Creating Pixel Editor Effects

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How Effects Work

You define a prop

Buffer created to match prop definition

Effect scaled to buffer

Result
First, You Need a Preview

- Effects are created for a prop (or group) and props belong to a preview
Beware of Prop Layout

• When creating props and designing your effects, always keep in mind the **Prop Layout**
Prop Layout - Arch

- The buffer for an arch is shown below.
- What effects look good on such a buffer?
- How should multiple arches be grouped together?
Prop Layout - Star

- The buffer for a star is shown below.
- What effects look good on such a buffer?
- How should multiple stars be grouped together?
Prop Definition – Door #1

- Using a custom shape:
Prop Definition – Door #2

- Using a predefined shape:
Prop Layout – Door #1 vs #2

Which effects would work best with each prop?
RGB Candy Cane

[Image of Prop Definition window with settings for Candy Cane Brown R1]
Prop Layout – Candy Cane

- The buffer for a candy cane is shown.
- What effects look good on such a buffer?
- How should multiple candy canes be grouped together?
RGB Wreath

4 rings of 25 pixels each
Prop Layout - Wreath

- What effects look good on such a buffer?
Effect Favorites

To create favorites you need a preview, but you do not need a sequence.
Favorites – Add Effect

1. Create an effect
2. Select a folder
3. Click “Save”
4. To recall a saved effect, double-click on it
Favorites – Folder Options

Import and export are useful for:

1) sharing effects with others
2) backing up your effects
Favorites – Effect Options
Favorites - Organizing

- Folders and effects can be dragged anywhere within the Favorites Tree to:
  - Reorder effects,
  - Move effects to a new folder,
  - Move a sub-folder to a new parent folder.
Favorites - Help

Effect Favorites Help

If you create an effect and want to save it for later use, you can save it to the Favorite Effects area. The favorite effects tree can be organized using the actions listed below. Favorite effects can also be imported and exported.

- To save the current Effect Generator settings as a favorite, first click a folder in the favorites tree where the effect should be saved (the first time click on "Favorites"), then click Save.

- To recall a favorite (i.e. load it into the Effect Generator) just double-click on it.

- To move an entry up or down, select an entry by left-clicking on it, then use the up and/or down arrows to move it to the desired position. Alternatively, you can right-click on the entry, then select Move Up or Move Down from the pop-up menu.

- You can move effects from one folder to another simply by dragging the effect to the new folder. You can even drag entire branches of the tree if you need to move them.

- To delete an entry or an entire branch, right-click the node to delete, then select Delete from the pop-up menu.

- To add a new branch to the tree, right-click on the parent folder, then select New Subfolder from the pop-up menu. Enter the name for the new folder when prompted, then click OK.

- To rename an entry (folder or favorite effect), right-click on the node, then select Rename from the pop-up menu. Enter the new name when prompted, then click OK.

- To copy an effect, right-click on the node, then select Copy from the pop-up menu. Enter the name for the copy when prompted, then click OK.

- To export favorites to a file, right-click on a folder, then select Export from the pop-up menu. Select the directory and file name, then click OK. All children of the selected folder will be exported. This file will have an LPEFAV extension.

- To import favorites from a file, right-click on a folder, then select Import from the pop-up menu. Select the file to import, then click OK. Imported favorites will become children of the selected folder.
Using Masks

- When you want to only display certain rows or columns on a prop, use a mask.
- Create a mask using MS Paint.
- Start by creating a bitmap that matches the size of your prop.
Using Masks

- Zoom in – a lot!
Using Masks

- Leave areas white where you want the lights on; draw areas in black where you want the lights off.
- In this example, only the center section will allow an effect to “show through”.

![Image of software interface with paint tools]
Using Masks
New Effects in S5 (so far!)

- Marquee
- Ripple
- Scanner
- Wave