

Appendix C: DVE Descriptions



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DVE Descriptions

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DVE ORGANIZATION AND CONVENTIONS

Two beasts dwell in the world of Digital Video Effects (DVEs): the *.DVE file and its clone the *.DVR file. (Don't worry; no sheep were harmed in their development.) The DVE file is the actual effects file, and the DVR file is just a text file that points to a DVE file.

The DVR file tells the software to run the original in reverse. Not all DVE files have an associated DVR file. Some DVEs just don't make sense in reverse (though you can make any DVE run in reverse choosing Reverse on the switcher). Some DVEs already have reverse versions. Also, Billy needs something to do for Video Toaster 3.

OK, so you're asking, "Why have a DVR file if the switcher already has a Reverse button?" Well! EDL, silly. Edit Decision Lists use a four-digit code to reference effects used in a video project.

To prepare Video Toaster for importing and exporting EDLs, we assigned four-digit codes to all DVEs. A pointer file lets us do this without physically creating more DVEs, which would take up more hard drive space and months of rendering time.

We also added the codes to introduce the DVE QuickCall. With QuickCall, you can type a four-digit code into the numeric keypad to load a DVE. You will no longer need to scan through directories to find the DVE you want.

The naming conventions for the DVE files are the same for both DVE and DVR files. As we know, every DVx (DVE or DVR) file has a four-digit numeric code assigned to it. We incorporated this code into the DVE file name to help you learn and associate them. The four-digit code is followed by a hyphen and a five to seven character name, and then the file extension; it looks something like this: #####_FILENM.DVE. You get a lot of information from this name despite its short nature. From this name, you can find a file in its directory, subdirectory, and tell which direction the effect travels in.

THE NUMERIC CODES:

#####_FILENM.DVE

The first four digits in the file name tell you where it's located and in what direction it plays.

(#)#####_FILENM.DVE: The first digit tells you the main directory an effect falls into. These directories are installed wherever you installed your DVEs. So, if your video drive is volume V: you probably store your DVEs there.

You can distinguish the main directories for the DVEs because their codes are a digit followed by three zeros. Only ten directories, or categories, exist for DVEs. But have no fear; there are always subdirectories. The Main (and Sub) Categories and directories are listed below:

1000_Wipes:

1000_Wipes

Wipes are traditional and non-traditional effects. The video (usually the entire screen of Video) moves along one or two axes that are parallel to the monitor screen.

1100_Shapes

Shapes are wipes that happen as shapes. The video wipes onto the screen from the center in a shape such as a circle, diamond, oval, star, and so on.

1200_Blinds

Blinds are wipes that happen in sections. The video screen is broken up into several bands while it moves. Currently Video Toaster has Blinds that happen only in sets of 4, 6, and 8. Some systems place Blinds in their own category; we have divided them between Wipes and Rotations, which better describe their movement.

1300_Pushs

Pushs refer to PushPulls. YES! YES! We know that traditionally PushPulls have their own category, but in a very real sense a PushPull is closely related to a wipe. In a PushPull, video wipes onto the screen and PUSHES the other video off. We knew you'd agree.

2000_Curls:

2000_Curls

Curls are also known as Page Curls. One corner of the video screen or edge of the video screen bends up and over the rest of the screen and leads the rest of the video off the screen.

2100_Warps

Warps are effects that distort the video. Warps are any effect used on the video in which the video does not remain flat as the effect plays.

3000_Trajs:

Trajs refer to Trajectories. Currently, there are no sub directories or categories for Trajs. Typically, Trajectories do not follow any singular motion path or are open to move along any axis or angle.

4000_Fades

Fades are any effect where the first source of video dissolves into the second.

5000_Olays

Olay refers to Overlays. An Overlay is any effect that sits on top of a video picture.

5000_Olays

An Overlay is any effect that sits on top of a video picture and does not change the underlying video in any way. In most cases an Overlay is a looping animation or a stationary graphic.

5100_CrmaE

Chroma Effects are similar to Overlays. Chroma Effects sit on top of a video picture, but they also do wacky things with the Chroma of the video. Color cycling of live video anyone?

6000_Rotas

Rotas refer to Rotations.

6000_Rotas

Rotations are effects that rotate around the edge of the video screen either perpendicular or parallel to it.

6100_Spins

Spins are effects that rotate around an axis anywhere within the video plane.

6200_Blinds

Blinds are all Rotations and Spins that happen in sections. The video screen is broken up into several bands while moving. Currently Blinds work only in sets of 4, 6, and 8. Some systems place Blinds in their own category; we have divided them between Wipes and Rotations, which better describe their movement.

7000_Miscs

Miscs is for Miscellaneous effects. This could have been called Special but all of our DVEs are special, and we wouldn't want any of them to feel bad because they're not in the special class.

7000_Miscs

Miscellaneous is the subdirectory where all effects that don't really fit in any other category come to live.

7100_Orgnc

Organics are wipes that are not easily described but typically have a very natural organic look and feel. Generally, they have soft edges or are natural-looking phenomena.

7300_Peopl

People contains effects that use real video footage of people and animals in different activities.

8000_Comprs:

Comprs are Compresses.

8000_Comprs

In Compresses, the video is generally shrunk or expanded.

8100_P-in-P

Picture in Pictures effects are over-the-shoulder shots, which are effects that place a window of video on top of another as you see on news broadcasts.

9000_Bordrs

Borders are very similar to Wipes in most respects. Borders, however, have some sort of border at the edge of the wipe.

0000_Expan

Expansion is a category that has been left open for third party development; Expansion room to grow into, and for Studios to use for their own custom-created DVEs once the DVE Creation Kit is released for public consumption.

These are the Main directories/categories of DVEs and their sub-directories/categories. The sub-directories and categories help you find effects when you look for them through the File Bin.

A DVE file name begins with its main directory. Let's use a Wipe as an example:

All wipes will have a file name that begins with 1###_, should the wipe also be a shape wipe it would then begin with 11##__. So by looking at only the first two digits of the DVE file name you will know its location in the system. (Assuming you know which drive all the effects have been installed too.)

`#(##)_FILENM.DVE`

The second and third digits in the DVE code act as the individual DVEs identifier.

As stated before the second digit sets the subcategories or subdirectory while the third is unique to that DVE in that subgroup. In instances where there are no subcategories or subdirectories these two digits act together as the ID. So to continue our example with the wipe, we would now have 101#_, which places us in the wipes and in the first group.

`###(##_FILENM.DVE`

OK, we've discussed the first three digits of the code. So, what's that last digit for if we already have the DVE categorized, sub-categorized, and identified? Well, it tells us the direction the effect moves in. Look at the numeric keypad on your keyboard, and you see four arrows printed on certain keys already. We simply fill in the other keys and we have our directions and in some cases (like with overlays) positions, as shown in Image D1 below.

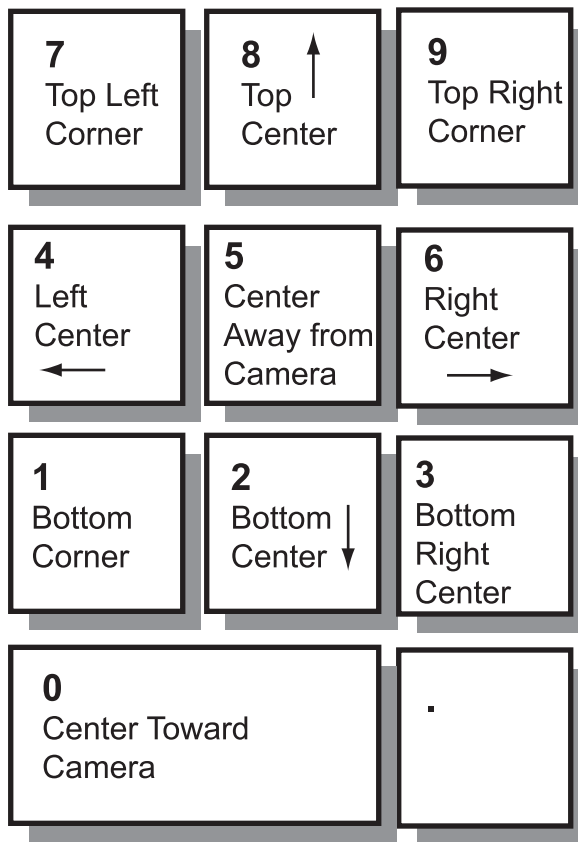


Image D1. DVE positions and the numeric keypad

If we go back to our wipe example, we see that the fourth digit tells us the direction the wipe should travel in. 1014_ is in the first group of wipes, and it is the wipe that moves from right to left. If this were an Overlay of a rotating globe, for example, the globe would show up centered on the left side of the screen. The numbers can also refer to opposites. For example, 1 is the opposite direction of 9, and in some categories of effects where this makes sense it has been employed.

####_(FILENM).DVE

A five to seven character name is also incorporated into the file name so you can recognize an effect more easily without knowing the four-digit prefix. Granted, a short name is not very descriptive. But these names are meant to be used with the prefix, not on their own. Essentially, this part of the name gives information about the DVE that is not easily assigned to a numeric code. The ground work is being laid now to make DVE selection easier, admittedly it may seem this is not the case now...but, OH, just you wait.

The character name distinguishes different groups or sets of DVEs from others within the same subcategory. For example, you may have noticed that a DVE can travel in one of ten directions, so in theory there should be only ten wipes. Well, the magical land of the Video Toaster offers 17 DVEs in the subcategory of wipes. Eight of these wipes are the different directions of the ordinary wipe where the full screen of video slides in one direction to reveal new video behind it (the 103# DVEs). However, a closely related group of wipes does the same thing, but instead of the entire video image moving off screen at once, it will remain in place as the screen slides to reveal video underneath. The video itself does not move, only the edge between sources moves (the 104# DVEs). To distinguish between these two STYLES of wipes we call the first Wipe and the second Wipe2. So, our DVE file names end up being 103#_Wipe.DVE and 104#_Wipe2.DVE respectively.

The following list defines all of the main Character name conventions, which are found throughout the DVEs. In some instances the following conventions may be the only characters in the name.

STA	> > >	A stationary effect; in most cases this applies only to Overlays.
H, Hz or Horz	> > >	Horizontal Segments of Video
V, Vt, or Vert	> > >	Vertical Segments of Video
CCW	> > >	Counterclockwise movement; usually associated with Rotations or Spins
CW	> > >	Clockwise movement; usually associated with Rotations or Spins

Seq > > Sequential movement; usually associated with
wipe blinds

Opp > > Opposite movement; usually associated with the
motion of alternating blinds

As with all conventions, rules, guidelines, and laws, some cases will not always follow. You should consult the DVE descriptions for clarity. The descriptions are arranged according to the main categories. The DVE icons are also animated to let you preview an effect. The icons are AVIs and can be played from outside the Video Toaster environment. The icons share the exact same name as their corresponding DVE.

TOASTER DIGITAL VIDEO EFFECTS DESCRIPTIONS**Group: 1000_Wipes \ 1000_Wipes****DVE: 101#_Trap**

Directions: Top (1018)

Positions: Bottom (1012)



Description: Video Source 'A' is covered by Source 'B'. Source 'B' starts off screen from either the top or bottom, a left or right side panel slides up into view hinging around either center top or center bottom. The movement resembles a bear trap closing. (This DVE could be considered or better placed in the Rotas Category.)

DVE: 102#_Checker

Directions: Left (1024)

Positions: Both Left and Right (1025)

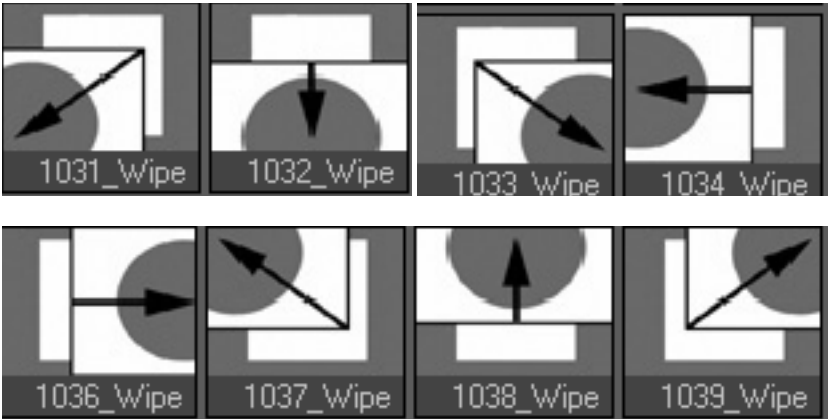
Right (1026)



Description: The video is cut up into a Checker Board pattern where one set of squares wipes off in the selected direction followed by the remaining set. If you looked at a chessboard, the white squares would wipe to the left and then the black squares would wipe to the left. In 1025_Checker, each square squeezes to its vertical centerline but still follows the same pattern of white then black. The video is not tinted with alternating black and white squares.

DVE: 103#_Wipe

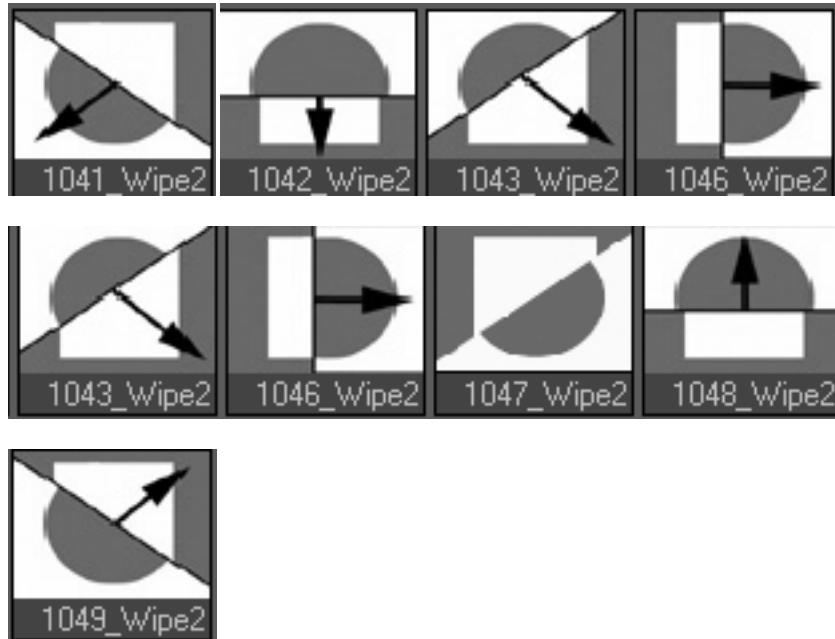
- Directions: To the Top Left (1037)
- Positions: To the Top (1038)
- To the Top Right (1039)
- To the Left (1034)
- To the Right (1036)
- To the Bottom Left (1031)
- To the Bottom (1032)
- To the Bottom Right (1033)



Description: The video slides across the screen either concealing or revealing the background video. The moving video moves as a single plane.

DVE: 104#_Wipe2

Directions:	To the Top Left	(1047)
Positions:	To the Top	(1048)
	To the Top Right	(1049)
	To the Left	(run 1046 in reverse)
	To the Right	(1046)
	To the Bottom Left	(1041)
	To the Bottom	(1042)
	To the Bottom Right	(1043)



Description: The video slides across the screen either concealing or revealing the background video. The video (both background and foreground) is locked into place, the wipe happens as an edge travels across the screen.

1000_Wipes \ 1100_Shapes

DVE: 110#_Circle

Directions:

Positions: Center In (1105)



Description: The video wipes on and off the screen from the center in the shape of a circle.

DVE: 111#_Oval

Directions:

Positions: Center In (1115)



Description: The video wipes on and off the screen from the center in the shape of an oval.

DVE: 112#_Diamnd

Directions:

Positions: Center In (1125)



Description: The video wipes on and off the screen from the center in the shape of a diamond.

**** NOTE **** More shapes and additional positions are planned.

Group: 1000_Wipes >> 1200_Blinds

DVE: 120#_Curt6

Directions: To Top Left and Right Corners (1206)

Positions:

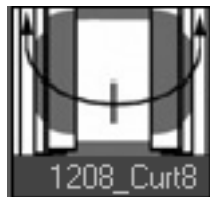


Description: The video is split up into six (_Curt6) vertical bars. The bars start from the center and move up toward the left and right corners. The result is similar to a stage curtain being opened.

DVE: 120#_Curt8

Directions: To Top Left and Right Corners (1208)

Positions:



Description: The video is split up into eight (_Curt8) vertical bars. The bars start from the center and move up toward the left and right corners. The result is similar to a stage curtain being opened.

DVE: 121#_H4Opp

Directions/

Positions: Center to Left and Right (1215)



Description: The video is split into four horizontal bars (_H4Opp) that slide horizontally in alternated pairs.

DVE: 121#_H4Seq

Directions/ To the Bottom (1212)

Positions:



Description: The video is split into four horizontal bars (_H4Seq) that slide vertically one after the other in the direction they are moving.

DVE: 121#_H4Seq

Directions: To the Left (1217)

Positions: To the Right (1219)



Description: The video is split into four horizontal bars (_H4Seq) that slide horizontally one after the other starting with the top most bar.

DVE: 122#_H6Opp

Directions:

Positions: Center to Left and Right (1225)



Description: The video is split into six horizontal bars (_H6Opp) that slide horizontally in alternating pairs.

DVE: 122#_H6Seq

Directions: To the Bottom (1222)

Positions:



Description: The video is split into six horizontal bars (_H6Seq) that slide up or down one after the other.

DVE: 122#_H6Seq

Directions: To the Left (1227)

Positions: To the Right (1229)



Description: The video is split into six horizontal bars (_H6Seq) that slide horizontally one after the other starting with the top most bar.

DVE: 123#_H8Opp

Directions:

Positions: Center to Left and Right (1235)



Description: The video is split into eight horizontal bars (_H8Opp) that slide horizontally in alternating pairs.

DVE: 123#_H8Seq

Directions: To the Bottom (1232)

Positions:



Description: The video is split into eight horizontal bars (_H8Seq) that slide up or down one after the other.

DVE: 123#_H8Seq

Directions: To the Left (1237)

Positions: To the Right (1239)

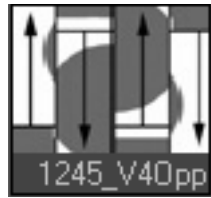


Description: The video is split into eight horizontal bars (_H8Seq) that slide horizontally one after the other starting with the top most bar.

DVE: 124#_V4Opp

Directions:

Positions: Center to Top and Bottom (1245)



Description: The video is split into four vertical bars (_H4Opp) that slide vertically in alternating pairs.

DVE: 124#_V4Seq

Directions: Top to Bottom (1241)

Positions: Bottom to Top (1247)



Description: The video is split into four vertical bars (_H4Seq) that slide vertically one after the other starting with the left most bar.

DVE: 125#_V64Opp

Directions:

Positions: Center to Top and Bottom (1255)



Description: The video is split into six vertical bars (_H6Opp) that slide vertically in alternating pairs.

DVE: 125#_V6Seq

Directions: Top to Bottom (1251)

Positions: Bottom to Top (1257)



Description: The video is split into six vertical bars (_H6Seq) that slide vertically one after the other starting with the left most bar.

DVE: 126#_V8Opp

Directions:

Positions: Center to Top and Bottom (1265)



Description: The video is split into eight vertical bars (_H8Opp) that slide vertically in alternating pairs.

DVE: 126#_V8Seq

Directions: Top to Bottom (1261)

Positions: Bottom to Top (1267)



Description: The video is split into eight vertical bars (_H8Seq) that slide vertically one after the other starting with the left most bar.

Group: 1000_Wipes \ 1300_Pushs

Sorry, no True Push Pull effects yet . . . Look for them in Toaster [2.x].

Group: 2000_Curls \ 2100_Curls**DVE: 201#_Curl**

Directions: From Bottom Left (2011)

Positions: From Bottom Right (2013)

From Top Left (2017)

From Top Right (2019)



Description: Typical curl. A corner of the video comes toward the viewer and crosses over itself as it leaves the screen opposite its starting position.

DVE: 203#_Horz

Directions/

Positions: Center to Edges (2035)



Description: The video is split into two horizontal bars that curl vertically to the top and bottom of the screen.

DVE: 203#_Horz

Directions: Left to Right (2032)

Positions:



Description: The video is split into two horizontal bars that sequentially curl horizontally starting with the bottom bar.

DVE: 203#_Horz

Directions: Left to Right (2038)

Positions:



Description: The video is split into two horizontal bars that curl horizontally in opposing directions to each other.

DVE: 203#_Horz

Directions: Right to Left (2037)

Positions: Left to Right (2039)



Description: The video is split into two horizontal bars that sequentially curl horizontally starting with the Top bar.

DVE: 204#_Horz

Directions:

Positions: Center to Edges (2045)

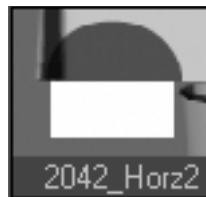


Description: The video is split into two horizontal bars that curl vertically to the top and bottom of the screen while casting a shadow upon itself.

DVE: 204#_Horz

Directions: Left to Right (2042)

Positions:



Description: The video is split into two horizontal bars that sequentially curl horizontally starting with the bottom bar while casting a shadow upon itself.

DVE: 204#_Horz

Directions: Left to Right (2048)

Positions:



Description: The video is split into two horizontal bars that curl horizontally in opposing directions to each other while casting a shadow upon itself.

DVE: 204#_Horz

Directions: Right to Left (2047)

Positions: Left to Right (2049)

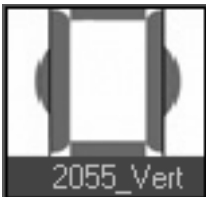


Description: The video is split into two horizontal bars that sequentially curl horizontally starting with the Top bar while casting a shadow upon itself.

DVE: 205#_Vert

Directions:

Positions: Center to Edges (2055)



Description: The video is split into two vertical bars that curl horizontally to the left and right sides of the screen.

DVE: 205#_Vert

Directions: Top to Bottom and

Positions: Bottom to Top (2058)



Description: The video is split into two vertical bars that curl vertically in opposite directions at the same time. The left panel curls down while the right panel curls up.

DVE: 205#_Vert

Directions: Top to Bottom (2054)

Positions: Top to Bottom (2056)



Description: The video is split into two vertical bars that sequentially curl vertically top to bottom. The left panel goes first in 2054_Vert and the right panel goes first in 2056_Vert.

DVE: 206#_Vert

Directions:

Positions: Center to Edges (2065)

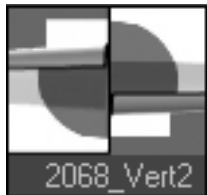


Description: The video is split into two vertical bars that curl horizontally to the left and right sides of the screen while casting a shadow upon itself.

DVE: 206#_Vert

Directions: Top to Bottom and

Positions: Bottom to Top (2068)

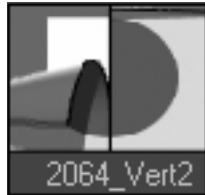


Description: The video is split into two vertical bars that curl vertically in opposite directions at the same time. The left panel curls down while the right panel curls up while casting a shadow upon itself.

DVE: 206#_Vert

Directions: Top to Bottom (2064)

Positions: Top to Bottom (2066)

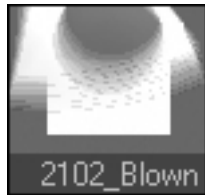


Description: The video is split into two vertical bars that sequentially curl vertically top to bottom. The left panel goes first in 2064_Vert and the right panel goes first in 2066_Vert while casting a shadow upon itself.

Group: 2000_Curls \ 2200_Warps**DVE: 2102_Blown**

Directions: Away from Screen

Positions: Up then Down (2102)



Description: The video acts like a piece of paper being blown away from the screen: first it rises up, then it shoots back along the Z axis while twisting then it falls down past the bottom of the screen.

DVE: 2105_Flag

Directions: Fixed along top (2105)

Positions:



Description: The video acts like a flag, which is attached along the top of the screen, wind blows it up and off screen.

DVE: 2106_Fight

Directions: Down then Up (2106)

Positions:



Description: The video acts like a flag used by a bullfighter; it moves down, waving, then it moves up and Back long the Z axis quickly.

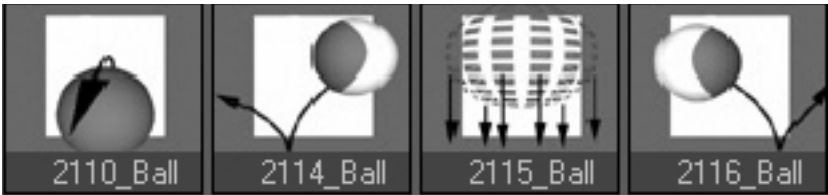
DVE: 211#_Ball

Directions: Forward (2110)

Positions: To the Left (2114)

Explodes (2115)

To the Right (2116)

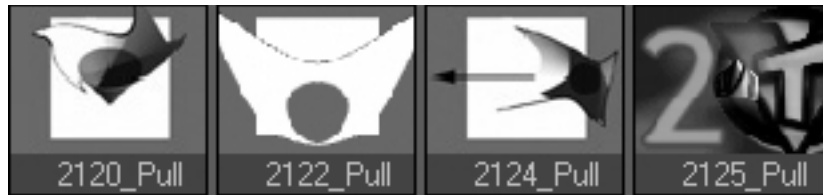


Description: This group of Effects all start with the video morphing into a ball; then it drops to the bottom of the screen and rolls forward (2110), or

drops to the bottom of the screen and bounces off to the Left (2114) or Right (2116), or it Explodes in the old school technique of expanding while shrinking polygons.

DVE: 212#_Pull

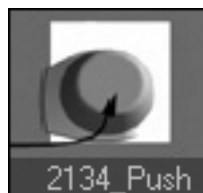
Directions:	To the Bottom w/ Center swirl	(2120)
Positions:	To the Top Pinched at the Bottom	(2122)
	To the Left w/ Center swirl	(2124)
	Pulled forward then back over top of camera	(2125)
	To the Right w/ Center Swirl	(2126)
	To the Top Pinched at the Top	(2128)



Description: The video acts like a rubbery sheet being pulled around on the screen. This set of effects is complete with shadows and highlights falling on the foreground video as it is warped.

DVE: 213#_Push

Directions:	From the Left	(2134)
Positions:		



Description: The video acts like a rubbery sheet being pulled toward the screen. This set of effects is complete with shadows and highlights falling on the foreground video as it is warped.

DVE: 214#_Toon

Directions: Left then Right (2144)

Positions: Right then Left (2146)



Description: The video exits the screen in a cartoonish fashion: the leading edge squashes back then springs forward, stretching the video. Only after the leading edge is well off the screen does the trailing edge fly to catch up.

DVE: 215#_Rollup

Directions: To the Left (2154)

Positions:

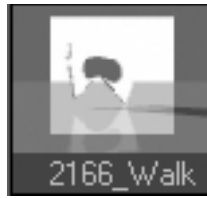


Description: The video rolls up scroll-like on one side of the screen. Then while it spins, it crosses over the background video to exit the opposite side.

DVE: 216#_Walk

Directions:

Positions: To the Right (2166)



Description: The video distorts and walks off the screen.

DVE: 2172_Ripple

Directions: To the Bottom (2172)

Positions:



Description: The video ripples and slides down the screen.

Group: 3000_Trajs (Trajectories)**DVE: 301#_Crawl**

Directions: Along the Bottom (3012)

Positions: Along the top (3018)

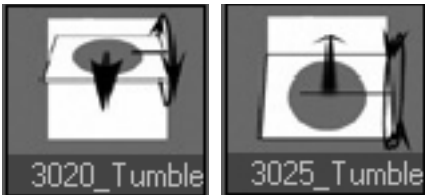


Description: Ever see those movies with Luke, Han and Leia? Remember the opening text? Well, imagine if you will the video moving onto the screen from either the top edge or bottom edge using that perspective effect.

DVE: 302#_Tumble

Directions: Toward Screen (3020)

Positions: Away from Screen (3025)



Description: The video flips end-over-end as it moves either away from or toward the screen.

DVE: 302#_Flip

Directions: From the Bottom (3022)

Positions: From the Top (3028)



Description: The video flips end-over-end as it moves toward the viewer from either the top or bottom of the screen.

DVE: 302#_Rock

Directions: From the Left (3024)

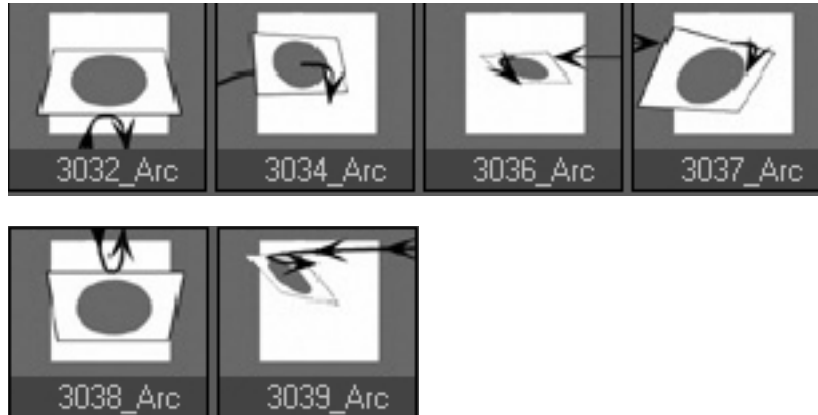
Positions: From the Right (3026)



Description: The video falls into the picture from either the left or right and rocks back and forth until it settles into place.

DVE: 303#_Arc

Directions:	From the Bottom	(3032)
Positions:	From the Left	(3034)
	From the Right	(3036)
	From the Top Left	(3037)
	From the Top	(3038)
	From the Top Right	(3039)



Description: The video moves onto the screen in an arcing motion, which brings it toward the viewer.

DVE: 304#_Bounce

Directions:	From the Bottom	(3042)
Positions:	From the Left	(3044)
	From the Right	(3046)
	From the Top	(3048)



Description: The video enters the picture and bounces around before it settles into place.

DVE: 305#_Slide

Directions: To the Left (3054)

Positions: To the Right (3056)



Description: The video falls into the picture and slides into place while the leading edge bounces.

DVE: 306#_Expand

Directions: From the Bottom (3062)

Positions: From Behind the Viewer(3065)

From the Top (3068)



Descriptions: The video expands to fill the screen.

DVE: 307#_Wobble

Directions: Away from Viewer (3070)

Positions: Toward the Viewer (3075)

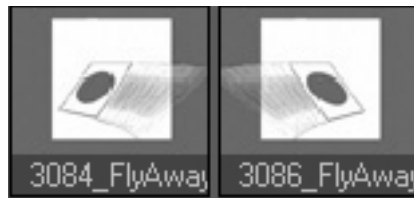


Description: The view wobbles on the bottom edge of the screen until it finally falls completely forward or backward.

DVE: 308#_FlyAway

Directions: To the Left (3084)

Positions: To the Right (3086)

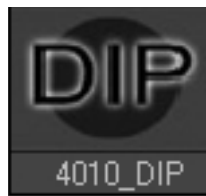


Description: The video falls back toward the opposite side from which it will exit then banks as it flies off screen. The motion is similar to a jet plane banking into a turn.

Group: 4000_Fades**DVE: 4010_DIP**

Directions: Full Screen

Positions:



Description: The video goes from foreground to black then up from black to the background video.

DVE: 4012_DOWN *not available yet****

Directions: Full Screen

Positions:

Description: The video fades to Black.

DVE: 4015_CROSS

Directions: Full Screen

Positions:



Description: The foreground video fades out as the background video fades up.

DVE: 4018_UP ***not available yet**

Directions: Full Screen

Positions:

Description: The video fades up from Black.

DVE: 402#_Expand

Directions: From the Lower Left corner (4021)

Positions: From the Bottom (4022)

From the Lower Right corner (4023)

From the Left (4024)

From the Right (4026)

From the Upper Left corner (4027)

From the Top (4028)

From the Upper Right corner (4029)





Description: The video expands to fill the screen as it fades up.

DVE: 403#_Grad

Directions: Top to Bottom (4032)

Positions: Bottom to Top (4038)



Description: The video fades on from one edge to the other.

DVE: 403#_Zoom

Directions: Zooms out from Close UP (4030)

Positions: Zooms in to a Close UP (4035)



Description: The camera zooms the video as it fades on or off.

DVE: 404#_ (SYMBOLS)

Directions: Full Screen.

Positions: SEE DESCRIPTIONS



Descriptions: This set of fades display a symbol within the fade.

Woman: restroom symbol. (4041)

Handicapped: reserved parking symbol. **not available yet**

Man: restroom symbol. (4043)

Do Not: circle with slash. (4044)

Radiation: yellow and black radiation sign. (4045)

Recycle: three arrows chasing each other. (4046)

YinYan: the Yin and Yang symbol. (4047)

Heart: a Valentine's Day heart. (4048)

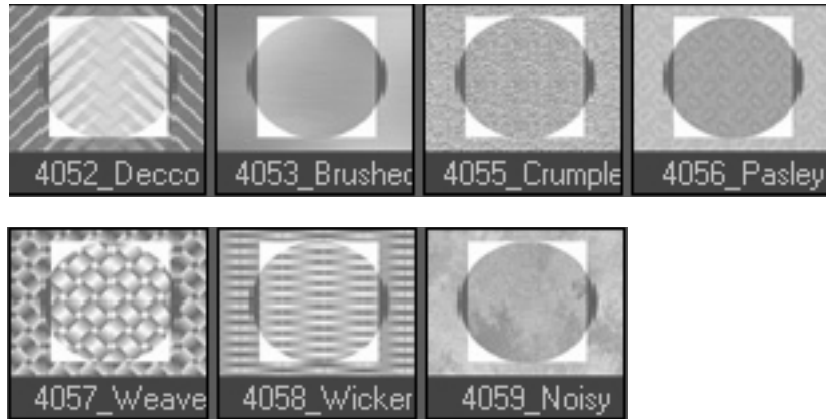
Married: "Just Married." (4049)

DVE: 405#_ (PATTERNS)

Directions: Full Screen

Positions: SEE DESCRIPTIONS

Descriptions: This set of fades display a pattern within the fade.



ArtNeu: an Art Nouveau design. **not available yet**

Decco: an Art Deco Design. (4052)

Brushed: the look of brushed metal. (4053)

Celtic: a Celtic design **not available yet**

Crumple: a Crumpled texture look. (4055)

Pasley: a paisley pattern. (4056)

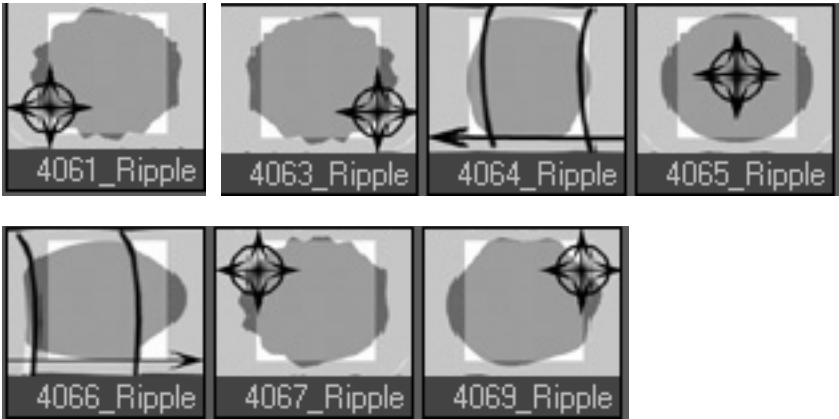
Weave: the look of a woven basket. (4057)

Wicker: the look of wicker. (4058)

Noisy: the look of static or noise. (4059)

DVE: 406#_Ripple

- Directions: Lower Left Corner (4061)
Positions: Lower Right Corner (4063)
To the Left (4064)
Center of Screen (4065)
To the Right (4066)
Upper Left Corner (4067)
Upper Right Corner (4069)



Description: The video oscillates in a series of waves as it fades off.

DVE: 407#_Box

- Directions:
Positions: Center OUT (4075)

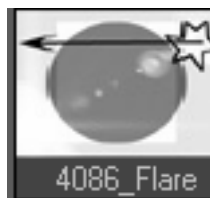


Description: The view wipes on in the shape of a box as it fades on or off.

DVE: 408#_Flare

Directions:

Positions: To the Right (4086)



Description: The video fades off as a lens flare moves across the screen.

Group: 5000_Olays \ 5000_Olays (Overlays)

DVE: * Coming Soon *****

Directions:

Positions:

Descriptions:

Group: 5000_Olays \ 5100_CrmaFX (Chroma effects)

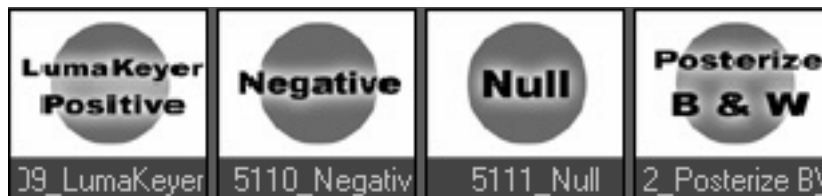
DVE: 51xx_(Chroma Effects)

Directions:

Positions: ** SEE Descriptions **

Descriptions:

(5101) ChromaFX



Allows user to use a jpeg image to affect the chroma of the video.

(5102) ChromaKey

(5103) CrossKeyer

(5104) DVE

(5105) Emboss

- (5106) GrayScale
- (5107) LinearLumaKeyer
- (5108) LumaKeyer-
- (5109) LumaKeyer+
- (5110) Negative
- (5111) Null
- (5112) Posterize B&W
- (5113) Posterize
- (5114) TimeStretch

Group: 6000_Rota \ 6000_Rota**(Rotations)****DVE: 601#_Hang**

Directions: To the Left (6014)

Positions: To the Right (6016)



Description: The video falls and hangs by one corner at the top of the screen then moves off.

DVE: 602#_BOX

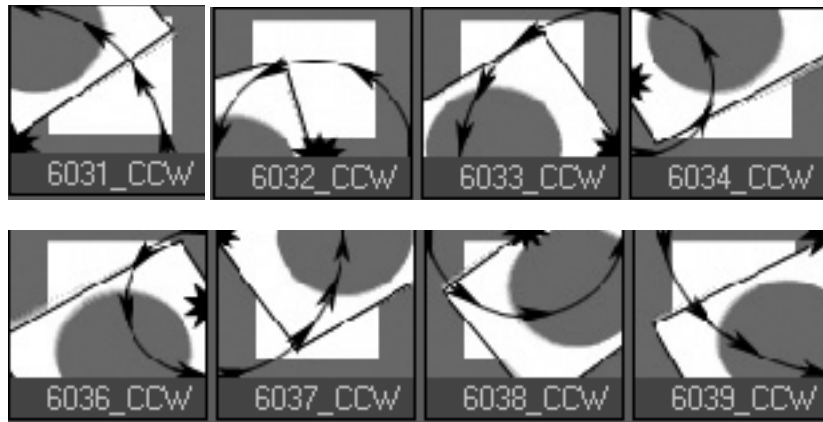
- Directions: To the Bottom (6022)
- Positions: To the Left (6024)
- To the Right (6026)
- To the Top (6028)



Description: The video starts to move away from the screen and reveals it is only one side of a box. The box rotates in the direction that it will exit.

DVE: 603#_CCW

- Directions: Around Lower Left Corner (6031)
- Positions: Around Bottom Center (6032)
- Around Lower Right Corner (6033)
- Around Left Center (6034)
- Around Right Center (6036)
- Around Upper Left Corner (6037)
- Around Top Center (6038)
- Around Upper Right Corner (6039)



Description: The video rotates parallel to the screen around a fixed point in a Counterclockwise (CCW) motion.

DVE: 604#_CnrWpe

Directions: Lower Left Corner to Right (6041)

Positions: Lower Right Corner to Left (6043)

Upper Left Corner to Right (6047)

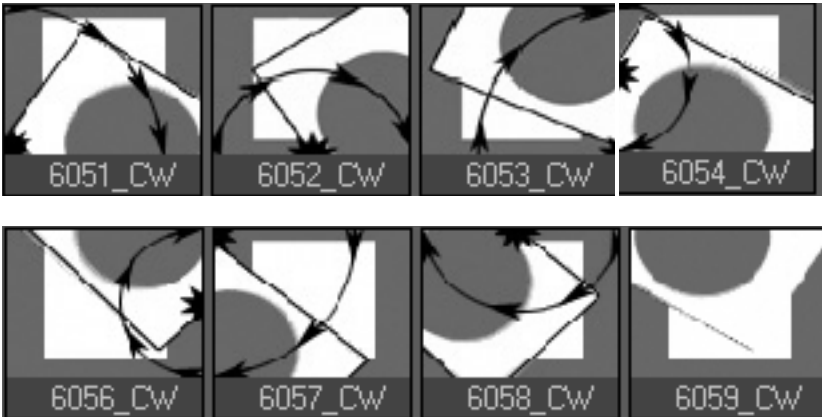
Upper Right Corner to Left (6049)



Description: The video rotates around its center and slides off screen to one side; the chosen Corner is the last to leave the picture.

DVE: 605#_CW

- Directions: Around Lower Left Corner (6051)
- Positions: Around Bottom Center (6052)
- Around Lower Right Corner (6053)
- Around Left Center (6054)
- Around Right Center (6056)
- Around Upper Left Corner (6057)
- Around Top Center (6058)
- Around Upper Right Corner (6059)



Description: The video rotates parallel to the screen around a fixed point in a Clockwise (CW) motion.

DVE: 606#_Edge

- Directions: Bottom (6062)
- Positions: Left (6064)
- Right (6066)
- Top (6068)

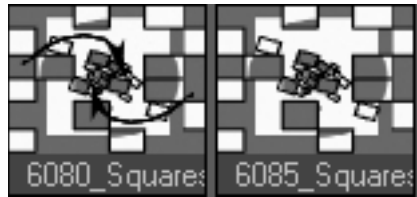


Description: The video rotates off the screen around one of its edges.

DVE: 608#_Squares

Directions: Toward Viewer (6080)

Positions: Away from Viewer (6085)

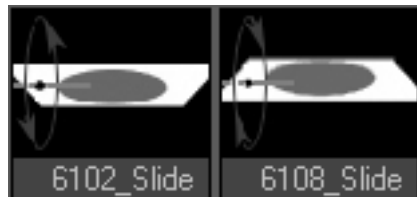


Description: The video breaks up into many squares that all travel at different times while the enter group rotates around the screen's center.

Group: 6000_Rota \ 6100_Spins**DVE: 610#_Slide**

Directions: Bottom to Top (6102)

Positions: Top to Bottom (6018)



Description: The video spins about its horizontal center axis, flipping once to reveal the second video source on the backside; the edge closest to the viewer appears to slide along the screen.

DVE: 611#_SlwDwn

Directions:

- Positions: Horizontal Axis thru center (6112)
 Vertical Axis thru center (6114)



Description: The video spins around an axis quickly, slowing down steadily as it comes to rest.

DVE: 611#_VariSpd

- Directions: Vertical Axis thru center (6116)
Positions: Lower Left to Upper Right Diagonal (6117)
 Horizontal Axis thru center (6118)

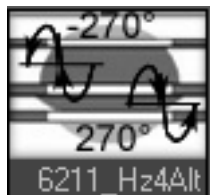


Description: The video spins around an axis slowly picking up speed, then it slows down steadily as it comes to rest .

Group: 6000_Rota \ 6200_Blind**DVE: 6211_Hz4Alt**

Directions: **See Description**

Positions:



Description: The video is divided horizontally into four sections. Bars 1 and 3 from the top begin spinning about their horizontal axis. Bars 2 and 4 begin spinning when Bars 1 and 3 are inverted. Each bar makes a complete spin before spinning into non-existence.

DVE: 621#_Hz4Seq

Directions: ***See Description for explanation***

Positions: To the Bottom (6112)

To the Top (6114)

To the Bottom (6116)

To the Top (6118)

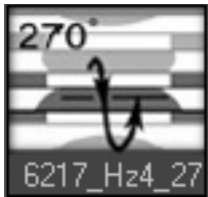


Description: The video is divided horizontally into four sections. Each section moves sequentially one after another. DVEs 6112 and 6118 rotate around a corner of the bar in a clapping type motion. DVEs 6114 and 6116 spin around the bar's horizontal axis.

DVE: 6217_Hz4_270

Directions: **See Description**

Positions:



Description: The video is divided horizontally into four sections. The bars rotate a total of 270 degrees, giving a complete spin prior to spinning into oblivion.

DVE: 6219_Hz4_90

Directions: **See Description**

Positions:

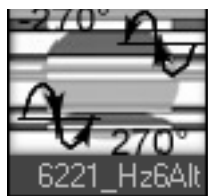


Description: The video is divided horizontally into four sections. The bars rotate a total of 90 degrees into oblivion.

DVE: 6221_Hz4Alt

Directions: **See Description**

Positions:



Description: The video is divided horizontally into six sections. Bars 1, 3, and 5 from the top begin spinning about their horizontal axis. Bars 2, 4, and 6 begin spinning when Bars 1, 3, and 5 are inverted. Each bar makes a complete spin before spinning into non-existence.

DVE: 622#_Hz6Seq

Directions: ***See Description for explanation***

Positions:	To the Bottom	(6122)
	To the Top	(6124)
	To the Bottom	(6126)
	To the Top	(6128)



Description: The video is divided horizontally into six sections. Each section moves sequentially one after another. DVEs 6122 and 6128 rotate around a corner of the bar in a clapping type motion. DVEs 6124 and 6126 spin around the bar's horizontal axis.

DVE: 6227_Hz6_270

Directions: **See Description**

Positions:

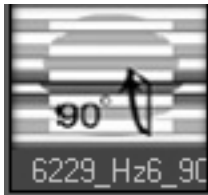


Description: The video is divided horizontally into six sections. The bars rotate a total of 270 degrees, giving a complete spin prior to spinning into oblivion.

DVE: 6229_Hz6_90

Directions: **See Description**

Positions:



Description: The video is divided horizontally into six sections. The bars rotate a total of 90 degrees into oblivion.

DVE: 6231_Hz8Alt

Directions: **See Description**

Positions:

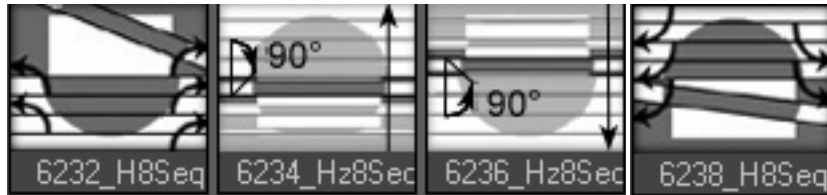


Description: The video is divided horizontally into eight sections. Bars 1, 3, 5, and 7 from the top begin spinning about their horizontal axis. Bars 2, 4, 6, and 8 begin spinning when Bars 1, 3, 5, and 7 are inverted. Each bar makes a complete spin before spinning into non-existence.

DVE: 623#_Hz8Seq

Directions: ***See Description for explanation***

Positions:	To the Bottom	(6132)
	To the Top	(6134)
	To the Bottom	(6136)
	To the Top	(6138)

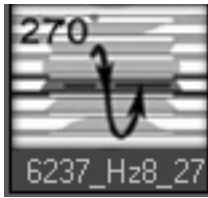


Description: The video is divided horizontally into six sections. Each section moves sequentially one after another. DVEs 6132 and 6138 rotate around a corner of the bar in a clapping type motion. DVEs 6134 and 6136 spin around the bar's horizontal axis.

DVE: 6237_Hz8_270

Directions: **See Description**

Positions:

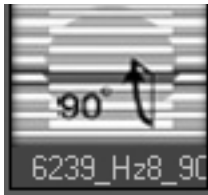


Description: The video is divided horizontally into eight sections. The bars rotate a total of 270 degrees, giving a complete spin prior to spinning into oblivion.

DVE: 6239_Hz8_90

Directions: **See Description**

Positions:

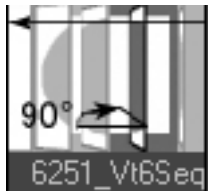


Description: The video is divided horizontally into eight sections. The bars rotate a total of 90 degrees into oblivion.

DVE: 6251_Vt6Seq

Directions: To the Left (6251)

Positions:



Description: The video is divided vertically into six sections. They rotate around one of their vertical edges away from the viewer one by one. The effect resembles a series of doors opening.

DVE: 6255_Vt6Alt

Directions: **See Description**

Positions:

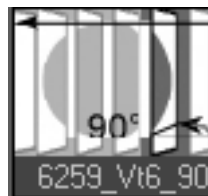


Description: The video is divided vertically into six sections. Bars 1, 3, and 6 from the left begin spinning about their vertical axis. Bars 2 and 4 begin spinning when Bars 1, 3, and 6 are inverted. Each bar makes a complete spin before spinning into non-existence.

DVE: 6259_Vt6_90

Directions: **See Description**

Positions:



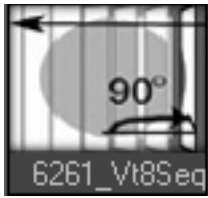
Description: The video is divided vertically into six sections. The bars rotate a total of 90 degrees into oblivion.

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DVE: 6261_Vt8Seq

Directions: To the Left (6261)

Positions:



Description: The video is divided vertically into eight sections. They rotate around one of their vertical edges away from the viewer one by one. The effect resembles a series of doors opening.

DVE: 6267_Vt8_270

Directions: **See Description**

Positions:



Description: The video is divided vertically into eight sections. The bars rotate a total of 270 degrees, giving a complete spin prior to spinning into oblivion.

Group: 7000_Misc \ 7000_Misc**(Miscellaneous)****DVE: 7011_Sheep**

Directions: **See Description**

Positions:



Description: Falling sheep 2001 version. Sheep rain from the sky and video changes behind them as they fall.

DVE: 7012_Sheep2

Directions: **See Description**

Positions:



Description: A herd of sheep stampedes and pushes the video out of the way as they come forward.

DVE: 7065_UFO

Directions: **See Description**

Positions:

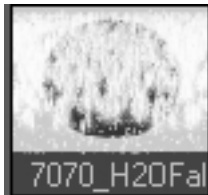


Description: The video morphs into a sphere near the lower right of the screen and a ring with lights comes to join it. They fly off over the new video.

DVE: 7070_H2OFall

Directions: **See Description**

Positions:

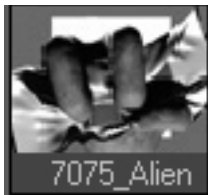


Description: A waterfall begins at the top of the screen and washes the video away to reveal the new video.

DVE: 7075_Alien

Directions: **See Description**

Positions:

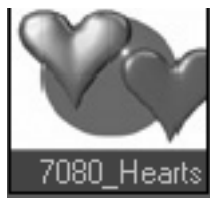


Description: a three-fingered alien hand grabs the video from behind and rips it off screen.

DVE: 7080_Hearts

Directions: **See Description**

Positions:

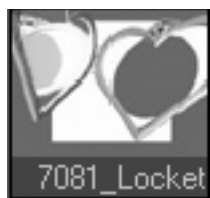


Description: Two hearts appear on opposite sides of the screen from each other flying toward one and other toward the camera, when they cross paths they form a flare.

DVE: 7081_Locket

Directions: **See Description**

Positions:



Description: The video morphs into the shape of a heart and falls back into a locket that closes and flies off the screen to the lower right.

Group: 7000_Misc \ 7100_Orgnc (Organics)**DVE: *** Coming Soon *****

Directions:

Positions:

Descriptions:

Group: 7000_Misc \ 7300_Peopl (People)

DVE: *** Coming Soon ***

Directions:

Positions:

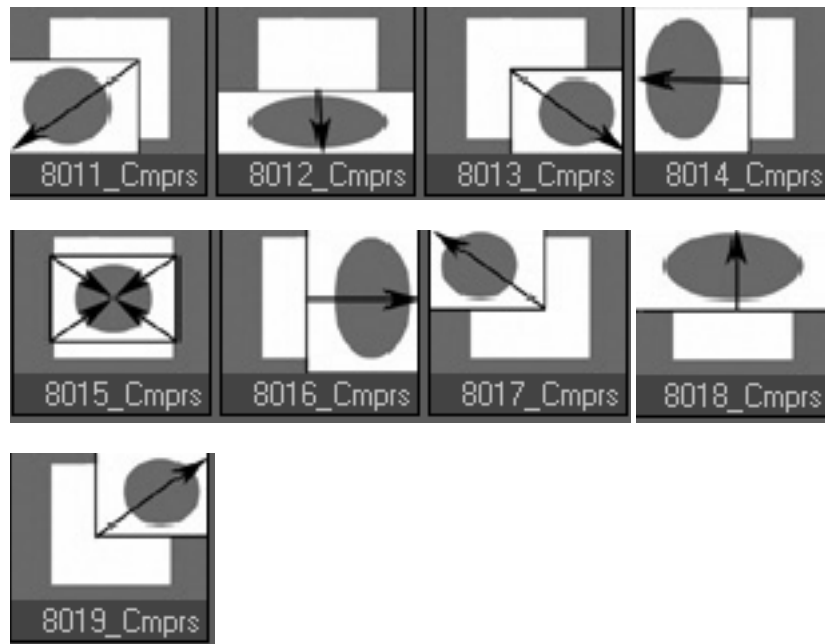
Descriptions:

Group: 8000_Comprs \ 8000_Comprs (Compressions)

DVE: 801#_Cmprs

Directions:

Positions:	To the Lower Left Corner	(8011)
	To the Bottom Edge	(8012)
	To the Lower Right Corner	(8013)
	To the Left Edge	(8014)
	In to the Center	(8015)
	To the Right Edge	(8016)
	To the Top Left Corner	(8017)
	To the Top Edge	(8018)
	To the Top Right Corner	(8019)



Description: The video compresses down to nothingness except in the case of 8010, in which the video grows out from the center of the screen.

DVE: 802#_Quad

Directions:

Positions: Away from the Center (8025)



Description: The video is divided up into four squares of the screen. Each square shrinks or grows to or from its respective corner of the screen.

DVE: 802#_Quad

- Directions: To the Lower Left Quad (8021)
Positions: To the Lower Right Quad (8023)
To the Upper Left Quad (8027)
To the Upper Right Quad (8029)



Description: The video shrinks into one of the four quadrants of the screen.

DVE: 802#_Horz

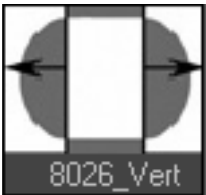
- Directions:
Positions: Shrinks OFF screen (8028)



Description: The video is divided in half horizontally and each section expands or contracts toward or from its respective edge of the screen.

DVE: 802#_Vert

- Directions:
Positions: Shrinks OFF screen (8026)



Description: The video is divided in half vertically and each section expands or contracts toward or from its respective edge of the screen.

Group: 8000_Compr \ 8100_P-in-P (Picture in Pictures)**DVE: *** Coming Soon *****

Directions:

Positions:

Descriptions:

Group: 9000_Borders**DVE: 90##_Bars**

Directions: ***See Description***

Positions:

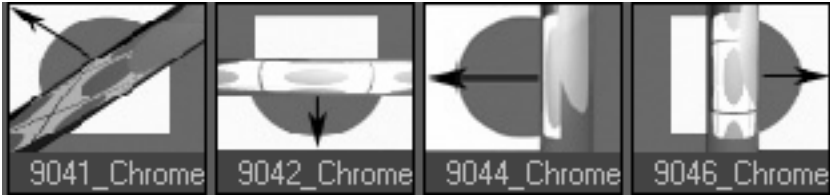


Description: This set of DVEs has two silver bars that work together in different ways as the border to the wipes. See list below:

- (9011) Originating at the bottom Left Corner the bars scissor close then slide toward the Left and Right respectively.
- (9013) Originating at the Right Corner the bars scissor close then slide toward the Right and Left respectively.
- (9017) Originating at the Top Left Corner the bars scissor close then slide toward the Left and Right respectively.
- (9019) Originating at the Top Right Corner the bars scissor close then slide toward the Right and Left respectively.

DVE: 904#_Chrome

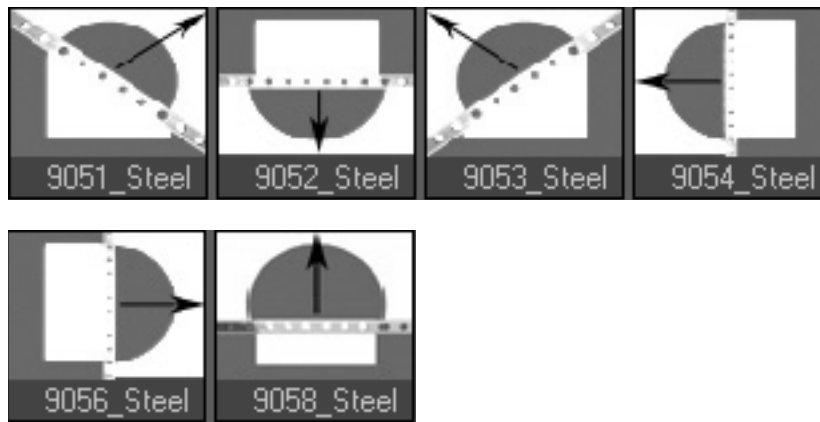
- Directions: From Lower left to Upper Right (9041)
Positions: From Top to Bottom (9042)
From Lower Right to Upper Left (9043)
From Right to Left (9044)
From Left to Right (9046)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a CHROME BAR.

DVE: 905#_Steel

- Directions: From Lower left to Upper Right (9051)
Positions: From Top to Bottom (9052)
From Lower Right to Upper Left (9053)
From Right to Left (9054)
From Left to Right (9056)
From Bottom to Top (9058)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a STEEL BAR with holes in it. (Think Erector set.)

DVE: 908#_Glass

Directions: From Lower left to Upper Right (9081)

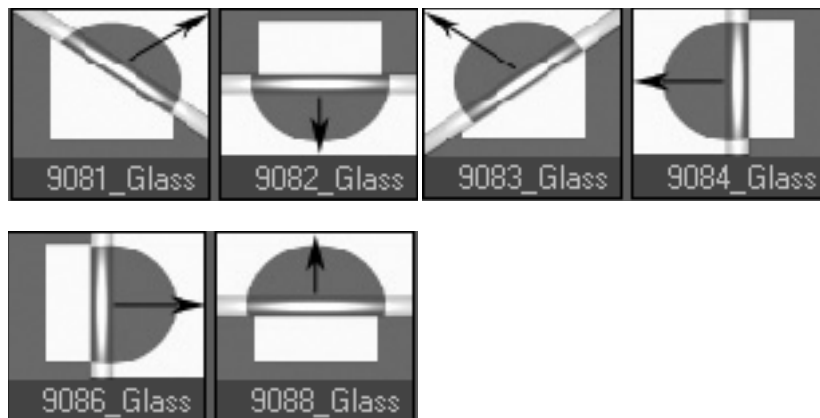
Positions: From Top to Bottom (9082)

From Lower Right to Upper Left (9083)

From Right to Left (9084)

From Left to Right (9086)

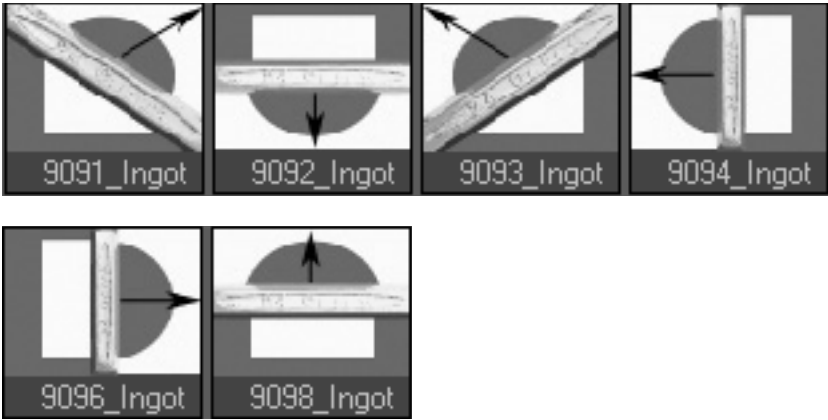
From Bottom to Top (9088)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a Glass Rod.

DVE: 909#_Ingot

- Directions: From Lower left to Upper Right (9091)
Positions: From Top to Bottom (9092)
From Lower Right to Upper Left (9093)
From Right to Left (9094)
From Left to Right (9096)
From Bottom to Top (9098)



Descriptions: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a GOLD INGOT.

DVE: 911#_Litning

- Directions: From Lower left to Upper Right (9111)
Positions: From Top to Bottom (9112)
From Lower Right to Upper Left (9113)
From Right to Left (9114)
From Left to Right (9116)
From Bottom to Top (9118)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a LIGHTNING BOLT.

DVE: 912#_Marble

Directions: From Lower left to Upper Right (9121)

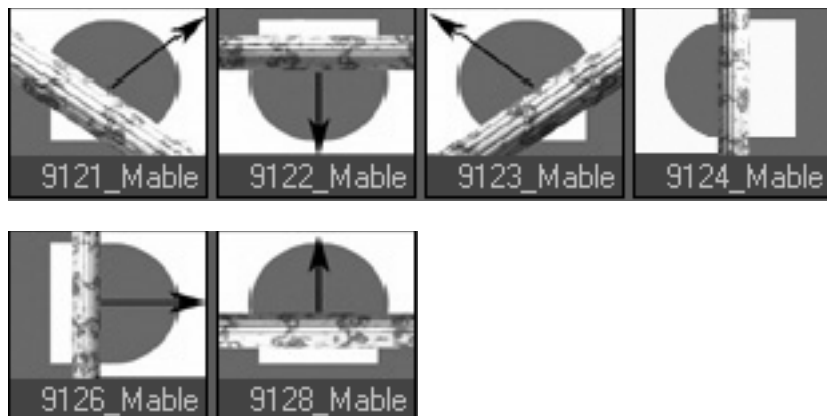
Positions: From Top to Bottom (9122)

From Lower Right to Upper Left (9123)

From Right to Left (9124)

From Left to Right (9126)

From Bottom to Top (9128)

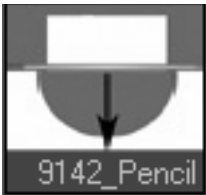


Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a MARBLE COLUMN.

DVE: 914#_Pencil

Directions:

Positions: From Top to Bottom (9142)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a yellow PENCIL.

DVE: 916#_Rock

Directions:

Positions: From Top to Bottom (9162)
From Right to Left (9164)
From Bottom to Top (9168)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a chunk of ROCK.

DVE: 917#_Static

Directions: From Lower left to Upper Right (9171)

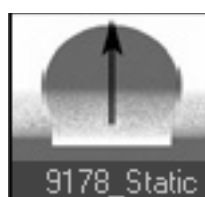
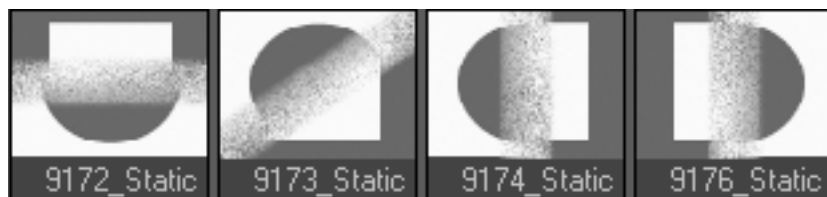
Positions: From Top to Bottom (9172)

From Lower Right to Upper Left (9173)

From Right to Left (9174)

From Left to Right (9176)

From Bottom to Top (9178)



Description: These effects are very similar to a traditional wipe except that an object covers the leading edge of the wipe. The object of choice for this set is a band of STATIC.

