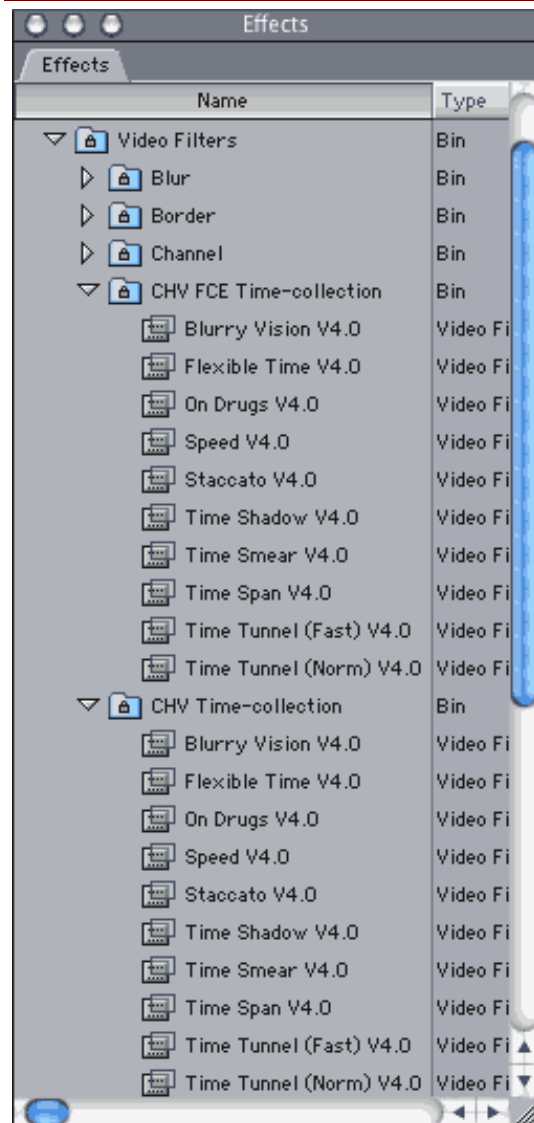


## The Time-collection V4.0

A set of 13 plugins for Final Cut Pro and 13 keyframeable plugins for Final Cut Express

### Browser and Timeline

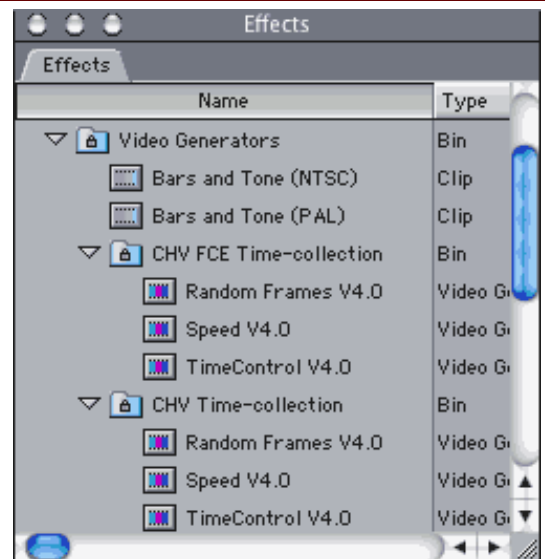


After installing the plugins of the Time-collection V4.0, you can find the plugins in the effects-tab of the browser-window. Open the folders "Video Generators" and "Video-Filters". There you will see either the folder "CHV Time-collection" or the folder "CHV FCE Time-collection", depending on if you have installed the **Final Cut Pro** plugins or the **Final Cut Express** plugins. Open the appropriate folder as well.

**Video-Generator:** In order to use a Time-collection generator, you just have to drag the wanted generator from the Effects-folder and drop it onto the timeline to a appropriate place. A generator can be treated like any other clip. You can change it's duration, opacity, position and so on. You can even apply filters to it. Now double-click the generator in the timeline to load it into the viewer. Then go to the viewer and click on "Controls". Now you can make the necessary changes.

**Video-Filter:** If you want to use a filter of the Time-collection, you have to drag and drop the wanted filter from the Effects-tab onto a clip in the timeline. Now double-click the clip in the timeline to load it into the viewer. Then go to the viewer and click on "Filters". There you can see all parameters of the chosen filter. Now you can make the necessary changes.

The **Final Cut Express** versions are equipped with the **CHV Keyframe-system**. This enables these plugins to be completely keyframeable when you use Final Cut Express. Please read the enclosed Keyframe-manual for more information about how the **CHV Keyframe-system** works.



The following pages of this manual describe all of the 13 plugins of the **Time-collection V4.0** and their functions.

# TimeControl V4.0 - Video-generator

Control the speed of a clip with 16 adjustable markers

## General Info

*TimeControl* is used to change the speed of a clip in a specific way. You can define up to 16 Markers and tell these Markers how fast a specific frame and section has to be played. This enables you to speed up and slow specific parts of your clip.

The speed between two markers will be interpolated to create a smooth speed up or slow down effect. Therefore *TimeControl* works with a single field rendering system to ensure absolute smooth and perfect animations.

## Configuration

### Source-Clip Settings

The first set of controls are the source-clip settings.

#### Source type

Select "Interlaced Video" if you use PAL- or NTSC-footage. Select "Progressive Video" for all any other footage.

#### Clip

You must provide TimeControl with a clip. Drag and drop the clip you want to modify onto this image-well.

#### Offset Clip

If you don't want to use the clip from the beginning, you can define an offset here. Do not keyframe this parameter!

#### Aspect Ratio

##### Use Sequence resolution

Choose this option if your footage uses the same resolution as your Sequence.

##### 4:3, 3:2, 5:4, 16:9, 40:27

Choose one of these options if you know the aspect ratio of the applied footage.

##### Use manual vertical resolution

Adjust the aspect ratio if none of the above settings fits and use the below control for the adjustment.

#### Manual vertical resolution

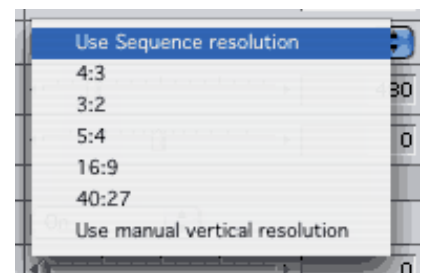
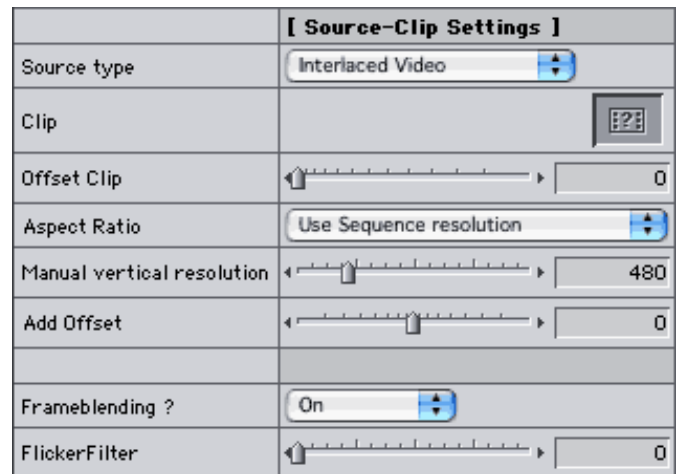
This option is only active if **Aspect Ratio** is set to **Use manual vertical resolution**. Adjust the aspect ratio of your footage with this slider.

#### Add Offset

This adds a specified amount of frames to the result. You can keyframe this setting in the timeline if you don't end up with an integer-value after a speed-change.

#### Frameblending ?

If you like, you can turn off the frameblending function with this feature.



## FlickerFilter

In some cases it is useful to deflicker the clip. This can be done easily with this setting. You can keyframe this slider for best results.

## Canvas Settings

With this section you can select which information will be shown in the canvas.

### Canvas Mode

This defines what information will be shown in the Canvas.

#### Source

The canvas shows the frame which is currently selected in the Timeline.

#### Final

The canvas shows the frame that will be at the current position in the Timeline after you have rendered the clip.

#### Source and Final

With this setting you can see the Source frame and the Final frame. This setting is a combination of the first two modes.

#### Single Marker (Filmstrip)

This setting will show a filmstrip with five frames. The frame in the center is the selected marker. The surrounding frames show the surrounding frames.

#### Single Marker (Fullscreen)

With this setting the canvas will only show the currently selected marker.

#### All Markers

This page gives you an overview of all marked frames.

### Marker (Single Marker)

This option is only active when **Single Marker (Filmstrip or Fullscreen)** is selected. You can define with this control which Marker will be shown in the canvas.

### Mode

This option is only active if **Source and Final** is selected. It defines if the timeline in the canvas is based on the Source- or the Destination-speed. The red and blue line in the canvas show which frames are currently used calculated relatively to the markers.

### Show Info

Check this feature to turn the information on or off when the first two settings in the *Display-Mode* are selected.

[ Canvas Settings ]	
	Canvas Mode <input type="radio"/> Source <input checked="" type="radio"/> Final <input type="radio"/> Source and Final <input type="radio"/> Single Marker (Filmstrip) <input type="radio"/> Single Marker (Fullscreen) <input type="radio"/> All Markers
Marker (Single Marker)	1
Mode	Final Timeline
Show Info	<input checked="" type="checkbox"/>

# Markers

Here you can define up to 16 Markers and their corresponding speed.

## Marker 1-16 Speedfactor 1-16

You must use the controls of the Markers to define the speed you like to have at the given frame. Do not keyframe the Markers and the Speedfactors! Set the *Display-Mode* to *Source* and then select the desired frame with the playhead in the timeline. The framenummer will be shown in the canvas. Then set the corresponding Speedfactor with the sliders in this section.

Do not keyframe the Markers and the Speedfactors in the timeline. You would get strange results.

An example: If you have a clip that shows a car crashing on a wall at frame 120 and you want to see the crash in slow motion, these settings would be perfect:

Marker 1: Frame: 100 - Speedfactor: 1

Marker 2: Frame: 120 - Speedfactor: 0.2

Marker 3: Frame: 150 - Speedfactor: 0.2

Marker 4: Frame: 160 - Speedfactor: 1

1. The clip will run with normal speed from frame 0 to 100.
2. From frame 101-120 the clip will slow down to 1/5th of normal speed.
3. The frames 121 to 150 will be shown with 1/5th of normal speed.
4. From frame 151-160 the clip will speed up again to normal speed and then keeps its speed.

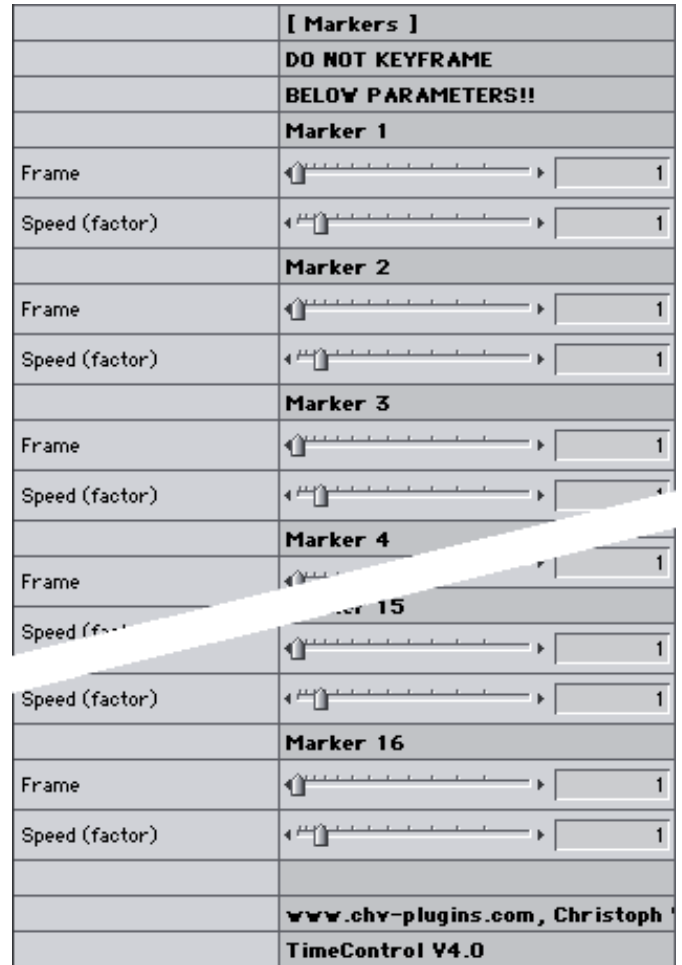
All Markers must be set up in a consecutive order. Unused Markers must be set to "0".

If you only use "Marker 1" and all other Markers are set to "0", the whole clip will be rendered with the speed defined by "Speedfactor 1".

The example above shows a slow-down, followed by a speed-up. If you slow down a clip to the speed 0 (zero) there is no chance to speed-up the clip again, because the frame wont advance again. You would have to put a second *TimeControl* directly behind the first one in the timeline starting with the frame where the first *TimeControl* "stopped". You can do this with the Offset-slider. But don't start the second *TimeControl* with a Speedfactor of "0". You have to start with a higher setting.

With the offset-slider you can choose the first frame of a clip. The length of *TimeControl* in the timeline combined with the given Speedfactors in the Controls defines how much of the source-clip will be used.

Note: The Final Cut Express version of *TimeControl* does not provide you with keyframes for the Markers. This is done by intention, because the Markers should not be keyframed.



This section describes the different information in the canvas provided by the six Display-Modes.

---

### Canvas-Mode: Source

#### **Source Frame**

This is the framenummer of the currently selected frame of the source-clip.

#### **Source Duration**

This is the total length of the provided source-clip.

#### **Source needed**

This is the number of frames that are currently used by *TimeControl*. If more frames are used than the source-clip provides, the information "END OF CLIP" will appear.

#### **Length of Timeline**

This is the length of *TimeControl* in the timeline. You can change the length by changing the length of *TimeControl* in the timeline.

#### **Used Markers**

This is the number of markers that are currently used.

#### **Current Speed**

After you have rendered the clip the currently visible frame will be seen with the shown speed.

---



### Canvas-Mode: Final

#### **Final Frame**

This is the framenummer of the frame that will be seen at the current position in the timeline after rendering.

#### **Source Duration**

This is the total length of the provided source-clip.

#### **Source needed**

This is the number of frames that are currently used by *TimeControl*. If more frames are used than the source-clip provides, the information "END OF CLIP" will appear.

#### **Duration of Timeline**

This is the length of *TimeControl* in the timeline. You can change the length by changing the length of *TimeControl* in the timeline.

#### **Used Markers**

This is the number of markers that are currently used.

#### **Final Speed**

After rendering the shown frame will be seen with this speed.

---



### Canvas-Mode: Source and Destination

This is a combination of the first two Display-Modes. On the left you can see the Source-frame, on the right the Final-frame.

The curve below shows how the speed of the clip develops over time.

The numbers below represent the markers.

The blue line shows the position of the currently used frame.

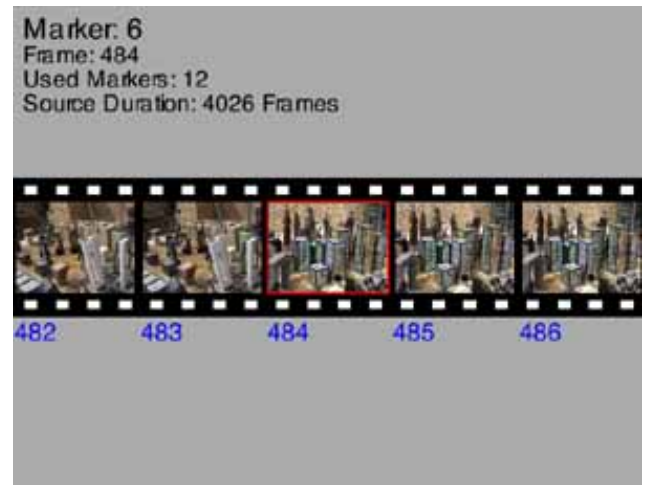
The red line shows the current position of the playhead in the timeline.



### Canvas-Mode: Single Marker (Filmstrip)

With this mode you can see the selected Marker on a filmstrip. The filmstrip shows the surrounding frames to make it easier to "aim" at a specific frame.

Select the Marker you want to see with the popup-menu **Marker (Single Marker)**.



### Canvas-Mode: Single Marker (Fullscreen)

This mode simply shows the selected Marker fullscreen.

Select the Marker you want to see with the popup-menu **Marker (Single Marker)**.



## Canvas-Mode: All Markers

Here you can see an overview of all used markers and their given speed. If a frame is selected that is beyond the source-clip, the information "END OF CLIP" will appear.

Marker: 1 Frame: 1 Speed: 1.00	Marker: 2 Frame: 102 Speed: 2.00	Marker: 3 Frame: 220 Speed: 0.80	Marker: 4 Frame: 283 Speed: 2.50
Marker: 5 Frame: 360 Speed: 2.00	Marker: 6 Frame: 484 Speed: 1.00	Marker: 7 Frame: 520 Speed: 1.00	Marker: 8 Frame: 680 Speed: 2.00
Marker: 9 Frame: 637 Speed: 3.00	Marker: 10 Frame: 800 Speed: 2.00	Marker: 11 Frame: 900 Speed: 1.00	Marker: 12 Frame: 1043 Speed: 0.10
Marker: 13 Frame: 1 Speed: 1.00 (not used)	Marker: 14 Frame: 1 Speed: 1.00 (not used)	Marker: 15 Frame: 1 Speed: 1.00 (not used)	Marker: 16 Frame: 1 Speed: 1.00 (not used)

## Speed V4.0 - Video-generator

Change the speed of a clip with one easy-to-use slider

### General Info

With *Speed* you can speed up and slow down a clip. You can even let a clip run backwards or stand still. Use this plugin if you want to have a certain speed of a clip at a specific position of the timeline.

*Speed* works with a single field rendering system to ensure absolute smooth and perfect animations.

The advantage of the Video-generator version of *Speed* is the chance to stretch the clip in the timeline as you need it. For example: If you want to slow down a clip to half of it's original speed, the Video-filter version only lets you see the first half of the clip, because you can't stretch the clip in the timeline to twice the length. A Video-generator is more versatile and lets you change the length of it to twice the length. This enables you to see the full clip with half the speed.

*Note: In order to see the final rendered result, you have to render the clip. A preview is not possible, because Final Cut plugins don't have full access to all created keyframes in the timeline and therefore Speed is not able to calculate the final result for the preview-mode.*

## Source-Clip Settings

### Source type

Select "Interlaced Video" if you use PAL- or NTSC-footage. Select "Progressive Video" for all any other footage.

### Clip

You must provide TimeControl with a clip. Drag and drop the clip you want to modify onto this image-well.

### Offset Clip

If you don't want to use the clip from the beginning, you can define an offset here. Do not keyframe this parameter!

### Aspect Ratio

#### Use Sequence resolution

Choose this option if your footage uses the same resolution as your Sequence.

#### 4:3, 3:2, 5:4, 16:9, 40:27

Choose one of these options if you know the aspect ratio of the applied footage.

#### Use manual vertical resolution

Adjust the aspect ratio if none of the above settings fits and use the below control for the adjustment.

### Manual vertical resolution

This option is only active if **Aspect Ratio** is set to **Use manual vertical resolution**. Adjust the aspect ratio of your footage with this slider.

### Speed

This is the most important slider of this plugin. Use this slider to speed up or slow down a clip. If you set this slider to 0 the clip will freeze. In order to change the speed you have to create keyframes.

Example: If you want to see a clip running 5 seconds at normal speed, then 5 seconds at twice the speed and then 5 seconds with normal speed again (and so on), you simply have to create keyframes for this slider every 5 seconds that change this value of the slider to 1 and 2.

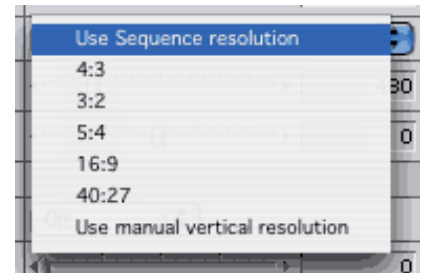
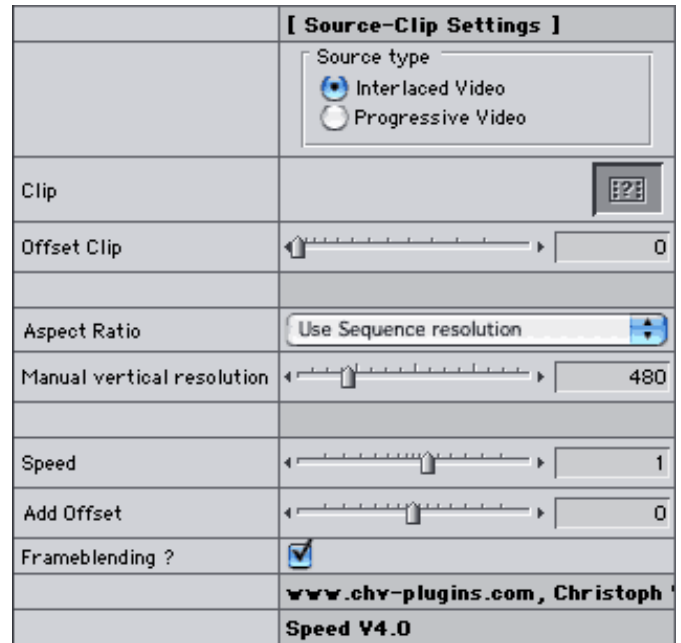


### Add Offset

This adds a specified amount of frames to the result. You can keyframe this setting in the timeline if you don't end up with an integer-value after a speed-change.

### Frameblending ?

If you like, you can turn off the frameblending function with this feature.



# Speed V4.0 - Video-filter

Change the speed of a clip with one easy-to-use slider

## General Info

With *Speed* you can speed up and slow down a clip. You can even let a clip run backwards or stand still. Use this plugin if you want to have a certain speed of a clip at a specific position of the timeline.

*Speed* works with a single field rendering system to ensure absolute smooth and perfect animations.

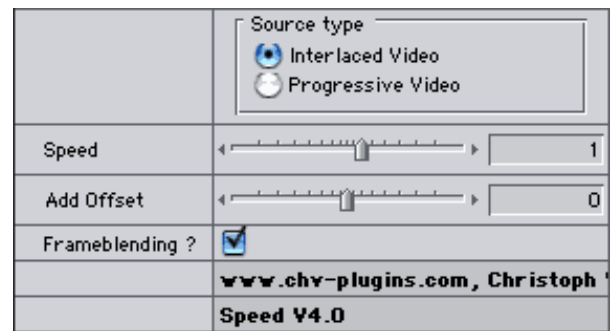
*Note: In order to see the final rendered result, you have to render the clip. A preview is not possible, because Final Cut plugins don't have full access to all created keyframes in the timeline and therefore Speed is not able to calculate the final result for the preview-mode.*

## Configuration

### The Settings

#### Source type

Select "Interlaced Video" if you use PAL- or NTSC-footage. Select "Progressive Video" for all any other footage.



#### Speed

Use this slider to speed up or slow down a clip. If you set this slider to 0 the clip will freeze. In order to change the speed you have to create keyframes.

Example: If you want to see a clip running 5 seconds at normal speed, then 5 seconds at twice the speed and then 5 seconds with normal speed again (and so on), you simply have to create keyframes for this slider every 5 seconds that change this value of the slider to 1 and 2.



#### Add Offset

This adds a specified amount of frames to the result. You can keyframe this setting in the timeline if you don't end up with an integer-value after a speed-change.

#### Frameblending ?

If you like, you can turn off the frameblending function with this feature.

# Flexible Time V4.0 - Video-filter

Go back and forth in a clip with one easy-to-use slider

## General Info

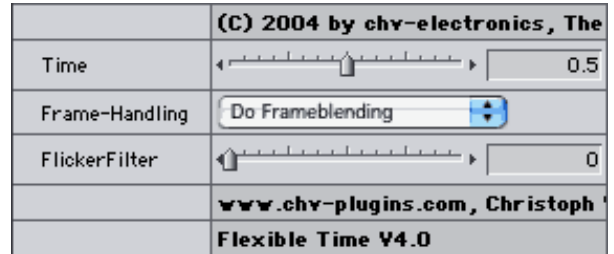
*Flexible Time* gives you the chance to go back and forth within a clip. You can go back and forth in time or let a baseball player dunk the ball a hundred times in a row.

## Configuration

### The Settings

#### Time

This slider goes from 0 to 1. If you set this slider to 0 you will see the first frame of the clip. Set it to 1 and you will see the last frame of the clip.



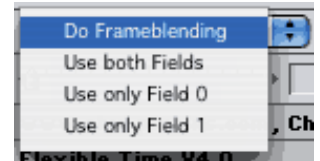
If you create a keyframe at the beginning of the clip with the value 0 and a keyframe at the end of the clip with the value 1 and you render the clip, you will see the clip as it normally runs from the start to the end. The clip will run backwards if you go from 1 to 0. Use keyframes to go back and forth within the clip as you like.

#### Frame-Handling

With this popup you can define the handling of the single fields.

##### Do Frameblending

This enables the normal frameblending function.



##### Use both Fields

If this option is selected, no frameblending will be made. Both fields of a clip will be shown. If you use interlaced footage, the rendered result might flicker. Use the FlickerFilter function (below) to avoid this from happening.

##### Use only Field 0, Use only Field 1

If this option is selected, no frameblending will be made and only field 0 or 1 will be shown.

#### FlickerFilter

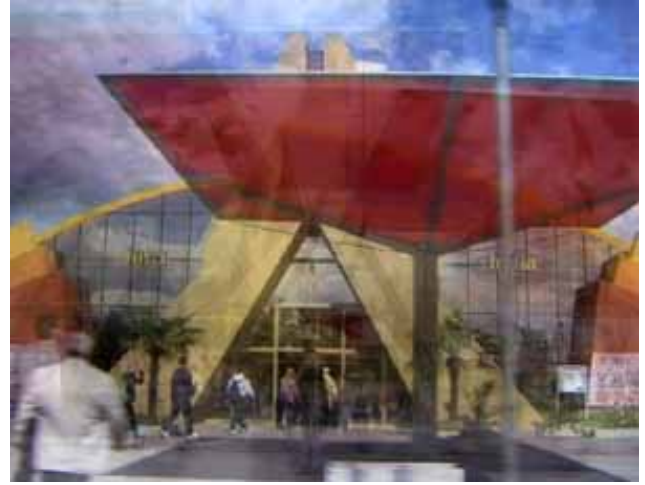
Use this function to avoid flickering caused by interlaced footage.

# Blurry Vision V4.0 - Video-filter

Create the impression of a blurry eyesight

## General Info

*Blurry Vision* creates a blurry impression. The effect looks like, as if still-frames from various moments around the actual time appear and go away in a random way.



## Configuration

### Blurry Settings

#### Blurriness

This slider controls the effect. A setting of 0 deactivates the effect.

#### Timespan

You can choose the time range with this slider. The higher this slider is set, the more frames will be used for the effect.

#### Duration

Duration defines how long the effect will be shown. Shorter settings of this slider will create a fast effect.

#### Black & White shadows

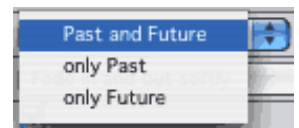
Enable this checkbox to make the blurry effect black&white. The original clips stays colored. Only the added effect will be desaturated.

#### Inverted shadows

Enable this checkbox to invert the created shadows.

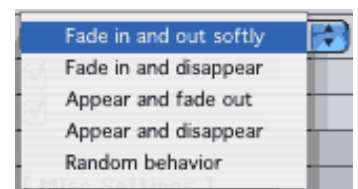
#### Use

With this popup you can choose if frames from the future, past or both will be used for the effect.



#### Fade

With this popup you can choose the behavior of the effect.



[ Blurry Settings ]	
Blurriness	<input type="range" value="50"/> 50
Timespan	<input type="range" value="3"/> 3
Duration	<input type="range" value="30"/> 30
Black & White shadows	<input type="checkbox"/>
Inverted shadows	<input type="checkbox"/>
Use	Past and Future
Fade	Fade in and out softly
Close range domin	<input checked="" type="checkbox"/>
Stay within clip	<input checked="" type="checkbox"/>

### Close range dominates

Check this option to make frames closer to the current time more dominant.

### Stay within clip

This option only affects trimmed clips. If this option is enabled only frames from the currently trimmed clip will be used. If this option is disabled the effect will also take frames from outside the trimmed area.

## Misc Settings

### Variation

This effect depends on a random-generator. If you don't like the random behavior of the effect you can change the behavior of the random-generator with this slider.

### Effect Opacity

This slider controls the opacity of the global effect. A setting of 100 will nearly eliminate the current time frame and will only show the effect.

### Show curve in Canvas

Enable this checkbox to see a representation of the currently used frames in a histogram.

[ Misc Settings ]	
Variation	<input type="range" value="100"/> 100
Effect Opacity	<input type="range" value="60"/> 60
Show curve in Canvas	<input type="checkbox"/>

## Long Exposure V4.0 - Video-filter





Create a "long exposure time" effect

### General Info

*Long Exposure* adds up a certain time range and creates an effect as if you have used a long exposure time with your camera. Moving objects will appear as a blurry mass. Non moving objects don't change their shape and will stay clearly visible.



## General Settings

[ General Settings ]	
Timespan	 58
Offset	 0
Center /Side	 -50
Curve Sharpness	 50

### Timespan

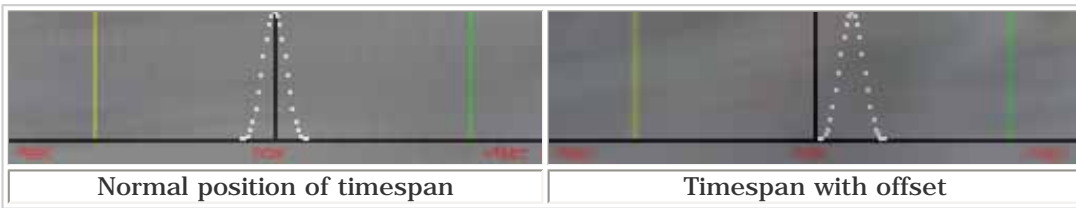
This slider defines the exposure time. Longer exposure times create a more blurry effect.

Note: Enable **Show curve in Canvas** to be able to see the below shown graph in the canvas.



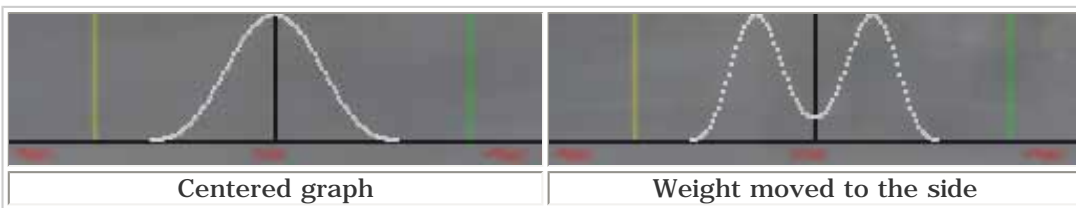
### Offset

If you like you can move the exposure time to a later or earlier time.



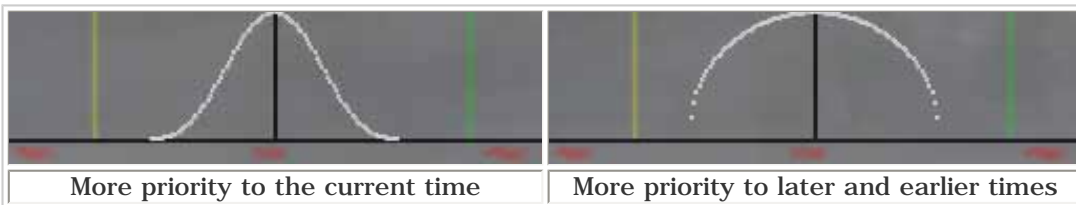
### Center/Side

This slider controls the weight of the frames in close range relative to the frames further away. Experiment with this slider to get different results.



### Curve Sharpness

Change the shape of the timecurve with this slider.



## Misc Settings

[ Misc Settings ]	
Effect Opacity	 77
Show curve in Canvas	<input type="checkbox"/>

### Effect Opacity

This slider controls the visibility of the global effect.

### Show curve in Canvas

If you switch on the checkbox **Show curve in Canvas** you can see a graph that represents the timeperiod that will be used for the long exposure. The black line in the center shows the current time. The yellow line to the left is the beginning of the clip. The green line to the right is the end of the clip. The total timespan for the graph is 8 seconds long. You can see 4 seconds into the past and 4 seconds into the future. In the below shown example the used clip is about 6 seconds long.

# On Drugs V4.0 - Video-filter

Create the impression as if you are on drugs

## General Info

Have you ever been on drugs? Nobody really knows, but it might probably look like this effect.



## Configuration

### General Settings

#### Drug Amount

This slider controls the amount of the drugs. With a setting of 0 you have a clear view and the effect is deactivated.

#### Bad Eyesight

With this slider you can control the eyesight. Higher settings will create a more blurry effect.

#### Stay within clip

This option only affects trimmed clips. If this option is enabled only frames from the currently trimmed clip will be used. If this option is disabled the effect will also take frames from outside the trimmed area.

[ General Settings ]	
Drug Amount	<input type="range" value="74"/> 74
Bad Eyesight	<input type="range" value="68"/> 68
Stay within clip	<input checked="" type="checkbox"/>

### Misc Settings

#### Effect Opacity

This slider controls the opacity of the global effect. A setting of 100 will nearly eliminate the current time frame and will only show the effect.

#### Show curve in Canvas

Enable this checkbox to see a representation of the currently used frames in a histogram.

[ Misc Settings ]	
Effect Opacity	<input type="range" value="70"/> 70
Show curve in Canvas	<input type="checkbox"/>

# Staccato V4.0 - Video-filter

Create a strobe effect

## General Info

*Staccato* creates an effect that is sometimes also called "Strobe Dissolve". But *Staccato* gives you more options.

## Configuration

### Staccato Settings

#### Blend Method

These radio buttons control the method of the applied frame blending. *Soft Blend* will blend softly from one frame to another, *Hard Cut* will do a hard cut without any blending effect.

#### Timelapse

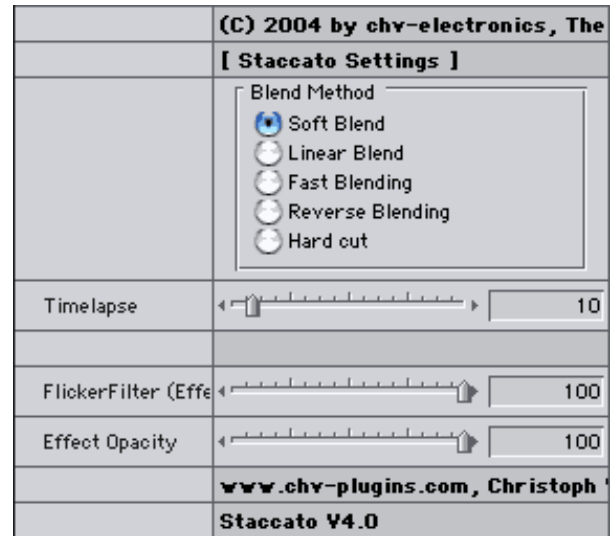
The Staccato effect advances from one frame to another. This slider controls the distance (in frames) between the shown frames. Each frame will be shown for the given time.

#### FlickerFilter (Effect only)

In some cases it is usefull to deflicker the clip. This can be done easily with this setting. You can keyframe this slider for best results. This control only affects the Staccato effect itself and not the current frame if *Effect Opacity* is set to lower setting than 100.

#### Effect Opacity

This slider controls the opacity of the global effect. A setting of 100 will eliminate the visibility of the current time frame and will only show the effect.

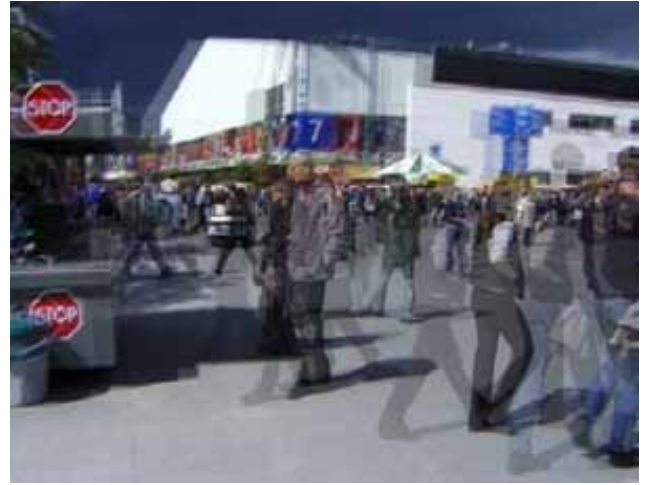


# Time Shadow V4.0 - Video-filter

Create shadows from nearby time periods

## General Info

*Time Shadow* creates shadows from nearby time periods. These shadows are superimposed over the current timeframe. You can control a number of settings to make the effect as versatile as you like.



## Configuration

### Time Settings

#### Time Period

Control the global time period with this slider. Depending on this setting and the given *Interval* you will see more or less additional time shadows.

#### Interval

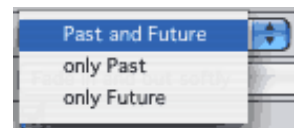
This slider defines the time interval between the frames. Longer intervals will show less, shorter intervals will show more frames as shadows.

#### Period Sharpness

This slider controls the weight of the frames in close range relative to the frames further away. Experiment with this slider to get different results.

#### Use

With this popup you can choose if frames from the future, past or both will be used for the effect.



#### Stay within clip

This option only affects trimmed clips. If this option is enabled only frames from the currently trimmed clip will be used. If this option is disabled the effect will also take frames from outside the trimmed area.

	[ Time Settings ]
Timeperiod	<input type="range" value="25"/> 25
Interval	<input type="range" value="10"/> 10
Period Sharpness	<input type="range" value="50"/> 50
Use	Past and Future
Stay within clip	<input checked="" type="checkbox"/>

### Misc Settings

#### Effect Opacity

This slider controls the opacity of the global effect. A setting of 100 will lower the visibility of the current time frame and does show more of the effect.

#### Show curve in Canvas

Enable this checkbox to see a representation of the currently used frames in a histogram.

	[ Misc Settings ]
Effect Opacity	<input type="range" value="77"/> 77
Show curve in Canvas	<input type="checkbox"/>

# Time Smear V4.0 - Video-filter

Create automatically a trail behind and in front of moving objects

## General Info

*Time Smear* creates automatically a trail behind and in front of all moving objects of your footage. The trail can be superimposed over the footage.



## Configuration

### General Settings

#### Mode

##### Do normal Smear

With this mode all moving parts of the footage will create a bright trail.

##### Smear with Color

Use this mode to create a colored trail. The color can be defined below.

##### Show only Smear

This mode only shows the trail itself. The original footage will not be visible. This mode is useful if you use different composite-modes with other video-tracks.

##### Transparent mask

With this mode a transparent mask will be created from the trail.

#### Monochrome Smear

Check this checkbox to desaturate the effect itself.

#### Soften Smear

This function blurs the smear effect if wanted.

#### Color

This color is only used if **Mode: Smear with Color** is selected. It defines the color that will be used for the Smear effect.

[ General Settings ]	
Mode	<input type="radio"/> Do normal Smear <input checked="" type="radio"/> Smear with Color <input type="radio"/> Show only Smear <input type="radio"/> Transparent mask
Monochrome Smear	<input type="checkbox"/>
Soften Smear	<input type="range" value="0"/>
<b>Mode: Smear with Color</b>	
Color	<input type="color" value="yellow"/>

## Time Settings

### When ?

With this popup you can choose if frames from the future, past or both will be used for the effect.

[ Time Settings ]	
When ?	<input type="text" value="Use the past"/>
Timespan	<input type="range" value="32"/>

### Timespan

You can choose the time range with this slider. The higher this slider is set, the more frames will be used for the effect.

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## Misc Settings

### Effect Opacity

This slider controls the opacity of the global effect.

[ Misc Settings ]	
Effect Opacity	<input type="range" value="100"/>

# Time Tunnel (fast) V4.0 - Video-filter

A very versatile tunnel creator

## General Info

*Time Tunnel* creates a tunnel by using older frames of the clip. This filter is not a "motion blur", or a "zoom blur". *Time Tunnel* uses older frames of the clip to create the tunnel effect and not just only the current frame.

There are two versions of *Time Tunnel*: *Time Tunnel (fast)* and *TimeTunnel (normal)*. The difference lies in the render speed and the usability. *Time Tunnel (fast)* must be put in video track 1 in the timeline. Do not put another clip over or under *Time Tunnel (fast)*, because the effect wont work anymore. If you want to superimpose another video track over *Time Tunnel* you have to use *Time Tunnel (normal)*. *Time Tunnel (normal)* renders a little slower, but can be used in any video track and can be treated as you know it from any other filter.



## Configuration

### General Settings

#### Amount

This slider defines how good older frames will be visible. Higher settings will blur the rendered video more. Lower settings will only create a barely visible effect.

#### Start with

With this popup you can define the first frame of the effect. The effect can start with the source-clip or a solid color.

#### Source

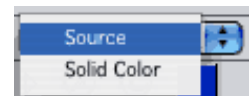
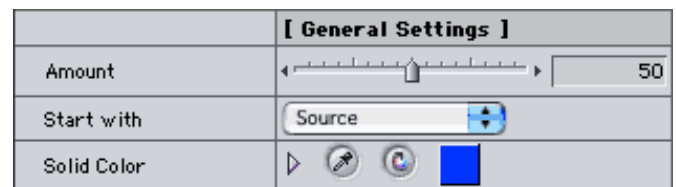
Start with the source-clip.

#### Solid Color

Start with a solid color. The color can be defined below.

#### **Solid Color**

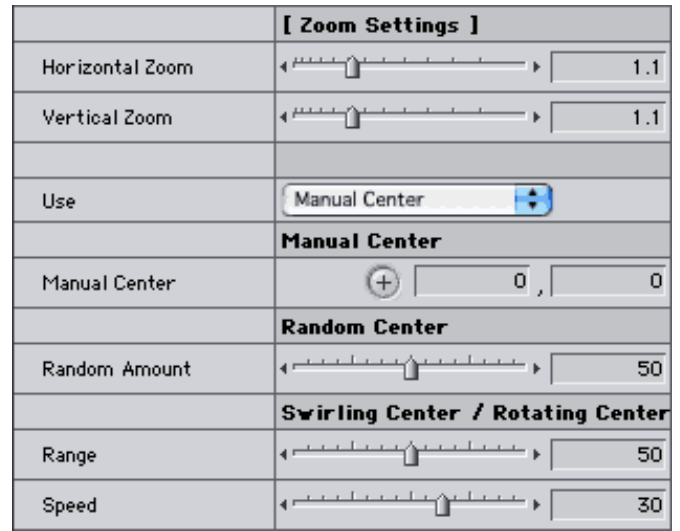
This color is only used if **Start with: Solid Color** is selected.



# Zoom Settings

## Horizontal Zoom / Vertical Zoom

The tunnel effect is created by zooming into older frames. These two sliders define the zoomfactor individually for the horizontal and vertical direction.

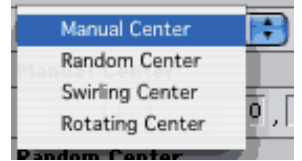


## Use

Define the center of the zoom effect.

### Manual Center

If this option is selected the zoom will use the below defined **Manual Center**.



### Random Center

If this option is selected the center of the zoom will use random positions for each frame. This option creates a quite crazy effect. The amount of the random behavior can be defined below with the slider **Random Amount**.

### Swirling Center

Select this option to let the center of the zoom swirl around. The **Range** and the **Speed** can be defined with the below sliders.

### Rotating Center

With this option the center will do a circular motion. The size of the circle (**Range**) and the **Speed** can be defined with the below sliders.

## Manual Center

This option is only used for the option Use: Manual Center.

## Random Amount

This slider is only used for the option Use: Random Center.

## Range

This slider is used for the options Use: Swirling Center and Use: Rotating Center.

## Speed

This slider is used for the options Use: Swirling Center and Use: Rotating Center.

# Time Tunnel (normal) V4.0 - Video-filter

A very versatile tunnel creator

## General Info

*Time Tunnel* creates a tunnel by using older frames of the clip. This filter is not a "motion blur", or a "zoom blur". *Time Tunnel* uses older frames of the clip to create the tunnel effect and not just only the current frame.

There are two versions of *Time Tunnel*: *Time Tunnel (fast)* and *TimeTunnel (normal)*. The difference lies in the render speed and the usability. *Time Tunnel (fast)* must be put in video track 1 in the timeline. Do not put another clip over or under *Time Tunnel (fast)*, because the effect wont work anymore. If you want to superimpose another video track over *Time Tunnel* you have to use *Time Tunnel (normal)*. *Time Tunnel (normal)* renders a little slower, but can be used in any video track and can be treated as you know it from any other filter.



## Configuration

### General Settings

[ General Settings ]	
Amount	<input type="range" value="40"/> 40

#### Amount

This slider defines how good older frames will be visible. Higher settings will blur the rendered video more. Lower settings will only create a barely visible effect.

### Zoom Settings

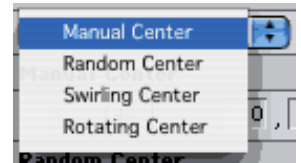
#### Horizontal Zoom / Vertical Zoom

The tunnel effect is created by zooming into older frames. These two sliders define the zoomfactor individually for the horizontal and vertical direction.

[ Zoom Settings ]	
Horizontal Zoom	<input type="range" value="1.1"/> 1.1
Vertical Zoom	<input type="range" value="1.1"/> 1.1
Use	Manual Center <input type="checkbox"/>
<b>Manual Center</b>	
Manual Center	<input type="text" value="0"/> , <input type="text" value="0"/>
<b>Random Center</b>	
Random Amount	<input type="range" value="50"/> 50
<b>Swirling Center / Rotating Center</b>	
Range	<input type="range" value="50"/> 50
Speed	<input type="range" value="30"/> 30

## Use

Define the center of the zoom effect.



### Manual Center

If this option is selected the zoom will use the below defined **Manual Center**.

### Random Center

If this option is selected the center of the zoom will use random positions for each frame. This option creates a quite crazy effect. The amount of the random behavior can be defined below with the slider **Random Amount**.

### Swirling Center

Select this option to let the center of the zoom swirl around. The **Range** and the **Speed** can be defined with the below sliders.

### Rotating Center

With this option the center will do a circular motion. The size of the circle (**Range**) and the **Speed** can be defined with the below sliders.

## Manual Center

This option is only used for the option Use: Manual Center.

## Random Amount

This slider is only used for the option Use: Random Center.

## Range

This slider is used for the options Use: Swirling Center and Use: Rotating Center.

## Speed

This slider is used for the options Use: Swirling Center and Use: Rotating Center.

---

## Misc Settings



### Stay within clip

This option only affects trimmed clips. If this option is enabled only frames from the currently trimmed clip will be used. If this option is disabled the effect will also take frames from outside the trimmed area.

### Effect Opacity

This slider controls the opacity of the global effect.

# Random Frames V4.0 - Video-filter

The random slideshow generator

## General Info

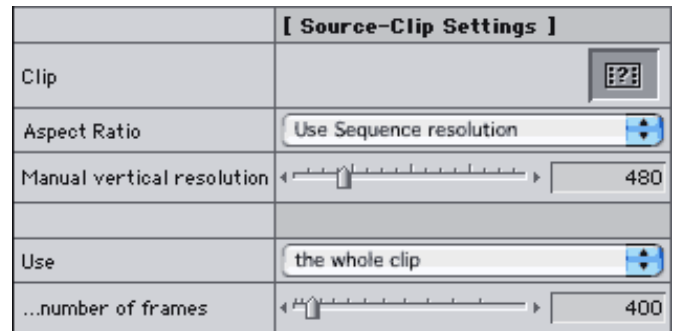
*Random Frames* creates a slideshow of images randomly selected from the applied clip.

## Configuration

### General Settings

#### Clip

Apply the clip you want to use for the slideshow here.



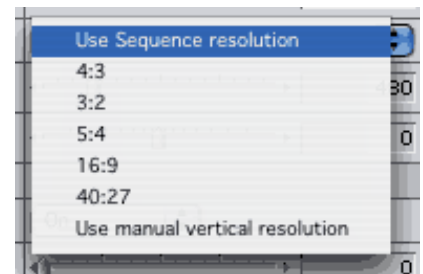
#### Aspect Ratio

##### Use Sequence resolution

Choose this option if your footage uses the same resolution as your Sequence.

##### 4:3, 3:2, 5:4, 16:9, 40:27

Choose one of these options if you know the aspect ratio of the applied footage.



##### Use manual vertical resolution

Adjust the aspect ratio if none of the above settings fits and use the below control for the adjustment.

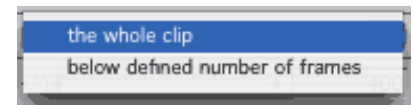
#### Manual vertical resolution

This option is only active if **Aspect Ratio** is set to **Use manual vertical resolution**. Adjust the aspect ratio of your footage with this slider.

#### Use

##### the whole clip

Select this to use the whole clip as a "image well".



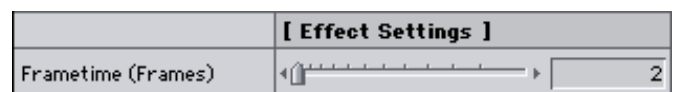
##### below defined number of frames

Select this to use only the below defined number of frames from the clip applied in the image well "**Clip**".

#### ...number of frames

This slider defines the number of used frames if **Use: below defined number of frames** is selected.

### Effect Settings



#### Frametime (Frames)

This slider defines how long (in frames) each frame will be shown.

## Misc Settings

[ Misc Settings ]	
Variation	 100

### Variation

The effect **Random Frames** depends on a random-generator. If you don't like the random behavior of the effect you can change the behavior of the random-generator with this slider.