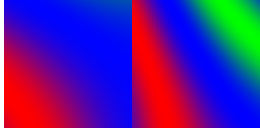


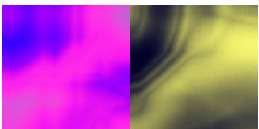
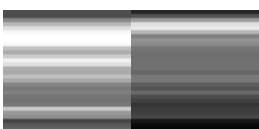





PixelController Generator

A Generator creates (ermm generate) the content of the animation.

 Blinken	 Image	 Plasma	 ColorScroll
 Fire	 Metaballs	 Pixel	 Texturedeform
 Text	 Image Zoomer	 Cell	 Plasma Advanced
 Frequency	 Drops	 Screen Capture	 Color Fader

Description:

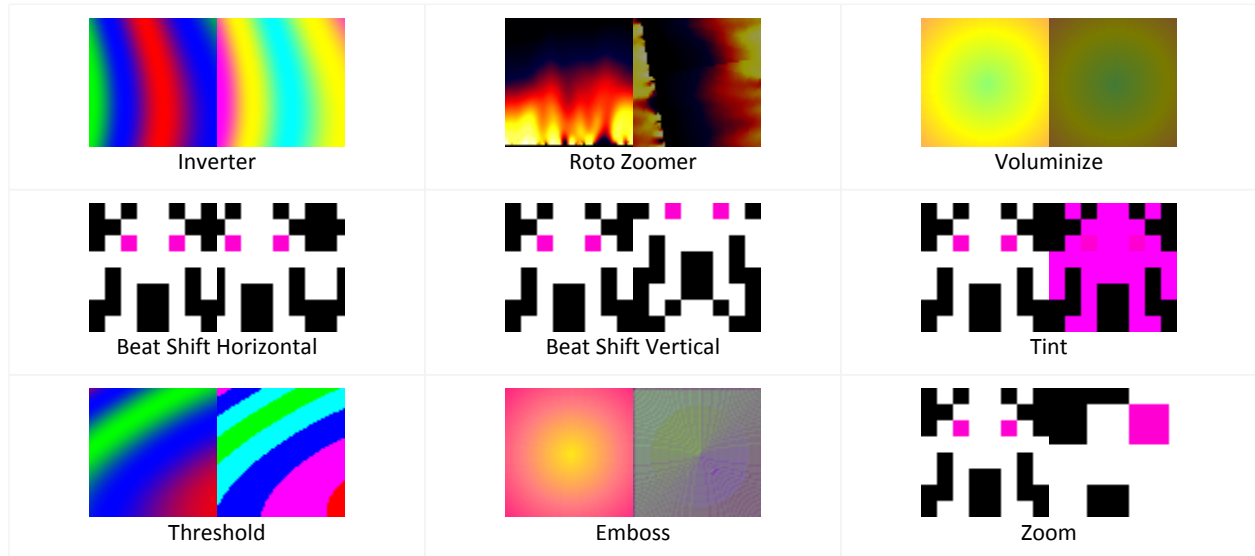
- Blinken: Blinkenlights movie player
- Image: Show a resized images
- Plasma: Simple plasma
- Color Scroll: 14 different color scrolling modes
- Fire: Just a fire...
- Metaballs: Shows 3 metaballs
- Pixel: Generate a PixelInvader!
- Texturedeform: 6 different texture deforming options
- Text: Horizontal scrolltext
- Image Zoomer: Display a large image but zoomed
- Cell: Animated Cells
- Plasma2: Another Plasma
- Frequency: Sound frequency
- Drops: Colorfull raindrops
- Capture: Record your screen, for example display a YouTube video
- Color Fade: Fade between colors

PixellInvaders Effects

Modify the content of the animation.

Left Image: Original Image

Right Image: Post processed Image

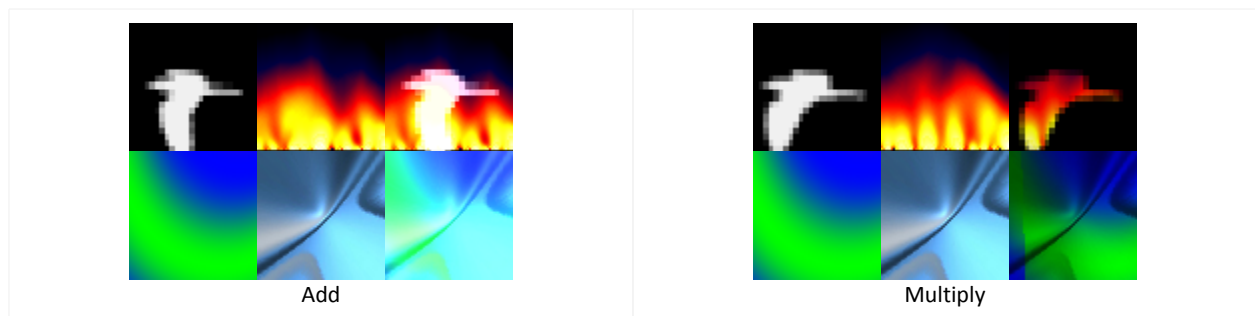


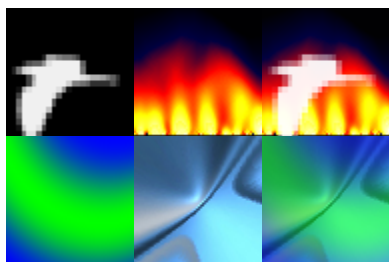
PixellInvaders Mixer

Left Image: Source Image 1

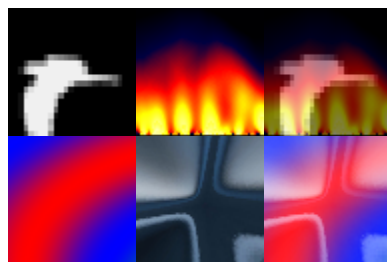
Middle Image: Source Image 2

Right Image: Mixed Image

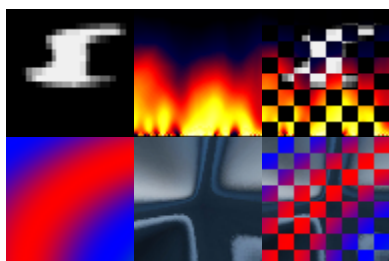




Mix



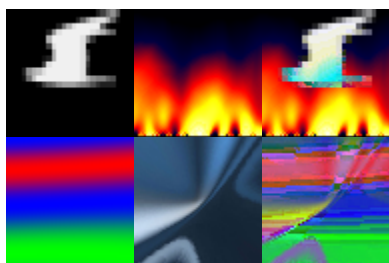
Negative Multiply



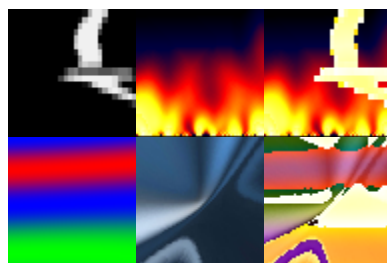
Checkboard



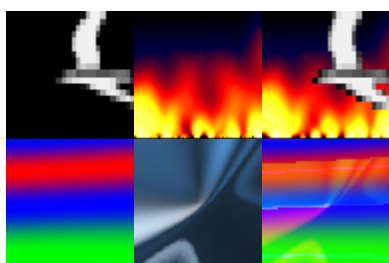
Volume Mixer



Xor



MinusHalf



Either