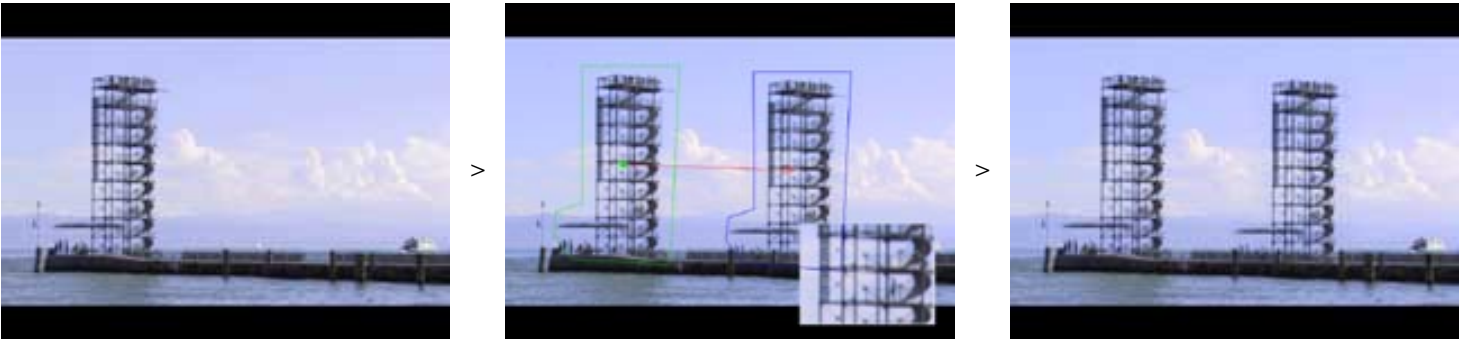


Clone

The clone- and repair-tool for Final Cut Pro and Final Cut Express

General Info



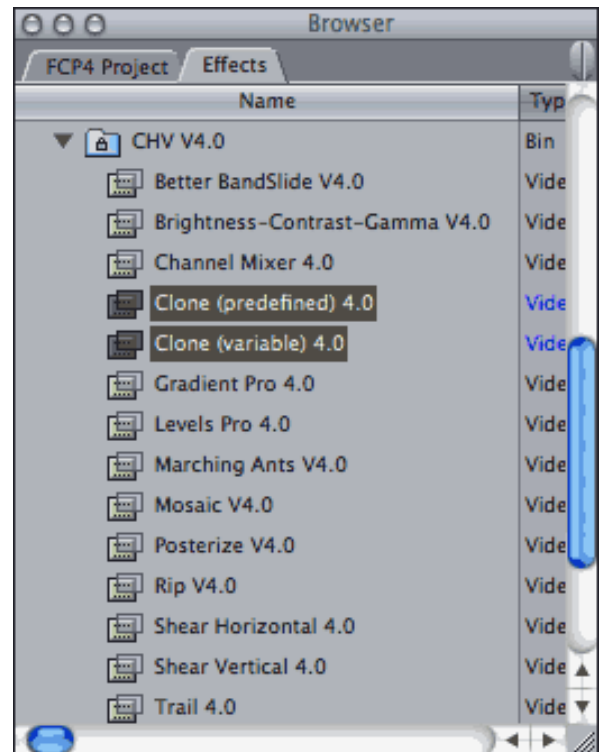
Clone is the perfect tool to manipulate and repair video-clips. With **Clone** you can eliminate scratches and dust by overlaying clean parts of your clip onto the dirty area. You can duplicate parts of your clip and make corrections like moving an object from one position to another. This is done by an easy to handle method to clone certain areas.

Browser and Timeline

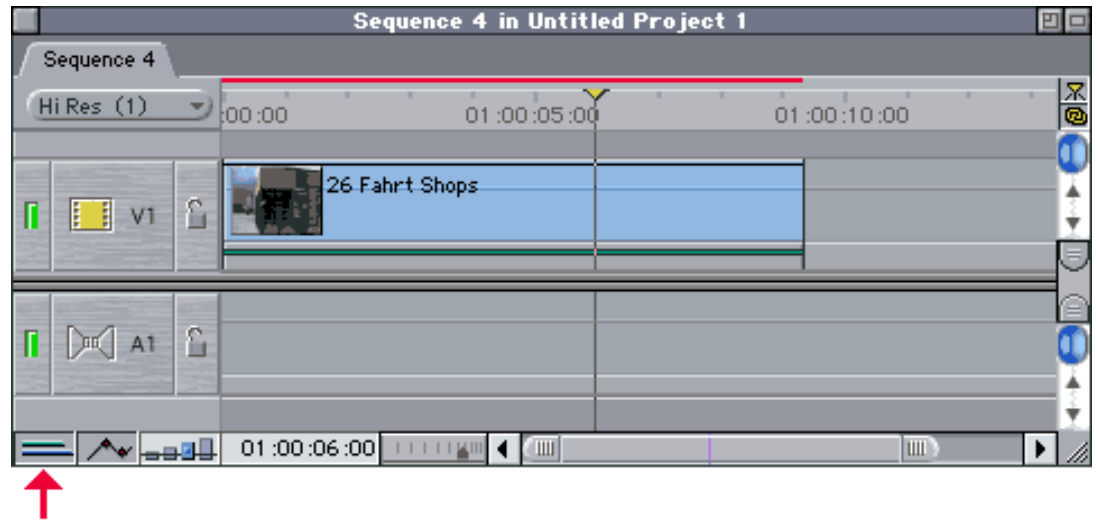
After installing the **Clone** plugins, you can find them in the effects-tab of the browser-window as seen to the right.

Open the folder "Video Filters". There you will find a folder named "CHV 4.0". Open it as well.

If you want to use the filter you just have to drag and drop the filter on the desired clip in the timeline.



If you have turned on the filter-indicator (red arrow) you can now see a green line under the clip. This line indicates that you have successfully applied the filter to the clip.



Double-click the clip in the timeline to load it into the viewer. Click the "Filters"-tab. There you can find the filter **Clone**. Now you can make the necessary changes.

The red line above the filter shows which part of the clip is not rendered yet. Select the clip in the timeline once and press Apple-R to render this part.

Clone

Two versions of **Clone** are available:

- Clone (predefined)**
- Clone (variable)**

Actually both versions do exactly the same. The difference is that **Clone (variable)** provides you with the ability to create your own shape that will be cloned. **Clone (predefined)** carries 9 predefined shapes.

Clone (predefined)

Lets take a look at **Clone (predefined)**. These are the controls:

[General Settings]	
Shape	Rectangle
Show infos	<input checked="" type="checkbox"/>
From (green)	+ -180 , -115.2
To (blue)	+ 180 , 57.6
Width	10
Height	10
Flip Clone	Don't Flip
Angle	0
Feather Shape	0
Blur Clone	0
Composite Mode	1: Normal
Opacity (Mode 1-8)	100
[Zoom in Canvas]	
Enable Zoom	<input checked="" type="checkbox"/>
Zoomfactor	2
Window Size	0
www.chv-plugins.com, Christoph	
Clone (predefined) V4.0	

General Settings

Shape

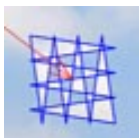
15 different shapes are built in. If the shape you like to use is not included simply use **Clone (variable)** to do the job.

Some shape examples:

Rectangle



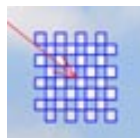
ZigZag



Arrow



Chess 8x8



Shape	Rectangle
Show infos	<input checked="" type="checkbox"/>
From (green)	-180 , -115.2
To (blue)	180 , 57.6
Width	10
Height	10
Flip Clone	Don't Flip
Angle	0

- Rectangle
- Circle
- Triangle
- Arrow 1
- Arrow 2
- Star 1
- Star 2
- Moon
- Chess 4x4
- Chess 8x8
- C
- H
- V
- Chaos
- ZigZag

Show infos

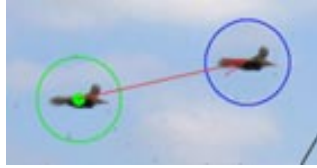
Use this checkbox to show or hide the overlaid information within the canvas. If you disable this checkbox and the **Zoom Enable** checkbox you will see the final rendered result in the canvas.

From (green)

To (blue)

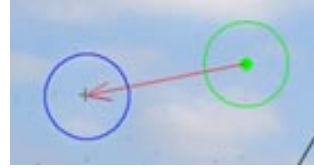
These two controls are the two most important controls of this filter. Here you have to define which area of the footage has to be cloned and where it has to go. It's as easy as it looks. The green area will be cloned to the blue area:

Copy a bird and make it two birds



Original picture

Remove the bird by overlaying it with the background



*Make several copies of the same moon by using **Clone** more than one time*



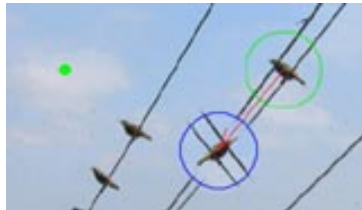
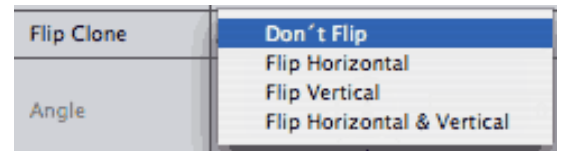
Width

Height

Use these two sliders to control the size of the area that should be cloned.

Flip Clone

This popup controls the direction of the clone. You can flip the clone horizontally and/or vertically. If you flip the clone, the area that will be used will switch sides and will be shown in the new position. The shape of the green area will also flip. The control itself will stay in its position and will be shown as a green dot.

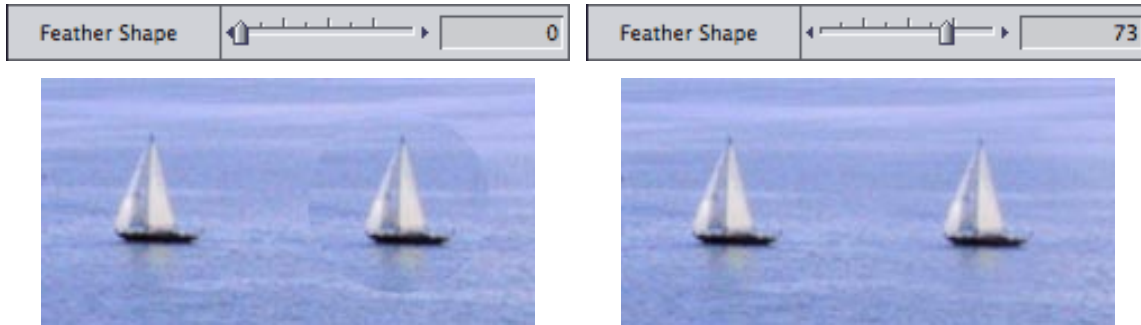


Angle

With this control you can rotate the clone to a desired angle. The green and the blue shape will be rotated simultaneously. The content of the clone will not be rotated. Only the shape rotates.

Feather Shape

The mask for the cloned area can be feathered with this slider. Use this option to create a smooth border to make the clone look real.



Blur Clone

Use this slider to blur the cloned area if needed.



Composite Mode

This popup menu provides you with 9 different composite modes. These modes are very similar to the built in composite modes of Final Cut Pro and can be used for various effects.

Composite Mode	1: Normal
Opacity (Mode 1-8)	2: Add
	3: Subtract
	4: Screen
	5: Overlay
	6: Multiply
Enable Zoom	7: Lighten
Zoomfactor	8: Darken
	9: Difference

Opacity

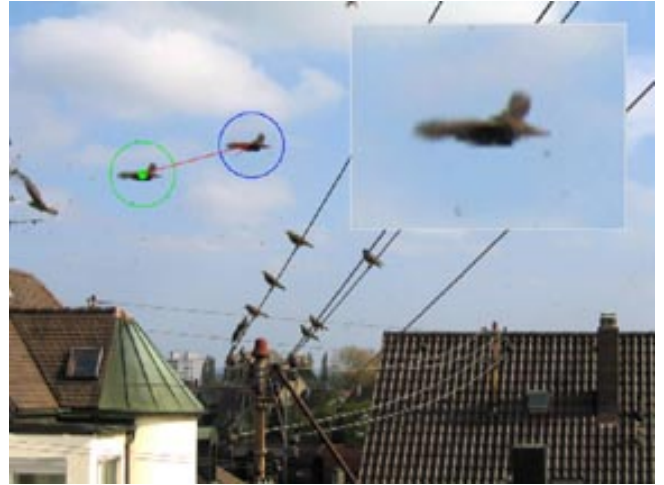
Change the opacity of the clone with this slider. This function is only enabled with the composite modes 1-8.

Zoom

With the Zoom-option you can open a window inside the canvas showing you the cloned area applied to your footage. This enables you to do better positioning of the cloned area. The zoomed window will always be "out of the way". It will move automatically to an unused position within the canvas.

Enable Zoom

Enable the Zoom-function with this checkbox.



Zoomfactor

This slider controls how much the cloned area will be zoomed.

Window Size

Control the size of the window with this slider.

Clone (variable)

Clone (variable) is very similar to **Clone (predefined)**. The difference is that you can define a shape by yourself. The shape consists of up to 24 points.

The section **[Canvas]** will be described below.

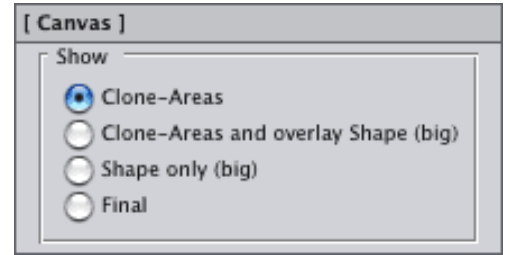
The sections **[General Settings]** and **[Zoom in Canvas]** are exactly the same ones as the above described sections and therefore don't need to be explained again.

With the controls of the section **[Points used for Shape]** you can define the variable shape to be used for cloning. Use the popup **Number of Points** to define how many points you want to use for the shape.

	[Canvas]	
	Show	
	<input checked="" type="radio"/> Clone-Areas	
	<input type="radio"/> Clone-Areas and overlay	
	<input type="radio"/> Shape only (big)	
	<input type="radio"/> Final	
	[General Settings]	
From (green)	<input type="text" value="2"/>	<input type="text" value="-24.62"/>
To (blue)	<input type="text" value="-207"/>	<input type="text" value="-6.42"/>
Width	<input type="text" value="28"/>	
Height	<input type="text" value="28"/>	
Flip Clone	<input type="text" value="Don't Flip"/>	
Angle	<input type="text" value="0"/>	
Feather Shape	<input type="text" value="17"/>	
Blur Clone	<input type="text" value="0"/>	
Composite Mode	<input type="text" value="1: Normal"/>	
Opacity (Mode 1-2)	<input type="text" value="100"/>	
	[Zoom in Canvas]	
Enable Zoom	<input type="checkbox"/>	
Zoomfactor	<input type="text" value="2"/>	
Window Size	<input type="text" value="0"/>	
	[Points used for Shape]	
Number of Points	<input type="text" value="11"/>	
Point 1	<input type="text" value="-97"/>	<input type="text" value="-95.29"/>
Point 2	<input type="text" value="-28"/>	<input type="text" value="-95.29"/>
Point 3	<input type="text" value="-9"/>	<input type="text" value="-55.67"/>
Point 4	<input type="text" value="7"/>	<input type="text" value="-56.77"/>
Point 5	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 6	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 7	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 8	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 9	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 10	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 11	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 12	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 13	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 14	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 15	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 16	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 17	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 18	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 19	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 20	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 21	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 22	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 23	<input type="text" value="0"/>	<input type="text" value="0"/>
Point 24	<input type="text" value="0"/>	<input type="text" value="0"/>
	www.chv-plugins.com, Christoph	
	Clone (variable) V4.0	

Canvas

With the radio buttons at the top of the controls (**[Canvas]**) you can switch between 4 preview modes. These modes only affect the canvas. If you hit Apple-R to render the final result, the overlaid information from the canvas will be omitted.



For the below example we will use this footage:



Clone-Areas

This mode shows the canvas with the two clone areas.

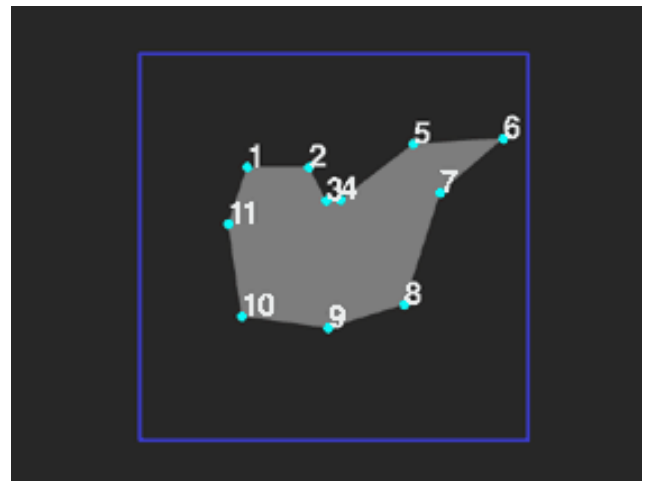
The green area shows the area that will be cloned to the blue area.

The red arrow always points from the green area to the blue area indicating the direction of the copy process.



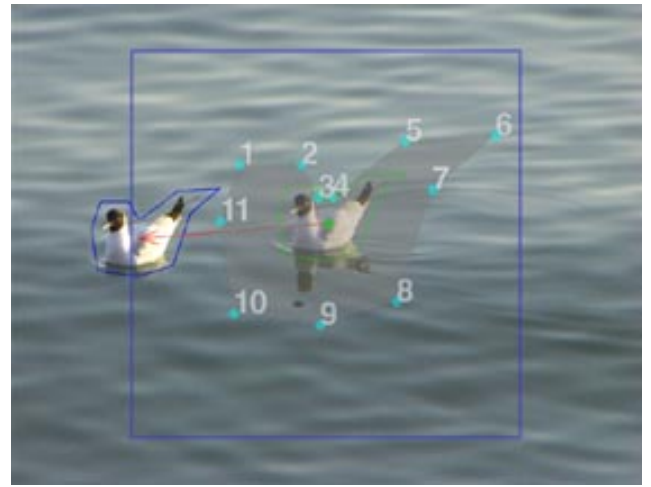
Shape only (big)

Use this selection to see the shape entirely. The blue border shows the maximum size of the shape for this mode. The actual size of the shape will be defined with the **Width** and **Height** sliders within the section **[General Settings]**.



Clone-Areas and overlay Shape (big)

The shape will be overlaid onto the canvas. This setting is a combination of the modes **Clone-Areas** and **Shape only (big)**.



Final

This mode shows the final rendered result. Remember to set **Feather Shape** to a value around 30 to get a smooth and good looking border. In this example we have only cloned the bird without its shadow. This is why we don't see any shadow below the bird.



Posterize

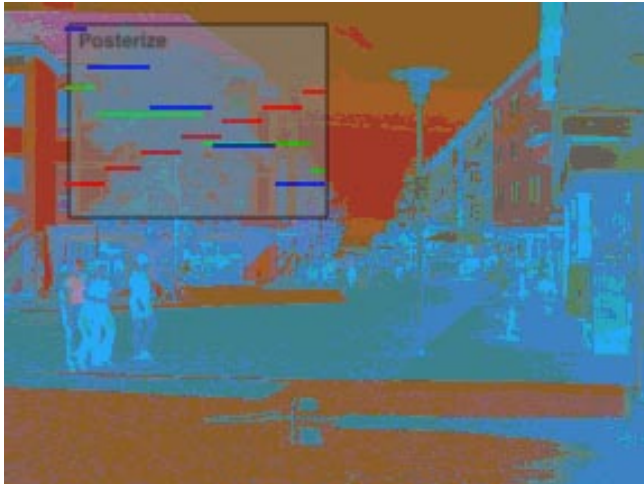
A fast and versatile tool to create the great poster effect

Posterize

Posterize creates the nice poster effect as you know it from various photo editing software.



The red, green and blue channels can be adjusted separately. **Posterize** makes it possible to setup a lower and upper limit giving you even more room to create this effect.



A window will be created within the canvas showing you the modification curves for all three channels.

And: As always, all controls can be keyframed.

	(C) 2004 by chv-electronics, The
	[Red]
Effect	<input type="range" value="15"/> 15
Offset	<input type="range" value="43"/> 43
Lower Level	<input type="range" value="43"/> 43
Upper Level	<input type="range" value="176"/> 176
	[Green]
Effect	<input type="range" value="41"/> 41
Offset	<input type="range" value="76"/> 76
Lower Level	<input type="range" value="142"/> 142
Upper Level	<input type="range" value="53"/> 53
	[Blue]
Effect	<input type="range" value="24"/> 24
Offset	<input type="range" value="103"/> 103
Lower Level	<input type="range" value="212"/> 212
Upper Level	<input type="range" value="0"/> 0
Show Curve	<input checked="" type="checkbox"/>
	www.chv-plugins.com , Christoph
	Posterize V4.0

Trail

Overlay you clip with a highly adjustable trail

Trail

Trail provides you a wide range of features to apply a trail on your footage. Up to 50 points can be applied. **Trail** is included as a filter, which applies the effect directly onto a clip and as a generator that generates a trail with a transparent background.

Four different features can be applied:

Trail - A trail adjustable with lots of controls (shown in red to the right).

Numbers - All points will be numbered with this feature.

Points - The points can be shown in various ways on the trail (shown in green to the right). You can define them as a shape or an image taken from an Quicktime image sequence.

Markers - A marker can also be defined. This marker can consist of a shape or an image you can apply.



Within the **[General Settings]** section you can define the layer order of the four effects.

If you have used the filter version of **Trail** you can also define if you want to show the source-clip or not. If you turn of the source you will get the same result as if you have used the generator version of **Trail**.

[General Settings]	
Put Marker	on Layer 1 (Top)
Put Numbers	on Layer 2
Put Points	on Layer 3
Put Trail	on Layer 4 (Bottom)
Show Source	<input checked="" type="checkbox"/>

Weight

This is the weight of the trail

Feather

Make the borders of the trail soft with this feature

Use colors

You can use up to 8 colors for the trail itself. The colors can be defined below this popup and will be used in a consecutive order.



Opacity of Trail

This slider controls the opacity of the trail. If you don't want to see a trail you can set this option to 0 which will make the trail transparent.

[Trail]	
Weight	<input type="range" value="3"/>
Feather	<input type="range" value="0"/>
Use Colors	<input type="text" value="1"/>
Color 1	<input type="color" value="#FF0000"/>
Color 2	<input type="color" value="#FF00FF"/>
Color 3	<input type="color" value="#0000FF"/>
Color 4	<input type="color" value="#00FFFF"/>
Color 5	<input type="color" value="#00FF00"/>
Color 6	<input type="color" value="#90EE90"/>
Color 7	<input type="color" value="#FFFF00"/>
Color 8	<input type="color" value="#FFA500"/>
Opacity of Trail	<input type="range" value="100"/>

This section controls the numbers on each point.

Size

This slider controls the size of the numbers.

Offset Horizontal

Offset Vertical

If you like the numbers on a different place relative to the points, you can move them around with these two sliders.

Color

set the color of the numbers here.

Opacity of Numbers

This slider controls the opacity of the numbers. If you don't want to see any numbers you can set this option to 0 which will make them transparent.

[Numbers]	
Size	<input type="range" value="15"/>
Offset Horizontal	<input type="range" value="0"/>
Offset Vertical	<input type="range" value="0"/>
Color	<input type="color" value="#FFFFFF"/>
Opacity of Numbe	<input type="range" value="100"/>

This section controls the points itself.

- General -

Size

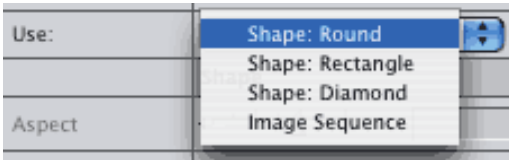
This slider controls the size of the points.

Opacity of Points

This slider controls the opacity of the points. If you don't want to see any points you can set this option to 0 which will make the points transparent.

Use

With this popup menu you can define if you want to use a predefined shape or use an Quicktime image sequence.



Shape

Aspect

This slider enables you to control the aspect ratio of the predefined shape.

Feather

Feather the borders of the predefined shapes with this slider.

Color

Select the color for the shape here.

Image sequence

Apply a Quicktime image sequence here. This feature gives you full control over each and every point of the trail. You can also use a single image here. In this case all points will be shown with the same image.

Do this, if you like to use an image sequence:

- Assemble a folder with images you want to use for the points.
- Number the images in a consecutive order.
- Open *Quicktime Player* and select *Open Image Sequence...* from the menu.
- Select the folder with the images.
- Save the sequence.

Now drag the image sequence onto the current image well.

- Magnify Point -

Enable Magnify

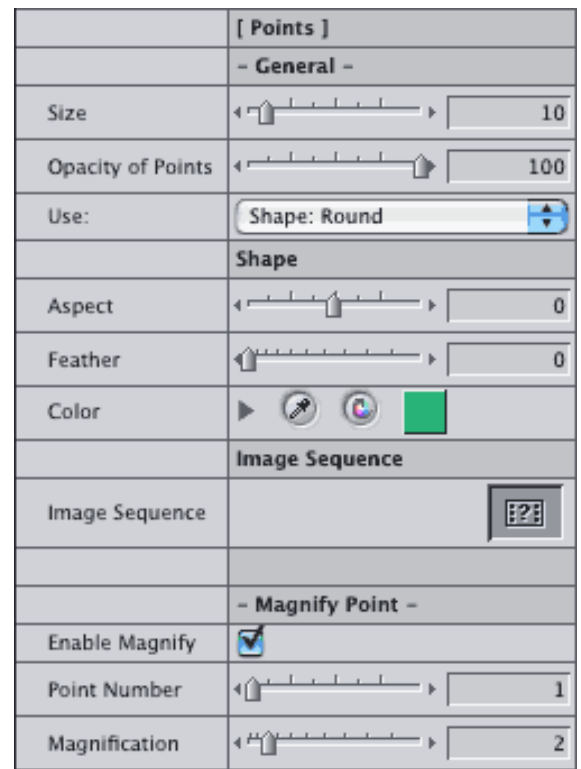
Enable the magnify-feature here. This feature magnifies the points to highlight them on the trail.

Point Number

Choose the point to be magnified here. You can also use fractions here. For example: If you enter 1.5 the point 1 and 2 will be magnified equally. If you enter 1.9, point 1 will be magnified a little bit and point 2 will be magnified much more. If you animate this slider with keyframes you will get a nice animation magnifying the points in a consecutive order.

Magnification

This slider defines the magnification factor.



This feature draws a defineable marker onto the trail.

Enable Marker

Enable this feature with this checkbox.

Point Number

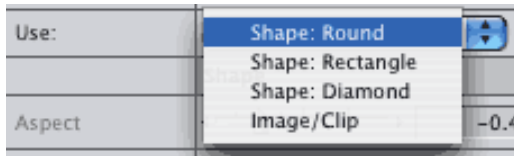
Select where the marker should be drawn. You can use fractions with this number. This enables you to create markers between the points.

Size of Marker

This slider controls the size of the markers.

Use

Select if you want to use a predefined shape or an image.



	[Marker]
Enable Marker	<input checked="" type="checkbox"/>
Point Number	<input type="text" value="10.5"/>
Size of Marker	<input type="text" value="7"/>
Opacity of Marker	<input type="text" value="100"/>
Use:	Image/Clip
Shape	
Aspect	<input type="text" value="0"/>
Feather	<input type="text" value="0"/>
Color	<input type="text" value="Blue"/>
Image	
Image/Clip	

Shape

Aspect

This slider enables you to control the aspect ratio of the predefined shape.

Feather

Feather the borders of the predefined shapes with this slider.

Color

Select the color for the shape here.

Image

Image/Clip

Drag the desired image onto this image well. You can also use a video clip here.

These are the actual points to be used for the trail.

Select the number of points you want to use with the slider **Number of Points**. Then set the points as you like within the canvas. To do this make sure that you see the canvas and the controls of this filter simultaneously. Click on the (+) of the point you want to move. Then click in the canvas at the new position. That's it.

	[Points used for Trail]
Number of Points	<input type="text" value="3"/>
Point 1	<input type="text" value="(-144, -115.2)"/>
Point 2	<input type="text" value="(72, -57.6)"/>
Point 3	<input type="text" value="(144, 115.2)"/>
Point 4	<input type="text" value="(0, 0)"/>
Point 5	<input type="text" value="(0, 0)"/>
Point 48	<input type="text" value="(0, 0)"/>
Point 49	<input type="text" value="(0, 0)"/>
Point 50	<input type="text" value="(0, 0)"/>
www.chv-plugins.com, Christoph	
Trail V4.0	

Gradient Pro

Get full control over the gradient curve

Gradient Pro

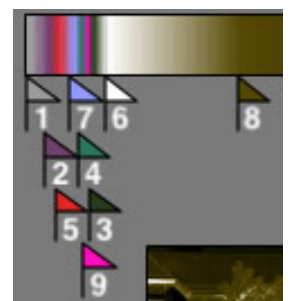


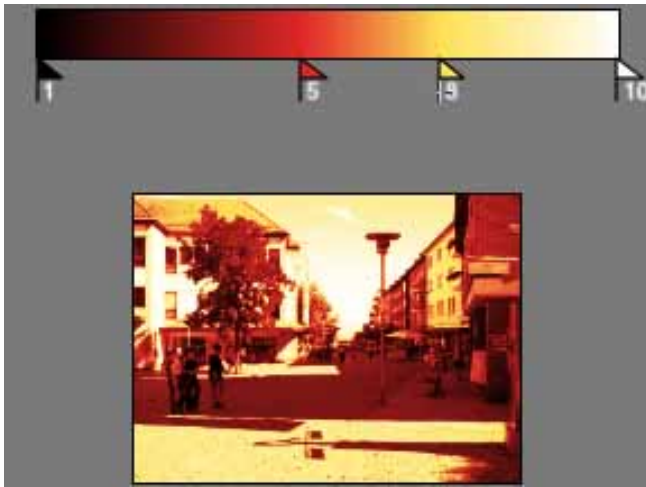
Gradient Pro is made to get full control over the gradient curve of your footage.

Up to 10 colors can be defined. These colors can be moved around, be switched on and off individually and are not bound to a numerical order.

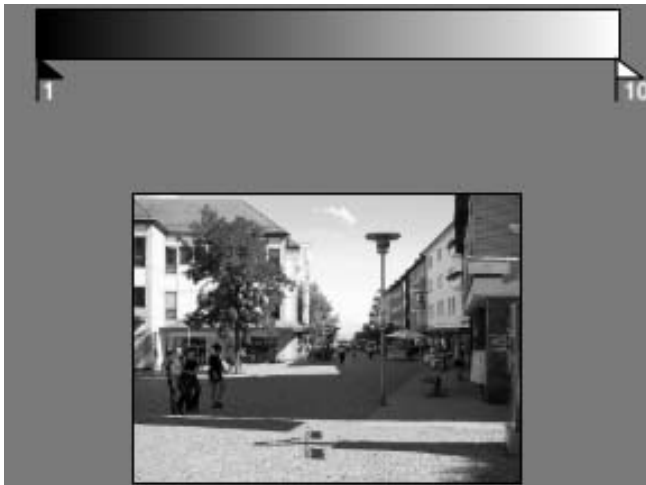
Colors 1 and 10 are always activated to define the outer limits of the gradient. The colors 2 to 9 can be defined in its position within the gradient and can even be moved around with the help of keyframes.

The flags will stack up in the canvas rather overlap themselves for better visibility

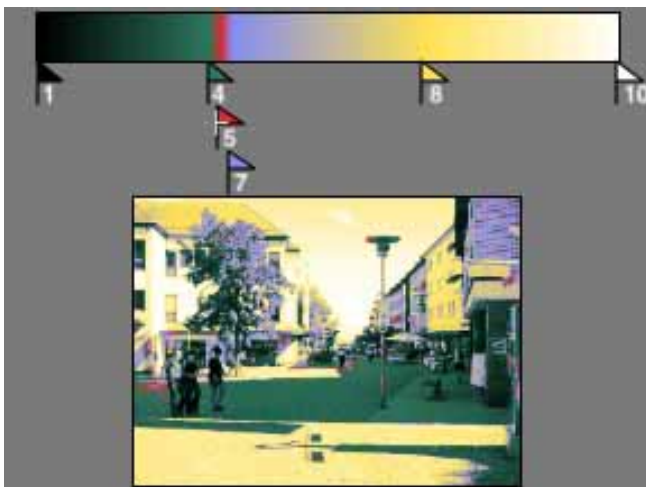




Make the clip heat up





Make it black and white



Make the clip colorful

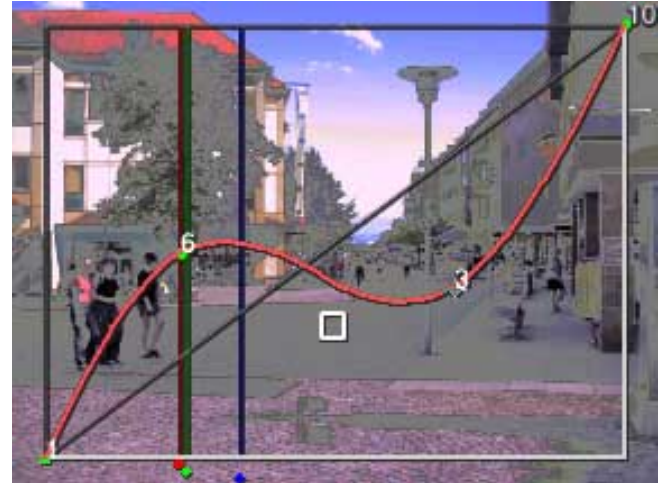
	(C) 2004 by chv-electronics, The
	[General settings]
	Canvas shows:
	<input checked="" type="radio"/> Gradient (Preview)
	<input type="radio"/> Final
Effect Opacity	<input type="text" value="100"/>
	[Colors]
Color 1	<input type="text" value="Black"/>
Enable Color 2	<input checked="" type="checkbox"/>
Color 2	<input type="text" value="Purple"/>
Position 2	<input type="text" value="-118"/> , <input type="text" value="-211.99"/>
Enable Color 3	<input checked="" type="checkbox"/>
Color 3	<input type="text" value="Dark Green"/>
Position 3	<input type="text" value="-215"/> , <input type="text" value="-187.53"/>
Enable Color 4	<input checked="" type="checkbox"/>
Color 4	<input type="text" value="Teal"/>
Position 4	<input type="text" value="-27.5"/> , <input type="text" value="-200.93"/>
Enable Color 5	<input checked="" type="checkbox"/>
Color 5	<input type="text" value="Red"/>
Position 5	<input type="text" value="35"/> , <input type="text" value="-176.82"/>
Enable Color 6	<input type="checkbox"/>
Color 6	<input type="text" value="Black"/>
Position 6	<input type="text" value="0"/> , <input type="text" value="172.8"/>
Enable Color 7	<input checked="" type="checkbox"/>
Color 7	<input type="text" value="Blue"/>
Position 7	<input type="text" value="150"/> , <input type="text" value="-192.89"/>
Enable Color 8	<input type="checkbox"/>
Color 8	<input type="text" value="Black"/>
Position 8	<input type="text" value="0"/> , <input type="text" value="172.8"/>
Enable Color 9	<input type="checkbox"/>
Color 9	<input type="text" value="Black"/>
Position 9	<input type="text" value="0"/> , <input type="text" value="172.8"/>
Color 10	<input type="text" value="White"/>
	www.chv-plugins.com, Christoph
	Gradient Pro, V4.0

Color 10	▶   <input type="text" value=""/>
www.chv-plugins.com, Christoph	
Gradient Pro. V4.0	

Levels Pro

Change the levels of each channel individually

Levels Pro



With **Levels Pro** you can change the gamma curve of each channel in the same way as you might know it from a well known photo-editing software.

Up to 10 points on the new gamma curve can be defined. All points will be shown in the canvas and can be animated using keyframes. The points can be switched on and off individually and are not bound to a numerical order.

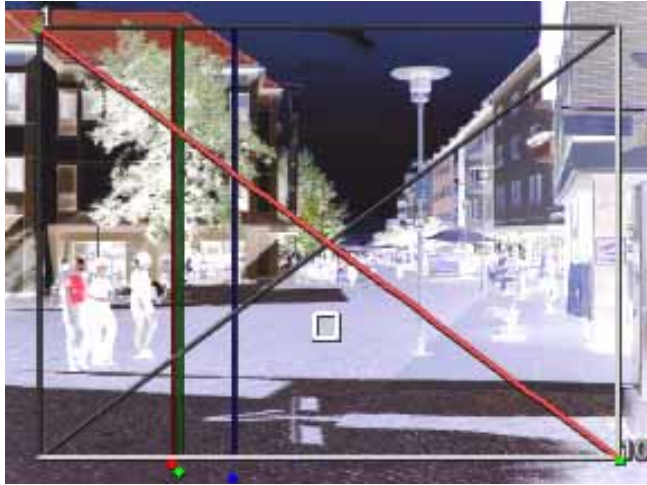
You can tell **Levels Pro** which channels you want to edited. The popup menu to the right shows which channel combinations can be selected. You can even edit the color-difference channels U and V individually.

Process	YUV
Effect Opacity	U
	V
Enable Probe ?	UV
Pick from	RGB
	RG
	RB
Position	GB
	R
Average area	G
	B

In addition you can enable a probe showing three additional vertical lines in the canvas. These lines represent the red, green and blue information of the selected area. The size of the area can also be adjusted.



This function is very useful if i.e. you want to edit the color of a specific area and you don't want the color to get clipped.



This example shows how it looks if you only invert the Y-channel. Most interesting is that only the brightness information is inverted and the colors don't change.

(C) 2004 by chv-electronics, The	
[General settings]	
Type	<input checked="" type="radio"/> Smooth <input type="radio"/> Corner <input type="radio"/> Stairs
Smoothness	<input type="range"/> 0.4
Process	YUV
Effect Opacity	<input type="range"/> 100
Probe	
Enable Probe ?	<input type="checkbox"/>
Pick from	Source
Position	+ 72 , 0
Average area	<input type="range"/> 10
[Points]	
Point 1	+ -324 , 259.2
Enable Point 2	<input type="checkbox"/>
Point 2	+ 0 , 0
Enable Point 3	<input type="checkbox"/>
Point 3	+ 0 , 0
Point 9	+ 0 , 0
Point 10	+ 324 , -259.2
[Canvas]	
Show Infos ?	<input checked="" type="checkbox"/>
Info-Opacity	<input type="range"/> 100
www.chv-plugins.com, Christoph	
Levels Pro. V4.0	

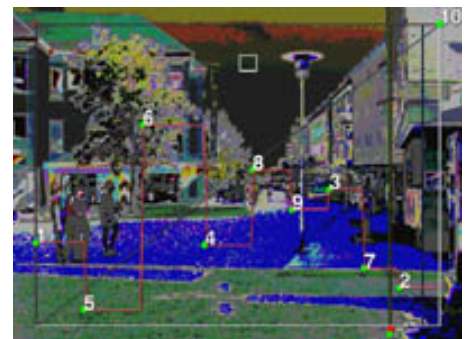
Three different curves are available.



Bezier curves



Straight lines

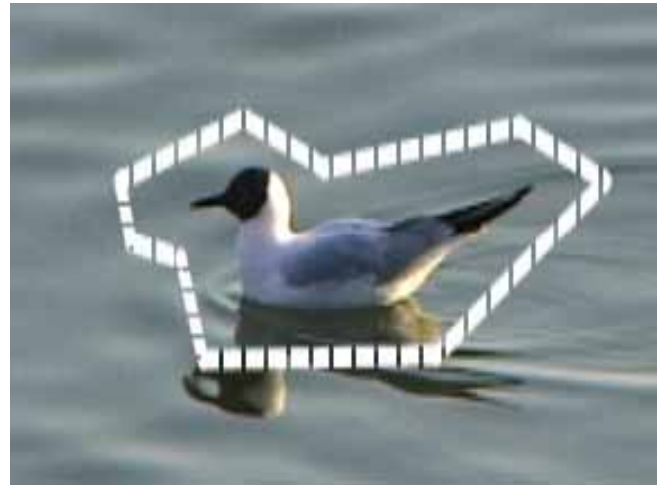


Stair steps

Marching Ants

The tool to add a nice looking marching ants effect

Marching Ants



Use **Marching Ants** to create a garbage matte with up to 40 adjustable points and a highly editable marching ants effect within your video. The marching ants will not only be visible within the canvas. You will have them marching within your rendered video clip, which is the whole purpose of this filter.

Everything can be adjusted:

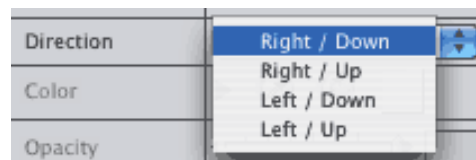
Weight - The weight of the ants

Ant Length - The length of the ants

Gap - The gap between the ants

Ant Speed - The speed the ants will move. The speed of the marching ants also depends on the length of the ants and is automatically adjusted by the filter.

Direction - With this popup you can control the direction of the marching ants.



Color - The color of the ants

Opacity - The opacity of the ants

With the next section you can select if you only want a marching ants effect or if you want to use the ants as a garbage matte. If you choose it to be a garbage matte you can also feather its border and invert the matte if you like.

Within the **[Points]** section you can configure the outline of the

(C) 2004 by chv-electronics, The	
[General Settings]	
Weight	<input type="range"/> 2
Ant Length	<input type="range"/> 8
Gap	<input type="range"/> 2
Ant Speed	<input type="range"/> 30
Direction	Right / Down
Color	<input type="color"/>
Opacity	<input type="range"/> 100
Use Area as Matte	<input checked="" type="checkbox"/>
Feather Matte	<input type="range"/> 39
Invert Area	<input type="checkbox"/>
[Points]	
Point 1	<input type="button" value="+"/> <input type="text" value="-144"/> , <input type="text" value="-115.2"/>
Point 2	<input type="button" value="+"/> <input type="text" value="144"/> , <input type="text" value="-115.2"/>
Point 3	<input type="button" value="+"/> <input type="text" value="144"/> , <input type="text" value="0"/>
Enable Point 4	<input checked="" type="checkbox"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 4	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 39	<input type="checkbox"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 39	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 40	<input type="checkbox"/> <input type="text" value="0"/> , <input type="text" value="0"/>
Point 40	<input type="button" value="+"/> <input type="text" value="0"/> , <input type="text" value="0"/>

garbage matte. Up to 40 points can be created. Each point can be switched on and off individually. The points will be used in a consecutive order.

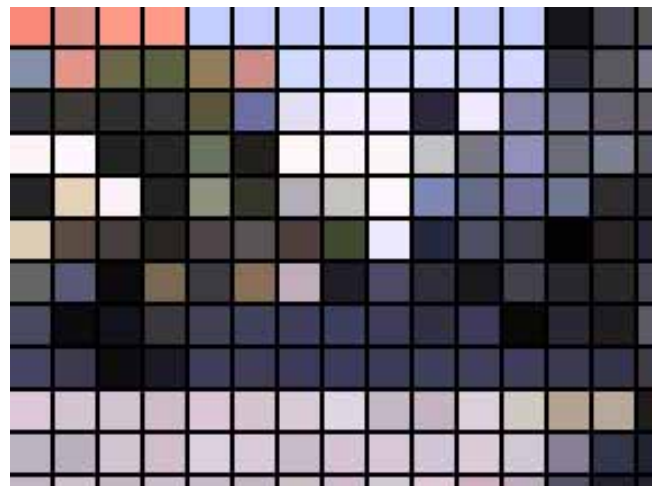
Point 39	<input type="checkbox"/>	0	,	0
Enable Point 40	<input type="checkbox"/>			
Point 40	<input type="checkbox"/>	0	,	0
www.chv-plugins.com, Christoph				
Marching Ants V4.0				

Mosaic

The fastest and most versatile tool to create the perfect mosaic effect

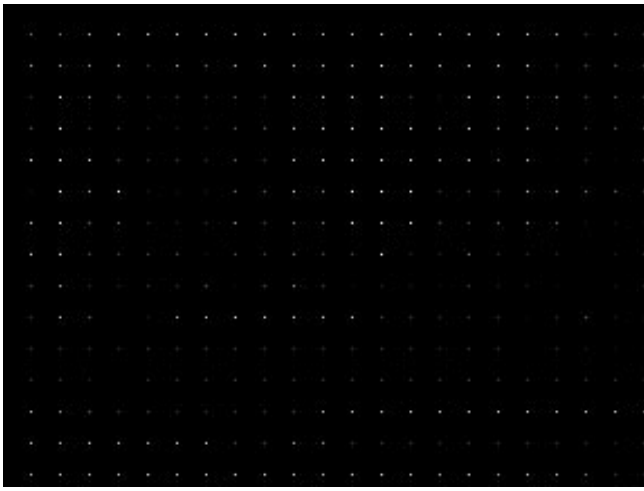
Mosaic

Mosaic creates a well known mosaic effect and: It is fast! This plugin does not slow down when the blocks get smaller and it does not slow down considerably when it has to add additional effects.

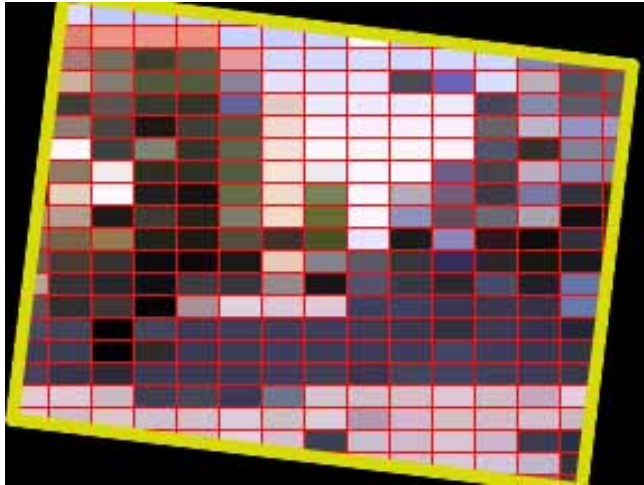


The **Gap** feature creates holes between the mosaic blocks. These holes can be filled with a defineable color or stay transparent. If you use a color the opacity of the color can also be adjusted.



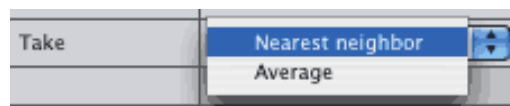


In addition you can add a border to the whole screen. The border will be used as a garbage matte that makes the remaining screen transparent. The border can be rotated and will be drawn around the selected area.



(C) 2004 by chv-electronics, The	
[General Settings]	
X-Size	<input type="range" value="16"/> 16
Y-Size	<input type="range" value="16"/> 16
Take	Nearest neighbor <input type="button" value="v"/>
[Gap]	
X-Size of Gap	<input type="range" value="0"/> 0
Y-Size of Gap	<input type="range" value="0"/> 0
Color	<input type="button" value="p"/> <input type="button" value="c"/> <input type="button" value="r"/> <input type="button" value="b"/>
Color Opacity	<input type="range" value="100"/> 100
[Border]	
Size	<input type="range" value="0"/> 0
Feather	<input type="range" value="0"/> 0
Color	<input type="button" value="p"/> <input type="button" value="c"/> <input type="button" value="r"/> <input type="button" value="b"/>
Opacity	<input type="range" value="100"/> 100
[Selected Area]	
Show used area	<input checked="" type="checkbox"/>
Angle	<input type="range" value="0"/> 0
Top	<input type="range" value="0"/> 0
Left	<input type="range" value="0"/> 0
Right	<input type="range" value="0"/> 0
Bottom	<input type="range" value="0"/> 0
www.chv-plugins.com, Christoph	
Mosaic V4.0	

With the **Take** feature you can define if the nearest neighbor or an average of the area for the single blocks should be taken for each mosaic block. The setting *Average* creates a smoother look of the rendered clip.



Nearest neighbor



Average

Rip

Tear apart your clips

Rip

Rip tears apart your clip line by line. This plugin comes as a transition and as a filter.

The effect can be applied in a horizontal, vertical and a combined direction. The amount of the distortion (*Distortion*-slider) can be adjusted.



With the two balance-sliders you can define a preferred direction of the effect.

Border creates a border around the incoming and outgoing clip. If you use **Rip** as a filter only one border will be available. The border will automatically fade in and out with the transition.

For the transition you can choose a transparent background, apply one of the two clips or a color of your choice.

For best results the animation runs absolutely soft and smooth, because each line will be calculated individually.

(C) 2004 by chv-electronics, The	
[General Settings]	
Amount	<input type="range" value="50"/>
Direction	
<input checked="" type="radio"/> Horizontal	
<input type="radio"/> Vertical	
<input type="radio"/> Horizontal + Vertical	
Random ?	<input type="checkbox"/>
Distortion	<input type="range" value="0.5"/>
Balance Left/Right	<input type="range" value="0"/>
Balance Top/Bottom	<input type="range" value="0"/>
[Border]	
Size	<input type="range" value="0"/>
Color	<input type="color" value="#0000FF"/>
[Cut border]	
Show used area	<input checked="" type="checkbox"/>
Stay inside area	<input type="checkbox"/>
Top	<input type="range" value="0"/>
Left	<input type="range" value="0"/>
Right	<input type="range" value="0"/>
Bottom	<input type="range" value="0"/>
www.chv-plugins.com, Christoph	
Rip V4.0	



Transition with two different borders



Horizontal and vertical effect

Curvewipe

A different way to create a crossfade

Curvewipe

Curvewipe is a transition creating a highly adjustable cross-dissolve.

Usually the mathematical function of a cross-fade is a straight line. With **Curvewipe** you can create your own function to be used for the cross-fade.

With up to 18 fully adjustable points you can create even the most complicated functions. The points 1 and 20 are predefined, because a cross-fade always starts with the source-clip and ends with the destination-clip.

Three different curves are available:

Smooth

Real bezier-curves will be calculated between the given points.



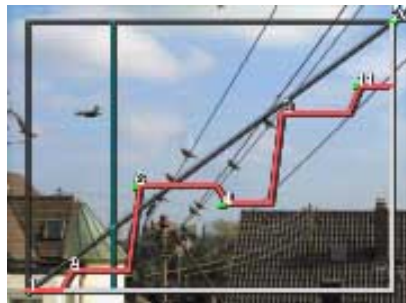
Corner

This option applies straight lines between the points.



Stairs

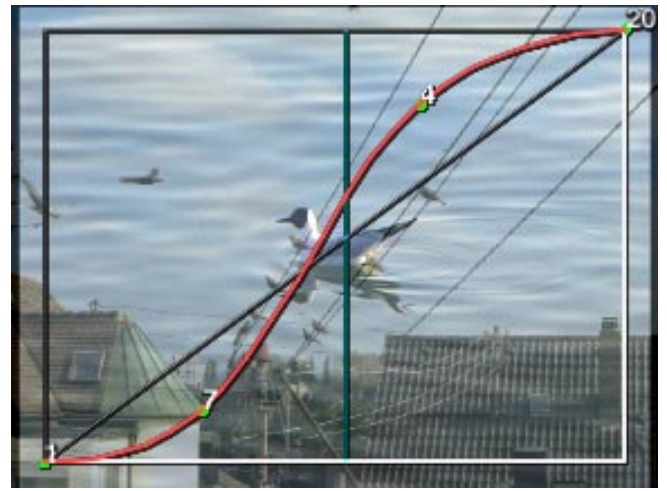
With this option the cross-fade effect will "jump" from one level to another creating a flashing effect.



(C) 2004 by chv-electronics, The Cl	
[General settings]	
Type	<input checked="" type="radio"/> Smooth <input type="radio"/> Corner <input type="radio"/> Stairs
Smoothness	<input type="range" value="0.4"/> 0.4
[Points]	
Enable Point 2	<input type="checkbox"/>
Point 2	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 3	<input type="checkbox"/>
Point 3	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 18	<input type="checkbox"/>
Point 18	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 19	<input type="checkbox"/>
Point 19	<input type="text" value="0"/> , <input type="text" value="0"/>
[Canvas]	
Show Infos ?	<input checked="" type="checkbox"/>
Info-Opacity	<input type="range" value="100"/> 100
www.chv-plugins.com, Christoph V	
CurveWipe V4.0	



This example shows how to create the well known film-dissolve effect



Here we have a soft accelerating transition



Film-dissolve with an additional ease-in-out effect



...a very crazy cross-fade

Shear

Shear clips and images

Shear

With **Shear** you can create a fully adjustable shear effect to you footage.



You can make the effect use the whole screen or just a part of it. The area can be selected within the **[Select Area]** section. The border of the sheared area can be feathered and you can select if you want to have the edge pixels repeated.

Up to 10 points can be used. The points 2 to 9 can be switched on and off.

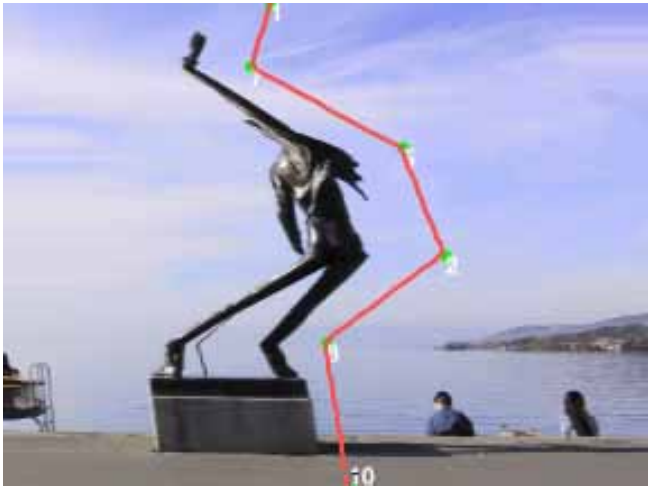


A vertical shear with 6 points using the smooth option

	(C) 2004 by chv-electronics, The
	[Shear]
	Type
	<input checked="" type="radio"/> Smooth
	<input type="radio"/> Corner
Smoothness	<input type="text" value="0.4"/>
H-Offset	<input type="text" value="0"/>
Repeat Edge Pixel!	<input checked="" type="checkbox"/>
	[Selected Area]
Position	<input type="text" value="0"/> , <input type="text" value="0"/>
X-Size	<input type="text" value="100"/>
Y-Size	<input type="text" value="100"/>
Feather border	<input type="text" value="0"/>
Display Source	<input checked="" type="checkbox"/>
	[Points]
Point 1	<input type="text" value="0"/> , <input type="text" value="-259.2"/>
Enable Point 2	<input type="checkbox"/>
Point 2	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 3	<input type="checkbox"/>
Point 3	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 4	<input type="checkbox"/>
Point 4	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 5	<input type="checkbox"/>
Point 5	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 6	<input type="checkbox"/>
Point 6	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 7	<input type="checkbox"/>
Point 7	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 8	<input type="checkbox"/>
Point 8	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 9	<input type="checkbox"/>
Point 9	<input type="text" value="0"/> , <input type="text" value="0"/>
Enable Point 10	<input type="checkbox"/>
Point 10	<input type="text" value="0"/> , <input type="text" value="259.2"/>



A horizontal shear with 4 points using the smooth option



A vertical shear with 6 points using the corner option

Point 9	<input type="checkbox"/>	<input type="text" value="0"/>	,	<input type="text" value="0"/>
Point 10	<input type="checkbox"/>	<input type="text" value="0"/>	,	<input type="text" value="259.2"/>
[Canvas]				
Show Curve	<input checked="" type="checkbox"/>			
Show selected are.	<input type="checkbox"/>			
www.chv-plugins.com, Christoph				
Shear Horizontal V4.0				

Channel Mixer

Mix up the red, green and blue channels

Channel Mixer



Channel Mixer is a tool to mix up the red, green and blue channels.

	(C) 2004 by chv-electronics, The
	[Red Output Channel]
Source Red	<input type="range" value="100"/> 100
Source Green	<input type="range" value="0"/> 0
Source Blue	<input type="range" value="0"/> 0
	[Green Output Channel]
Source Red	<input type="range" value="0"/> 0
Source Green	<input type="range" value="100"/> 100
Source Blue	<input type="range" value="0"/> 0
	[Blue Output Channel]
Source Red	<input type="range" value="0"/> 0
Source Green	<input type="range" value="0"/> 0
Source Blue	<input type="range" value="100"/> 100
	www.chv-plugins.com, Christoph
	Channel Mixer V4.0

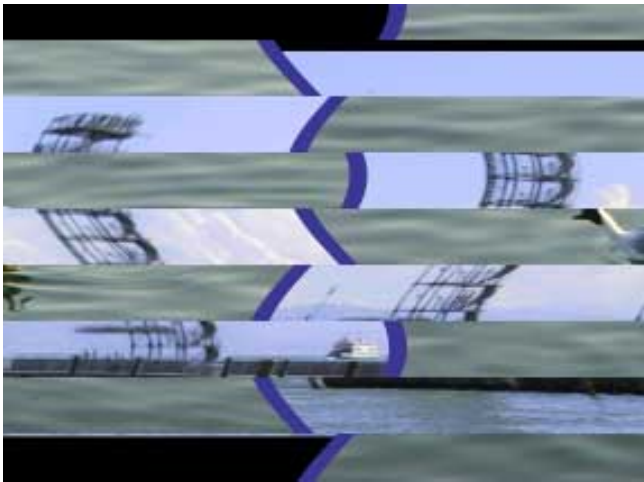
Usually the red channel get 100% of the red information, the green channel gets 100% of the green information and the blue channel gets 100% of the blue information. With **Channel Mixer** you can mix up the red, green and blue channels, swap them around and even more.

Better BandSlide

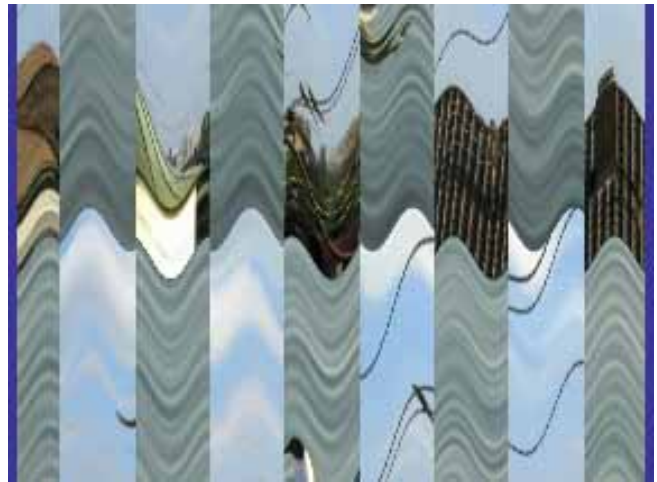
The BandSlide-filter and -transition

General Info

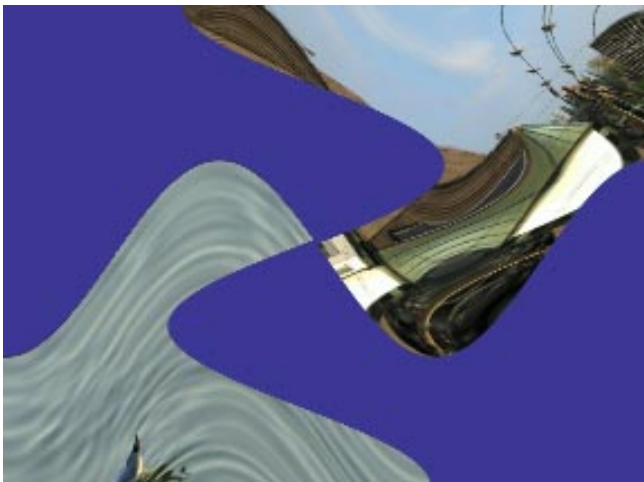
This BandSlide-Tool provides you with a different way to do the well known bandslide-effect. **Better BandSlide** comes as a filter and as a transition.



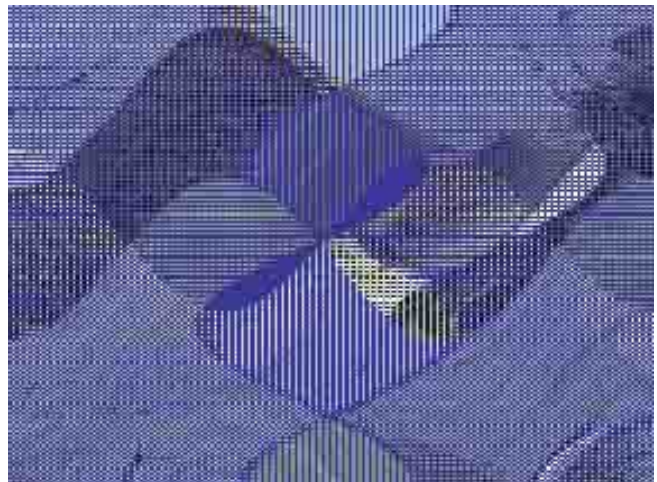
Horizontal Bandslide



Vertical Bandslide



*Horizontal and vertical BandSlide
with Balance set to left/top*



*Horizontal and vertical BandSlide
with no Balance set*

Better BandSlide

From top to bottom:

[General settings]

Amount

The amount-slider only exists within the filter version of **Better BandSlide**. You can control the amount of the effect with it.

Direction

Select the direction of the effect here.

Stripes

Control the amount of applied stripes here.

X-Offset

Y-Offset

Move the stripes up and down and to the left and right with these two sliders.

[ZigZag]

Here you can add waves to the sliding bands.

Amount

This slider controls the amount of the ZigZag-effect.

Waves

Higher settings of this slider add more waves to the sliding bands.

[Border]

Use this option to create a border with a defineable size around the video clip.

If you use the transition, the border will automatically fade-in and out. In addition you will have two colors. The first one is used for the outgoing clip, the second one for the incoming clip.

[Cut Border]

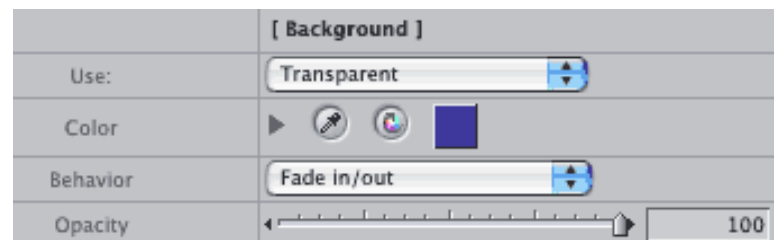
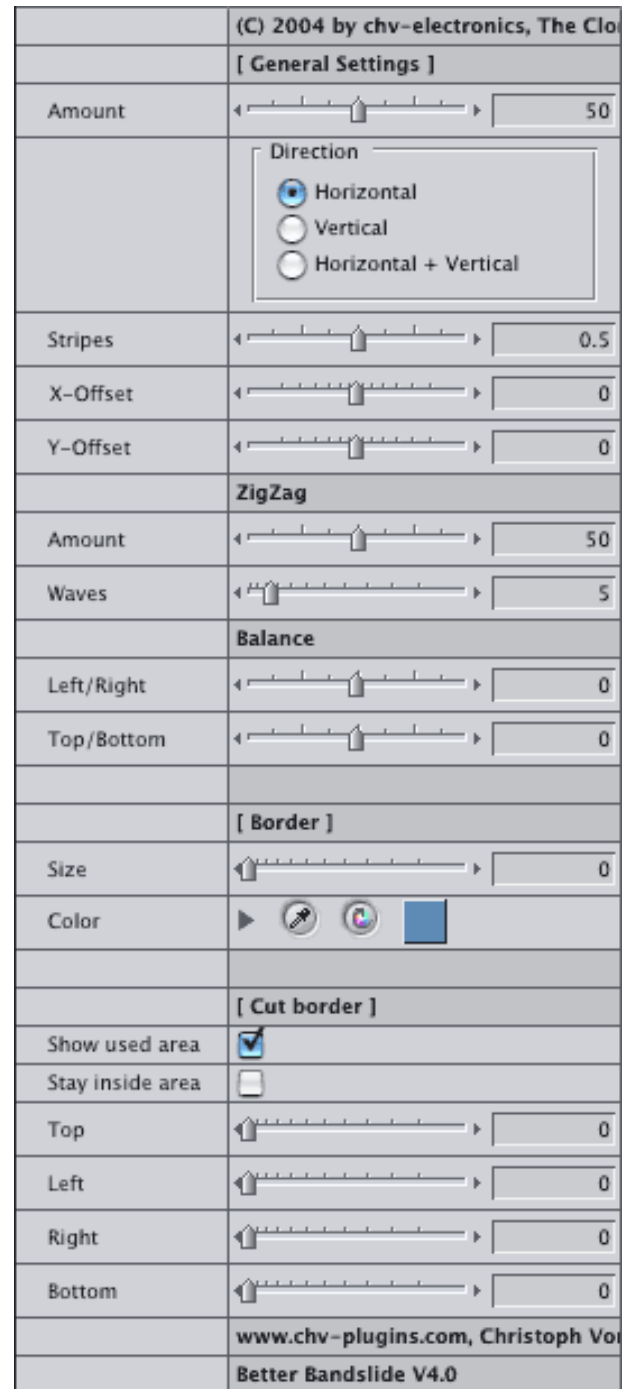
Use this option to eliminate unwanted black borders.

Show used area

...will show a frame in the canvas with the area that will be cut off.

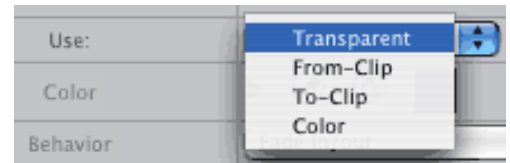
[Background]

The background section is only available with the transition version of **Better BandSlide**.



Use

Choose if you want to have a transparent background or if you want to see the source-clip, the destination-clip or simply a defineable color in the background.



Behavior

Choose if the background should fade in and out at the beginning and the end of the transition or if it should stay there all the time. The fade-in-out option is very useful if you use images with a transparent area.

Opacity

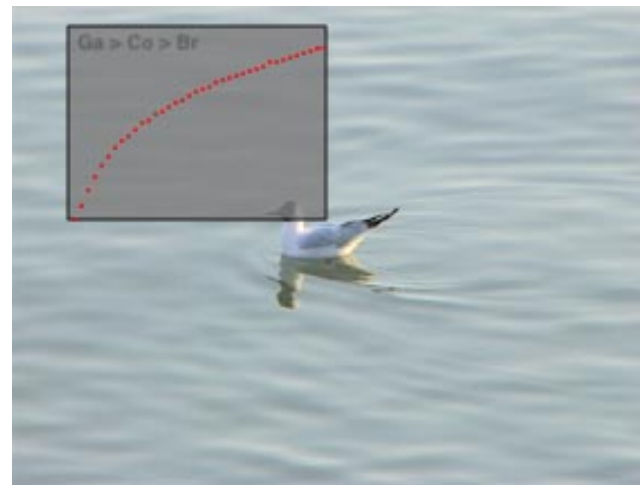
...controls the opacity of the background. With **Opacity** set to 0 the background will be transparent.

Brightness Contrast Gamma

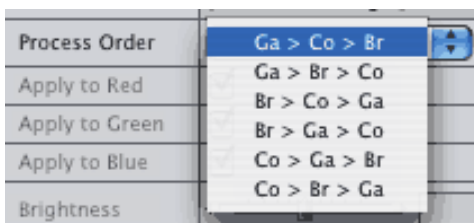
Control the brightness, contrast and gamma of a clip

Brightness Contrast Gamma

This filter provides you with a combined system to control the brightness, contrast and gamma of a video-clip. The advantage of this filter is that no clipping effects can occur, due to the fact that all levels will be calculated internally with no upper and lower limit.



If you like you can use the filter on the red, green and blue channel alone.



In addition you can tell the filter in which order the three effects should be applied. "Ga > Co > Br" means that at first the gamma curve will be calculated, then the contrast and then the brightness. All 6 combinations are possible. This function is important to ensure full control over the three effects.

	(C) 2004 by chv-electronics, The
	[General Settings]
Process Order	Ga > Co > Br
Apply to Red	<input checked="" type="checkbox"/>
Apply to Green	<input checked="" type="checkbox"/>
Apply to Blue	<input checked="" type="checkbox"/>
Brightness	<input type="text" value="0"/>
Contrast	<input type="text" value="0"/>
Gamma	<input type="text" value="1"/>
Show Curve	<input checked="" type="checkbox"/>
	www.chv-plugins.com, Christoph
	Brightness-Contrast-Gamma V4