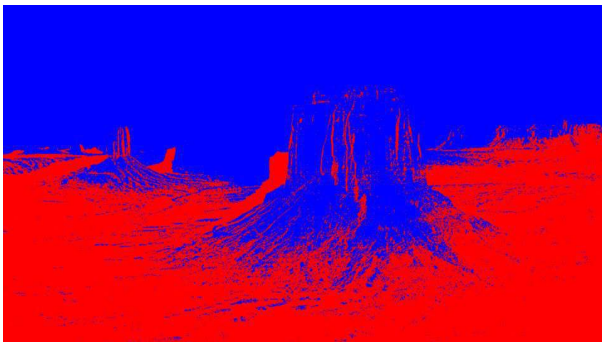
### **Stretch**



### **Parameters**

1. Width
2. Height
3. Scale

### **Threshold**



### **Parameters**

1. Mid Point
2. Low Red
3. Low Green
4. Low Blue
5. High Red
6. High Green
7. High Blue

### **Vignette**



### **Parameters**

1. X Position
2. Y Position
3. Size
4. Softness

### Chroma Key



### Parameters

1. Threshold
2. Opacity
3. Red Value
4. Green Value
5. Blue Value

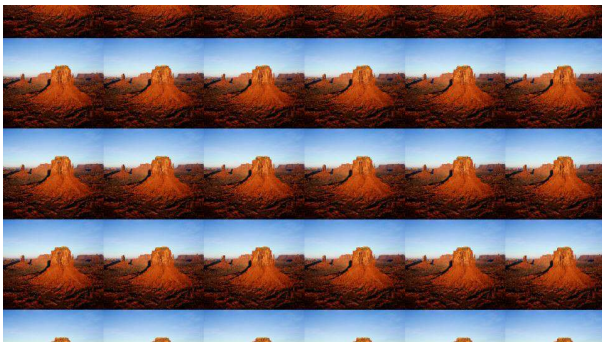
### Channel Blur



### Parameters

1. Horizontal Amount
2. Vertical Amount

### Tile



### Parameters

1. Tile X
2. Tile Y

### Colour Blend

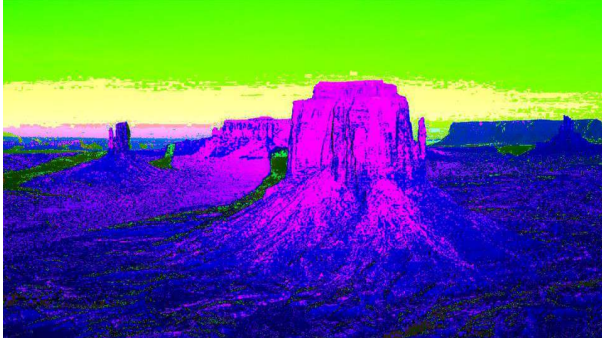


### Parameters

1. Red Blend
2. Green Blend
3. Blue Blend



### Colourise



### Parameters

1. Hue
2. Saturation
3. Brightness

### Bloom



### Parameters

1. Intensity
2. Blur Strength

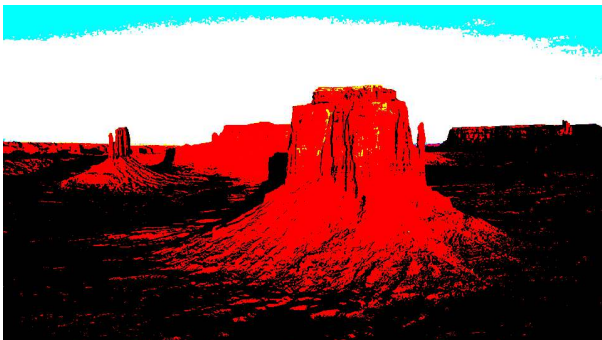
### Desaturate



### Parameters

No Adjustable Parameters

### Exposure

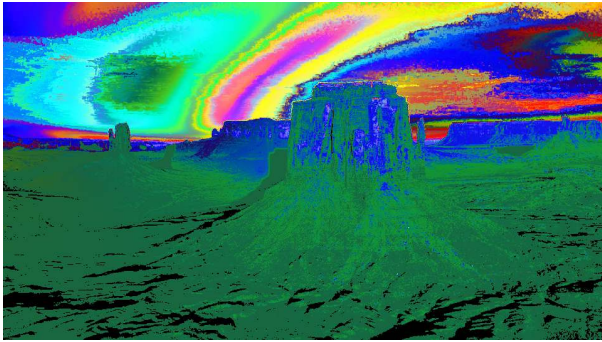


### Parameters

1. Exposure
2. Offset
3. Gamma



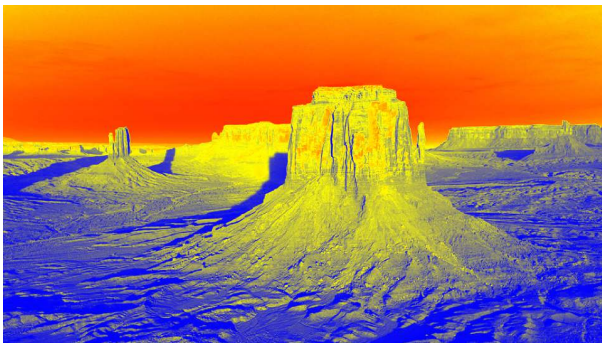
### **Psychedelic Paint**



### **Parameters**

1. Colour Shift

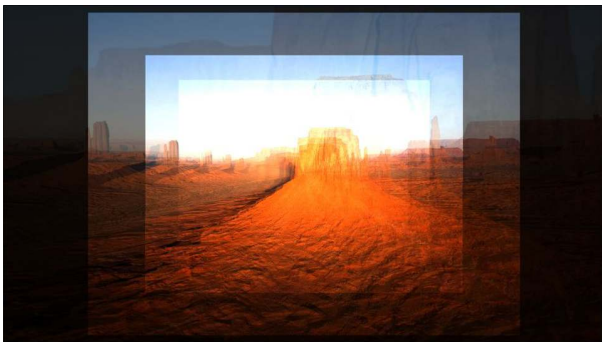
### **Infra Vision**



### **Parameters**

No Adjustable Parameters

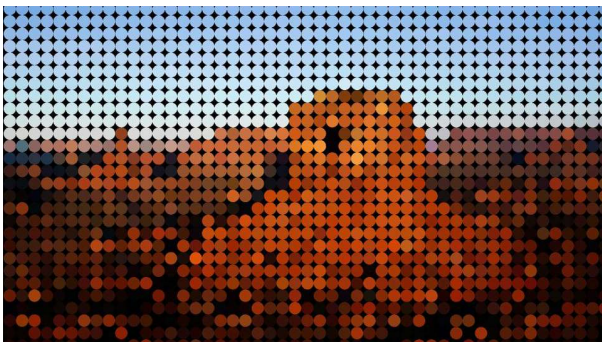
### **Infinity Zoom**



### **Parameters**

No Adjustable Parameters

### **Dot Grid**



### **Parameters**

1. Amount
2. Dot Size

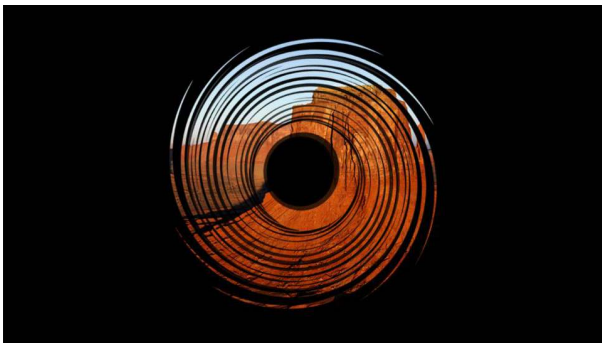
## **Kaleidoscope**



## **Parameters**

1. Auto
2. X Position
3. Y Position
4. Angle
5. Divisions
6. In Angle
7. Zoom

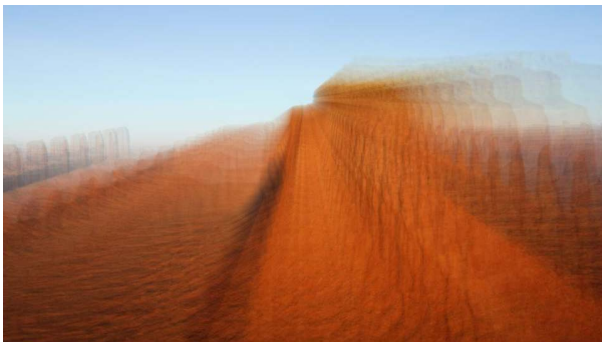
## **Mask**



## **Parameters**

1. Mask Select
2. Scale

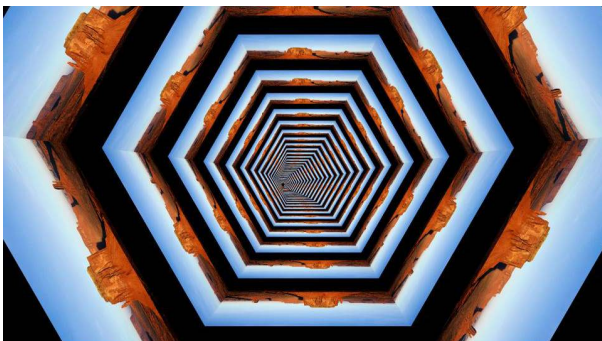
## **Radial Blur**



## **Parameters**

1. Blur
2. Bright
3. X Origin
4. Y Origin
5. Size

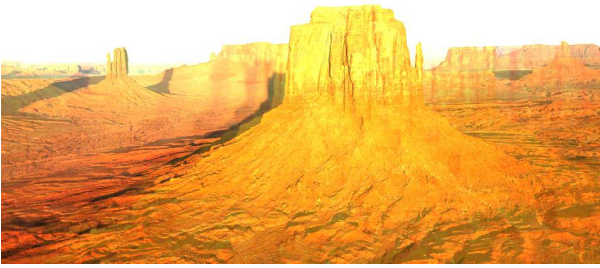
## **Tunnel**



## **Parameters**

1. Speed
2. Detail
3. Rotation

## **Feedback**



## **Parameters**

1. Amount
2. Scale