

User manual

MagicLights

for Casablanca Avio, Prestige and Kron

## Safety notices

To avoid making mistakes during operation, we recommend that you carefully follow the instructions provided in this manual.

We would also like to point out that **MagicLights** has been designed with the hobby enthusiast in mind.

We have taken a great deal of care while programming and checking this software.

Nevertheless, since it is not possible to guarantee totally error-free software applications in all environments and at any time, we unfortunately cannot rule out the possibility that some errors may have crept in. If, contrary to all expectations, this is indeed the case, we shall remedy any errors in the program and supply the affected customers with the new software free of charge. We cannot, however, accept any liability for loss of data/time or any consequential damages that may occur as a result, particularly since we have no influence over correct software installation and operation by the customer. **MacroSystem Digital Video AG** and its dealers therefore cannot be held liable for any defects or unintentional damage in connection with the installation or use of **MagicLights**.

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## 1. General information

Thank you for purchasing MagicLights from your dealer!

We would like to thank you for placing your trust in us and hope that this product will fulfill your expectations.

MagicLights will help you get even more out of your Casablanca.

Please do not hesitate to contact us if you have any further questions or wish to suggest ways of improving the product.

To contact us, please refer to the addresses and telephone numbers printed in the Casablanca manual.

We kindly ask you to provide the serial number of your device or your customer number whenever you contact us.

## 2. Installation

In order to install MagicLights, you will need at least version 1.9 of the system software or version 2.1 or higher of the SMART EDIT software. You can look up the system version in the information field located in the "**System Settings**" menu (bottom left).

Leave your Casablanca switched on and, in "**System Settings**", select the "**Install Product**" button to open the corresponding window. Now insert the SmartMedia installation card into the Casablanca's drive. When you insert it, make sure the gold-colored contacts are facing downwards and the beveled corner is on the left pointing towards the front (i.e. towards the Casablanca).

Push in the card so that only around half a centimeter remains protruding from the unit and you feel some resistance.

You will now see the "**MagicLights**" software listed in the window. Select it in the list and click on "**Activate**" (SMART EDIT) or "**License**". A numerical keypad appears. You can use it to enter the license code that you purchased from your dealer. A message will then inform you that the installation process has completed. You can now

remove the SmartMedia card.

If you want to install this program as a demo version under SMART EDIT, click on "**Cancel**" in the numerical keypad window (which appears after you select the program and click on "**Activate**"). You will now see the word "**Demo**" appear after the program name.

You can install MagicLights as the demo version under the Casablanca system software (version 1.9 or higher) by inserting the SmartMedia card and clicking on "**activate**". Now wait until you see the word "**Demo**" appear after the program name.

Close the window by clicking on "**OK**" and then remove the SmartMedia card.

MagicLights is now installed as the demo version.

### **Notices regarding other products:**

MagicLights supports the **Power Key Option**.

Separate instructions are not provided for the keyboard functions. If you would like to view the available key codes, just press the "**F2**" key.

MagicLights can also be used in **VGA** mode.

## 3. What is MagicLights?

MagicLights contains numerous effects covering many aspects of light, e.g. lighting, rays of light, brightness.

You can illuminate your scenes, switch on a simple spotlight, and make colored lights move across the picture or insert flashes and lens reflections.

You can also create beautiful effects using various transition effects. These kinds of image-content effects are now available on the Casablanca for the very first time.

MagicLights includes 5 transition effects and 12 image processing effects.

## 4. The Transition effects

### 4.1 Additive Fade

This effect fades from one scene into the next and the brightness values of the overlapping image content are added together. This creates a different kind of fade compared to the standard “**Crossfade**” effect that comes with the system. There are no options that can be adjusted for this effect.

### 4.2 Lumafade

This effect lets you to crossfade the brightness of a scene. You can first choose whether the light or the dark values should be faded in. Afterwards, the remaining image content is faded in from the intermediate color shades. The color values of either the first or second scene are used as the basis of calculations.

The following effects options can be set:

**(1) Reference scene:** This is where you set which scene should serve as the basis of calculations.

**(2) Direction:** This button allows you to select whether you want to crossfade from bright to dark or from dark to bright.

**(3) Transition:** This is where you can set the intensity of the transition (0% = strong, 100% = gentle)

### 4.3 VLight2 Beam through

This effect is great if you want to overlay a scene with text or an image using a scissor-cut effect and then enhance this object using light reflections.

The light shines through the object and the light rays take on the color of the respective image pixels. So, for instance, blue text will create blue-tinged rays of light and a red text produces red-tinged light. Black is simply ignored and should be used for parts of the picture that you do not want influenced by the effect. This effect is therefore particularly stunning if you use a multi-colored object or colored title against a black background.

The following effects options can be selected:

**(1) Position:** Clicking on this button will open a window containing three buttons.

Under “**Motions**”, you can choose whether you want the imaginary light source to move from the starting to the final position while the effect is running (“**Move**”) or whether it should stay in one position (“**Still**”).

Under “**Start Position**” you can define the starting position of the light source, and you can set the final position under “**Stop Position**”.

**(2) Effect:** Clicking on this button opens a window containing five settings options:

The “**Beam Range**” button is used for setting the length of this distance. At a setting of 100%, the light ray reaches as far as the edge of the visible image area.

“**Beam Density**” defines the intensity of the light ray. The greater the value, the denser the rays appear to be. Overlaid light rays tend towards a white shade of color. At an intensity of 0%, no rays are displayed.

You can use the “**Object Fade**” button to make the object in the right-hand scene be displayed more transparently. The larger the value the more transparent it will appear (0% = full color saturation, 100% = no object and no light rays are visible).

You can vary the intensity of the light rays using the “**Fade**” button.

The “**Fall Off**” button can be used to select whether the light rays should grow radially weaker the longer they get and therefore appear more diffused (“**On**”) or whether the rays should only be affected by the Beam Range setting (“**Off**”).

**(3) Archive:** Here you have the option to save or load the effects settings.

### 4.4 VLight3 Beam around

Like the “**VLight2 through**” effect, this effect is great if you want to overlay a scene with text or an image using a scissor-cut effect and then enhance the object with light reflections. You should choose objects with a black background since black is ignored by the effect. A light is positioned behind the object and, depending on the setting, the light rays are refracted at the edges of the object. This gives the impression of light and shadow.

The three effects options “**Position**”, “**Effect**” and “**Archive**” have the same functions as described for the “**VLight2 Beam through**” effect. In addition, the “**Effect**” option also includes the “**Ambient Light**” setting that can be used to

specify whether the light should have an influence on the other picture colors.

The newly added "**Color**" option provides two selection buttons. "**Center Color**" lets you define the inner color of the light source and the "**Edge Color**" button allows you to define the color of the outer area of the light ray. A color gradient is formed between the two selected colors.

## 4.5 VLight4 Transition

With this effect, the rays are calculated according to the brightness of the selected effect. A mask is used to crossfade from one scene to another. During the course of the effect, the mask develops bright surfaces at the edges at which the light rays refract.

For further details on the available effect options, please refer to the "**VLight2 Beam through**" effect.

Two new effects have been added to the "**Effect**" option: The "**Select Mask**" button allows you to access the image pool so you can choose how the transition effect should develop. You can use the "**Threshold**" control to determine the intensity of the bright surfaces at the edge of the transition effect. The bigger the Threshold value, the larger the surface on which the light rays refract.

## 5. The Image Processing effects

### 5.1 Light

This image-processing effect simulates up to three lights whose settings you can customize. The light can either be given a fixed position or a starting and final position. Up to three colored lights can be used within a scene (stationary or moving in a straight line). The surface properties can also be adjusted. You can use this effect to do such thing as modify and enhance light sources that are already contained in a scene. This effect provides the following options:

**(1) Surface:** Clicking on this button will open a window containing three functions:

You can use the "**Reflection**" button to select how strongly you want the surface to reflect light. The "**Distance**" button allows you to adjust the light sources. The greater the distance, the

larger the light source. The "**Diffuse**" button lets you specify how much of the surface outside the light beam is colored by the light.

**(2) Light 1:** If you click on this button, you can choose from six additional functions: the "**Switch**" button allows you to switch off the light or display it in a fixed position or as a moving source.

The "**Color**" button lets you define the color of the light.

The "**Start Position**" button allows you to define the position on the picture from where the light should start moving or at which it should remain stationary. "**Stop Position**" defines the position that the light should be in when it reaches the end of its path.

The "**Start Size**" and "**Stop Size**" controls are used to specify the size of the light spot at the beginning and end of the effect. The actual light effect, however, is still influenced by the settings you make for the surface.

The "**Light 2**" and "**Light 3**" effect options contain the same adjustable settings as for "**Light 1**".

### 5.2 Control Image 2

This effect provides image correction that is used in modern video editing systems. The image is recalculated when you enter the white value, grey (mean) value and black value. The color can also be influenced by entering a saturation value. This system generally allows you to achieve far better results than if you were to use standard image correction.

The effect has four options:

**(1) Bright:** This button allows you to set the picture's original white value.

**(2) Middle:** This function lets you specify the picture's original grey value.

**(3) Dark:** This is where you define the picture's original black value.

**(4) Saturation:** This control is used for setting values that determine the color saturation of the picture.

### 5.3 Flash Fade

This effect fades in a scene from a brighter or white picture content. This gives the viewer the impression that he has been dazzled by a flash of light and has to get used to the normal

lighting conditions again. This kind of effect can be achieved using short effect times, though a longer running effect also creates a fantastic fade-in.

This effect has three options:

- (1) Threshold:** This control is used for setting the light-dark value that is used as a basis for calculations.
- (2) Transition:** The transition between colored surfaces can be softened and color nuances set.
- (3) Time:** This control allows you to set the time during which the maximum flash can be seen. The setting should be shorter than the total effect length.

## 5.4 Flashlight 1

This effect simulates a flash of light occurring behind the viewer. The scene or parts of the scene are illuminated by bright sequences giving the viewer the impression that he is seeing flashes.

There are four effect options:

- (1) Area:** This button is used to define the area of the picture that the flash light is pointed at.
- (2) Transition:** This control is used to determine how gentle the transition at the edge of the selected area should be.
- (3) Frequency:** You can use this control to specify within what maximum timeframe a flash should be generated. To prevent the flashes from appearing in a rhythmical sequence, a flash also appears within a shorter timeframe.
- (4) Brightness:** You can use this control to set the intensity of the flash light.

## 5.5 Flashlight 2

This effect simulates a flash of light occurring in front of a camera. This gives the viewer the impression that he is looking into flashes of light. You must select an area of the scene where you want the light flashes to occur. You can, for instance, choose to apply the effect to objects or groups of people so that only flashes of light occur there.

The four effect options are described as follows:

- (1) Area:** You can use this button to specify where the flashes of light should occur.
- (2) Position:** This is where you can select whether the flashes of light should be calculated in the centre of the area ("**Fixed**") or whether the

flashes should be calculated at a random position in the specified area ("**Variable**").

**(3) Frequency:** You can use this control to specify within what maximum timeframe a flash should be generated. To prevent the flashes from appearing in a rhythmical sequence, a flash also appears within a shorter timeframe.

**(4) Flash:** Clicking on this button will open a window in which you can adjust three additional settings:

Under the "**Mode**" option you can specify the type and size of the flash.

The "**Size**" setting defines the maximum size of a variable flash or the size when a flash occurs in fixed mode.

You can use the "**Beams**" button to select the number of rays in the flash of light.

## 5.6 Dye 2

This effect is used to colorize a picture. After specifying two color values, a color table containing color mixes is generated. These colors are assigned to the brightness values in the picture. This ensures that many different types of colorization are possible, e.g. black/white, red/green, yellow/blue, green/black, etc. The effect has three options:

**(1) Replace Black:** This button is used to open the color box so that you can select the color that you want to use for the dark picture areas.

**(2) Replace White:** This is where you select the color that you want to use for the bright picture areas.

**(3) Strength:** This control specifies with what intensity the color table should have an effect on the picture.

## 5.7 Color Pick

You can use this effect to extract a color value from a scene that is selected using a freely adjustable area. If you select a large area, a color mix is generated from the selected color values. If you want to select a particular color, you must keep the size of the selected area as small as possible.

With this effect, the functions associated with the "**Full Size**", "**Preview**" and "**Create**" buttons are not supported since this is only an "auxiliary" effect.

The effect has two options:



**(1) Pick Color:** This where you can specify the area of the scene from which you want the color to be extracted.

**(2) Save Color:** You can use this button to save the color in the archive.

## 5.8 Lens Flare

This effect creates lens reflections similar to those that can occur if poor-quality lenses are used. This effect is particularly good in landscape sequences or scenes that are filmed against the light.

The following effect options can be selected:

**(1) Effect:** This button allows you to use reflections in a fixed position or along a specified path.

**(2) Start Position:** This is where you enter the starting position or the fixed position of the incoming light.

**(3) End Position:** This is where you specify the final position of the light.

**(4) Shift Color:** This control gives you the option to shift the color spectrum.

## 5.9 Nova

This effect produces a supernova pulse but it can also be used to create rays of sunlight or to simulate being dazzled by the sun.

This effect provides the following options:

**(1) Position:** Clicking on this button will open a window in which you can adjust further settings. “**Motions**” allows you to use the nova in a fixed position (“**Still**”) or on a specified path (“**Move**”). “**Start Position**” lets you specify the position in the picture where the nova should start. “**Stop Position**” is used to define the position at which the Nova should be at the end of the path.

**(2) Size:** You can use this control to set the size of the nova.

**(3) Beams:** This control specifies the number of rays emanating from the nova.

**(4) Color:** This button provides additional settings options. The “**Animated**” selection switch allows you to determine whether the color should be retained (“**On**”) or whether the color should run through the spectrum of colors during the scene (“**Off**”). The “**Color**” button lets you access the color box in order to choose the nova’s basic color. The “**Color spectrum**” func-

tion is for defining the color tolerance that the individual rays are permitted to use.

**Note regarding the single-frame function:** adjust the color in single-frame view; if you want to have it animated, you must select the first frame of the effect in order to see your selected color. In the other frames, the color will deviate from the one set by you as a result of the animation.

## 5.10 Spot

This effect provides a freely adjustable circle that divides the frame into two areas so that the scene can be brightened or darkened in both areas. This can be used to emphasize an area of the picture. The following effects options can be selected:

**(1) Area and Size:** You can use this function to select the position and size of the spotlight. The center of the rectangle defines the center of the circle, and the circle itself is positioned within the rectangle.

**(2) Threshold:** This control is used to determine how gentle the transition between dark and light color values in the spotlight should be

**(3) Inside:** This control is for specifying the inner brightness of the spotlight.

**(4) Outside:** This is for setting the outer brightness of the spotlight.

## 5.11 VLight1 Simple

This effect is a simple version of the “**VLight 5 Color**” effect (see below). This effect is particularly suitable for making objects and/or titles shine out against a black background. The more colorful the objects or texts, the more colorful the rays emanating from them. The effect is even more appealing when used on moving objects and titles.

The effect has three options:

**(1) Position:** Clicking on this button will open a window containing three further functions. “**Motions**” allows you to use the light in a fixed position (“**Still**”) or along a specified path (a straight line) (“**Move**”). “**Start Position**” specifies the position from where the light source should start or where it should remain stationary. “**Stop Position**” defines the position where it should be when it has reached the end of its path.

**(2) Effect:** This option gives you four buttons to choose from. The “**Ambient Light**” control

specifies how much influence the light should have on the picture. **“Beam Range”** defines the length of the light rays, **“Beam Density”** specifies the intensity of the light rays. The **“Falloff”** function specifies whether the light rays should span the entire picture (**“Off”**) or whether they should become weaker depending on the Beam Range (**“On”**).

**(3) Archive:** This is where you can save your settings or load/delete settings that you have already saved.

## 5.12 VLight5 Color

With this effect, the light rays are calculated using the brightness and color values of the picture. This therefore allows you to do such things as add natural sunlight to a forest and simulate other effects that are caused as light passes through windows or clouds.

For further details on the options, please refer to the **“VLight1 Simple”** effect (see above).

Under the **“Effect”** option you will see an additional **“active color”** button with which you can open the color box. A ray of light is generated on the selected color value. The lower the brightness, the larger the number of ray points that will be found.

In order to obtain good results with this effect, you should not apply it to a color scene that you created using the Casablanca but to a video scene instead.

## 6. Exercises and tips

To quickly get used to the functions in MagicLights, we recommend that you work through the following examples and take note of the tips provided for the various effects. The examples and tips do not of course relate to all the effects included in the program. However, they do provide you with a good starting point from where you can easily learn to recognize and use the other effects’ functions after a little practice. The examples have been specially put together for newcomers to the program and therefore introduce you slowly to the various controls. Afterwards, we recommend you try out your own ideas.

Since some effects use subtle lighting effects, they can barely be displayed and viewed in the preview. We recommend that you use the **“Full Size”** preview function.

Click on the single-frame function right from the very start, and make your adjustments to the effect options in this menu so that you can view them immediately within the menu.

**If you have a CASABLANCA AVIO without the Pro-Package, you will not be able to use the single-frame function.** In this case, you should view the settings using the **“Preview”**.

**If you have a CASABLANCA AVIO without the Pro-Package, you will also not be able to use the scene function.** In this case, you should export your calculated effect sequences and then import them again if you want to add additional effects.

In the position settings option that is available with many of the effects (**VLight2, VLight3, Nova,...**) you can only set the position but not the size.

Once you have activated the effect that you want in the list, first insert it into the storyboard or else you will not be able to configure all the options.

### 6.1 VLight2 Beam through

**(You might only be able to carry out part of this example since the CASABLANCA AVIO without the Pro-Package does not have the scene function).**

In this example, you will create an effect that places the text (after the effect has been created) on top of the video scene and causes each letter to cast a ray of light across the picture in the color of that letter.

For this example, create a black scene that has a length of 5 seconds, place a title onto it and generate a **“Scene”** from it. Whether the text is stationary or animated is irrelevant. Now insert any video scene you like (also 5 seconds long) into the storyboard followed by the text scene that you just created.

Now open the Transition Effects menu and insert the **“VLight2 Beam through”** effect with the maximum effect length, i.e. 5 seconds.

To find out the correct settings for the effect, it is best to use the single-frame preview.

Now let us take a look at the effects options.

First, under **"Position"**, decide whether you want the light source to move (**"Move"**) or remain stationary (**"Still"**). If the text is animated, the picture will already have a moving component. If you opted for stationary text, however, you could now use a moving light source to enhance the scene.



The options listed under **"Effect"** allow you to change the settings as you wish. Experiment with the various settings and see which ones have the best effect on your video footage.

**Tip:** You can use the **"Object Fade"** option (100%) to make your object or text disappear completely. Since you can adjust the intensity of the light rays separately using the **"Fade"** control, you can therefore generate light rays without the object or text actually being visible. This is not possible using the **"VLight3 Beam around"** effect despite the fact that you can configure the same parameters. In this case, the light rays change the more faded the object is displayed.

## 6.2 VLight3 Beam around

To practice using this effect, please work with the example that you used in the **"VLight2 Beam through"** exercise.

The effect's results differ in that the light in **"VLight 3 Beam around"** does not radiate through the letters but instead refracts at the edges of the letters.

## 6.3 VLight4 Transition

Insert any two scenes that you want in the storyboard, open the Transition Effects menu and insert the **"VLight4 Transition"** effect. It should be three seconds long.

Take a look at the effect using the **"Full Size"** function (**not available on the AVIO without the Pro-Package**) or using **"Preview"**.

First of all, select the effect's mask. To do so, click on the **"Effect"** option, activate the **"Select Mask"** button and then, under **"Product"**, choose **"MagicLights"** from the image pool, and select **"Mask"** under the **"Type"** option. Next, highlight the **"Twirl"** mask (third row, second mask from the left).

Afterwards, click on the **"Position"** effect option and then set the **"Motions"** function to **"Still"**. Set the middle of the video picture as the **"Start Position"**.

Now you can already take a look at the preview.



You will see a circular transition from whose edges you see light rays emanating out of the picture.

You can set the color of the light rays using the **"Color"** option. The **"Center Color"** function allows you to set the color at the origin of the light ray (e.g. yellow) and the **"Edge Color"** lets you set the color value appearing at the end of the light ray (e.g. red).

You can then define your color gradient by using **"Threshold"** under the **"Effect"** option to set the width of the origin of the rays, e.g. a value of 8. The wider the origin the more rays are created during the effect.

Next, set the following values for this example's remaining settings: **"Ambient Light"** 0%, **"Beam**

**Range** 83%, **Beam Density** 29%, **Fade** 0%, **Falloff** "On".



You will now see a circle of rays at the edge of the effect that radiates in the color that you selected.

You can now also choose other masks and sit back and enjoy the effect!

Transitions flooded with light like these are particularly effective when used on nature scenes that were filmed in daylight. You can save your settings in the **"Archive"**, where you will also find further ready-to-use effects.

## 6.4 Light

**Tip:** This effect is great for creating a concert-type atmosphere. You can use the positioned light sources to create a kind of "light-organ" effect.

If you only use one light source and overlay this onto a real light source that is visible in the picture (e.g. a table lamp), you can enhance the effect of this real light source and even give it a different color.

If your video footage contains a lamp that is switched off, you can use this effect to make it appear as though it is actually switched on.

## 6.5 Flash Fade

**Tip:** You can use this effect to emphasize the approaching scene or the contents of the scene. Imagine, for instance, you are presenting your favorite people and things to your friends. Your commentary to the video footage might go something like this: "my family", "my dog",

"my car", etc. Each time you say "my", your viewers will see a bright scene flash up on-screen which then reveals the person or object. Set the effect length to one second, and the **"Threshold"** and **"Transition"** to 0% and the **"Time"** to around 000.00:10. These settings will ensure the significance of the scene is emphasized.



This effect is also great for fading a scene both in and out.

## 6.6 Flashlight 1

**Tip:** This effect is excellent if you want to give the impression that the filmed person or object is being photographed by several cameras, since the viewer sees the person/object being illuminated by many flashes of light.

## 6.7 Flashlight 2

**Tip:** This effect is excellent if you want to give the viewer the impression that you have filmed a crowd of people of whom many are taking photographs, i.e. taking photographs facing the viewer. This, for instance, could be the audience at a concert or crowd in a football stadium or simply a few people looking, say, at a classical work of art.

If the viewer can actually see some real photographers in your video footage, then their presence will be enhanced by the flashes of light coming from their direction.

## 6.8 Lens Flare

In this example, use an approx. 5 second long scene in which you see a stark contrast between the foreground and background (e.g. trees through which you can see the sky, a stretch of water or a meadow).

However, the scene could also show the horizon or a subject that has already been filmed against the light.

Alternatively, you can also use a scene filmed in a room looking out of a window.

Even a fixed scene can be used as long as the appearance of refracting light rays in this video footage would theoretically be possible and look realistic.

Insert the scene in the storyboard, open the Transition Effects menu and insert the “**Lens Flare**” effect. The effect should span the entire length of the scene.

After clicking on the “**Full Size**” function (if applicable), turn your attention to the effect options.

Under the “**Effect**” option, set “**Still**” to ensure that the lens reflection does not move around in the video footage.

Next, click on the “**Start Position**” button to select the position in the video footage where you want to see the light source. For instance, select the top left corner.

Use the “**Shift Color**” option to give the reflection a different color range. Since the reflection involves a range of color values you do not have to select a specific color.

You could, for instance, also use a scene filmed when the sky was overcast and then use the lens reflections to give the impression that the sun was actually shining.



Try out a couple of settings – you will be surprised by the results!

## 6.9 VLight1 Simple

**Tip:** This effect is great if you want to add animation to a text created on a black background. Each letter of the text is illuminated by light using the color of that letter and therefore casts rays of light onto the foreground of the picture. You can use it to create really impressive opening credits to a film. Place your logo against a black background and make it shine like never before!

The background must always be black when using this effect, since black surfaces do not radiate any light and so do not appear to shine. Therefore, if you use text that is filled in with black or if your logo has black in it, the border of the text or logo will shine out in a whole new light!





## 6.10 VLight5 Color

For this example you should choose an approx. 5 second long scene of you driving past a row of trees or walking in a forest.

It is important that the scene contains a stark contrast between the foreground and background (e.g. trees through which you can see the sky, a stretch of water or a meadow).

Even a fixed scene can be used as long as the appearance of refracting rays of sunlight in this video footage would theoretically be possible and look realistic.

Insert the scene in the storyboard, open the Transition Effects menu and insert the “**VLight5 Color**” effect.

After clicking on the “**Full Size**” function (if applicable), turn your attention to the effect options. First of all, load the predefined setting “**Radiant White**” from the archive.

After loading it from the archive you might already see some light rays.

If the light rays are too strong or too weak, you can adjust them using the “**Beam Density**” function provided under the “**Effect**” option.

**Note:** If you do not see any light rays at all, it is highly likely that the “**active color**” (accessible from the “**Effect**” option) is not correctly set. (This color setting is not used to configure the color of the light ray but instead the color values in the picture at which the light refracts. If you choose a bright color value, the system looks for this color value in the picture and generates a light ray that originates from the position of the light source at this point in the picture).

For this example, select a color that matches the color of tree trunks so that light rays are formed at the edges of the tree trunks.

Now change “**active color**” slightly but make sure that you do not select a color value that does not appear in the picture or else you will not see any light rays at all.

Generally the light grey values work best since these are present in most pictures. Since, however, the optimum settings depend on the particular footage being used, it is impossible to provide a universal solution that could be applied to any scene.

You should also configure the following settings for this example:

“**Ambient Light**” 0%, “**Beam Range**” 70%, “**Beam Density**” 10%, and “**Falloff**” “**On**”.







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