

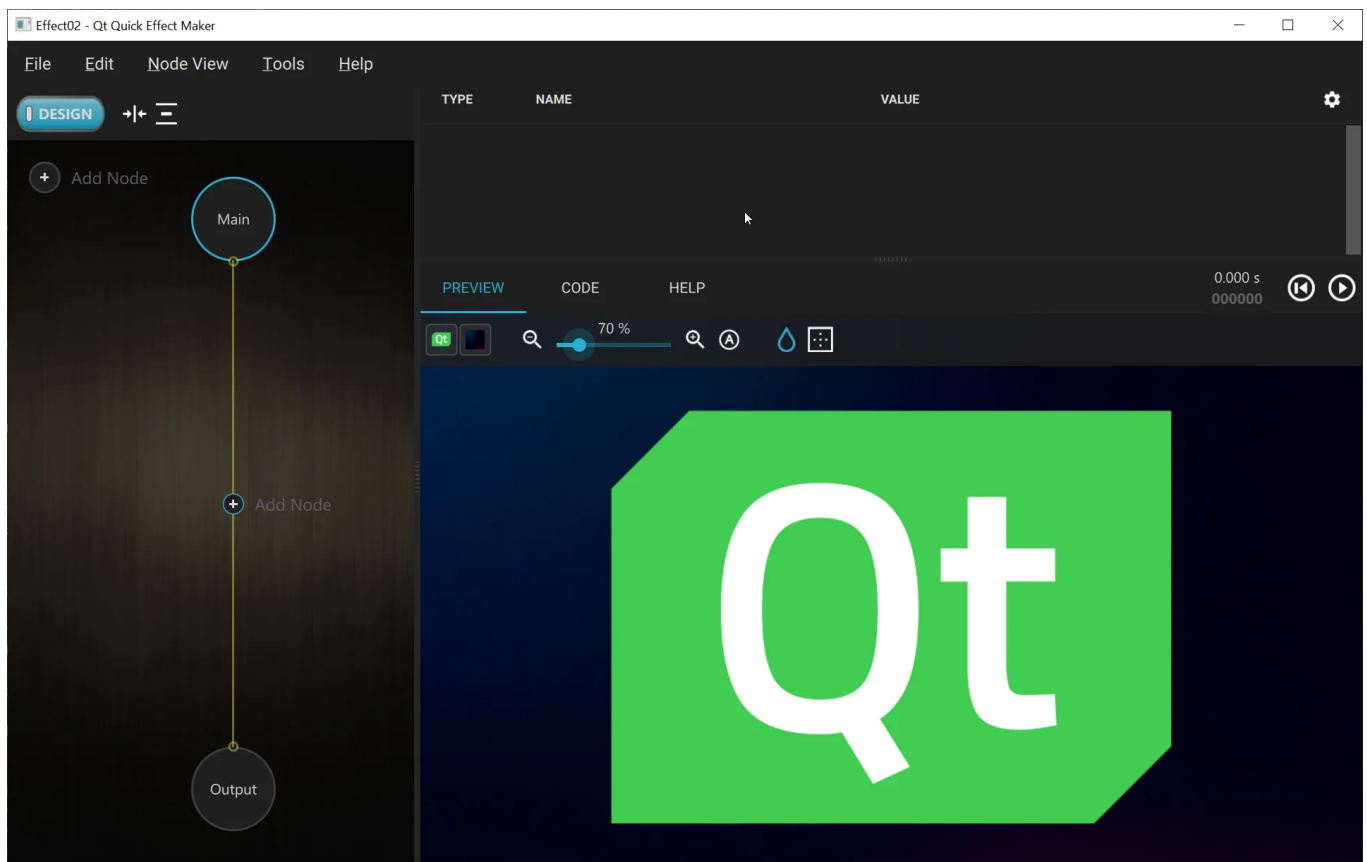
# Working with Effects in Qt Quick Effect Maker

The Qt Quick Effect Maker is a tool to create high-performance shader effects for Qt Quick.

You can import these effects to Qt Design Studio and you can run Qt Quick Effect Maker from Qt Design Studio.

## Creating Effects

When you run Qt Quick Effect Maker, it starts with an empty project. To create your effect, add nodes to the node tree.



Consider the following things when creating effects:

- Some nodes do not function alone, they need a helper node. For example, the **FastBlur** node needs a **BlurHelper** node and the **Noise** node needs a **NoiseHelper** node. If the node needs another node, it is mentioned in the node description.
- If your effect appears cropped, you need to go to **Edit > Project Settings** and increase the item padding.

To create a blur effect:

1. Add a **FastBlur** node to the node tree.
2. Add a **BlurHelper** node to the node tree. You need the **BlurHelper** node for all effects that contains a blur effect.



You can now select the **FastBlur** node and in the settings, change the **fastBlurAmount** value to control the amount of blur.

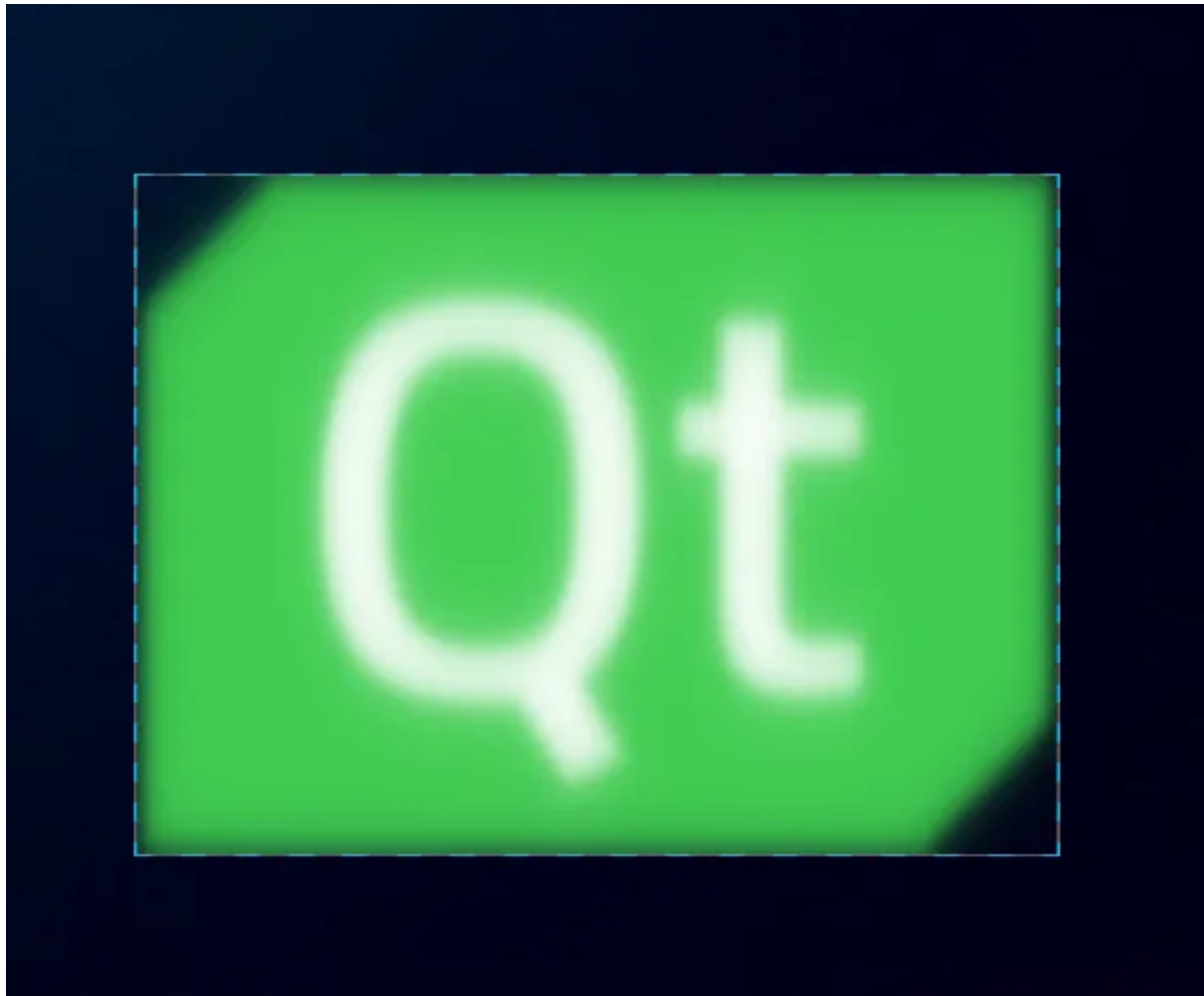




## Adjusting Item Borders

The effect appears cropped. You need to adjust item borders:

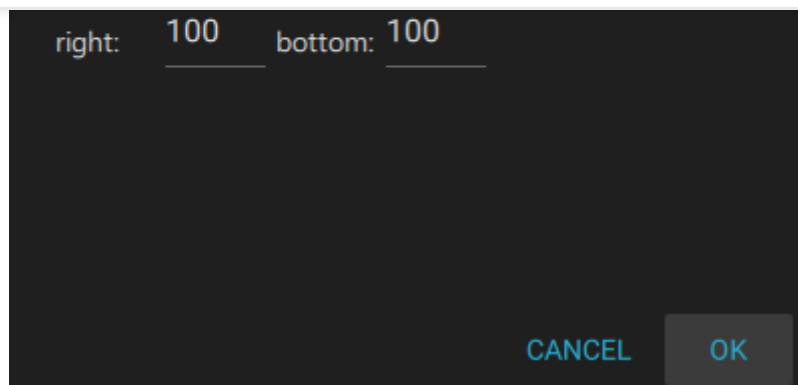
1. Select  to display item borders.



2. Go to **Edit > Project Settings**.
3. Set the item padding for all sides to 100.

**Project Settings**

**Item padding**



Now, you can see the complete blur effect.



See also [Creating Qt Quick Effect Maker Files](#).

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